Visual Basic 2008

Tips 'n' Tricks

By Hlinzi

Overview:

The If And Then:

The If statement is used for things like if things are something it will do some action. The Then statement is used to do something. The If statement can be used for textboxes for example if I Textbox1 text equals "Hello World" I want to make a Message Box display Hello World. So If I would write this code:

If Textbox1.Text = "Hello World" Then

Msgbox("Hello World")

A Message Box (Msgbox) displays "Hello world" If the text of textbox1 equals "Hello World"

Strings & Integers

First I´ll tell you the difference of Strings & Integers.

Strings keep text.

Integers keep Numbers

So for example if I wanted a String to keep my name I would do like this:

Dim h As String = "Hlinzi"

And If I wanted My Text box (TextBox1) to display my String I would do:

TextBox1.Text = h

TextBox1's text would now display "Hlinzi"

Now I'll tell you how to use Integers.

If I wanted an Integer to keep my age (lets imagine I'm 100 years old) I would do:

Dim a As Integer = 100

And to make my Text Box display my age:

TextBox1.Text = a

Now you know the difference of strings and integers

Progress

First I'll tell you about the progress bar. The Progress Bar is used to tell you what the current progress of a thing is. For Example I want to make a Progress Bar tell me what the Progress of a Web Browser Currently is. For this I have my Progress Bar (ProgressBar1) and a Web Browser (WebBrowser1)

This should be used in WebBrowser1_ProgressChanged

ProgressBar.Maximum = e.MaximumProgress

ProgressBar.Value = e.CurrentProgress

The Progress bar will now display current progress of my Web Browser.

I could also make a label or a textbox display my current progress:

Label1.Text = e.CurrentProgress

Now my Label will display current progress in text.

Labels and Text Boxes

For this I will use 1 Label (Label1) and 1 Text Box (Textbox1)

This should be used at Form1_Load

Label1.Text = TextBox1.Text

And then I would like to do as if I change the Text Box text the label text will also change

This should be done in TextBox1_TextChanged

Label1.Text = TextBox1.Text

When I change TextBox1 Text the Label1 Text will also Change

Open/Save Dialogs

For This I have a OpenFileDialog (OpenFileDialog1) and a Button (Button1) with text of "Open"

I want to open a program I choose.

This should be used in Button1_Click

OpenFileDialog1.ShowDialog

And now double click the OpenFileDialog1

Shell(OpenFileDialog1.Filename)

The Program I chose will now Open, but now I want to open a Text file.

This shall be done double clicking OpenFileDialog

I'll use: Textbox (Textbox1) and a Button (Button1) with text "Open"

Dim binReader as new System.IO.BinaryReader(System.IO.OpenRead(OpenFileDialog1.Filename))

TextBox1.Text = binReader.Read

binReader.Close

Next I shall tell you about the SaveFileDialog. The SaveFileDialog is used to save something you wrote

For this I have a SaveFileDialog (SaveFileDialog1) and a Button (Button1) with text of "Save" and a Text Box (Textbox1) as my own .??? using BinaryWriter

I want to save the text I wrote in Textbox

Button1_Click

SaveFileDialog.ShowDialog

double click SaveFileDialog1

Dim str as string = Textbox1.text

Dim num as integer = 123

Dim binWriter as new System.IO.BinaryWriter(System.IO.File.OpenWrite(SaveFileDialog1.Filename))

binWriter.Write(str)

binWriter.Close

Forms

Now I'll introduce you a little bit to Forms.

To Show another form:

I'll use a Button (Button1) located at Form1.

I want to do: When I click Button1 Form2 will be Shown

Button1_Click

Form2.Show

And to Close it:

Form2.Close

To change a form text simply -

Go to Properties.

Find Text:

Change the text to whatever you want it to be.

Calculating

If you're making a calculator you need to learn this.

I'm going to make a very simple Calculator which will demonstrate the basics of a calculator.

I will use: 3 Text Boxes (TextBox1 , TextBox2, TextBox3) and 4 Buttons (Button1, Button2, Button3, Button4) Button 1 Text "+" Button 2 Text "-" Button3 Text = "x" Button4 Text = "/"

Button1_Click

TextBox3.Text = Val(Textbox1.Text) + Val(TextBox2.Text)

Button2_Click

TextBox3.Text = Val(Textbox1.Text) - Val(Textbox2.Text)

Button3_Click

TextBox3.Text = Val(Textbox1.Text) * Val(TextBox2.Text)

Button4_Click

TextBox3.Text = Val(Textbox1.Text) / Val(TextBox2.Text)

TextBox3 Text will display the Calculated of those two Text Boxes.

Font/Color Dialogs

Now I shall tell you about the Font Dialog and the Color Dialog.

I want to Change the Font of the text in my Text Box

I use: Text Box (TextBox1) Font Dialog (FontDialog1) Button (Button1) with text of "Font"

Button1_Click

FontDialog1.ShowDialog

Double click FontDialog1

TextBox1.Font = FontDialog1.Font

Now the font of TextBox1 equals the font I chose in FontDialog1

Now for the Color Dialog.

I want to change the Font Color of the text in my Text Box

I Use: Text Box (TextBox1) Color Dialog (ColorDialog1) Button (Button2) with text of "Color"

Button2_Click

ColorDialog1.ShowDialog

Double click ColorDialog1

TextBox1.Font = ColorDialog1.Font

Opacity

The Opacity of a form is changeable. Did you know that?

To change the opacity of a form you select the form.

Go to Properties.

Find Opacity and change the %

Clock

Now we're going to make a clock which will display the Local Time with hour, minute, second.

We will use: 1 Timer (Timer1) and 1 Label (Label1)

Timer1_Tick

Dim h As String = My.Computer.Clock.LocalTime.Hour

Dim m As String = My.Computer.Clock.LocalTime.Minute

Dim s As String = My.Computer.Clock.LocalTime.Second

Label1.Text = h + ":" + m + ":" + s

Form_Load

Timer1.Start

From this you should be able to realize what is happening.

For Example you could add a:

Dim ms As String = My.Computer.Clock.LocalTime.Millisecond

---

and add a:

Label1.Text = h + ":" + m + ":" + s + ":" + ms

To display milliseconds

Random Number

Now I'll teach you how to Randomize a number.

I am going to make a simple program which will randomize a number from 1-100 when I click a button and display it in a Text Box

I will use: Button (Button1 With text of "Randomize") and a Text Box (TextBox1)

Double click Button1.

Randomize

Dim n As Integer = 100 * Rnd()

TextBox1.Text = n

Web Browser

Now I will teach you how to navigate the web using a Web Browser.

I will use: Web Browser (WebBrowser1) Text Box (TextBox1) and a Button (Button1) with text "Go"

Button1_Click

WebBrowser1.Navigate(TextBox1.Text)

The WebBrowser will Navigate to the text you wrote in TextBox1

for more advanced I'll add 5 Buttons (Button2 "Back" Button3 "Forward" Button4 "Stop" Button5 "Refresh" Button6 "Home" and a Text Box (TextBox2)

Button2_Click

WebBrowser1.GoBack

Button3_Click

WebBrowser1.GoForward

Button4_Click

WebBrowser1.Stop

Button5_Click

WebBrowser1.Refresh

Button6_Click

WebBrowser1.Navigate(TextBox2.Text)

The Home button will navigate to the text you wrote in TextBox2

Advancing the Web Browser

Well, now I shall teach you how to advance your Web Browser a little bit.

First we will change our TextBox1 -> ComboBox1

Remove TextBox2 and add a Group Box (GroupBox1) containing 1 Combo Box (ComboBox2)

Select GroupBox1 and go to Properties.

Set Visibility to False

Now add a Button (Button7) with text of "Options"

Button7_Click

GroupBox1.Visible = True

Button7_MouseEnter

GroupBox1.Visible = False

Button1_Click

If ComboBox1.Text.Contains("Http://") = False then

ComboBox1.Text.StartsWith("Http://")

WebBrowser1.Navigate(ComboBox1.Text)

ComboBox1.Items.Add(ComboBox1.Text)

Button6_Click

If ComboBox2.Text.Contains("Http://") = False then

ComboBox2.Text.StartsWith("Http://")

ComboBox1.Text = ComboBox2.Text

WebBrowser1.Navigate(ComboBox2.Text)

ComboBox2.Items.Add(ComboBox2.Text)

You have now advanced your Web Browser and made it more professional looking.

Web Browser Graphics

It's time to update the graphics of your Web Browser.

Go to the paint program you usually use and draw the buttons.

Change all Buttons (Button1, Button2, Button3, Button4, Button5, Button6, Button7)

Into Picture Boxes (PictureBox1, PictureBox2, PictureBox3, PictureBox4, PictureBox5, PictureBox6, PictureBox7)

Select PictureBox1 and go to properties.

Find Image.

Import the Go Button Image you made.

Do this with all of the Picture Boxes but make the images different.

Back button = Back Button Image

Forward Button = Forward Button Image

And So On.

Media Player

Making a Media Player in VB2008 is easy.

Go to Tools.

Click "Choose Toolbox Items"

Select COM Components.

Find Windows Media Player.

Mark it and press OK

Insert Windows Media Player into your form (AxWindowsMediaPlayer1)

Resize it.

Go to Properties.

fullScreen = True

strechToFit = True

Dock = Fill (Middle)

Add a ContextMenuStrip (ContextMenuStrip1)

Add a SaveFileDialog (SaveFileDialog1)

Type "Import"

Double Click what you just typed

SaveFileDialog1.ShowDialog

Double click SaveFileDialog1

AxWindowsMediaPlayer1.URL = SaveFileDialog1.FileName

It is just that easy !

Logging In

Making a Log In System can be useful if you don't want random people on your program.

What you need is: 2 Text Boxes (TextBox1, TextBox2) and a Button (Button1) and 2 labels (Optional) (Label1, Label2)

Arrange it.

Button1_Click

If TextBox1.Text = Hlinzi & TextBox2.Text = 12345 Then

Form2.Show

This will show Form 2 if I enter Hlinzi in TextBox1 And 12345 In TextBox2

That was easy wasn't it?

If you want more available passwords, Usernames you can do:

ElseIf TextBox1.Text = h & TextBox2.Text = 54321 Then

Form2.Show

Debugging

Debugging is used to test if what you've done actually works.

This is very easy.

Simply Press F5.

Or you could find a green arrow button pointing to the right.

Project Properties

Now I shall teach you how to change the properties of your project.

Find Project at the top left of your screen.

Go down and you will find "Name of your Project" Properties, Click that.

Go to Application.

I'll tell you a little about this.

Assembly Name = Name of your program.

Root Namespace = You don't need to have anything there.

Startup Form = Form which displays on the start of your program.

Icon = The Icon of your program.

Splash Screen = A screen that splashes at the start of your program.

Now go to Assembly Information…

Title = A little text under the name of your project

Description = Describe your Program.

Company = Your Company Name

Product = Your Product Name

Trademark = Name of your TradeMark

Assembly version = Version of your assembly

File version = Version of your program

When you're done with that you are ready to build your project.

Build

It's time to finally build your project.

Find Build at the top-right of your screen and click it.

Build = Builds your project.

Publish = Publishes your project

When you've built your project, files will appear in:

My Documents -> Visual Studio 2008 -> Projects -> Project Name -> Project Name -> Bin -> Release

If You want to change where the project will be appeared you can go to Project Properties, select Compile and change the Build Output Path to what you want…

If you want to publish then just click Publish and it will appear in:

My Documents -> Visual Studio 2008 -> Projects -> Project Name -> Project Name -> Publish

Thank You

Thank You for reading VB2008 Tips 'n' Tricks Guide

This guide has been created by Hlinzi.

It Teaches you the some tips and tricks in Microsoft Visual Basic 2008 Express Edition.

DO NOT! edit this guide without permission from Hlinzi.

More information is available by contacting Hlinzi@Hotmail.com.

If you have any suggestions or improvement please contact me.

It will be much appreciated.

I Once again thank you for reading .