

## **FUNDAMENTALS OF PROGRAMMING**

**Program Development:** Problem identification, Designing Solution, Coding, Testing, Debugging, Maintenance, Programming aids; Flow charts-symbols, rules, advantages and limitations, Decision Tables.

### **VISUAL BASIC 6.0**

**Introduction:** Visual Basic, Common Terminology, Getting started, Integrated Development Environment (IDE Features) Introduction/Definition of OBJECTS, FORMS EVENTS and FORM CONTROLS.

**Variables and Procedures:** Naming Convention, Data Types and operators, Constants Array declaration, Data Type conversions.

**Events:** Concept of events, Types of Events, Writing/Calling an Event procedure, Error Handling

**Tool Box:** Using Tool Box, Adding more to Tool Box, Working with various controls.

**Drag/Drop in Application:** Using Drag/Drop in Applications, Drag Events, OLE Drag and Drop operation, Properties/Methods of Drag and Drop Manual and Automatic Drag/Drop.

**Multiple Documents:** Introduction to Multiple Document Interface (MDI), Parent-Child Form, Creating POPUP menus, Dynamic Menus, Inserting Toolbars.

**Data Controls:** Database access, Designing a Database, Data Control, Data Control Events, Data Bound Grid, List & Combo Box, Controls, Overview of SQL.

**Data Access Objects:** Introduction to Data Access Object (DAO), Recordset Manipulating Data, Present Position & Absolute Position Prop. Searching a recordset, Understanding queries.

**Database:** Data Integrity, Rule Properties, Transaction processing and its Problems, Database Types.

**Active X Data Object:** ADO Object Model, using ADO Model, Creating/Printing reports with Header, Footer, Page Breaks.

**Component Object Model:** Concepts of Object Technology, Component Object Model (COM)

**Active X Code Components:** Concepts of Active X Code Components, Properties, Methods Concepts of Instance.

**Using Active X Controls:** Creating and Using Active X Controls, Ambient Properties, Active X Property Pages.