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Visual Basic.NET by Example

Que Publishing Visual Basic.NET by Example helps the reader learn Visual Studio.NET as well as how the language interacts with the .NET framework and other Visual Studio programming languages. Using this book, the reader will learn to build stand alone applications or applications and services which run within Microsoft's .NET Framework. This book explains each topic using real code examples to illustrate the VB.NET language and teaches in an easy-to-use tutorial manner.

Mastering Visual Studio .NET

"O'Reilly Media, Inc." A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated develpment environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Visual Studio .NET

The .NET Framework Black Book

Coriolis Group The Visual Studio .NET Black Book covers the .NET architecture, libraries, and services, and how to use them from the programming languages supported by VS.NET. This unique book explores the .NET architecture in a non-language specific way. It covers the new Web and database access technologies in WebForms, WinForms, ADO.NET, and ASP.NET. It also includes an emphasis on XML, including the SOAP protocol, as it will be used extensively for passing data around components within distributed applications.

The Visual Basic .Net Programming Language

Addison-Wesley Professional Praise for The Visual Basic .NET Programming Language "There is no substitute to getting the inside scoop directly from a book written by the father of a programming language such as Bjarne Stroustrup for C++, James Gosling for Java and Alan Cooper for the original version of Visual Basic. Paul Vick, the father of Visual Basic .NET, explains the whys and hows of this exciting new language better than any other human being on the planet." --Ted Pattison, Barracuda.NET "The Visual Basic .NET Programming Language includes nuances that in all my use and study of VB .NET, I haven''t seen discussed anywhere else. For example, I learned that you can use the Imports statement to import an Enum name, so that you needn''t refer to the enum in all its uses. In addition, I learned that the dictionary lookup operator, "!", works in VB .NET--I thought this one had been retired. In any case, if you''re searching for a book that covers all the language syntax issues, and more, Paul Vick''s book is a great place to look." --Ken Getz, Senior Consultant, MCW Technologies, LLC "This book is an excellent stepping stone for Visual Basic developers wanting to get their toes wet in the .NET waters. Paul''s presentation of the core topics all VB developers should tackle first is clear, concise, and unlike other books in the genre, does not overwhelm the reader. The VB6 vs. VB.NET task-oriented approach guides you through the new language and OO features, and then moves to basic threading and other CLR topics--as well as to the key points in the COM to .NET transition--in a well thought-out sequence. If you''ve been holding out on VB .NET, this is a great book to get you started." --Klaus H. Probst, Sr. Consultant/Architect, Spherion Technology Services, Microsoft MVP "There is no shortage of VB .NET books in the market, but this is the only book straight from the creators. While that is an excellent reason in itself for reading this book, it is the brevity and clarity of the content, along with the examples, that makes this book a must-have." --Amit Kalani, Developer "Overall, I liked this book and it definitely benefited me. I learned new things I didn''t see anywhere else and I''ll certainly put these to good use in the future. Paul''s book makes a great reference manual for intermediate and advanced VB .NET developers." --Philip Williams, System Engineer, LDC Direct "This book contains a lot of great information I have seen nowhere else and addresses issues that other books do not." --Ethan Roberts, .NET Architect, General Casualty "This book is full of useful information and provides a good historical background for the Visual Basic .NET Language." --Dave Vitter, Technical Lead Developer and author of Designing Visual Basic .NET Applications (Coriolis, 2001) The definitive Microsoft Visual Basic .NET reference--authored by Visual Basic .NET''s lead architect If you want to leverage all of VB .NET''s immense power, get this book. It''s the definitive VB .NET reference and tutorial, and the first Visual Basic book written by one of VB .NET''s lead architects. No other book offers this much behind-the-scenes insight about why VB .NET works the way it does, how it evolved, and how you can make the most of it. The Visual Basic .NET Programming Language is a superb learning tool for new VB .NET programmers and a must-have reference for developers at every level. Paul Vick presents precise language descriptions, essential reference materials, practical insights, and hundreds of code samples, straight from Microsoft''s VB .NET design team. Just some of the features include: A history and overview of Visual Basic''s evolution into VB .NET Complete coverage of the language syntax Transitioning from COM to the CLR and leveraging the .NET platform Runtime functions Taking full advantage of VB .NET''s object-oriented features Notes on style, design, and compatibility throughout the text Notes for the advanced user throughout the text Vick exposes VB .NET''s most powerful capabilities with unprecedented depth and clarity, and packs this book with information you simply won''t find anywhere else. Whether you''re an experienced VB .NET programmer, upgrading from earlier versions of Visual Basic, or coming to Visual Basic and .NET for the first time, you''ll find this book indispensable.

Visual Basic .NET and XML

Harness the Power of XML in VB.NET Applications

John Wiley & Sons An accessible and step-by-step approach to using VB.NET and XML enterprise application development XML is a tool for interacting with, describing, and transporting data between machines across networks and across the Internet-perfectly suited for Microsoft's .NET plan to fully integrate the Internet into distributed computing. By using real-world and fully-functional examples, this book quickly brings Visual Basic programmers and developers up to speed on XML for enterprise application development. The authors include an overview of XML and how it works with VB.NET, then explain how to use it to manipulate data in distributed environments. Companion Web site at www.vb-helper.com features the complete working code for all the examples built in the book.

Microsoft Technologies .NET Platform: The next big overhaul to Microsoft's technologies that will bring enterprise distributed computing to the next level by fully integrating the Internet into the development platform. This will allow interaction between any machine, on any platform, and on any device. Visual Basic.NET: The update to this popular visual programming language will offer greater Web functionality, more sophisticated object-oriented language features, links to Microsoft's new common runtime, and a new interface. ASP.NET: A programming framework (formerly known as Active Server Pages) for building powerful Web-based enterprise applications; can be programmed using VB.NET or C#. C#: Microsoft's new truly object-oriented programming language that builds on the strengths of C++ and the ease of Visual Basic; promises to give Sun's Java a run for its money.

Network Programming in .NET

With C# and Visual Basic .NET

Elsevier The purpose of this book is to provide tools to design and implement network-orientated applications in .NET. It is also a guide for software designers to choose the best and most efficient way to implement mission critical solutions. The book addresses real-world issues facing professional developers, such as using third-party components as opposed in-house development. It differentiates itself from existing .NET publications because it is aimed at experienced professionals and concentrates on practical, ready-to-use information. The book is written in two languages C# and VB.NET, and covers never-before published information on Telephony in .NET and packet-level networking. This is the second book in the Digital Press Software Development Series. Coverage of lower level protocols allows implementation of performance-centric applications Demonstrates the feasibility of developing telephony solutions in-house rather than outsourcing Written in VB.NET and C# to assist readers working in either language Coverage of Email, FTP and the WWW allows implementation of applications in all three areas

Visual Basic.NET at Work

Building 10 Enterprise Projects

LibreDigital Gain the tools to create 10 reusable enterprise projects utilizing the new features of VB.NET Going beyond the standard reference books, Tony Martin takes readers step-by-step through the process of creating ten reusable enterprise applications with the next version of Microsoft's leading programming language-Visual Basic.NET. Readers will start by building a standard application template, which will form the basis of all the projects. Martin explains how to combine VB.NET with other key technologies, such as Web Services, ASP.NET, XML, WebForms, and the Microsoft Mobile Framework, to solve the important issues corporate Visual Basic programmers face today. Microsoft Technologies CD-ROM includes complete source code for the projects in the book and the third-party tools required to build the projects. .NET Platform: The next big overhaul to Microsoft's technologies that will bring enterprise distributed computing to the next level by fully integrating the Internet into the development platform. This will allow interaction between any machine, on any platform, and on any device. Visual Basic.NET: The update to this popular visual programming language will offer greater Web functionality, more sophisticated object-oriented language features, links to Microsoft's new common runtime, and a new interface. ASP.NET: A programming framework (formerly known as Active Server Pages) for building powerful Web-based enterprise applications; can be programmed using VB.NET or C#. C#: Microsoft's new truly object-oriented programming language that builds on the strengths of C++ and the ease of Visual Basic; promises to give Sun's Java a run for its money.

Learn Professional Programming in .Net Using C#, Visual Basic, and Asp.Net

Xlibris Corporation This book covers the basic programming fundamentals, professional programming logics and deep concepts of programming in .NET such as the flow control statements in C# and Visual Basic, the basic programming techniques, procedures and procedural programming concepts, arrays, structures, delegates, Lambda Expression, Errors and Exceptions handling in .NET, Windows applications development, Console applications development, Object Oriented programming, the study of different Namespaces, Files and Streams handling in C# and Visual Basic programming languages, Introduction to Database and Database Management System, Database Programming, LINQ in .NET, Collections in .NET, Web Technologies in .NET, ASP.NET, the basic requirements of ASP.NET, Websites and Web applications development, MVC Web application development, Web Services, Web APIs. This book covered the above-mentioned topics in details in a very simple way. It also contains various advanced logical programs. Each topic in this book is explained with suitable programming examples. The programs in this book are error free and fully tested and executed using Microsoft Visual Studio.NET 2015 Enterprise Edition. This book provides deep programming techniques and knowledge from beginning level to the higher level and it is efficient for all those students, teachers, and researchers who want to get professional programming logics and become professional programmers.

Object-oriented Programming with Visual Basic .NET

"O'Reilly Media, Inc." A programmer's complete guide to Visual Basic .NET. Starting with a sample application and a high-level map, the book jumps right into showing how the parts of .NET fit with Visual Basic .NET. Topics include the common language runtime, Windows Forms, ASP.NET, Web Forms, Web Services, and ADO.NET.

Programming Visual Basic .NET

"O'Reilly Media, Inc." Completely revised, this edition is an essential guide for VB programmers looking to make the change to the .NET programming environment.

Windows Forms Programming in Visual Basic .NET

Addison-Wesley Professional - The WinForms team at Microsoft praises Chris as a definitive authority; Microsoft has named Chris one of eight Software Legends - The content and structure are based on years of experience both building apps with WinForms as well as teaching other developers about WinForms - Alan Cooper, the 'father of Visual Basic', has provided the foreword for the book

The C Programming Language

Pearson Educación Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

NET Enterprise Design with Visual Basic .NET and SQL Server 2000

Sams Publishing With fundemental changes coming in Visual Basic.NET, Sams offers the most comprehensive coverage of object-oriented development, distributed application development, and Web Services.

Migrating to .NET

A Pragmatic Path to Visual Basic .NET, Visual C++ .NET and ASP .NET

Prentice Hall Professional Migrating to .NET: A Pragmatic Path to Visual Basic .NET, Visual C++.NET, and ASP.NET, by .NET migration experts from Patni Computer Systems Ltd., assists intermediate to advanced Visual Basic, Visual C++, and ASP programmers in every step of migrating legacy code to the new .NET platform. This book is rich with code samples and case studies.

Professional Visual Basic 2010 and .NET 4

John Wiley & Sons Intermediate and advanced coverage of Visual Basic 2010 and .NET 4 for professional developers If you've already covered the basics and want to dive deep into VB and .NET topics that professional programmers use most, this is your book. You'll find a quick review of introductory topics-always helpful-before the author team of experts moves you quickly into such topics as data access with ADO.NET, Language Integrated Query (LINQ), security, ASP.NET web programming with Visual Basic, Windows workflow, threading, and more. You'll explore all the new features of Visual Basic 2010 as well as all the essential functions that you need, including .NET features such as LINQ to SQL, LINQ to XML, WCF, and more. Plus, you'll examine exception handling and debugging, Visual Studio features, and ASP.NET web programming. Expert author team helps you master the tools and techniques you need most for professional programming Reviews why Visual Basic 2010 will be synonymous with writing code in Visual Studio 2010 Focuses on .NET features such as LINQ, LINQ to SQL, LINQ to XML, WPF, workflow, and more Discusses exception handling and debugging, data access with ADO.NET, Visual Studio features for Visual Basic developers, Windows programming with Windows Forms, ASP.NET web programming with VB, communication interfaces, Windows workflow, and threading This Wrox guide presents you with updated coverage on topics you need to know now.

Student's Essential Guide to .NET

Elsevier The Student's Essential Guide to .NET provides a clear and simple overview of Microsoft's .NET technologies. It is aimed at second and third year undergraduate students and postgraduate students on Computing or Computer Science courses who are required to look at a modern operating system, (Microsoft Windows 9x, Nt 2000 or XP) and to design and code simple or even not so simple examples. The approach is based upon the student's learning the technology of .NET through examples using the supported languages C#, VB and C++. The examples are based on fun, familiar games, and students are encouraged to review reference material to refine their skills on key aspects of the architecture. Review questions and worked examples enhance the learning process and the material is supported by the author's website, which contains extensive ancillary material. * Student-focused treatment with many examples and exercises, together with solutions * Integrates the use of .NET with the supported languages C#, VB and C++ * Authors supporting website contains solutions, source code and other extras

NET Compact Framework Programming with Visual Basic .NET

Addison-Wesley Professional This definitive tutorial and reference for the .NET Compact Framework (CF) shows readers how to transfer their skills and their code to the Pocket PC 2003 and other mobile and embedded smart devices. Authors Yao and Durant draw upon their years of research and experience with members of the Microsoft .NET CF team to show exactly how the best CF programming gets done in Visual Basic .NET.

Introduction to Visual Basic Using .NET

Prentice Hall Using real-world examples and a detailed case study, Introduction to Visual Basic Using .NET helps you master VB.NET from the ground up, or rapidly migrate from VB6. The authors introduce the .NET Framework and Visual Studio.NET from the VB developer's perspective, examine VB.NET's basic coding constructs, and thoroughly explore both object-oriented programming and Windows Forms development. Coverage also includes: ADO.NET, threads, collections, delegates, attributes, and much more.

Subclassing and Hooking with Visual Basic

Harnessing the Full Power of VB/VB.NET

"O'Reilly Media, Inc." Subclassing & Hooking with Visual Basic offers developers a unique way to customize Windows behavior.Windows is a message-based system. Every action you request creates one or more messages to carry out the action. These messages are passed between objects and carry with them information that gives the recipient more detail on how to interpret and act upon the message.With Subclassing and the Windows hooking mechanism ("hooks"), you can manipulate, modify, or even discard messages bound for other objects within the operating system, in the process changing the way the system behaves. What kinds of results can you achieve using the power of subclassing and hooking? Here are just a few of the possibilities: Determine when a window is being activated or deactivated and respond to this change. Display descriptions of menu items as the mouse moves across them. Disallow a user to move or resize a window. Determine where the mouse cursor is and respond accordingly. Determine when the display resolution has been changed. Monitor the system for a low system resource condition. Modify or disallow keystrokes sent to a window or a control. Create an automated testing application. Determine when an application is idle. Along with this power comes responsibility; Windows is very unforgiving if subclassing and hooking are used incorrectly. Subclassing & Hooking with Visual Basic demonstrates the various techniques for intercepting messages bound for one or more windows or controls: the intercepted message can be left in its original state or modified; afterwards, the message can be sent to its original destination or discarded.For both VB 6 and VB.NET developers, Subclassing & Hooking with Visual Basic opens up a wealth of possibilities that ordinarily would be completely unavailable, or at least not easy to implement.

Learning Visual Basic .NET

Introducing the Language, .NET Programming & Object Oriented Software Development

"O'Reilly Media, Inc." Most Visual Basic .NET books are written for experienced object-oriented programmers, but many programmers jumping on the .NET bandwagon are coming from non-object-oriented languages, such as Visual Basic 6.0 or from script programming, such as JavaScript. These programmers, and those who are adopting VB.NET as their first programming language, have been out of luck when it comes to finding a high-quality introduction to the language that helps them get started.That's why Jesse Liberty, author of the best-selling books Programming C# and Programming ASP.NET, has written an entry-level guide to Visual Basic .NET. Written in a warm and friendly manner, this book assumes no prior programming experience, and provides an easy introduction to Microsoft's most popular .NET language.Learning Visual Basic .NET is a complete introduction to VB.NET and object-oriented programming. This book will help you build a solid foundation in .NET, and show how to apply your skills by using hundreds of examples to help you become productive quickly. Learning Visual Basic .NET introduces fundamentals like Visual Studio .NET, a tool set for building Windows and Web applications. You'll learn about the syntax and structure of the Visual Basic .NET language, including operators, classes and

interfaces, structs, arrays, and strings. Liberty then demonstrates how to develop various kinds of applications--including those that work with databases--and web services.By the time you've finished Learning Visual Basic .NET, you'll be ready to move on to a more advanced programming guide that will help you create large-scale web and Windows applications.Whether you have a little object-oriented programming experience or you are new to programming altogether, Visual Basic .NET will set you firmly on your way to mastering the essentials of the VB.NET language.

Application Development Using C# and .NET

Prentice Hall Professional The practical guide to C# .NET development for experienced programmers. Running case study covers the entire .NET development process. .NET attributes, collections, threading, security, versioning, remoting, and more.

VB.Net Web Developer's Guide

Elsevier Visual Basic has long been the language of choice when designing Windows-based applications and the Web. Touted as both the most popular and productive computing language, Visual Basic has amassed quite a following of devoted programmers, and is a sought after programming skill. With the introduction of .NET Enterprise, Microsoft launch VB.NET, offering a streamlined, simplified version of Visual Basic language. With increased power, scalability, functionality and reliability, VB.NET is positioned to be the most productive tool in a programmer's toolbox. VB.NET Developer's Guide is written for previous Visual Basic Programmers looking to harness the power of the new features and functionality incorporated in Visual Basic.NET. Timely coverage of newly released product which Visual Basic users will be eager to learn VB.NET Developer's Guide is one of the first comprehensive reference for programmers and developers anxious to learn about the new technology

Visual Basic 2019 Handbook

A Concise Guide to VB2019 Programming

Liew Voon Kiong Visual Basic 2019 handbook is authored by Dr. Liew, the webmaster of popular online Visual Basic Tutorial, vbtutor.net. This book is a concise guide to mastering Visual Basic 2019, from beginner to intermediate programmers. This handbook has been written to complement our free online Visual Basic 2019 tutorial with much more content. It is also an excellent reference text for high school or college-level computer science courses. Reading this book will allow you to: 1. Understand the basic concepts of Visual Basic 2019 programming 2. Create your own Visual Basic 2019 applications from scratch 3. Get inspiration from a variety of interesting sample programs 4. Modify the code samples easily to suit your needs 5. Learn how to package and distribute your applications

Visual Basic .NET for Students

Addison Wesley Longman If you have never done any programming before this book is for you! It assumes no prior knowledge of programming. It starts from scratch. It is written in a simple, direct style for maximum clarity. It is aimed at first level students at universities and colleges, but it is also suitable for novices studying alone.Visual Basic.Net is a fully-fledged object-oriented language, supporting encapsulation, single inheritance and polymorphism. In creating Visual Basic.Net, Microsoft have made VisualBasic into an elegant and consistent language. These features all make the language easier to learn, easier to use and more robust. In addition it encourages the use of good programmingstyle. Visual Basic.Net is part of a suite of tools associated with the .Net architecture, but it is also a free-standing programming language. It can be used to write free-standing program code or to create components that fit within the .Net architecture.The authors explain how to use objects early in this book, starting with the ideas of variables, assignment and methods, then introducing using library classes. Next they explain how to use control structures for selection and looping and then comes the treatment of how to write your own classes.The book ensures that the fun element of programming is paramount, so graphics are used right from the start. They are fun, interesting and clearly demonstrate all the important principles of programming. But programs that input and output text are not ignored - they are integrated throughout the text.

Karl Moore's Visual Basic . Net

GDI+ Programming in C# and VB .NET

Apress GDI+ Programming in C# and VB .NET starts out with an explanation of GDI+ and how it relates to GDI. Nick Symmonds also includes a chapter on common ways to draw using VB6 and C++. The book then delves deep into the GDI+ namespaces and classes-basic drawing is discussed first with later chapters going deeper into more complex drawing. Paths, Gradients, Alpha Blends, Matrix operations, and transformations are all explained in understandable detail. Later chapters discuss working with bitmaps and other images, drawing, and printing. The final two chapters are devoted to useful projects that tie up the subject matter of the previous chapters in real world examples. Throughout GDI+ Programming in C# and VB .NET, the author not only explains the different namespaces and classes relating to GDI+, but he also takes time to talk about best practices concerning graphics programming. Woven throughout the book are numerous examples that tie together different aspects of programming in .NET, teaching programmers how to get the best possible speed and efficiency out of their code.

Professional Visual Basic 2012 and .NET 4.5 Programming

John Wiley & Sons Explore Visual Basic 2012 and .NET 4.5 with this fully updatedresource After a quick review of the of introductory topics of VisualBasic 2012 and .NET 4.5, this book moves quickly into advancedtopics such as data access with ADO.NET, security, ASP.NET webprogramming with Visual Basic, Windows workflow, and threading.You'll explore the essential Visual Basic 2012 functions you need,including .NET features such as LINQ, WCF, and more. Plus, you'llexamine exception handling and debugging, Visual Studio features,and deployment. Puts the new Async keyword and Iterators to work Explores new options and interfaces presented by Windows 8development and WinRT Continues strong coverage of core language elements and toolsand creating componentized applications This updated version of Professional Visual Basic 2012 and.NET 4.5 retains its expert author team, including one of thebest-known and respected Microsoft Visual Basic MVPs, Bill Sheldon,and Microsoft Regional Director "Software Legend" BillyHollis.

Ado.NET Programming in Visual Basic .NET

Prentice Hall Professional Completely revised and updated, this comprehensive reference on ADO .NET programming covers such topics as database tools, data objects, Web Services, multi-tier database applications, Windows Forms classes, and the development of ASP.NET Web applications, providing insider tips and techniques, code examples, and other helpful features. Original. (Intermediate)

Introduction to Visual C++.NET and C#.NET with Simple Data Processing

Penerbit Andi

Professional Visual Studio Extensibility

John Wiley & Sons Visual Studio is a development IDE created by Microsoft to enable easier development for Microsoft programming languages as well as development technologies. It has been the most popular IDE for working with Microsoft development products for the past 10 years. Extensibility is a key feature of Visual Studio. There have not been many books written on this aspect of Visual Studio. Visual Studio Extensibility (VSX) can be considered a hard topic to learn for many developers in comparison with most .NET related topics. Also, its APIs are very complex and not very well written. Some may refer to these APIs as "dirty" because they do not have good structure, naming convention, or consistency. Visual Studio is now 10 years old. It was created during the COM days for COM programming but later migrated to .NET. However, Visual Studio still relies heavily on COM programming. It was revamped when moving to the .NET platform but still contains its COM nature; this fact is what makes it harder for .NET developers to work with VSX. Because it is an older product built on two technologies, it has produced inconsistency in code. Although there are problems with the current version of VSX, the future looks bright for it. The many different teams working on the software have been moved into one umbrella group known as the Visual Studio Ecosystem team. Throughout the past 10 years Visual Studio has continued to grow and new extensibility features have been added. Learning all of the options with their different purposes and implementations is not easy. Many extensibility features are broad topics such as add-ins, macros, and the new domain-specific language tools in Visual Studio. Learning these topics can be difficult because they are not closely related to general .NET programming topics. This book is for .NET developers who are interested in extending Visual Studio as their development tool. In order to understand the book you must know the following material well: Object-oriented programming (OOP), the .NET Framework and .NET programming, C# or Visual Basic languages, some familiarity with C++, some familiarity with XML and its related topics, and Visual Studio structure and usage. A familiarity with COM programming and different .NET technologies is helpful. The aims of this book are to: Provide an overview of all aspects of VSX Enable readers to know where/when to use extensibility Familiarize readers with VS Extensibility in detail Show readers the first steps and let them learn through their own experiences Use examples, sample code, and case studies to demonstrate things in such a way that helps readers understand the concepts Avoid bothering readers with long discussions and useless code samples In order to use this book, and get the most out of it, there are some technical requirements. You must have the following two packages installed on your machine to be able to read/understand the chapters and test code samples: Visual Studio 2008 Team System Edition (or other commercial editions) Visual Studio 2008 SDK 1.0 (or its newer versions) You will need to buy Visual Studio 2008 to register for an evaluation version. The Free Express editions of Visual Studio do not support the extensibility options. The Visual Studio SDK is needed in order to read some of the chapters in the book and can be downloaded as a free package. The operating system doesn't matter for the content of the book, but all code was written with Visual Studio 2008 Team System Edition in Windows Vista x86. Chapters 1, 2, and 3 will give you an introduction to the basic concepts you need to understand before you can move on to the rest of the book. Chapter 4 discusses the automation model, which is an important prerequisite for many of the chapters in the book that focus on add-ins, macros, and VSPackages. Chapters 5-14 will utilize add-ins in a case study to learn about the main responsibilities of the automation model and some of the more common techniques used in VSX development. Each of the following chapters is dedicated to a specific extensibility option; they are independent of one another and you can read them in any order. It is important to read chapters 4-14 before you begin reading about the specific extensibility options. Chapter 5 contains a walk-through of the Add-in Wizard and describes its steps. Chapter 6 will show you the anatomy of add-ins and explain how to create add-ins and how they work. Chapter 7 discusses how to manipulate solutions, projects, and project items via your code to build add-ins. Chapter 8 shows you how to deal with documents and code editors in your add-ins. Chapter 9 explains how to work with programming codes and how to manipulate their elements. Chapter 10 describes some ways to work with user interface elements, Windows Forms, and controls via code in your add-ins. Chapter 11 discusses the Tools Options page and uses add-ins as the case study to show you how to create your own Tools Options pages. Chapter 12 teaches you how to debug and test your add-ins. Chapter 13 shows you how to deploy your add-ins. Chapter 14 completes the discussion about add-ins by talk about resources and localization of add-ins. Chapter 15 discusses a new feature in VS 2008: the Visual Studio Shell. Chapter 16 talks about domain-specific language tools; you will learn how to build them and see a quick overview of DSL tools. Chapter 17 discusses debugging and how to extend debugging features. Chapter 18 talks about VSPackages as a way to extend VS functionality and add something new to its existing packages. Chapter 19 teaches you what a code snippet is and how to write and manage code snippets in Visual Studio to make your coding process easier. Chapter 20 talks about VS project templates and starter kits and how to write your own project templates. Chapter 21 focuses on MSBuild and writing custom builds for Visual Studio and .NET applications. Chapter 22 discusses Visual Studio macros in detail and explains how to build a Visual Studio macro. Keyvan Nayyeri is a software architect and developer. He has a Bachelor of Science degree in applied mathematics. His main focus is on Microsoft development technologies and their related markup languages. Nayyeri is also a team leader and developer for several .NET open-source projects; this includes writing code for special purposes. He holds an MVP award for Comunnity Server. He recently co-authored Wrox Professional Community Server (2007).

VB.NET Language in a Nutshell

A Desktop Quick Reference

"O'Reilly Media, Inc." Explains how Visual BASIC has been altered to work within the .NET framework and provides information about topics such as syntax, keyword operations, accepted arguments, and undocumented behaviors of VB.NET.

VISUAL BASIC .NET AND DATABASE: PRACTICAL TUTORIALS

BALIGE PUBLISHING This book aims to develop a MySQL-driven desktop application that readers can develop for their own purposes to implement library project using Visual Basic .NET. In Tutorial 1, you will build a Visual Basic interface for the database. This interface will used as the main terminal in accessing other forms. This tutorial will also discuss how to create login form and login table. You will create login form. Place on the form one picture box, two labels, one combo box, one text box, and two buttons. In Tutorial 2, you will build a school inventory project where you can store information about valuables in school. The table will have nine fields: Item (description of the item), Quantity, Location (where the item was placed), Shop (where the item was purchased), DatePurchased (when the item was purchased), Cost (how much the item cost), SerialNumber (serial number of the item), PhotoFile (path of the photo file of the item), and Fragile (indicates whether a particular item is fragile or not). In Tutorial 3, you will perform the steps necessary to add 5 new tables using phpMyAdmin into Academy database. You will build each table and add the associated fields as needed. Every table in the database will need input form. In this tutorial, you will build such a form for Author table. Although this table is quite simple (only four fields: AuthorID, Name, BirthDate, and PhotoFile), it provides a basis for illustrating the many steps in interface design. SQL statement is required by the Command object to read fields (sorted by Name). Then, you will build an interface so that the user can maintain the Publisher table in the database (Academy). The Publisher table interface is more or less the same as Author table interface. This Publisher table interface only requires more input fields. So you will use the interface for the Author table and modify it for the Publisher table. In Tutorial 4, you will perform the steps necessary to design and implement title form, library member form, and book borrowal form. You start by designing and testing the basic entry form for book titles. The Title table has nine fields: BookTitle, PublishYear, ISBN, PublisherID, AuthorID, Description, Note, Subject, and Comment. Then, you will build such a form for Member table. This table has twelve fields: MemberID, FirstName, LastName, BirthDate, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, and PhotoFile). You need thirteen label controls, one picture box, six text boxes, four comboxes, one check box, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, six buttons for controlling editing features, one button for searching member's name, and one button to upload member's photo. Finally, you will build such a form for Borrow table. This table has seven fields: BorrowID, MemberID, BorrowCode, ISBN, BorrowDate, ReturnDate, and Penalty. In this form, you need fourteen label controls, seven text boxes, two comboxes, two date time pickers, and one printpreviewdialog. You also need four buttons for navigation, seven buttons for other utilities, one button to generate borrowal code, and one button to return book.

Application Development Using Visual Basic and .NET

Prentice Hall Professional Covers topics including .NET Framework and CLR fundamentals, .NET features, Web services, programming with GDI+, and interoperability, and provides a Visual Basic .NET overview.

VISUAL BASIC .NET FOR STUDENTS

A Project-Based Approach to Develop Desktop Applications

BALIGE PUBLISHING In chapter one, you will get to know the properties and events of each control in a Windows Visual Basic application. You need to learn and know in order to be more familiar when applying them to some desktop applications in this book. In Tutorial 1.1, you will build a dual-mode stopwatch. The stopwatch can be started and stopped whenever desired. Two time traces: the running time when the stopwatch is active (running time) and the total time since the first stopwatch was activated. Two label controls are used to display the time (two more labels to display title information). Two button controls are used to start/stop and reset the application, one more button to exit the application. The timer control is used to periodically (every second) update the displayed time. In Tutorial 1.2, you will build a project so that children can practice basic skills in addition, subtraction, multiplication, and division operations. This Math Game project can be used to choose the types of questions and what factor you want to use. This project has three timing options. In Tutorial 1.3, you will build Bank Code game. The storage box is locked and can only be opened if you enter the correct digit combination. Combinations can be 2 to 4 non-repetitive digits (range of digits from 1 to 9). After a guess is given, you will be notified of how many digits are right and how many digits are in the right position. Based on this information, you will give another guess. You continue to guess until you get the right combination or until you stop the game. In Tutorial 1.4, you will build Horse Racing game. This is a simple game. Up to 10 horses will race to the finish line. You guessed two horses that you thought could win the race. By clicking on the Start button, the race will start. All horses will race speed to get to the finish line. In chapter two, you will learn the basic concepts of classes and objects. Next, it will demonstrate how to define class and type of enumeration, which shows how both are used in the application. In Tutorial 2.1, you will create a two-level application that uses a form to pass input user to the People class. The form class is the level of representation and the People class is the middle level. You will add controls to the form so people can enter ID, last name, and their height. When the user clicks the Save button, the code will assign input values to the People class properties. Finally, you will display the People object on a label. Figure below shows the form after the user clicks the Save button. In Tutorial 2.2, you will add a parameterized constructor to the People class. The application will ask the user to enter values, which will then be passed to the People constructor. Then, the application will display the values stored on the People object. In Tutorial 2.3, you will create an application that utilizes enumeration type. The user will choose one type of account that is listed in a ListBox control and what he chooses is then displayed in a Label control. In Tutorial 2.4, you will create a simple Bank application. This application has one class, BankAcc, and a startup form. In Tutorial 2.5, you will improve the simple Bank application, by implementing the following two properties in the BankAcc class: TotalDeposit- Total money saved in current account; TotalWithdraw- Total funds that have been withdrawn from current account. In Tutorial 2.6, you will create an application to calculate the time needed for a particular aircraft to reach takeoff speed. You will also calculate how long the runway will be required. For each type of aircraft, you are given (1) the name of the aircraft, (2) the required take-off speed (feet/sec), and (3) how fast the plane accelerates (feet/sec2). In Tutorial 2.7, you will provide a number of programming training for those who want to improve their programming skills. Your task here is to write an object-oriented application so that training manager can display and edit the training services offered. There are several training categories: (1) Application Development, (2) Database, (3) Networking, and (4) System Administration. The training itself consists of: (1) title, (2) training days, (3) category, and (4) cost. Create a class named Training that contains this information, along with its properties and a ToString() method. In chapter three, several tutorials will be presented to build more complex projects. You will build them gradually and step by step. In Tutorial 3.1, you will build Catching Ball game. The bird flew and dropped ball from the sky. User is challenged to position man under the fallen ball to catch it. In Tutorial 3.2, you will build Smart Tic Tac Toe game. The aim of this game is to win the game on a 3 x 3 grid with the victory of three identical symbols (X or O) on horizontal, diagonal, or vertical lines. The players will play alternately. In this game given two game options: player 1 against player 2 or human player against computer. A smart but simple strategy will be developed for computer logic to be a formidable opponent for human. In Tutorial 3.3, you will build a Matching Images game. Ten pairs of images hidden on the game board. The object of the game is to find image pairs. In Two Players mode, players will get turns in turn. In One Player mode, there are two options to choose from: Playing Alone or Against Computer. When Play Alone option is selected, the player will play alone without an opponent. If Against Computer option is selected, then the level of computer intelligence is given with several levels according to the level of difficulty of the game. In Tutorial 3.4, you will build Throwing Fire program. This program can be played by two human players or human player versus computer. In chapter four, tutorials will be presented to build two advanced projects. You will build them gradually and step by step. In Tutorial 4.1, you will build Roasted Duck Delivery simulation. In this simulation, a number of decisions are needed. The basic idea is to read the order by incoming telephone and tell the delivery scooter to go to the location of the order. You also need to make sure that you always provide a roasted duck ready to be transported by the delivery scooter. The delivery area is a 20 by 20 square grid. The more roasted duck is sold, the more profit it gets. In Tutorial 4.2, you will build a Drone Simulation. In this simulation, you control both vertical and horizontal thrusters to maneuver the ride to the landing pad. You will adjust the landing speed so that it is slow enough so that no accident occurs.

.NET and COM

The Complete Interoperability Guide

Pearson Education This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. The focus of the book is on COM Interoperability (since it's a much larger subject), and the heart of the discussion is broken down into four parts: Using COM Components Within the .NET Framework Using .NET Framework Components from COM Designing Good .NET Framework Components for COM Clients Designing Good COM Components for .NET Framework Clients The scope of the book is just about everything related to using "unmanaged code" in the .NET Framework. Technologies built on top of COM Interoperability are also covered-Interoperability of Windows Forms Controls and ActiveX controls, Interoperability with COM+, and Interoperability with Distributed COM (DCOM). Although Platform Invocation Services is a separate technology from COM Interoperability, there are many areas of overlap, so including in the book is a natural fit. All of these technologies are a core part of the Common Language Runtime and .NET Framework, and will likely be used not only as the path of migration for existing software projects, but for brand new software development for the next several years.

The Book of Visual Studio .NET

A Guide for Developers

No Starch Press Covers topics such as integrating multiple .NET technologies, cross-language integration, versioning, database and monitoring tools for application development, accessing data, and COM+.

LEARN FROM SCRATCH VISUAL BASIC .NET WITH MYSQL

BALIGE PUBLISHING This book will teach you with step-by-step approach to develop from scratch a MySQL-driven desktop application that readers can develop for their own purposes to implement school database project using Visual Basic .NET. In Tutorial 1, you will perform the steps necessary to add 8 tables using phpMyAdmin into School database that you will create. You will build each table and add the associated fields as needed. In this tutorial, you will also build login form and main form. In Tutorial 2, you will build such a form for Parent table. This table has thirteen fields: ParentID, FirstName, LastName, BirthDate, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, PhotoFile, and FingerFile). You need fourteen label controls, two picture boxes, six text boxes, four comboxes, one check box, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, six buttons for other utilities, one button for searching member's name, one button to upload parent's photo, and button to upload parent's finger. Place these controls on the form. In Tutorial 3, you will build such a form for Student table. This table has fifteen fields: StudentID, ParentID, FirstName, LastName, BirthDate, YearEntry, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, PhotoFile, and FingerFile). You need sixteen label controls, two picture boxes, six text boxes, five comboxes, one check box, two date time pickers, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, seven buttons for controlling editing features, one button for searching parent's name, one button to open parent form, one button to upload student's photo, and one button to upload student's finger. In Tutorial 4, you will build a form for Teacher table. This table has fifteen fields: TeacherID, RegNumber, FirstName, LastName, BirthDate, Rank, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, PhotoFile, and FingerFile). You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need sixteen label controls, one picture box, seven text boxes, five comboxes, one check box, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, six buttons for controlling editing features, one button for searching teacher's name, and one button to upload teacher's photo. In Tutorial 5, you will build a form for Subject table. This table has only three fields: SubjectID, Name, and Description. You need

four label controls, four text boxes, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, secen buttons for utilities, and one button for searching subject name. Place these controls on the form. You will also build a form for Grade table. This table has seven fields: GradeID, Name, SubjectID, TeacherID, SchoolYear, TimaStart, and TimeFinish. You need to add seven label controls, one text box, four comboxes, and two date time pickers. You also need four buttons for navigation, seven buttons for controlling editing features, one button to open subject form, and one button to open teacher form. In Tutorial 6, you will build a form for Grade_Student table. This table has only three fields: Grade_StudentID, GradeID, and StudentID. You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need two label controls and two comboxes. You also need four buttons for navigation, seven buttons for controlling editing features, one button to open grade form, and one button to open student form.

VISUAL C# .NET AND DATABASE

PRACTICAL TUTORIALS

BALIGE PUBLISHING This book aims to develop a database-driven desktop application that readers can develop for their own purposes to implement database-oriented digital image processing, machine learning, and image retrieval applications. In Tutorial 1, you will perform the steps necessary to add 6 tables using Visual C# into ImageProc database. You will build each table and add the associated fields as needed. In this tutorial, you will also build such a form for Officer table. This table has sixteen fields: OfficerID, FirstName, LastName, RegNumber, BirthDate, AppDate, Gender, Status, Rank, Address, Mobile, Phone, Email, Description, PhotoFile, and FingerFile). You need seventeen label controls, two picture boxes, ten text boxes, two comboxes, one check box, two date time pickers, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, eight buttons for utilites, one button for searching officer's name, one button to upload officer's photo, and one button to upload officer's fingerprint. In Tutorial 2, you will perform the steps necessary to create and implement police station form. In this tutorial, you will build such a form for PoliceStation table. This table has seven fields: PSID, OfficerID, PSName, City, Address, Phone, and Description. You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need eight label controls, six text boxes, two comboxes, one check box, and one printpreviewdialog. You also need four buttons for navigation, eight buttons for utilites, and one button for searching officer's name. Place these controls on the form. In Tutorial 3, you will build such a form for Accused table. This table has thirteen fields: AccusedID, FullName, MotherName, CrimeCase, BirthDate, Gender, Address, Mobile, Phone, Email, Description, PhotoFile, and FingerFile). You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need fourteen label controls, two picture boxes, nine text boxes, two comboxes, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, eight buttons for utilites, one button for searching accused's name, one button to upload accused's photo, and one button to upload accused's fingerprint. In Tutorial 4, you will build such a form for Witness table. This table has thirteen fields: WitnessID, FullName, MotherName, CrimeCase, BirthDate, Gender, Address, Mobile, Phone, Email, Description, PhotoFile, and FingerFile). You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need fourteen label controls, two picture boxes, nine text boxes, two comboxes, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, eight buttons for utilites, one button for searching witness's name, one button to upload witness's photo, and one button to upload witness's fingerprint. In Tutorial 5, you will build such a form for Victim table. This table has thirteen fields: VictimID, FullName, MotherName, CrimeCase, BirthDate, Gender, Address, Mobile, Phone, Email, Description, PhotoFile, and FingerFile). You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need fourteen label controls, two picture boxes, nine text boxes, two comboxes, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, eight buttons for utilites, one button for searching victim's name, one button to upload victim's photo, and one button to upload victim's fingerprint. In Tutorial 6, you will build such a form for CrimeReg table. This table has fourteen fields: CRID, CRNumber, PSID, VictimID, AccusedID, DateReport, DateCrime, Arrested, CaseStatus, Description, Feature1, Feature2, Feature3, and Feature4. You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need thirty two label controls, seven text boxes, ten comboxes, one check box, two date time pickers, six picture boxes, and one printpreviewdialog. You then need four buttons for navigation, eight buttons for utilites, and one button for searching crime register number. You also need button to save every feature.

Practical Database Programming with Visual Basic.NET

John Wiley & Sons Practical Database Programming with Visual Basic.NET The most up-to-date Visual Basic.NET programming textbook—covering both fundamentals and advanced-level programming techniques—complete with examples and solutions Visual Basic.NET (VB.NET) is an object-oriented computer programming language that can be viewed as an evolution of the classic Visual Basic (VB), which is implemented on the .NET Framework. Microsoft currently supplies two major implementations of Visual Basic: Microsoft Visual Studio (which is commercial software) and Microsoft Visual Studio Express (which is free of charge). Forgoing the large amounts of programming codes found in most database programming books, Practical Database Programming with Visual Basic.NET shows students and professionals both how to develop professional and practical database programs in a Visual Basic.NET environment by using Visual Studio.NET Data Tools and Wizards related to ADO.NET 4.0, and how to apply codes that are auto-generated by solely using Wizards. The fully updated Second Edition: Covers both fundamentals and advanced database programming techniques Introduces three popular database systems with practical examples including MS Access, SQL Server 2008, and Oracle Features more than fifty sample projects with detailed illustrations and explanations to help students understand key techniques and programming technologies Includes downloadable programming codes and exercise questions This book provides undergraduate and graduate students as well as database programmers and software engineers with the necessary tools to handle the database programming issues in the Visual Studio.NET environment.

VISUAL C# .NET FOR PROGRAMMERS

A Progressive Tutorial to Develop Desktop Applications

BALIGE PUBLISHING In chapter one, you will learn to know the properties and events of each control in a Windows Visual C# application. You need to learn and know in order to be more familiar when applying them to some applications in this book. In chapter two, you will go through step by step to build a SALES database using Microsoft Access and SQL Server. You will build each table and add associated data fields (along with the necessary keys and indexes). The first field in the Client table is ClientID. Enter the clien ID in the Name Field and select AutoNumber in the Data Type. You define primary key and other indexes which are useful for quick searching. ClientID is a primary key. If the small lock symbol is not displayed next to the ClientID row, then you need to place it there. Right click on ClientID row and select Primary Key. A small key is now displayed next to the entry indicating it is the primary key. You will define FamilyName as an index. Select the FamilyName line. On the General tab, set the Indexed property to Yes (Duplicates OK). You then will create Ordering table with three fields: OrderID, ClientID, and OrderDate. You then will create Purchase table with three fields: OrderID, ProductID, and Quantity. And you will create Product table with four fields: ProductID, Description, Price, and QtySold. Before designing Visual C# interface, you will build the relationships between four tables. In chapter three, you will build a Visual C# interface for the database. The interface will be used to enter new orders into the database. The order form will be used to enter the following information into the database: order ID, order date, client ID, client's first name and family name, client's address, product information ordered. The form will have the ability to add new orders, find clients, add new clients. The completed order invoice will be provided in a printed report. In chapter four, you will build a database management system where you can store information about valuables in your warehouse. The table will have seven fields: Item (description of the item), Location (where the item was placed), Shop (where the item was purchased), DatePurchased (when the item was purchased), Cost (how much the item cost), SerialNumber (serial number of the item), PhotoFile (path of the photo file of the item), and Fragile (indicates whether a particular item is fragile or not). The development of this Warehouse Inventory Project will be performed, as usual, in a step-by-step manner. You will first create the database. Furthermore, the interface will be built so that the user can view, edit, add, or add data records from the database. Finally, you add code to creatin a printable list of information from the database. In chapter five, you will build an application that can be used to track daily high and low pollutant PM2.5 and air quality level. You will do this in stages, from database development to creation of distribution packages. These steps are the same as those used in developing a commercial database application. The steps that need to be taken in building Siantar Air Quality Index (SAQI) database project are: Build and test a Visual C# interface; Create an empty database using code; and Report database. The designed interface will allow the user to enter max pollutant, min pollutant, and air quality for any date that the user chooses in a particular year. This information will be stored in a database. Graphical result of the data will be provided, along with summary information relating to the maximum value, minimum value, and mean value. You will use a tab control as the main component of the interface. The control has three tabs: one for viewing and editing data, one for viewing graph of

pollutant data, and another for viewing graph of air quality data. Each tab on this control operates like a Visual C# control panel. In chapter six, you will perform the steps necessary to build a SQL Server book inventory database that contains 4 tables using Microsoft Visual Studio 2019. You will build each table and add the associated fields as needed. You will have four tables in the database and define the relationship between the primary key and foreign key. You will associate AuthorID (foreign key) field in the Title_Author table with AuthorID (primary key) in the Author table. Then, you want to associate the ISBN (foreign key) field in Title_Author table with ISBN (primary key) in the Title table.