



# CT240: Programming

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- Date:

- 09-September 2011

- Topic:

- VB.NET Introduction
  - Labs will start next Thursday ... will discuss lab sheet at lecture on Tuesday



# VB.NET Overview

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- For rapid and relatively simple development of full Windows applications.
- Provides graphical building blocks from which you build your Graphical User Interface (GUI)
- BASIC programming code tied to elements of the GUI.
- VB programs can communicate with other Windows applications.
- Other .Net languages: C++, C#



# VB.NET Overview

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2 features make VB different from traditional programming tools:

- You literally draw the GUI using *objects*
- Command buttons, text boxes and other objects that you've placed in a blank window will automatically recognise user actions such as mouse movements and button clicks.



# Visual Basic Vs Conventional Languages

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Programs in conventional languages run from the top down. Execution starts from the first line, and moves with the flow of the program to different parts, as needed.

Objects in VB recognise *events*; how the objects respond to events depends on the code you write. You always need to write instructions in order to make controls respond to events.

# Example from last year in Python

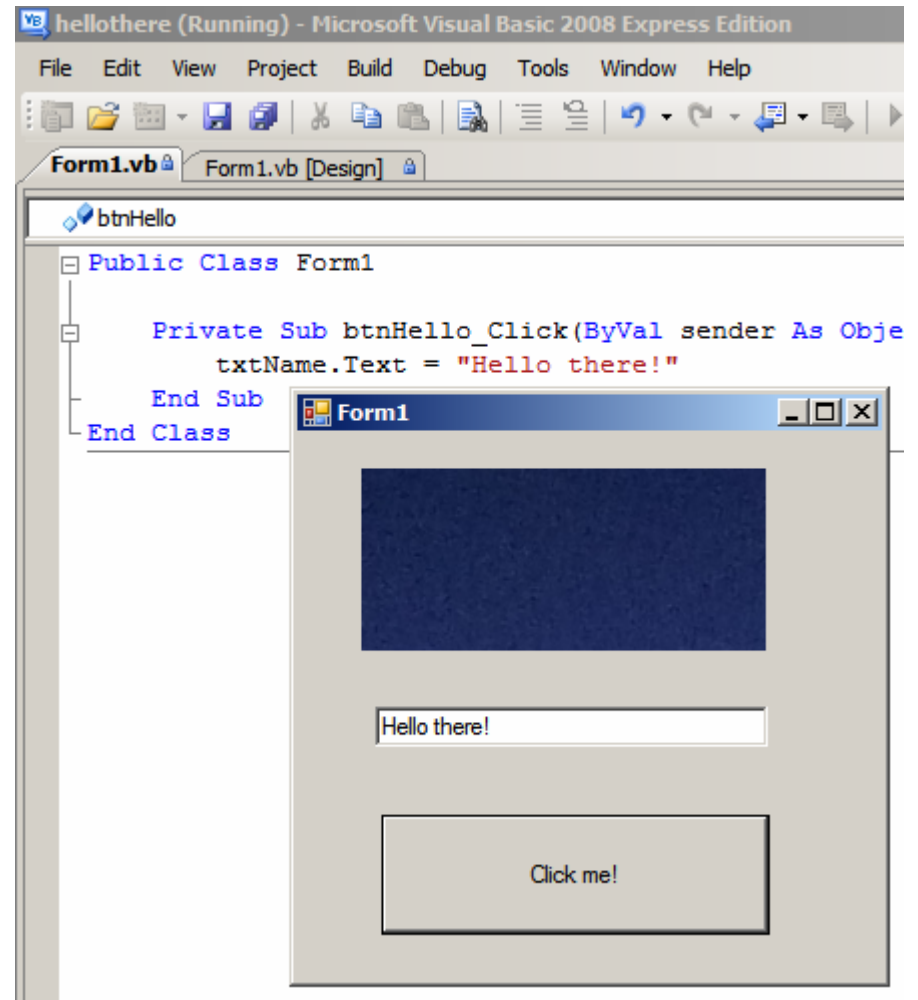
IDLE 2.6.6

```
>>> def SayHello():  
    print "Hello"  
    print "there"
```

```
>>> SayHello()  
Hello  
there
```

```
>>> def SayHello(name):  
    print "Hello there", name
```

```
>>> SayHello("John")  
Hello there John  
>>>
```



Form1.vb [Design] Click

btnHello

```
Public Class Form1

    Private Sub btnHello_Click(ByVal sender As Object, ByVal e As System.EventArgs) Handles btnHello.Click

        Dim yourname As String

        yourname = txtName.Text
        MsgBox("Hello there " & yourname & "!")

    End Sub
End Class
```

Form1

Enter Your Name: Josephine

Click me!

hellothere

Hello there Josephine!

OK

The image shows a Visual Basic IDE window titled 'Form1.vb [Design]'. The code editor displays a 'Public Class Form1' with a 'Private Sub btnHello\_Click' method. Inside the method, a string variable 'yourname' is declared, assigned the value of 'txtName.Text', and then used in a 'MsgBox' call with the text 'Hello there ' & yourname & '!'. The code is enclosed in 'End Sub' and 'End Class'. The design view shows a form with a text box labeled 'Enter Your Name:' containing the text 'Josephine', a 'Click me!' button, and a large dark blue rectangular area. A message box titled 'hellothere' is displayed, showing the text 'Hello there Josephine!' and an 'OK' button. The IDE interface includes a toolbar with a 'Click' event icon and a 'Form1' window title bar.



# Application Development in VB.NET

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3 steps:

1. **Create the interface** – drag and drop, position and size the objects.
2. **Set properties** - relevant properties for the objects-especially Name and Text
3. **Write the code** that executes when the events occur.



# When the program is running

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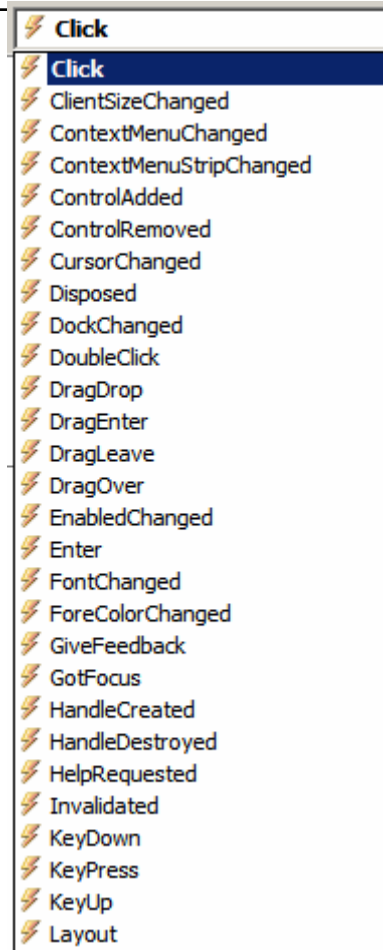
1. VB monitors the objects in the window to detect any event that an object can recognise.
2. When VB detects an event, it examines the program for a corresponding event procedure.
3. If you have written an event procedure, VB executes the instructions and goes back to step 1.
4. If you have not written an event procedure, VB goes back to step 1 and waits for the next event.

This continues until the application ends.



# Event-Driven Programming

- An *event* is an action recognised by a form (window) or control.
- *Event-driven* applications execute modules of code in response to events, often from the user.
- In VB, each graphical control has a predefined set of events, e.g. Click, GotFocus
- Each *event* can have associated *code*, which you must write.





# Creating a VB program

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3 steps:

1. **Create the interface** – drag and drop, position and size the objects.
2. **Set properties** - relevant properties for the objects-esp. Name and Text
3. **Write the code** that executes when the events occur.

# “Hello there!” Example in VB.NET

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- Inputs: None
- Process: Display “Hello there” in a text box when a command button is clicked
- Outputs: “Hello there”

## Steps:

### 1. Create the interface:

Use 2 objects a text box and (command) button



### 2. Set properties:

- text box, with name txtName
- button:
  - name btnHello and
  - text 'Click Me!'





## “Hello there!” Example in VB.NET

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3. **Write the code** that executes when the events occur:

```
for btnHello_Click
```

```
txtName.Text = "Hello there!"
```

# “Hello there Josephine” Example

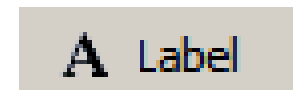
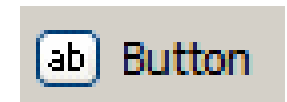
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## 1. Create the interface:

Use 3 objects: a text box and a button and a label






## 2. Set properties:

- text box, with `name txtName`
- (command) button:
  - `name btnHello` and
  - `text 'Click Me!'`
- label with `text 'Enter Name:'`



# Questions already!?

- Why no `name` property for label object?
- Why no `text` property for text box object?
- There are many properties that can be set for each object – only set the ones you need

(Name)	<b>Label1</b>
AccessibleDescription	
AccessibleName	
AccessibleRole	Default
AllowDrop	False
Anchor	Top, Left
AutoEllipsis	False
AutoSize	<b>True</b>
BackColor	 Control
BorderStyle	None
CausesValidation	True
ContextMenuStrip	(none)
Cursor	Default
Dock	None
Enabled	True
FlatStyle	Standard
Font	Microsoft Sans Serif, 8.25pt
ForeColor	 ControlText
GenerateMember	True
Image	 (none)
ImageAlign	MiddleCenter
ImageIndex	 (none)
ImageKey	 (none)
ImageList	(none)
Location	<b>29, 140</b>
Locked	False
Margin	3, 0, 3, 0
MaximumSize	0, 0
MinimumSize	0, 0
Modifiers	<b>Friend</b>
Padding	0, 0, 0, 0



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3. **Write the code** that executes when the events occur:

```
for btnHello_Click
```

```
    Dim yourname As String
```

```
    yourname = txtName.Text
```

```
    MsgBox("Hello there " & yourname & "!!")
```



# Programming Abstractions

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There are 3 main abstractions in the majority of programming languages:

1. **Data** - *instructions operate on data*
2. **Control Structures** - *order of execution of instructions and*
3. **Modules/Sub-programs/Functions**





# Data

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- **1.1. simple data types** - integers, reals, Booleans, strings, etc.
- **1.2. collection of data/data structures/structured data types** - arrays, stacks, queues, linked lists, etc.
  - A few structured data types will be built into programming languages but mostly programming languages provide programmer with constructs to define own data structures.



# Control

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## **2. Control Structures** - *order of execution of instructions and program*

2.1 statements

2.2 precedence rules

2.3 selection statements

2.4 iterative statements

2.5 recursive statements



# Modules/Sub-programs/Functions

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## **3. Modules/Sub-programs/Functions/Objects**

- may not always be supported by a programming language



## More on Data

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### **Constants**

- Value of constant does not change during run-time of program

### **Variables**

- memory location assigned to a particular data object can contain different values during the run-time of the program.
- identifier refers to the name of a variable

## Declaring variables ...

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The system needs to be able to create enough storage space in memory for the data that you are using

- VB.NET must be told in advance the **type** of the data
- This differs to Python
- Also will provide the **identifier name** when declare type



# Variable Declarations in VB.Net

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Example:

```
Dim firstnum As Integer
```

Declares variable *firstnum* as type Integer



# Simple Data Types in VB.Net

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- Short (16 bits )
- Integer (32 bits)
- Long (64 bits)
- Decimal
- Single, Double
- Date
- Boolean
- Char

## Example: Declare 2 integers, named x and y

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Dim x as Integer

Dim y as Integer

Alternatively, can declaring multiple  
identifiers of the same type on one line

Dim x, y As Integer



# String Data Type

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- A string constant is a sequence of characters that is treated as a single item:

“This is a string.”

“Hello there!.”

- String constants must be surrounded by (double) quotation marks.
- A string variable is declared using a statement of the form:

Dim *variableName* As String



# Other Data Types in VB.Net

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- Array
- Object

## Constants

- Const MAX\_CAPACITY As Integer 40



# Initialising Variables ....

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All variables used in a program/algorithm **must** get a value at some stage. The value may come from:

- the user via text box etc.
- a file
- from or to a function (being passed)
- an assignment statement
- some calculation

# Assignment Statement

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Format in Visual Basic:

**LHS = RHS**

where:

- = is assignment operator
- LHS is a variable/memory location
- RHS is constant; variable or expression.
- The RHS is evaluated and assigned to the memory location indicated by the LHS.
- Once the variable is assigned its new value any old value is lost

# Example

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Dim x as Integer

Dim y as integer

x = 1

y = 34

x = x + y

○ Hence:

**1 = x**

does not make sense. 1 is not a memory location.




# Initialising Strings

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e.g. to assign the string constant  
"Ann" to the variable *name*

```
Dim Name As String
```

```
Name = "Ann"
```



# What data types, names and initial values would you give these things?

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- Customer name
- Customer address
- ID number
- Weight of bin
- Balance due
- Price per kg
- Payment due date

# Spot the errors ...

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```
Dim name as Integer  
Dim x as Integer
```

```
name = "Josephine"  
x = "3"
```

```
Dim name as String  
Dim x as Integer
```

```
name = "Josephine"  
x = y + 3
```

```
Dim x, y, z as Integer
```

```
3 = x  
4 = y  
5 = z
```

```
Dim x, y, z as Integer
```

```
x = 3  
y = 4  
z = 3/4
```





# Important Points:

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- In VB.NET have Objects with associated:
  - Properties
  - Code
- Data declarations with Dim
- Data assignment with LHS = RHS