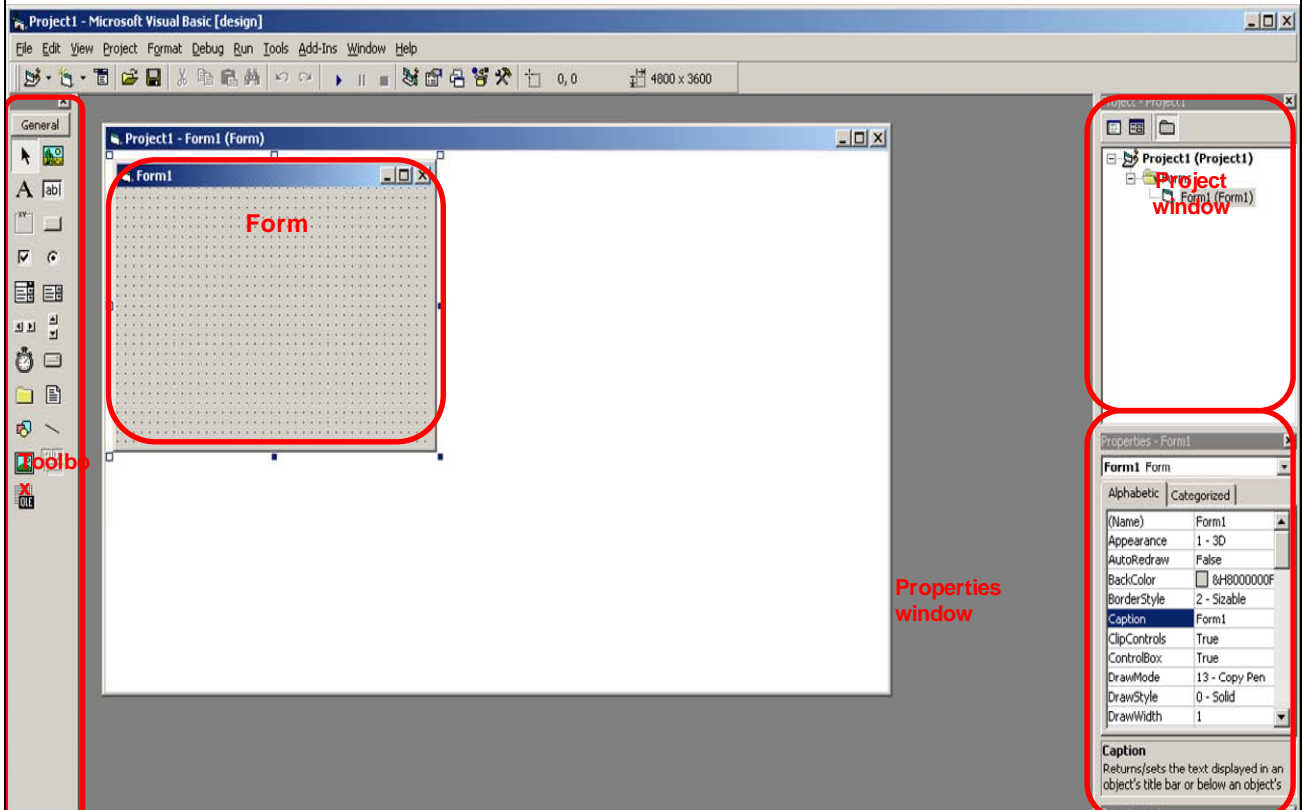
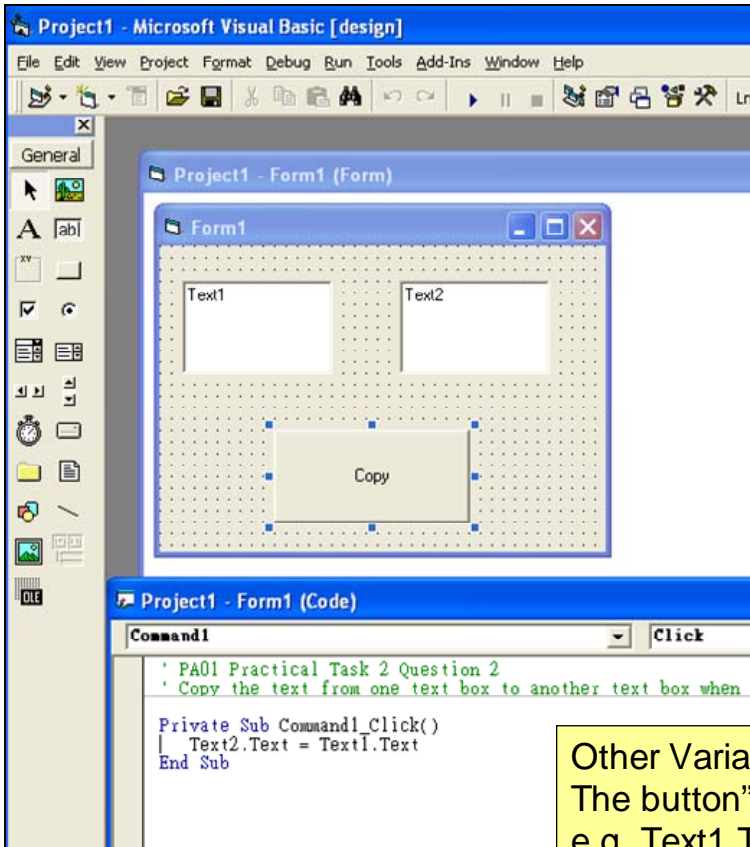


Part 3 Visual Basic

W.W.KI

Visual BASIC (Version 5 CCE)
-- creating interactive software with objects

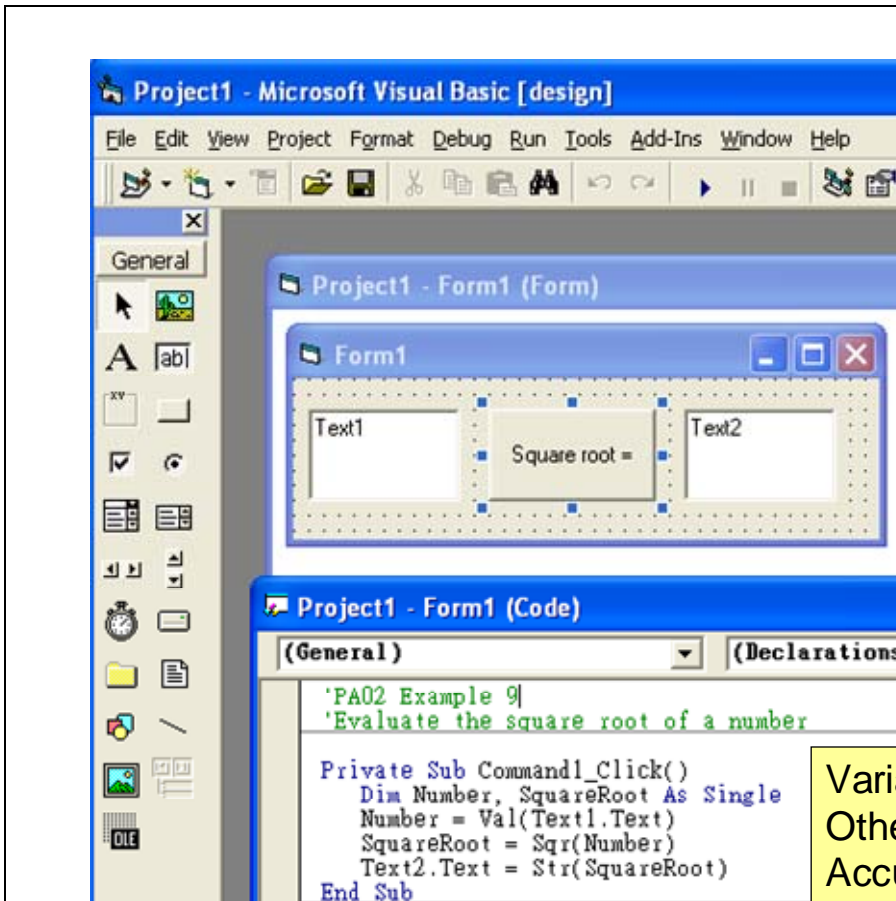




**BUTTON
TEXTBOX**

The event click to the BUTTON
Makes it change
the property of the TEXTBOX

Other Variations:
The button "Command1" may do other things
e.g. Text1.Text = "Hello"
Text1.Alignment = 1
Text2.Text = Text2.Text + Text1.Text



**FUNCTION
Y = FunctionName (X)**

Changing STRING
Into NUMBER
and Vice Versa

Variations: e.g.
Other formulas,
Accumulating sum,
Count until up to a max..

The **BUTTON** on clicking will change the position of **IMAGE** object

```

Private Sub Command1_Click()
    Image1.Left = Image1.Left + 200
End Sub

```

Variation: **TIMER** changes the position of **IMAGE** after every fixed **INTERVAL**

Variation: Guarding against moving the **IMAGE** out of sight

Properties - Timer1

(Name)	Timer1
Enabled	True
Index	
Interval	1000

```

Private Sub Timer1_Timer()
    Image1.Left = Image1.Left + 200
End Sub

```

Other possibilities Included in the package ...

Font size: 8, 10, 12, 14

Font: Arial, Comic Sans MS, Times New Roman

B, I, U, Red, Blue, Green, Reset

After you have completed this word processing program, you would feel very excited.

Simulation of control systems
by changing Objects VISIBILITY
And other properties

The screenshot shows a Visual Basic IDE with a form titled 'Form1'. On the form, there is a green circle and two buttons labeled 'On' and 'Off'. The Properties window is open, showing the 'Appearance' section with 'Shape' set to '3 - Circle'. The Code window shows the following code:

```

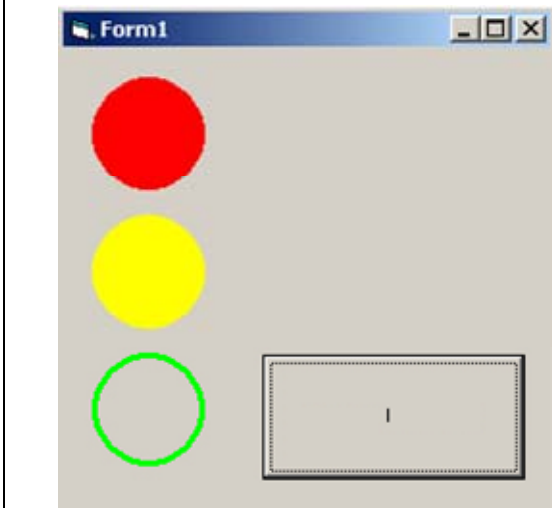
Private Sub Command1_Click()
    Shape1.Visible = True
End Sub

Private Sub Command2_Click()
    Shape1.Visible = False
End Sub

```

Variations:

- lights on roads, signboards, stage etc)
- Repetition of patterns and delay using FOR_NEXT statements
- More logic using VARIABLES and IF_THEN_ELSE_END IF statement



The screenshot shows a running Visual Basic application with a form titled 'Form1' containing a green circle and an 'On/Off' button. The code window shows the following logic:

```

Dim state As Integer

Private Sub Command1_Click()
    If state = 0 Then
        Shape1.Visible = True
        state = 1
    Else
        Shape1.Visible = False
        state = 0
    End If
End Sub

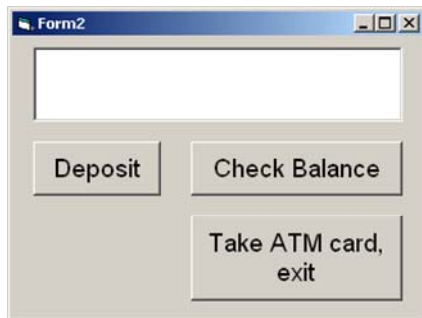
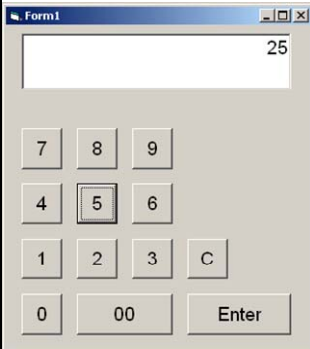
Private Sub Form_Load()
    Shape1.Visible = True
    state = 1
End Sub

```

1. Playing with the final product
2. Thinking about its structure
3. Do the minimalist implementation with guidance (can be teaching of new commands, or examples for them to explore and understand)

Simulation of other daily technological device

A sample project in the package to teach modular approach to programming



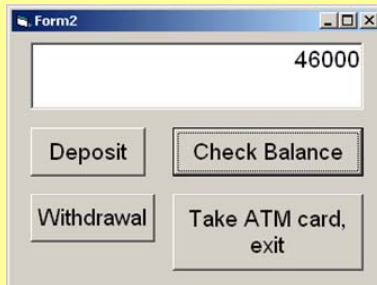
```

'Action: 1 means .....; 2 means .....
Dim Action As Integer
Private Sub CmdBtn_Deposit_Click()
    Action = 1
    'Invoke the keypad of Form 1
    Form1.Show
End Sub

Private Sub CmdBtn_Exit_Click()
    'Close THIS window
    Unload Me
End Sub

```

4. More extensions and improvements



EIGHT OTHER PROJECT TASKS

Catching the chicken



Guessing where the picture card is



Form1

VB Microwave Oven

02:56

Cooking...

1	2	3
4	5	6
7	8	9
Start	0	Clear

Form1

Ten Thousand Dollar Game

\$500 Which of the following is NOT a primary colour?

Question 4	\$10,000	A	Red
Question 3	\$5,000	B	Blue
Question 2	\$1,000	C	Green
Question 1	\$,500	D	Yellow

Form1

VB Vending Machine

		Total	0
\$5	\$4.5	Maximum amount accepted:	\$20
Cancel	Cancel	Money you inserted	<input type="text"/>
		Changes	
\$7	\$3.5		
Cancel	Cancel	Push this door to get your drinks and changes	



Form1

Learning national flags of different countries

Hong Kong		Singapore
Indonesia		U.S.A.
Malaysia		France
Poland	Germany	Belgium
		Netherlands