Introduction to Visual Basic 6.0

Duration: 5 days *(Face-to-Face & Remote-Live)*, or 35 Hours *(On-Demand)*

Price: $2495 *(Face-to-Face & Remote-Live)*, or $1495 *(On-Demand)*

Discounts: We offer multiple discount options. Click here for more information.

Delivery Options: Attend face-to-face in the classroom, remote-live or on-demand training.

Students Will Learn

- Using Visual Basic's form designer to create user interfaces
- Writing Visual Basic code in modules and classes
- Creating dialogs, menus, windows and use Windows common dialogs
- Creating SDI and MDI applications
- Developing modular, reusable Visual Basic code and forms
- Reading and writing files, output to printers and use the Windows Registry
- Connecting to databases to insert, delete and edit records
- Testing and debug Visual Basic programs
- Using exception-handling techniques to develop fault-tolerant, reliable programs

Course Description

This hands on Visual Basic training course provides a thorough introduction to the use of Visual Basic 6. The main goal of the course is to enable the participant to create business applications with Visual Basic that utilize multi-tier application design strategy for maintainability and reusability. The hands on exercises are focused on solving commonly encountered business problems. The course introduces the Visual Basic Integrated Development Environment (IDE) and its wealth of development tools. Students will learn to build effective user interfaces with Visual Basic controls, forms, and other GUI components. The Visual Basic language is covered in detail. Students will learn the use of the debugging and testing tools available in Visual Studio. Database access is introduced, using Visual Basic's ADO Control and data-aware components like the Data Grid and Data Environment Designer. The course includes an introduction to object-oriented programming techniques, and using the Packaging and Deployment tool to deliver completed applications to end users.

This course provides thorough coverage of the use of Visual Basic 6.0 using Visual Studio 98. Students requiring coverage of Visual Basic.NET using Visual Studio 2005 and later, should attend either the Learning to Program with VB.NET or Windows Forms Programming Using Visual Basic.NET course instead.

Course Prerequisites

Basic computer skills and familiarity with Microsoft Windows.

Course Overview

Visual Basic Overview

- Capabilities of Visual Basic
- Visual Basic Overview
- Types of Visual Basic Projects
- Rapid Application Development
- RAD Problems
- Visual Basic Editions
- The Visual Basic IDE
- Managing the Workspace

Using VB Reference Resources

- Using the Integrated Documentation
- Microsoft Developer Network

Developing Data Entry Dialogs

- Dialogs
- Dialog Modality
- Command Dialogs
- Standard Windows Dialogs
- Creating a New Dialog
- Form Load and Unload
- Form Control Syntax

Developing Code Modules

- Fundamentals of Coding
- Code Editor
- Module Basics
- Event Procedures
- Code Window Tips and Shortcuts
- Statements and comments

Manipulating Data

- Arithmetic Expressions
- Logic and Boolean Expressions
- Type Conversion
- Arrays

Visual Basic Project Development Cycle

- Life Cycle Overview
- The Visual Basic Project Lifecycle
- Creating Projects
- Project Files
- Source Management
- Test Running a Project
- Compiling
- Deploying Applications
- Designing N-Tier Applications

Using Visual Basic Objects

- Forms
- Designing a GUI
- Code Window
- Form Properties and Methods
- Controls
- Properties
- Events and Event Handling

Dialog Layout

- Laying Out a Dialog Interface
- Control Layout
- Working with Frames
- Tab Order
- Hot Keys
- Layout Tools and Techniques
- Validation Controls

Data Declarations

- Scope in Visual Basic Programs
- Setting Scope Blocks
- Data Types
- Constants

Logic and Iteration

- Logic Statements
- Conditional Constructs (If/Then, Select Case)
- Iteration (Do Loop, For Loop)

Working with Strings
- Date, Currency and Variant Types
- Formatting Data

Background Loops
- Background Processing

Writing Subroutines

- Application Structure
- Purpose of Subroutines
- Procedures
- Functions
- Arguments
- ByRef vs. ByVal Parameters
- Optional Arguments
- Designing for Maintainability

Debugging and Error Handling

- Types of Errors
- Error Handling
- Creating Error Handlers
- Debugging Applications

Validating User Input

- Writing Validation Routines
- Invoking Validation
- Controlling Flow
- Keyboard Event Handling
- The Validate Event

Application Frameworks

- SDI Applications
- MDI Applications
- Application Lifecycle
- Displaying Child Windows

Application Interfaces

- Menus
- Toolbars
- Status Bars
- Other Useful Controls & Objects
- Control Arrays

I/O and Persistence

- Visual Basic File Access
- File I/O Commands
- File System Objects
- The Registry

Database Client Applications

- Database Concepts
- The ADO Data Control
- The DataGrid Control
- Data View Window
- Data Form Wizard
- Data Environment Designer

Deploying Applications

- The Packaging and Deployment Wizard
- Creating Deployment Packages