

Learning VB.Net

Tutorial 02 - the IDE

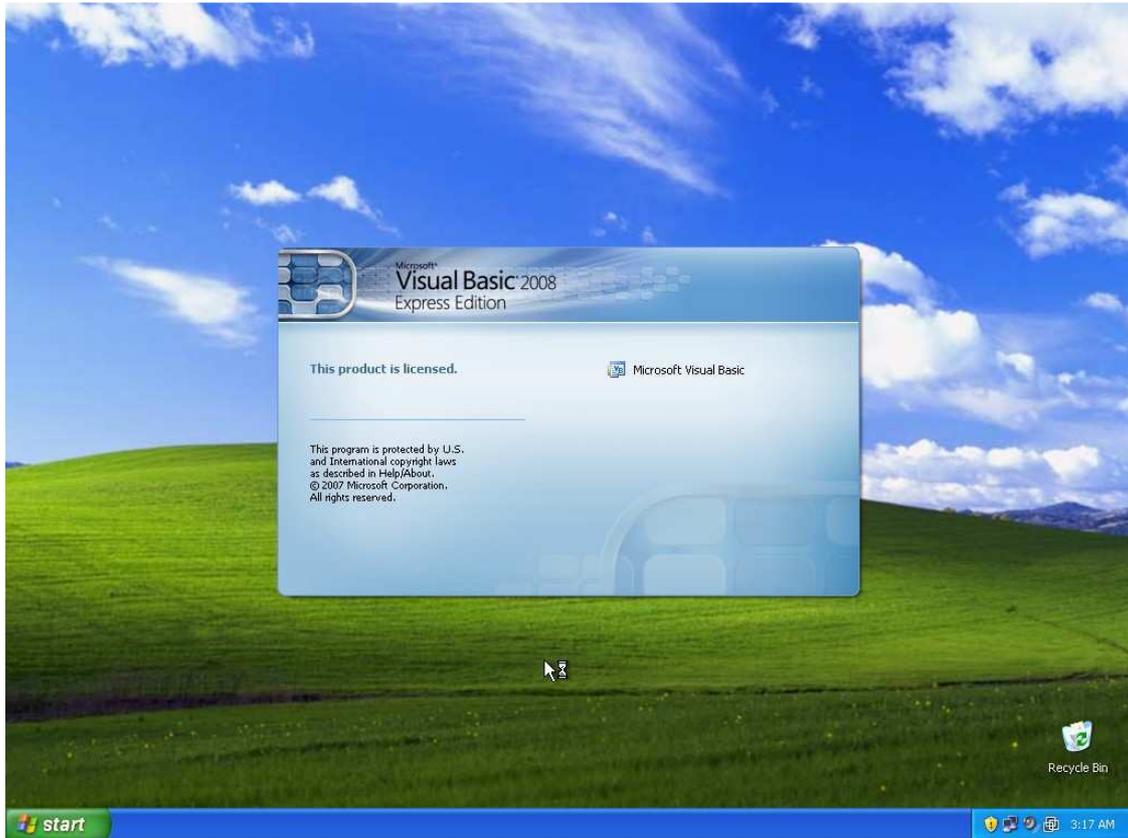
Hello everyone... welcome to vb.net tutorials. These are going to be very basic tutorials about using the language to create simple applications, hope you enjoy it. If you have any notes about it, please send them to notes@mka-soft.com I will be happy to receive them. Finally if you find these tutorials are useful, it would be nice from you to send a small donation via PayPal to donation@mka-soft.com.

tutorial posted on 2009-MARCH-01.

Best regards

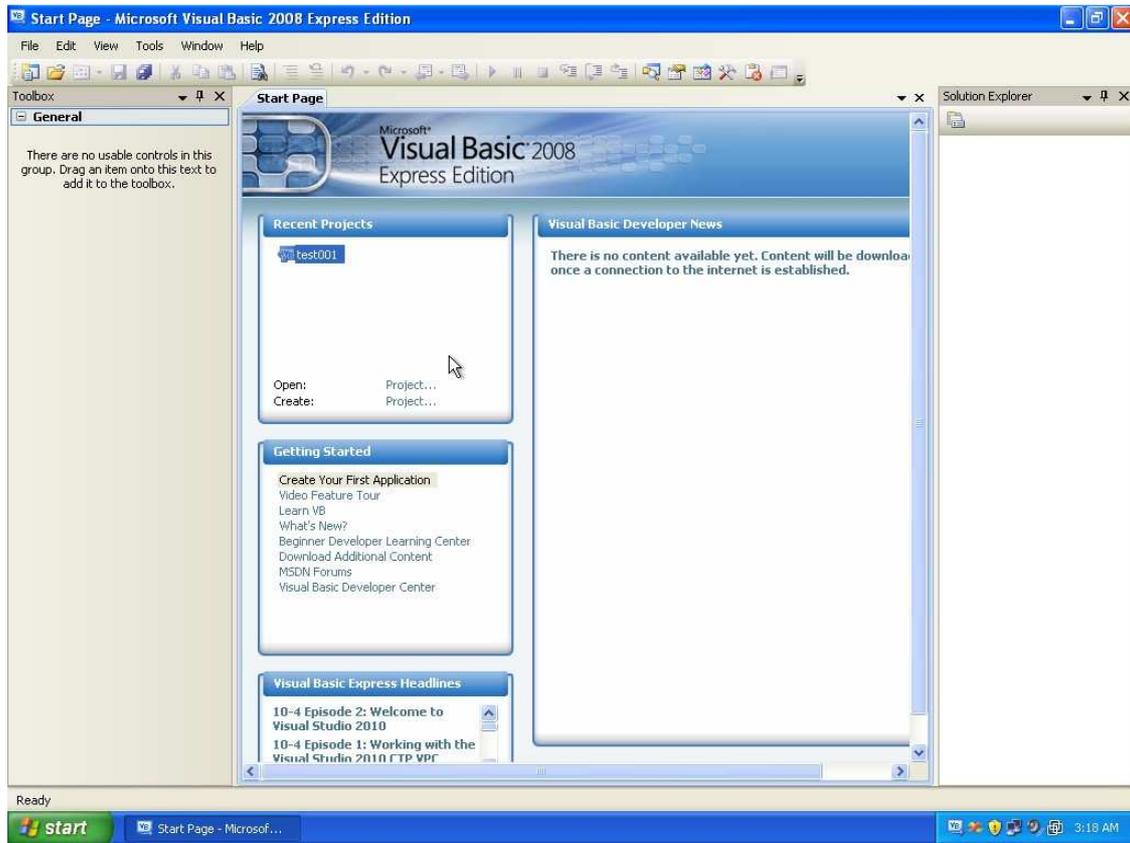
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In this second tutorial, we will understand a little bit about the IDE, and what does it provide, so later on it will be easier for us to work on applications, so let us go on with the tutorial:



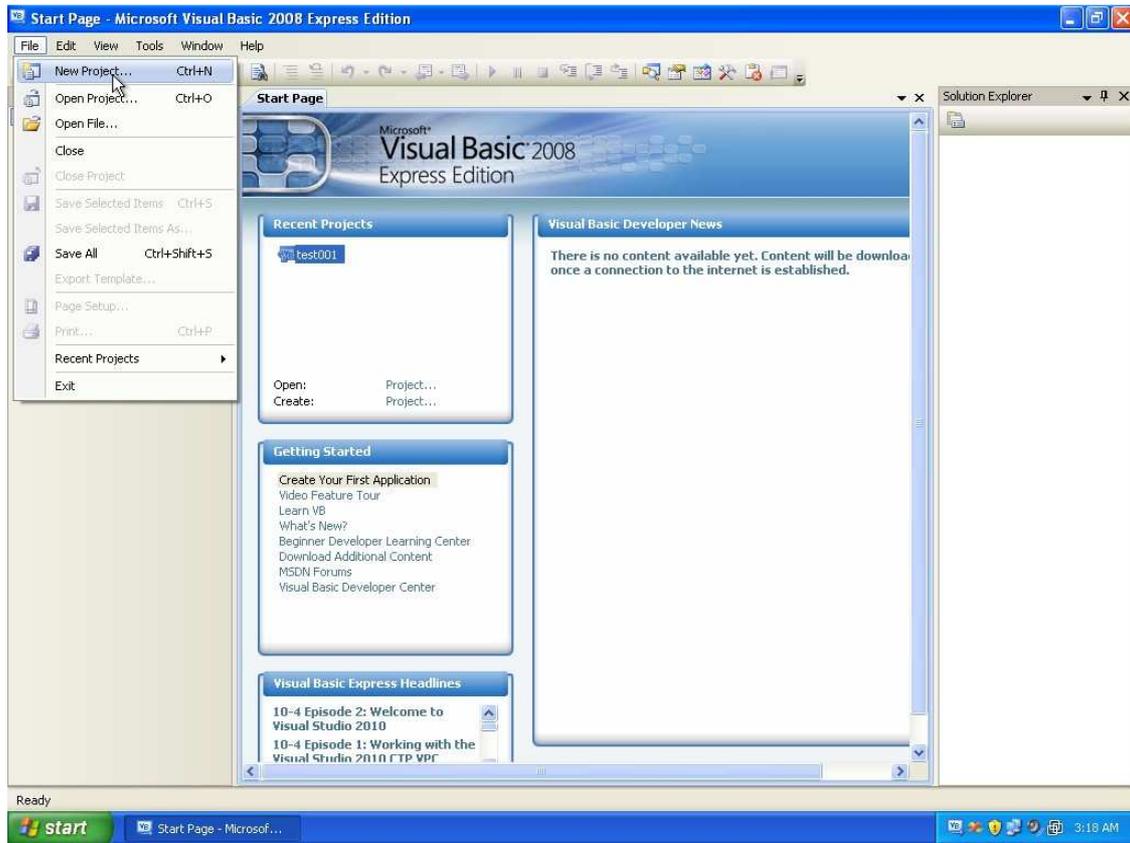
Open VB.NET

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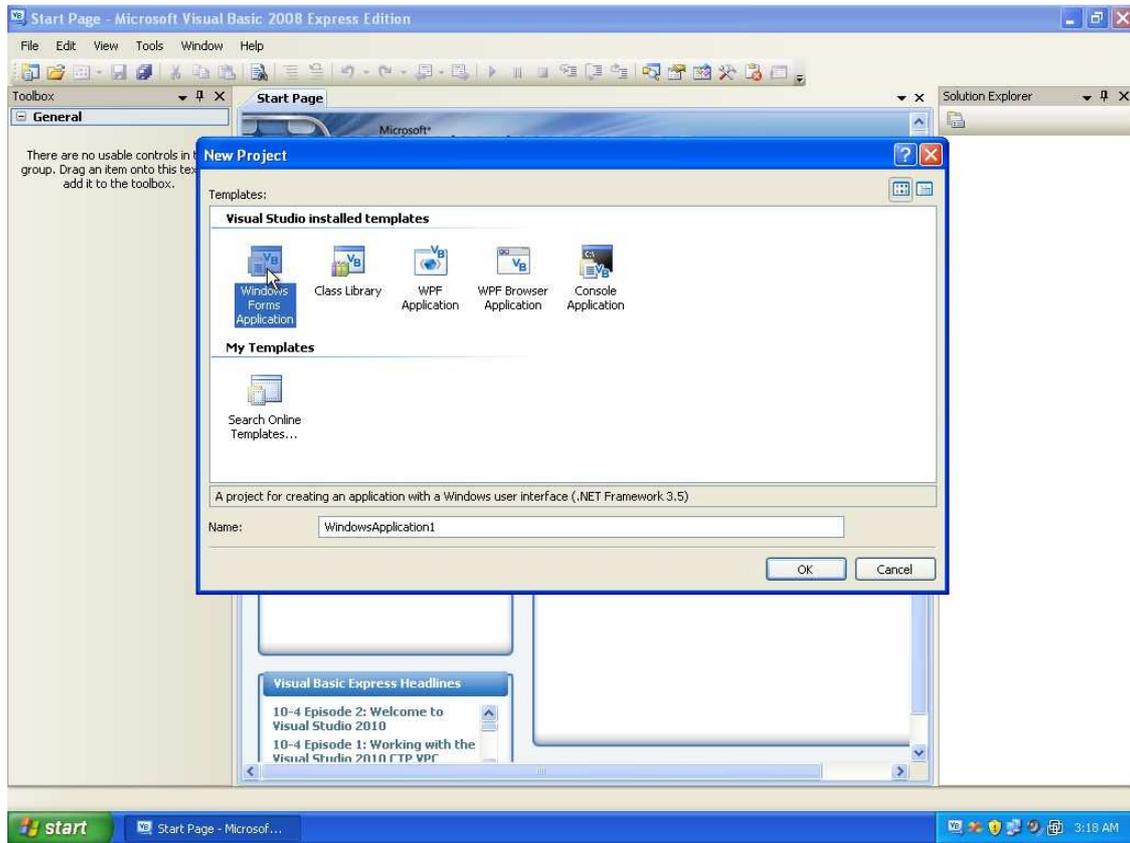
Now this is the IDE, in order to work with it, there should be an application, so we will create a new application in order to discover the IDE, and see what does it provide and how does it help us.

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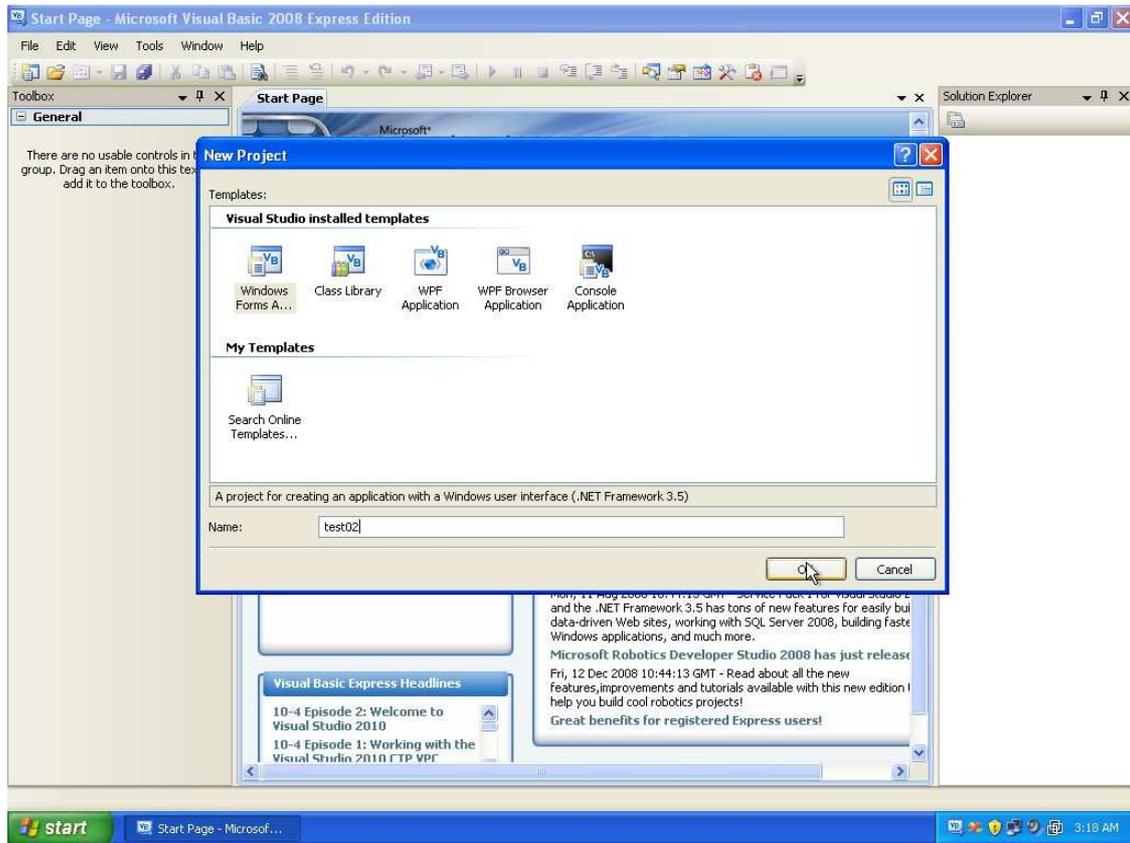
Open a new project

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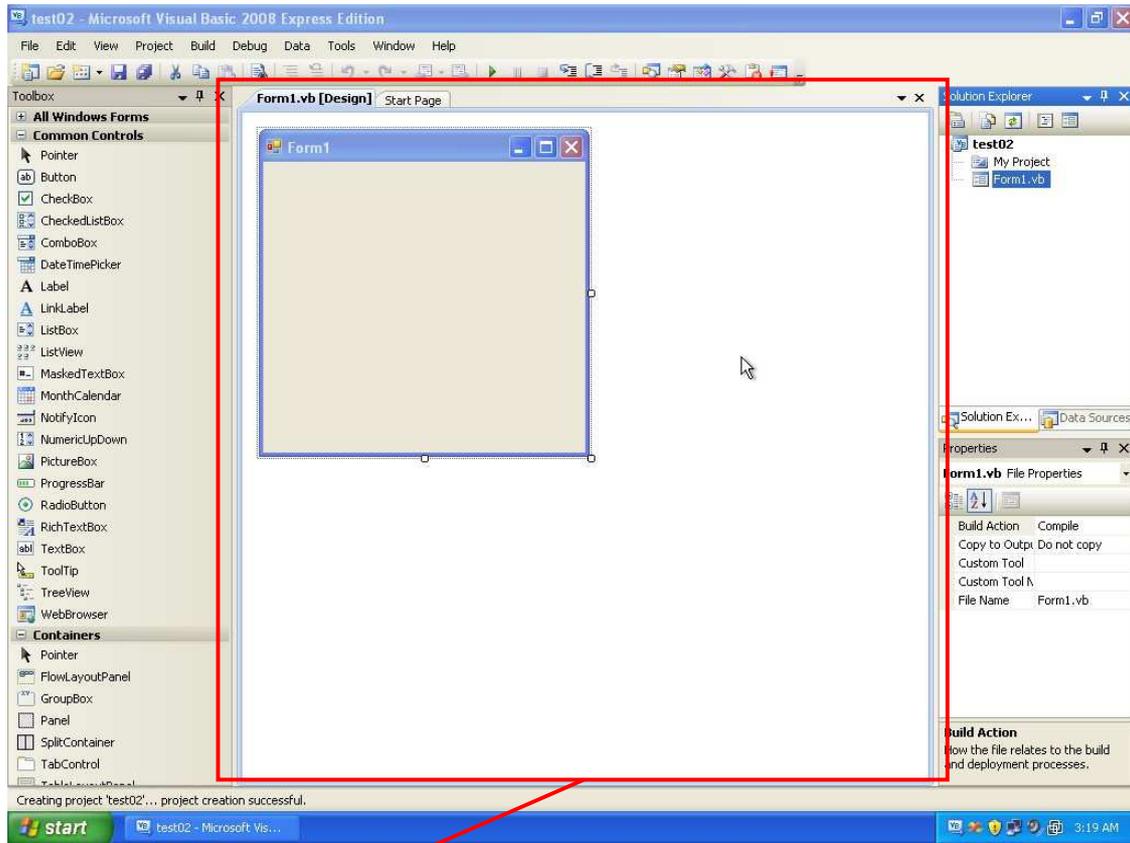
The new project dialog box appears, select windows forms application, and supply a name for your project

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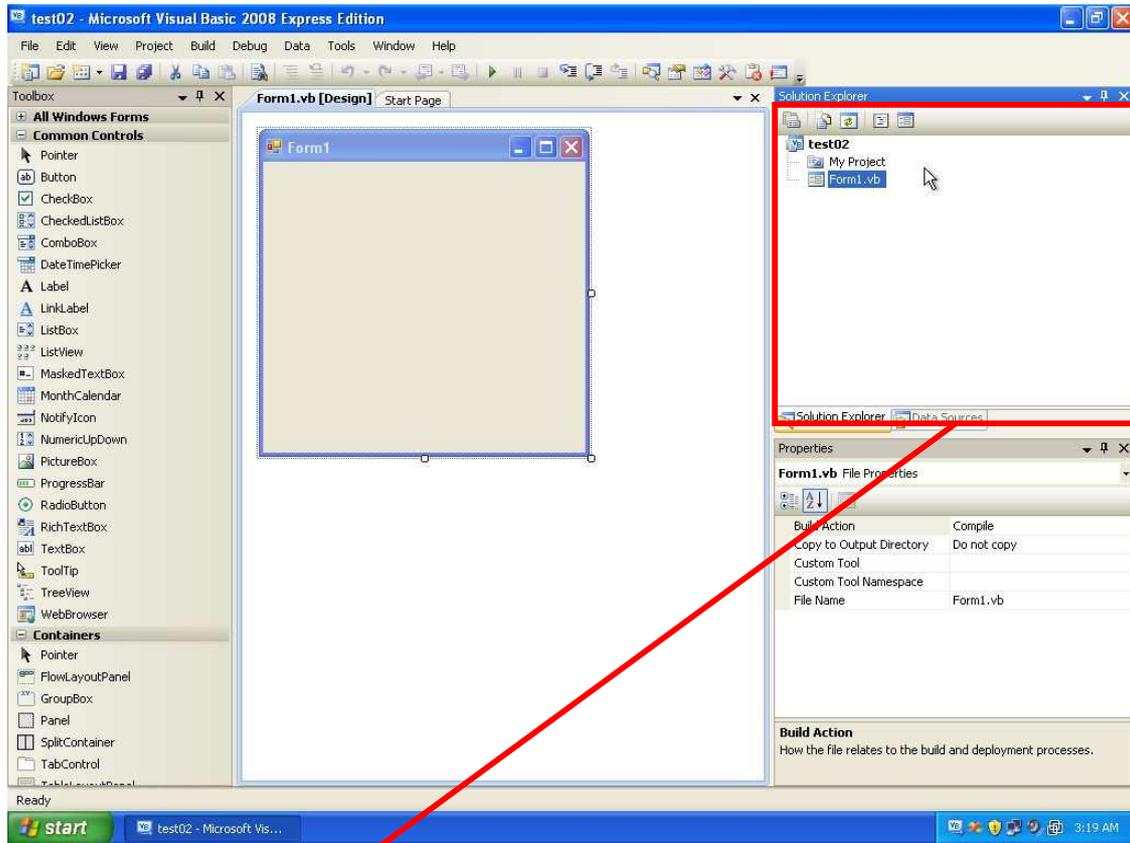


Press OK

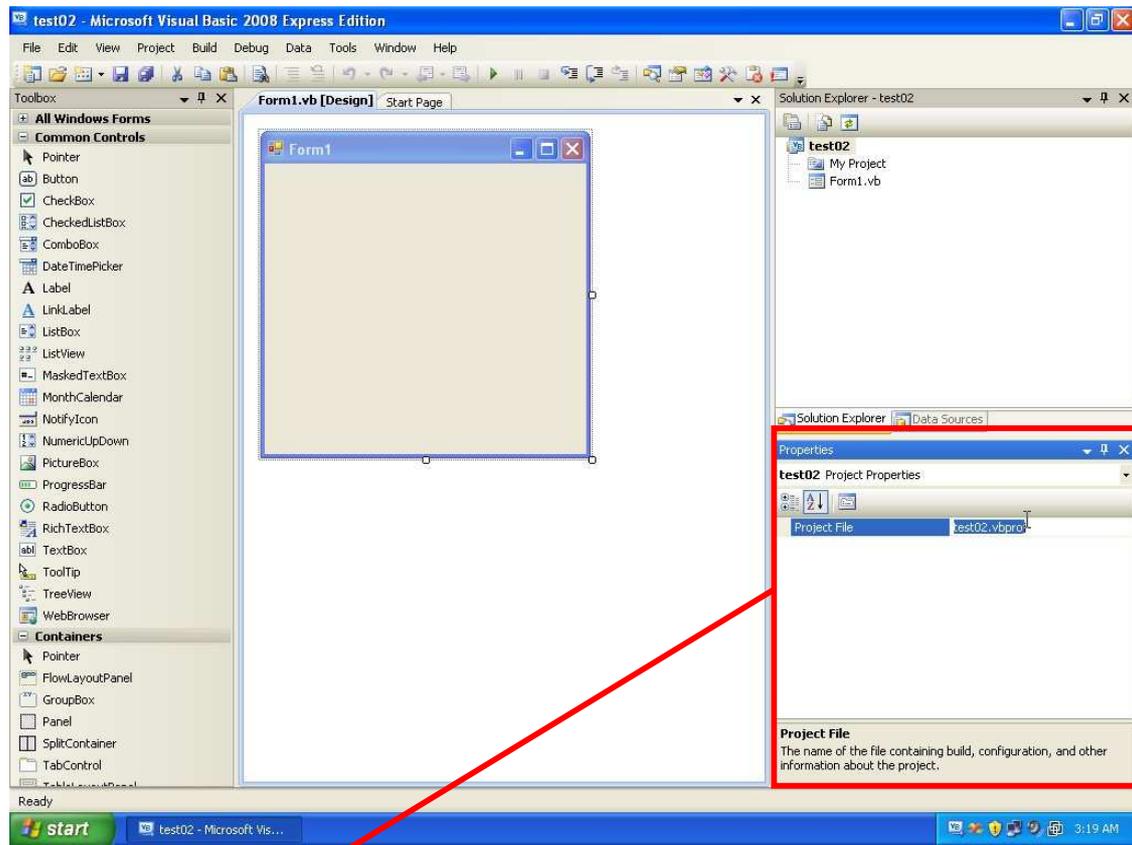
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Now you see the IDE. The **central part** is your working area, there you write code, design the user interface, and do many other things. What you are seeing now is the how the user interface looks like.

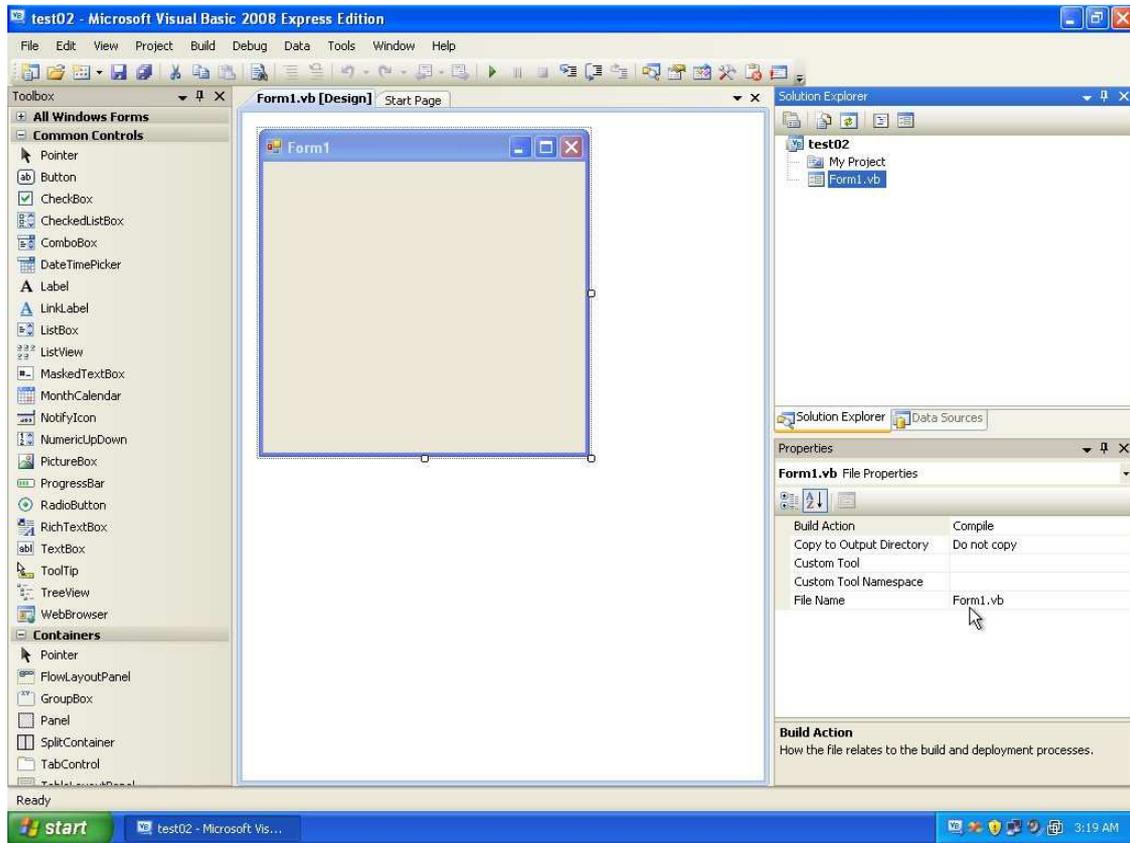


Next part is the **solution explorer**. This part you can see the main files that your application is consisting of. You use it to quickly move from one part of the application to the other.



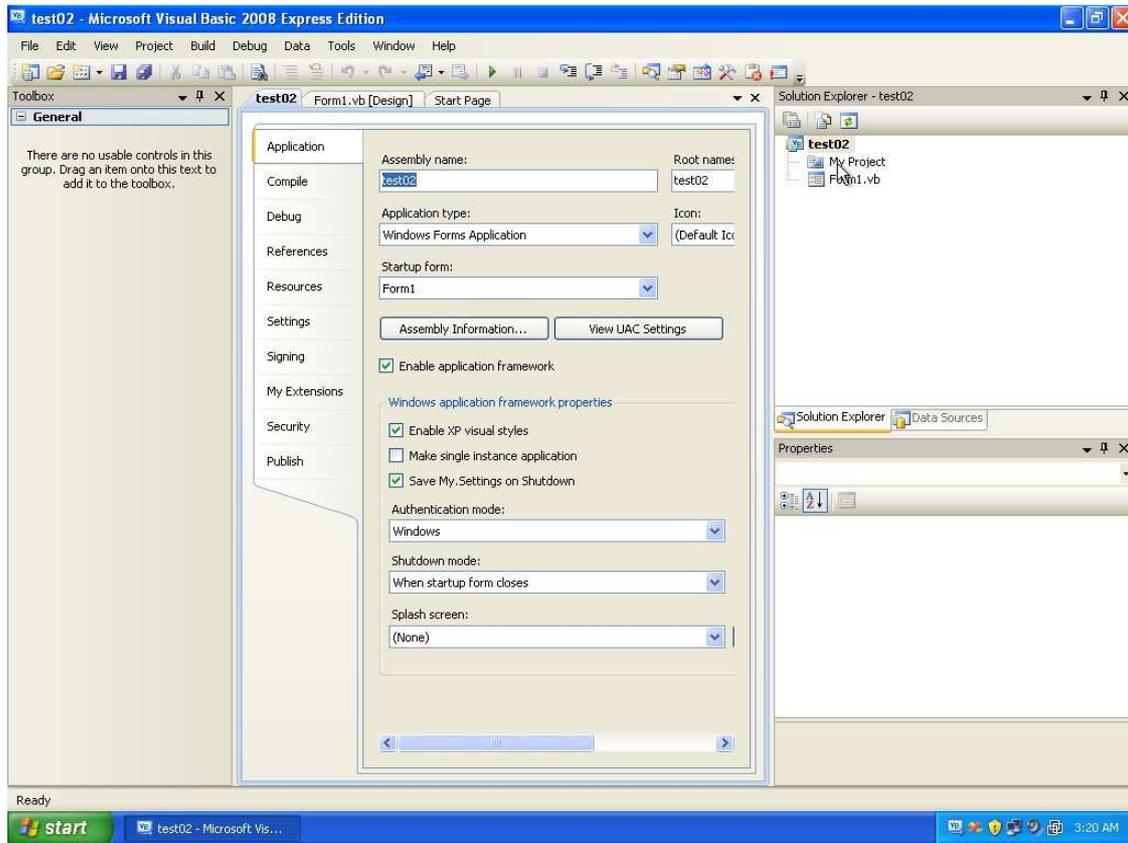
Next is the **properties window**. This window changes according to what you are doing right now. For example, whenever you select a file from the **Solution Explorer** window, it changes itself to show you only the properties related to that specific file. It works the same way with the graphical user interface in the central area (the GUI).

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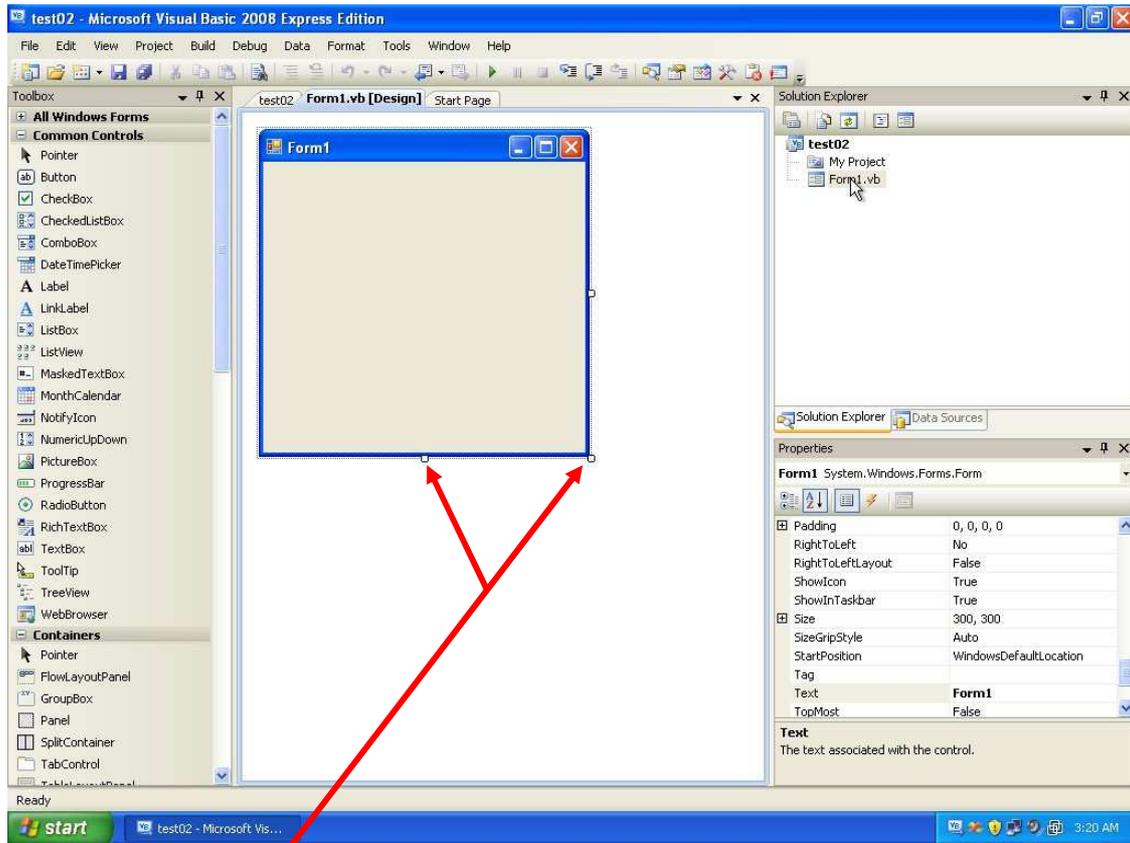


Select Form1.vb from within the solution explorer window by clicking it once and see how the properties change to view the relevant information. Try to select My project again by clicking it one and see how the properties changes again.

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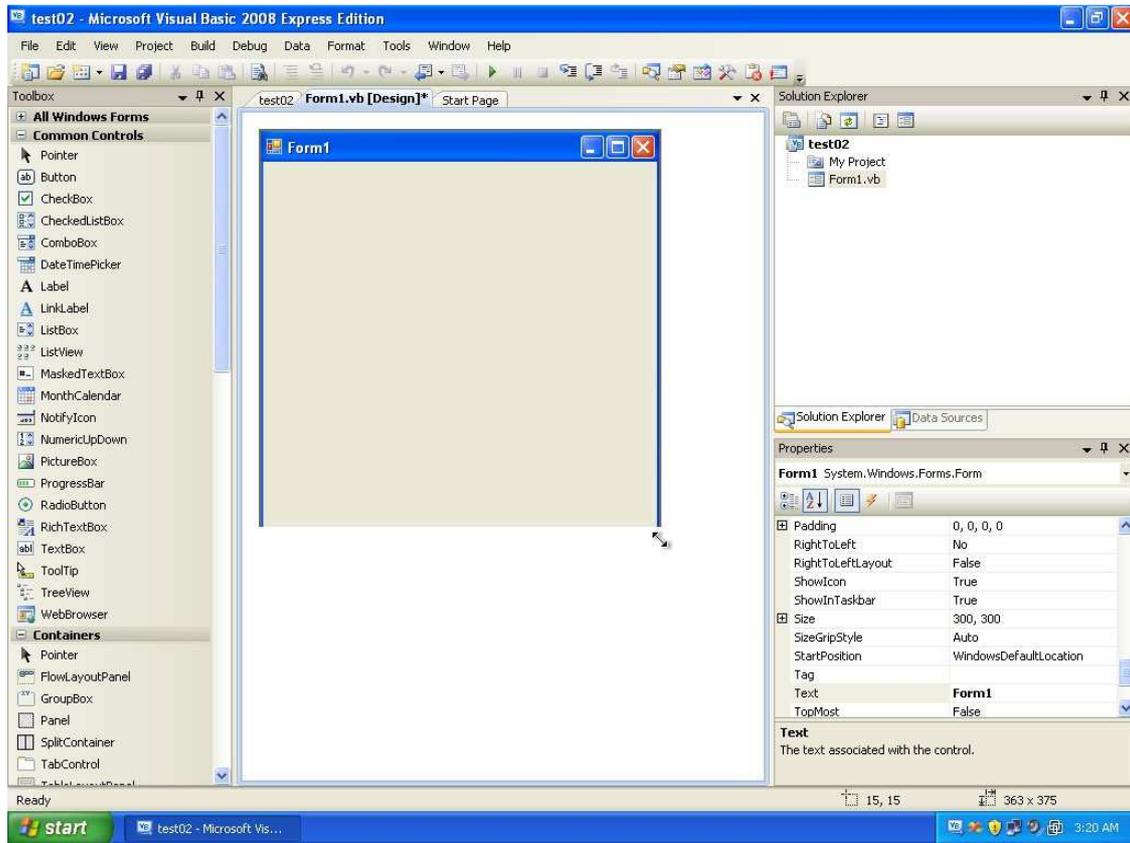


Now as I said before, the Solution explorer helps you navigate your application quickly. So now try double clicking My Project to see something similar to the above. Now you can modify your application. This is just an example, so don't worry about the details of all these options we will come to this later.



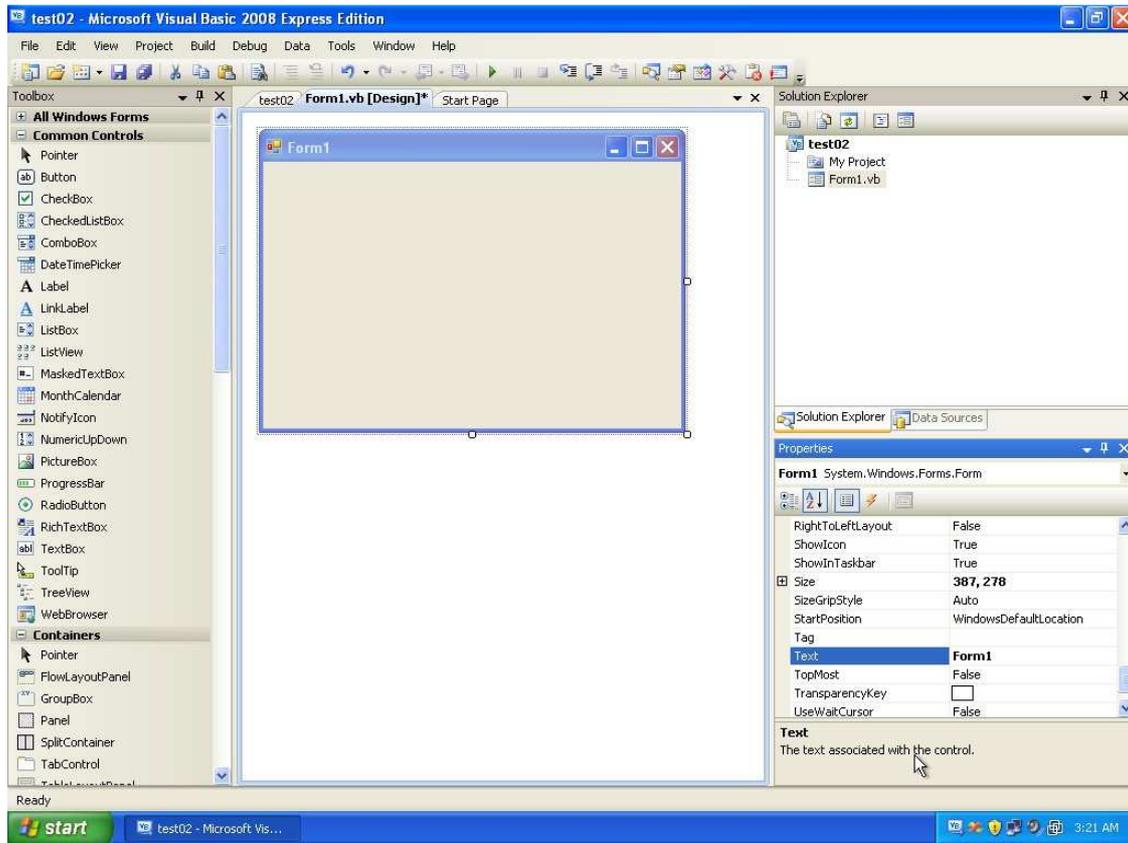
Now double click on Form1.vb you see the GUI again. Now let us work a little with these toys. Right now, our application has one window. We want to say, change its size. To do so, you drag one of the **white boxes**.

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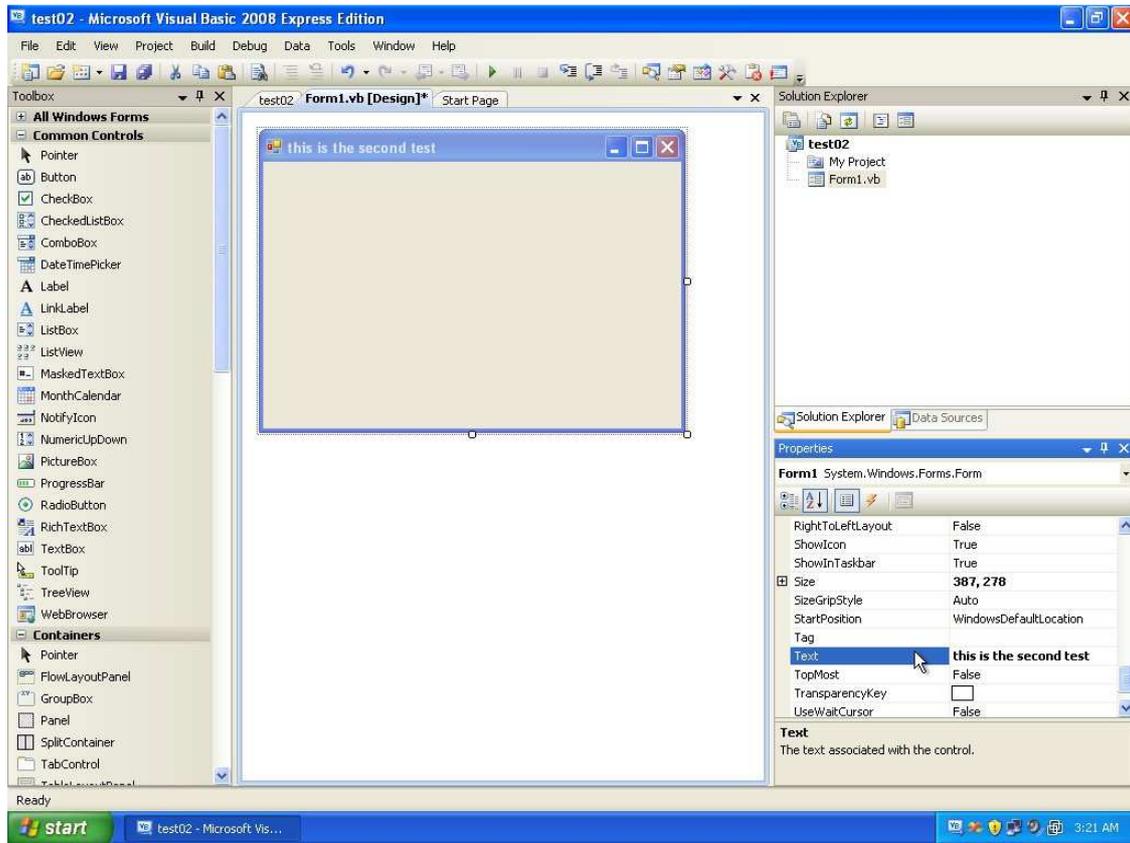
Notice also how does the properties window change to help you work on what you have just selected (here the window is selected so the properties window is showing its properties).

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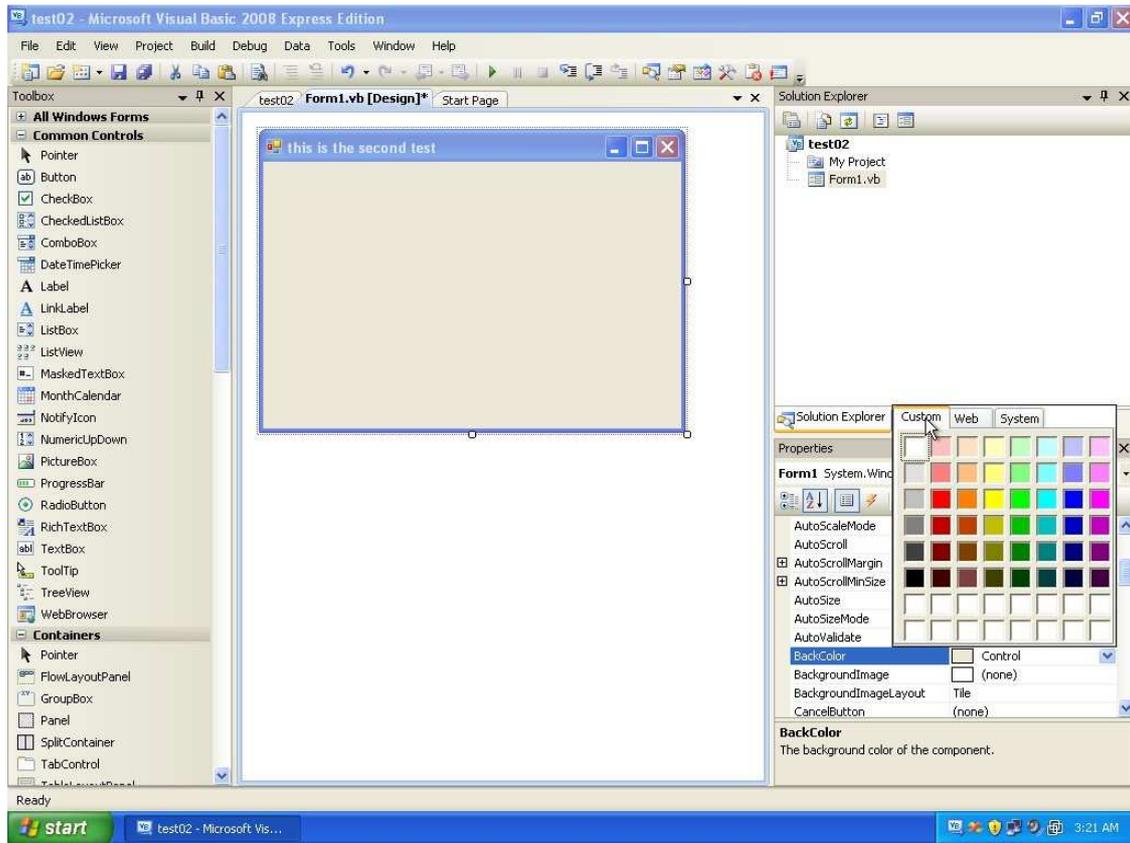
Now let us work with the properties window. Each object (window, or file or control) within the IDE has a number of properties that affects its behavior, and/or appearance. For example, if you search for a property called **Text** and change it, you can modify the title that appears on the window.

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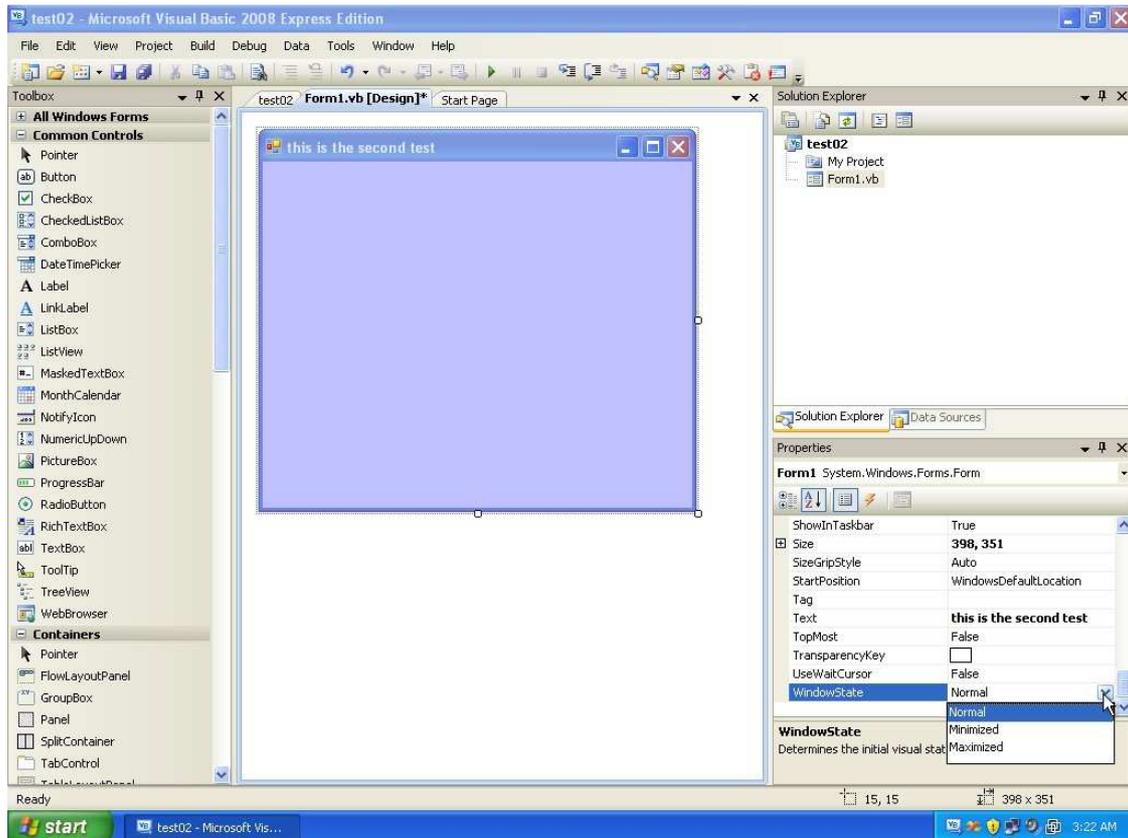
Try entering **this is the second test** and then press enter. You can see how does that affects the window you are designing.

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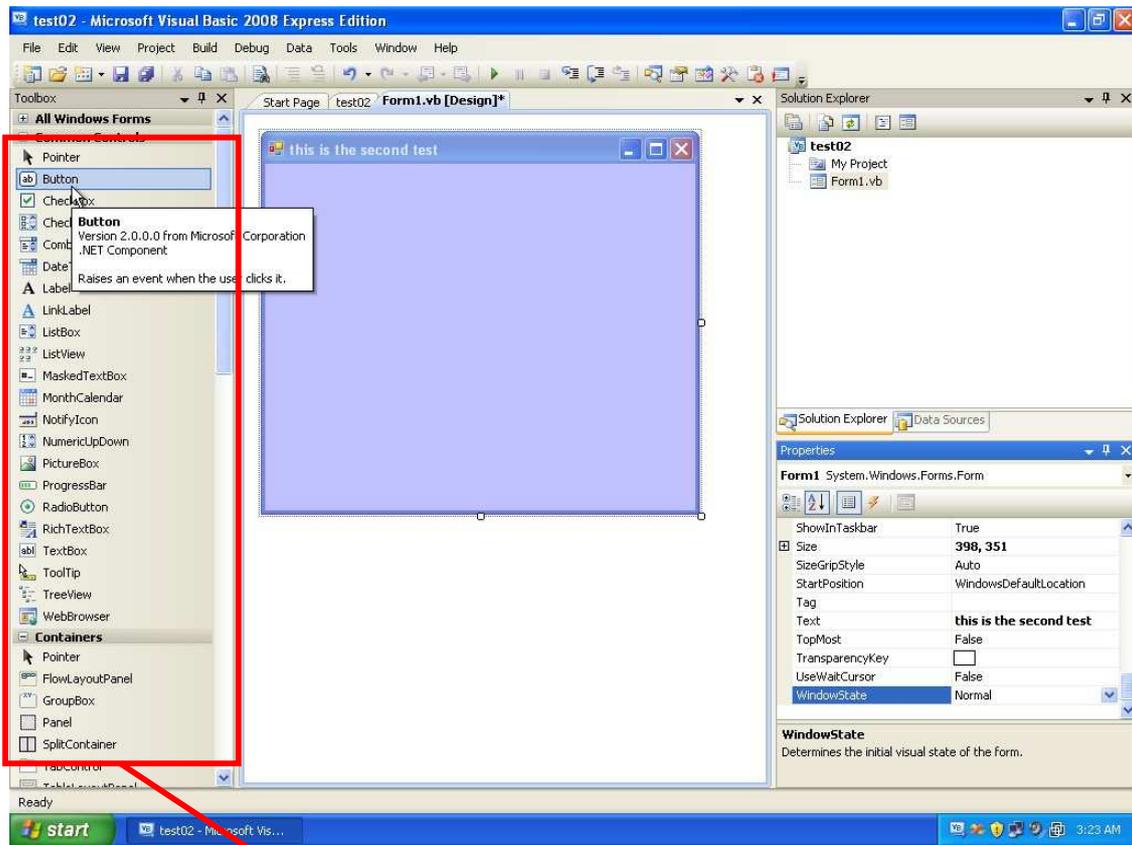


Now let us work with another property, which is **BackColor**, try to choose a color and see how does that affects the window's color.

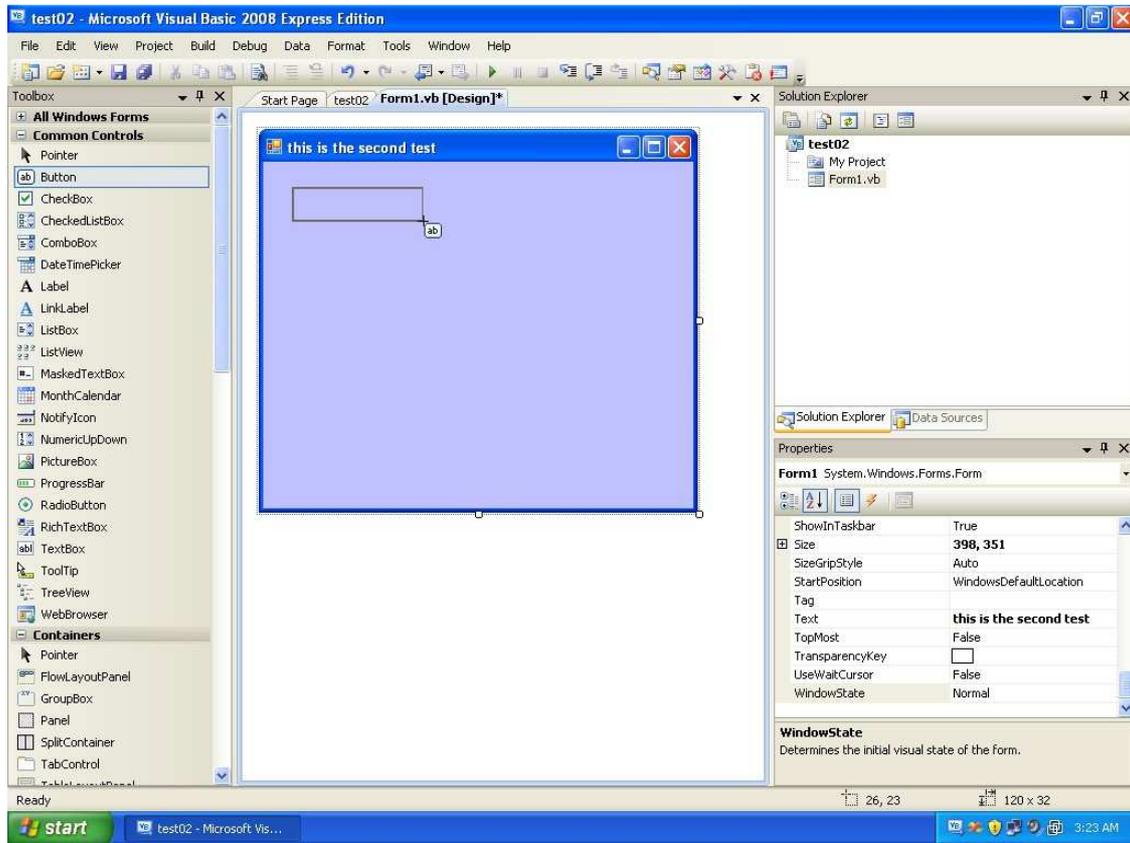
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And so on, there are many other properties, we will learn just some of these that are commonly needed.

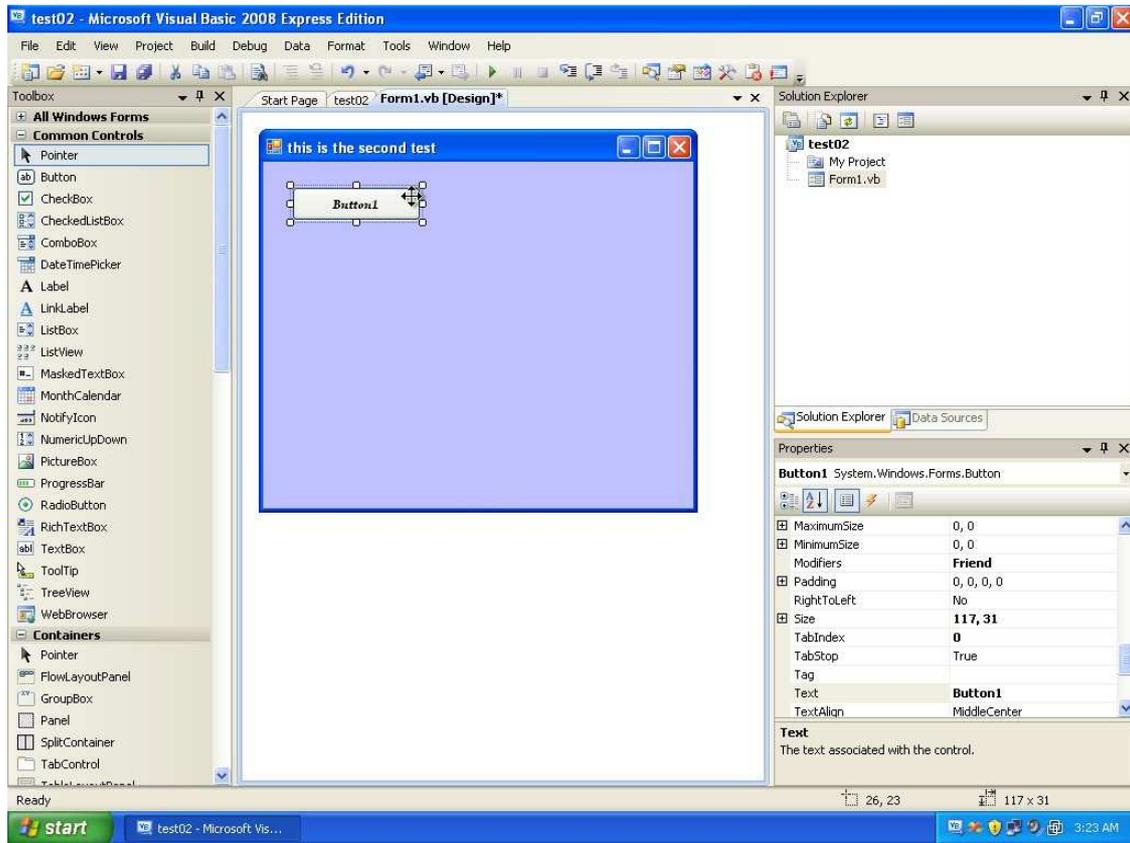


Now we come to the **left side** which we forget to tell you about. This one helps you adding controls to your window. For now click on the command button , and then draw it on the window (the command button is used to trigger some kind of actions or processing, more details on that later).



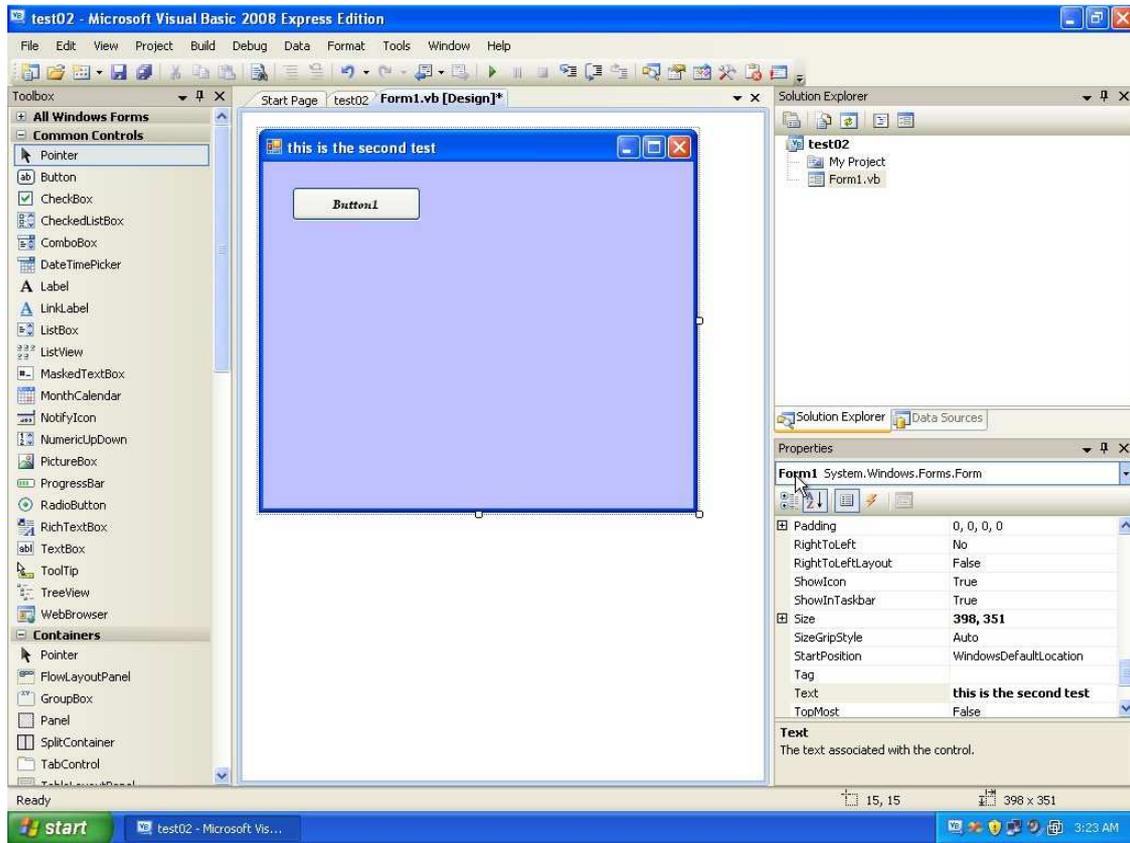
By pressing the mouse button continuously, you can specify the dimensions of that control. After that release the mouse button.

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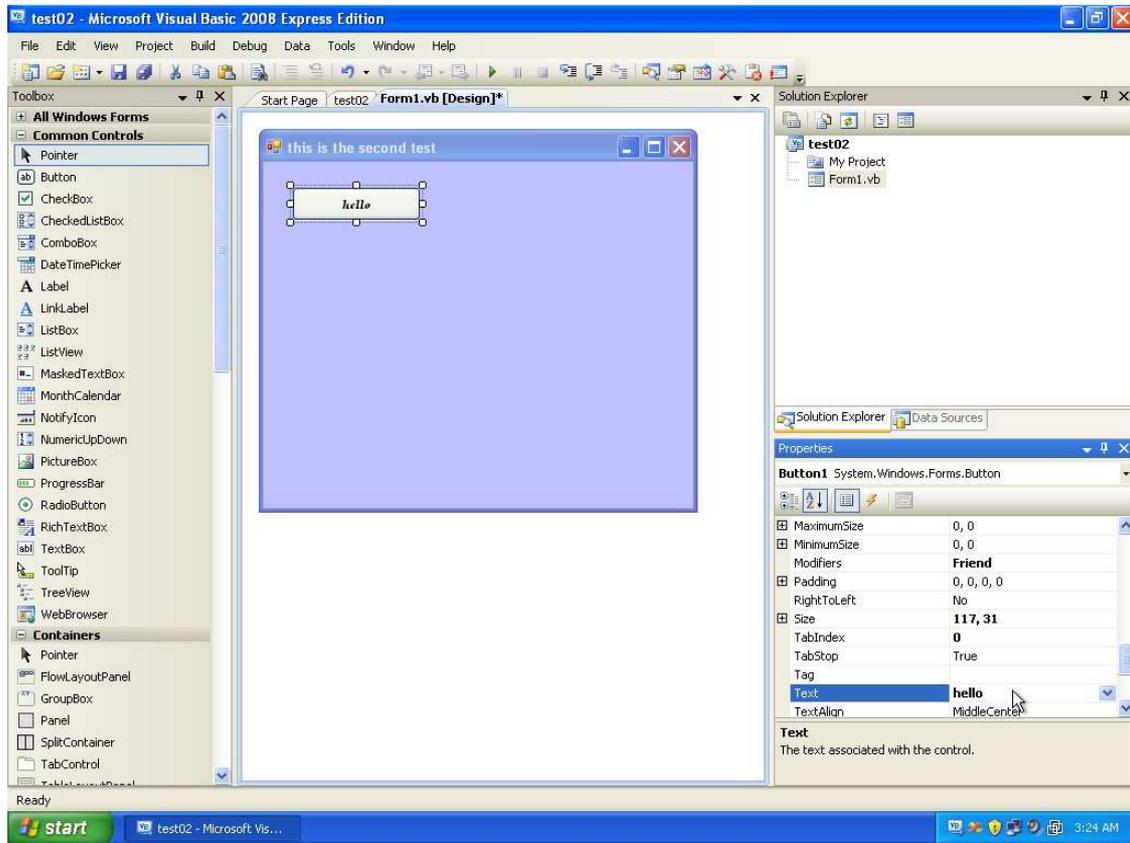


You can see how does your window look like. You can move the button by dragging it, or you can resize it using the white boxes. Also check out the properties window that shows you the properties of this button.

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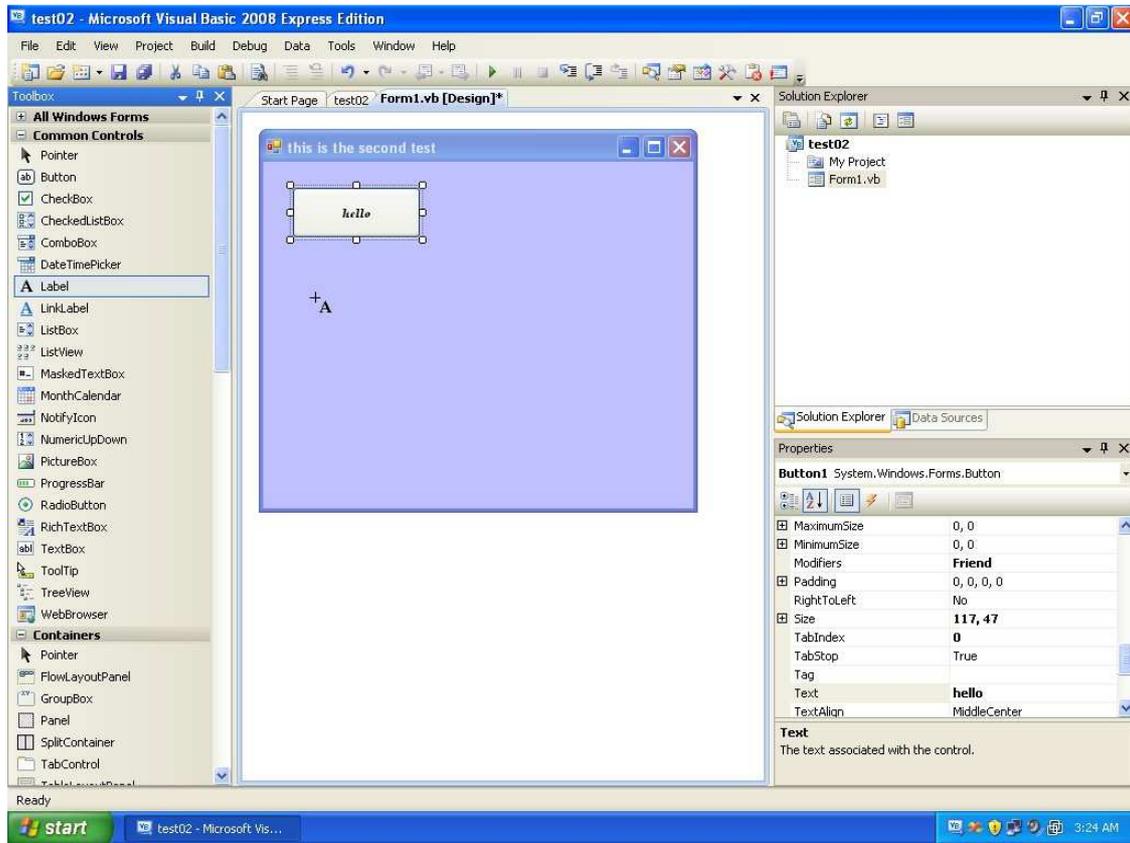


Now click on any empty space on your form to select it, and see how the properties window shows details about the selected object.



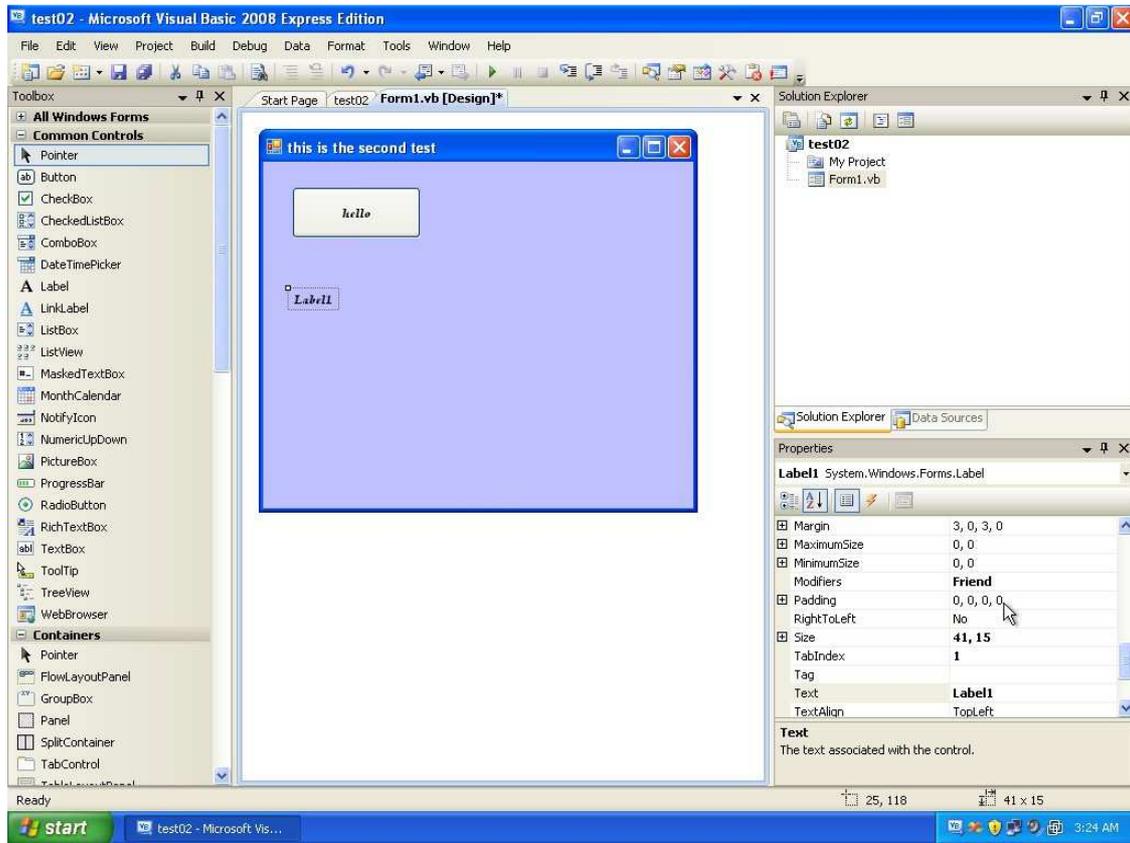
Now select the button again. You remember that when we wanted to change window title we modified the Text value for our window. The same is true for the button, and many other controls, so change the button's Text property to hello and see how does the GUI changes as well.

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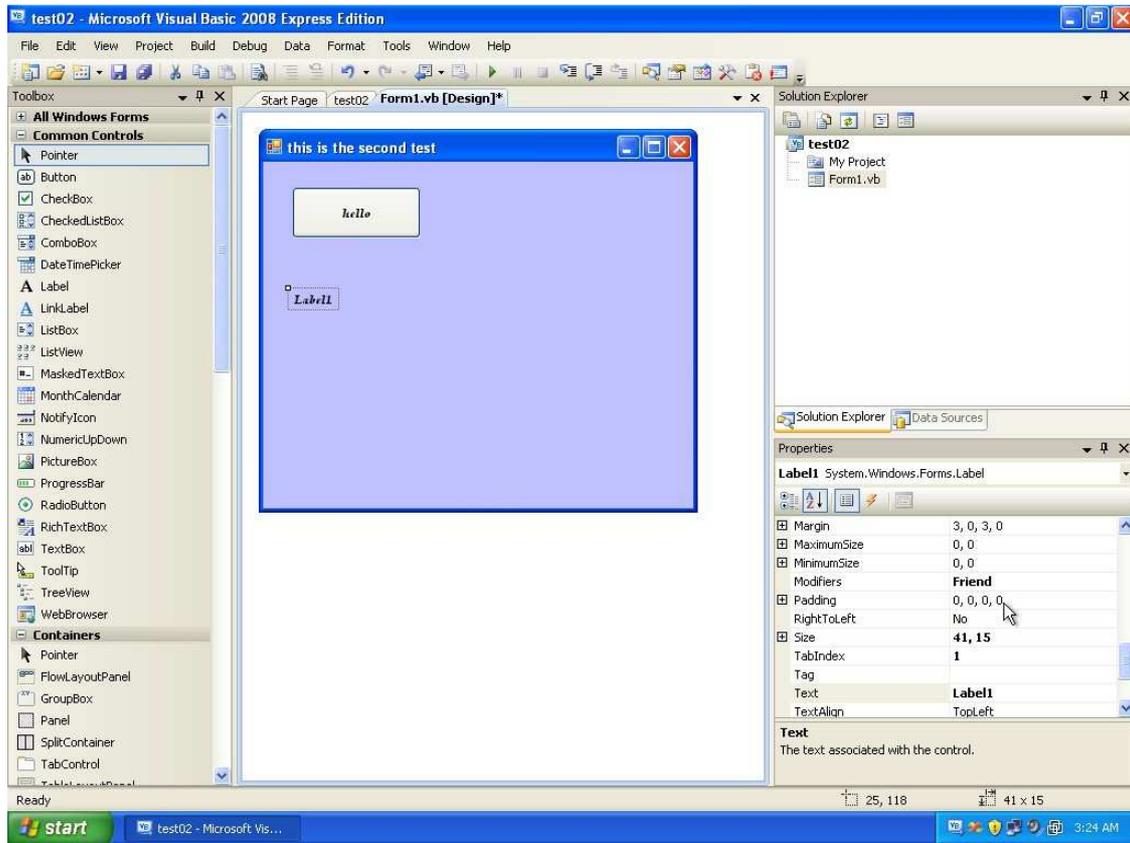


Next place a **LABEL** on the form. The Labels are used to display text information

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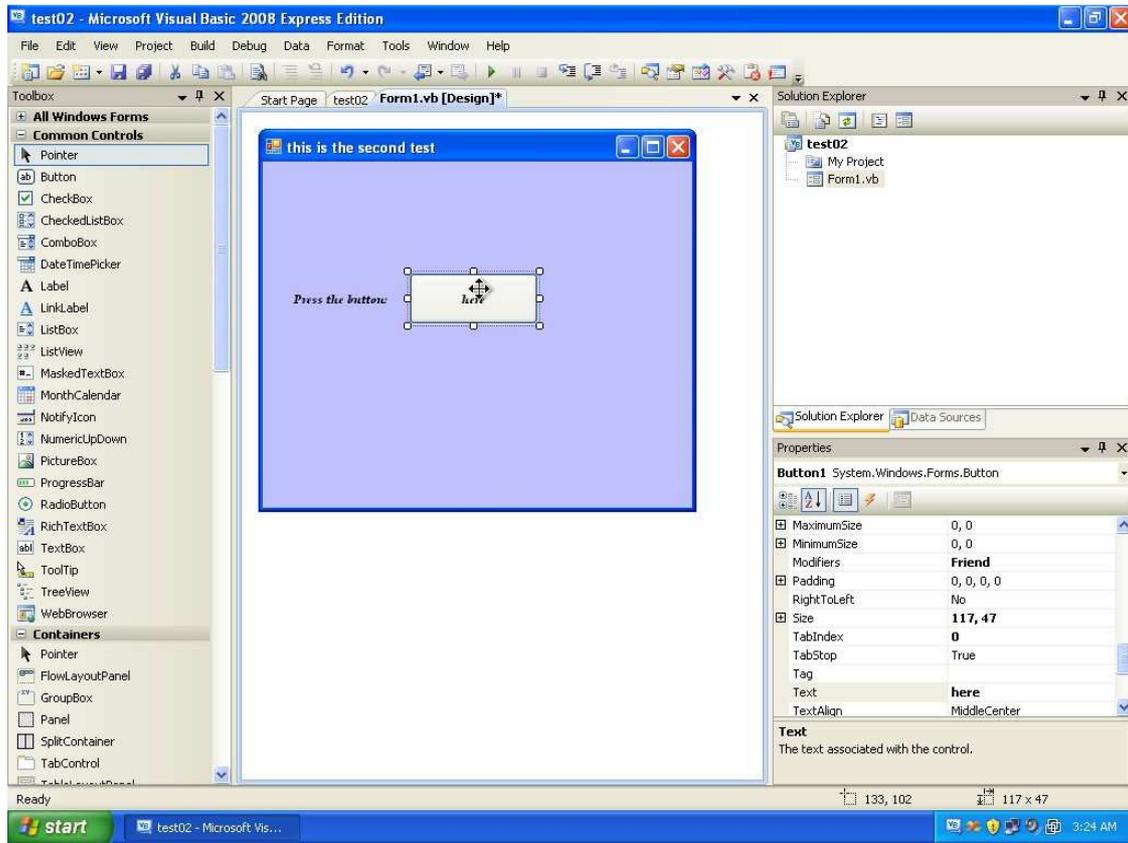


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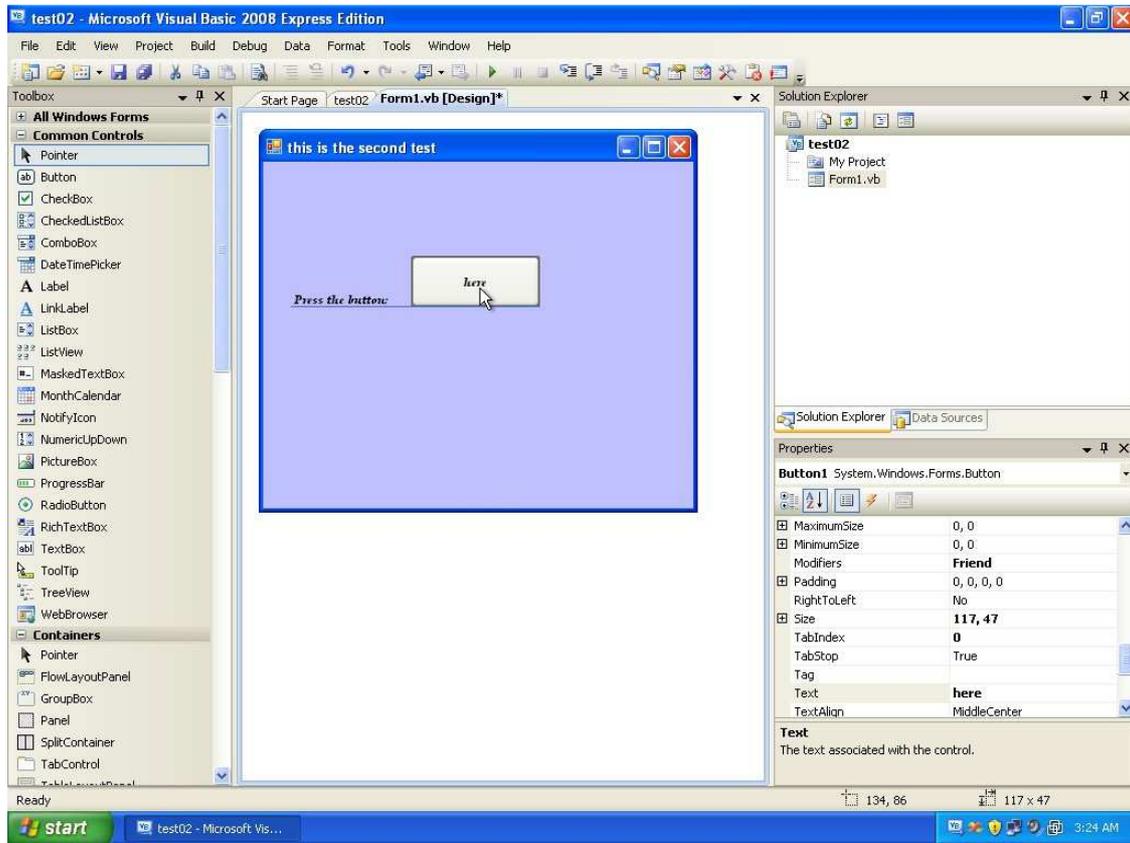


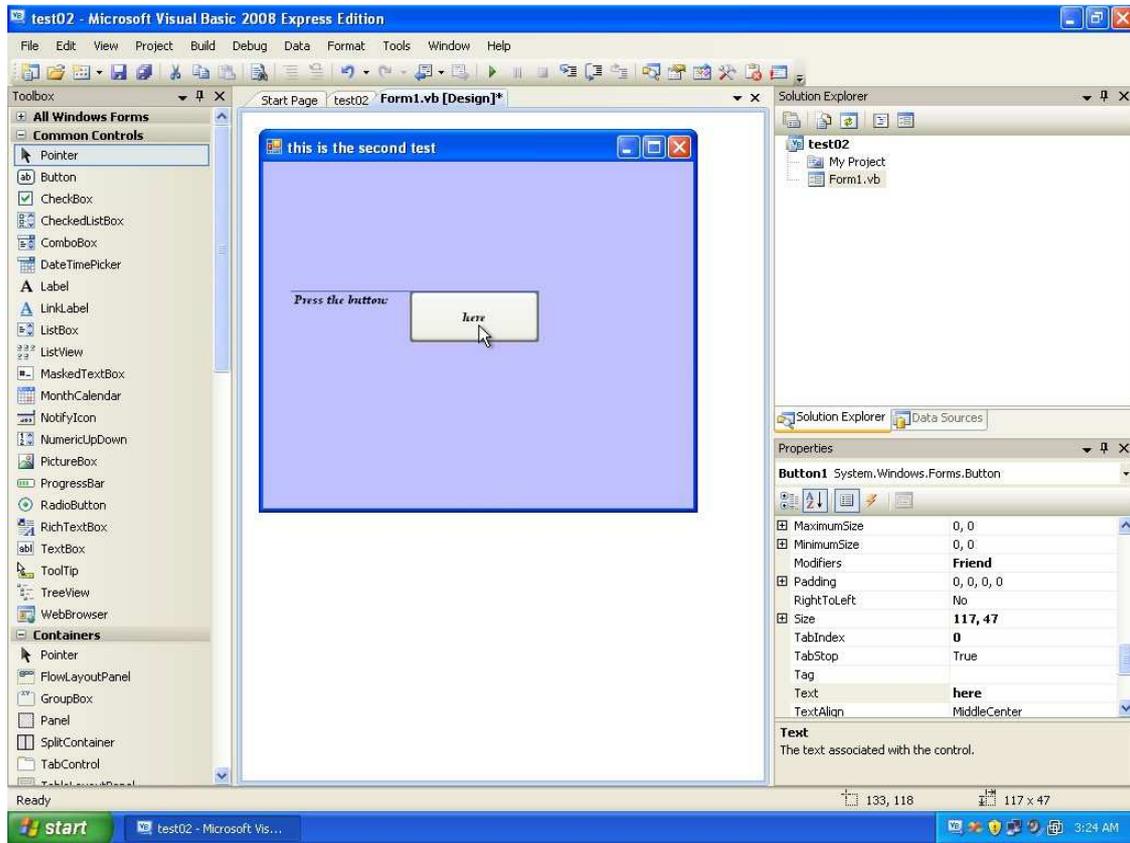
Now change the label to view the message: **press the button**

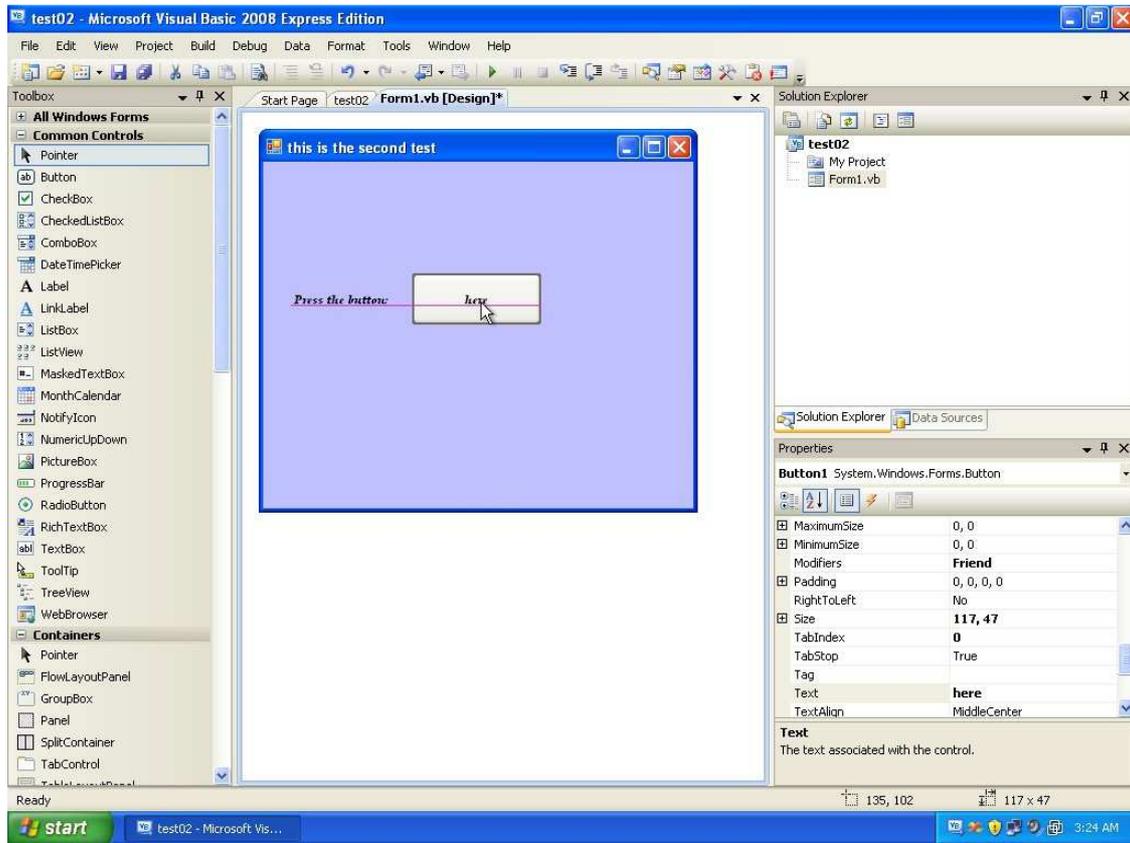
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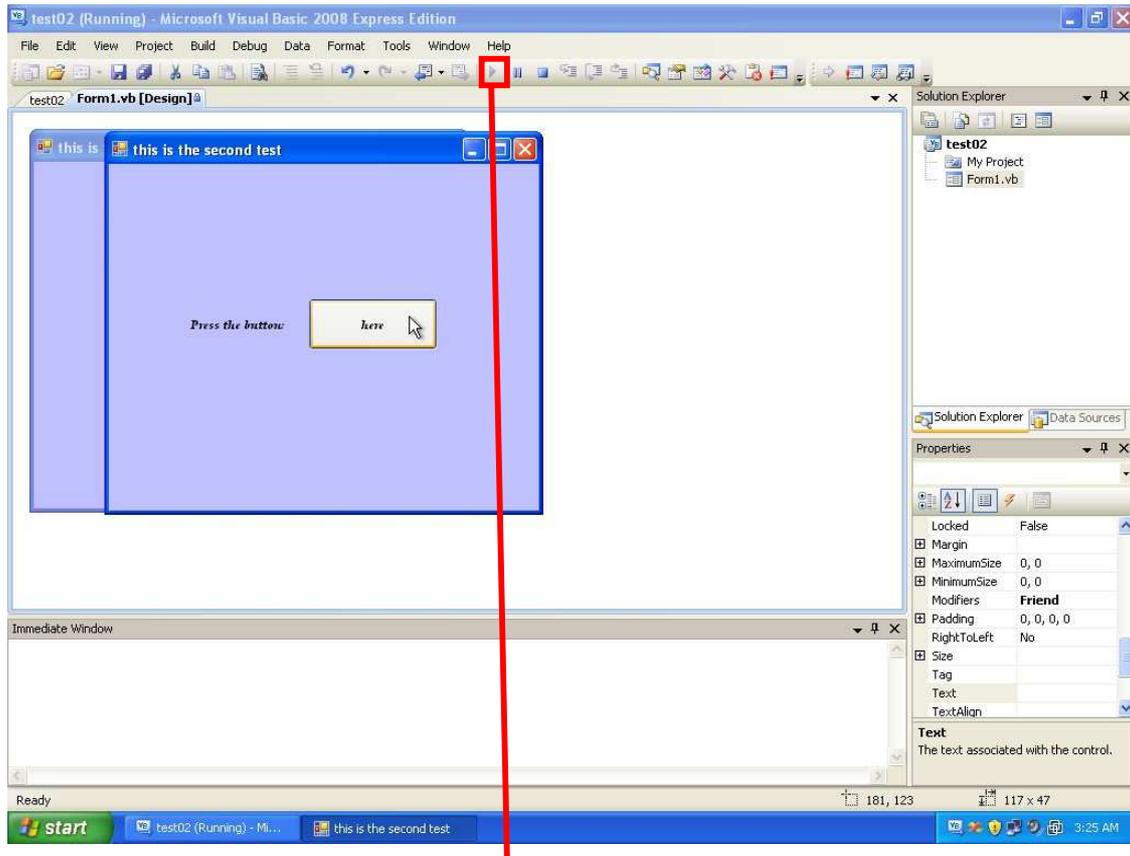
Now try to move the control and see how the IDE will help you place it relative to the label by showing you imaginary lines for placing the control on the form





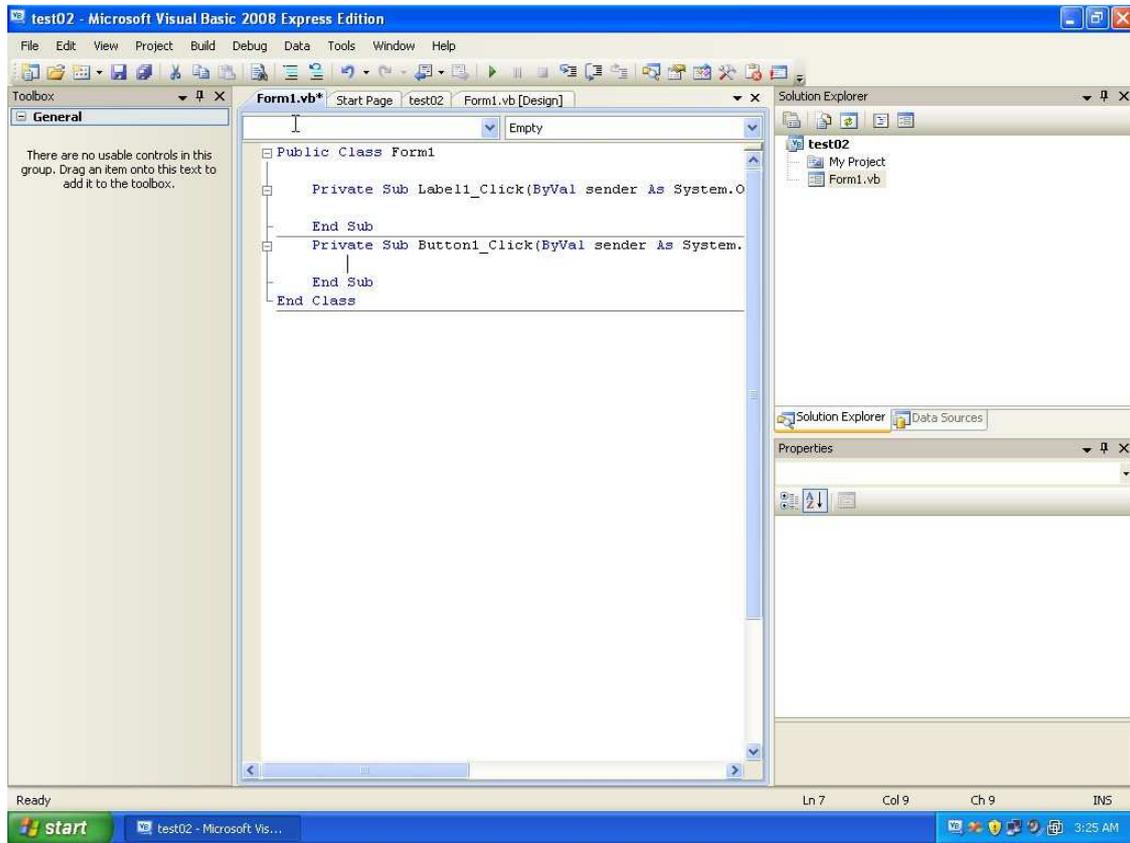


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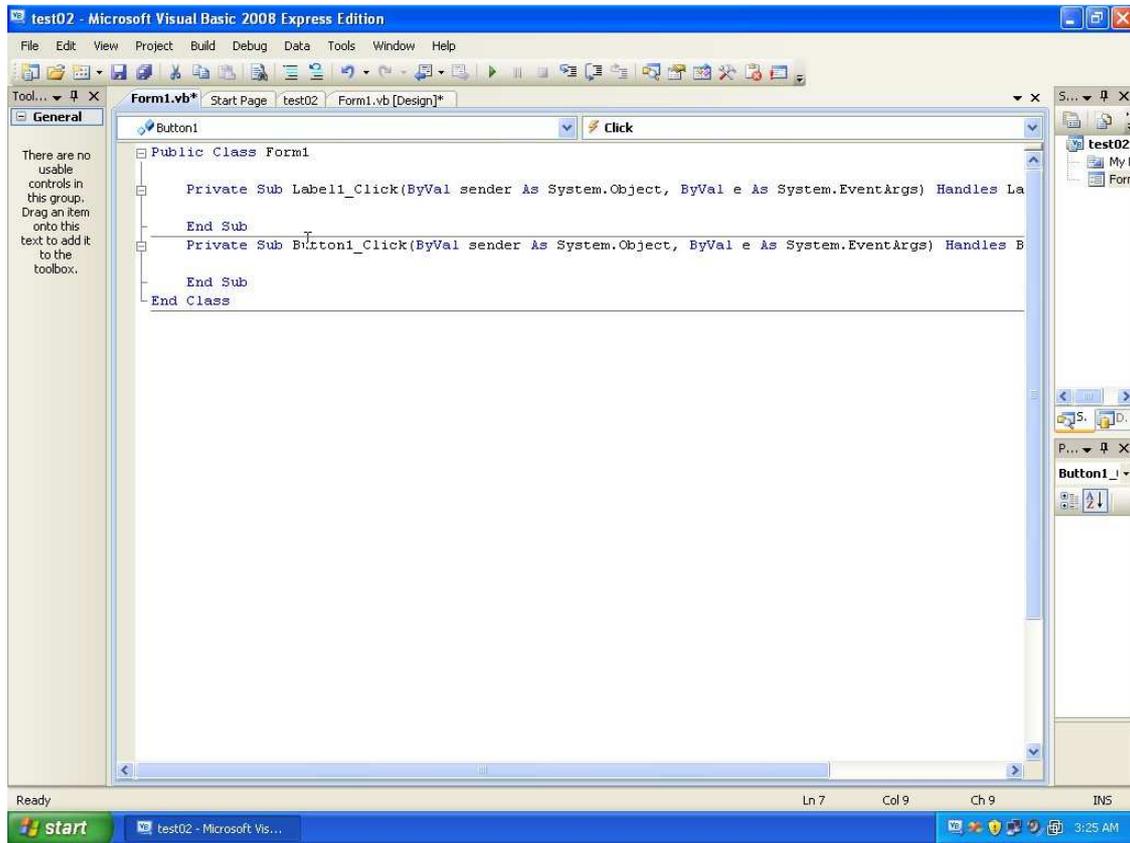
Now run the application by pressing the **Play** button. Now pressing the button does not do anything at all. That is because you haven't tell the computer what to do when you press the button.

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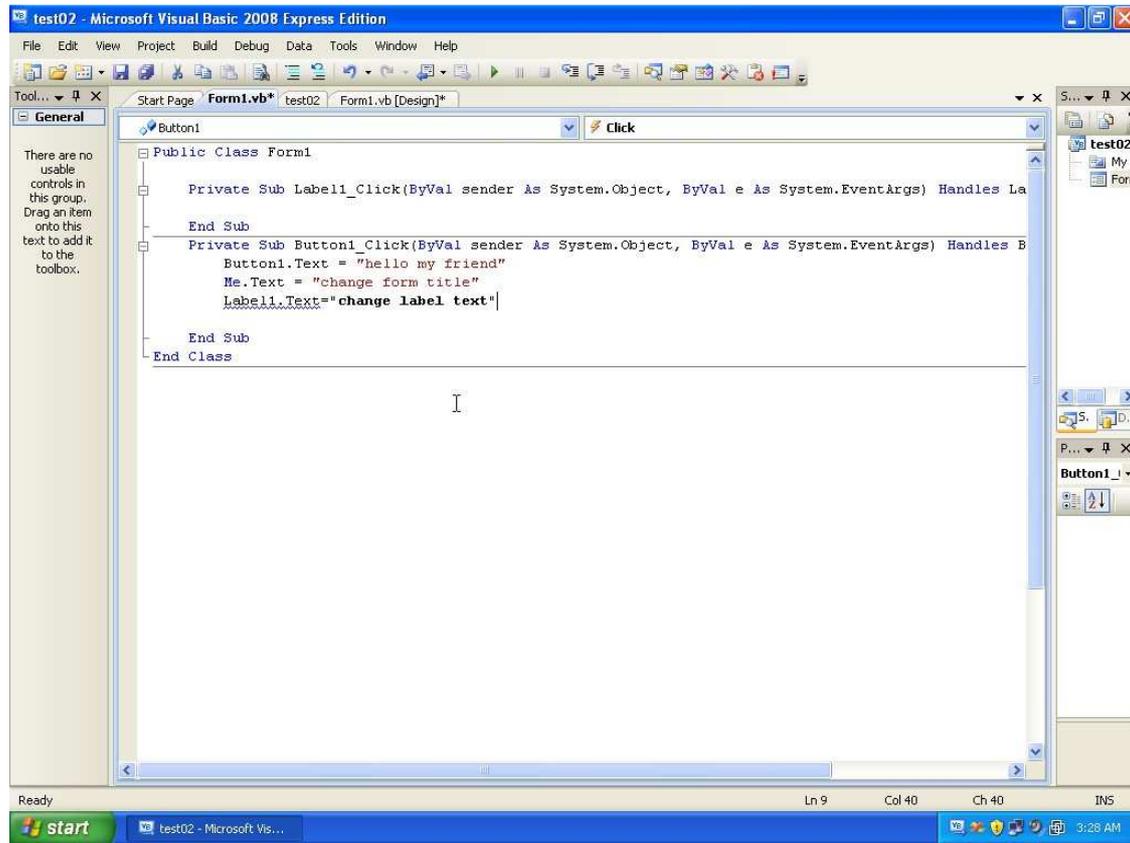


Now stop the running application by closing the window, then double click on the button, you should see something like this.

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This is the code editor which helps you telling application what should it does in a specific event. For our example telling it what should it does when you press the button.



Write the lines above exactly as you see, the code means the following:

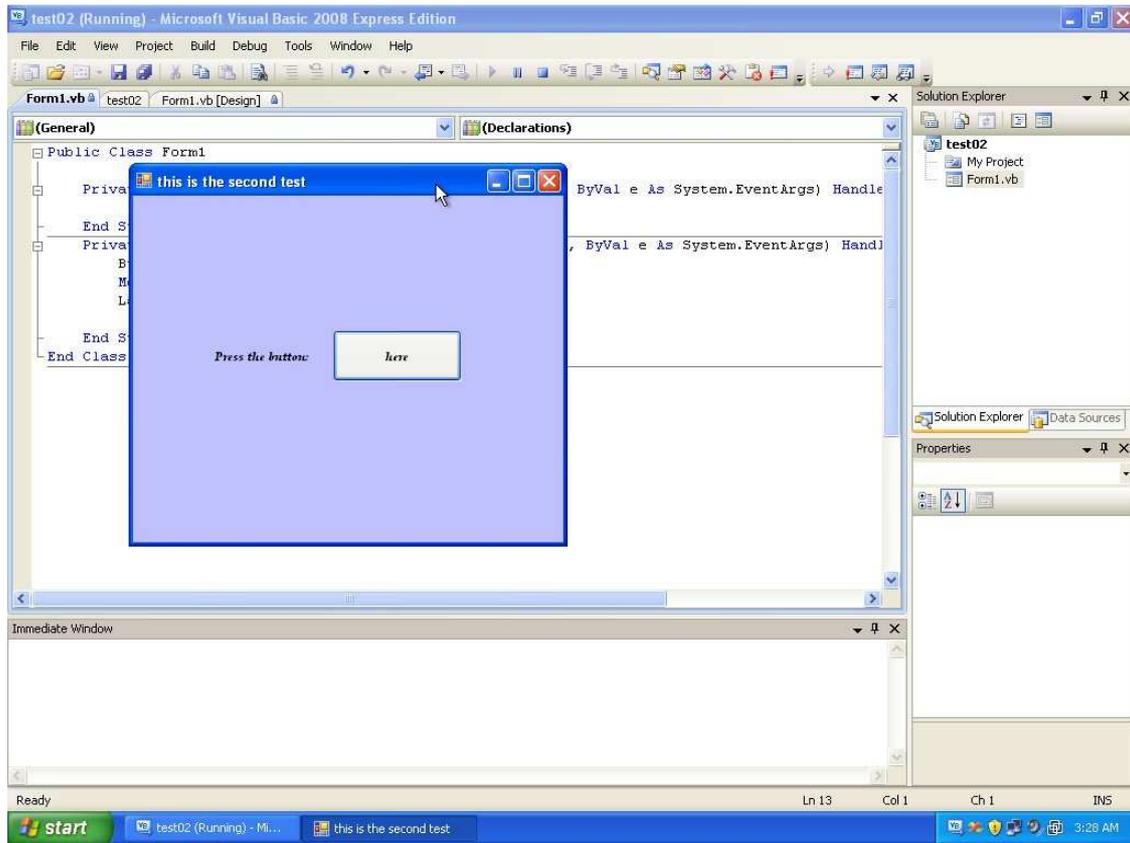
Button1.Text = "hello my friend" means that go to the button on the form those name is **Button1**, and modify its **Text** property to **hello my friend**. (more on that in the next tutorial).

Me.Text ="change form title" changes the title of the form by changing its Text property, and the same for the last line which changes it for the label.

It is important to understand that the Text property here is the same one that you changed in the properties window. The properties window changes the properties while you are designing the window, hence the first change you did is a design time change. However the code you just added will not be executed until you press the button while the application is running (i.e. run time), so such changes are not visible (yet).

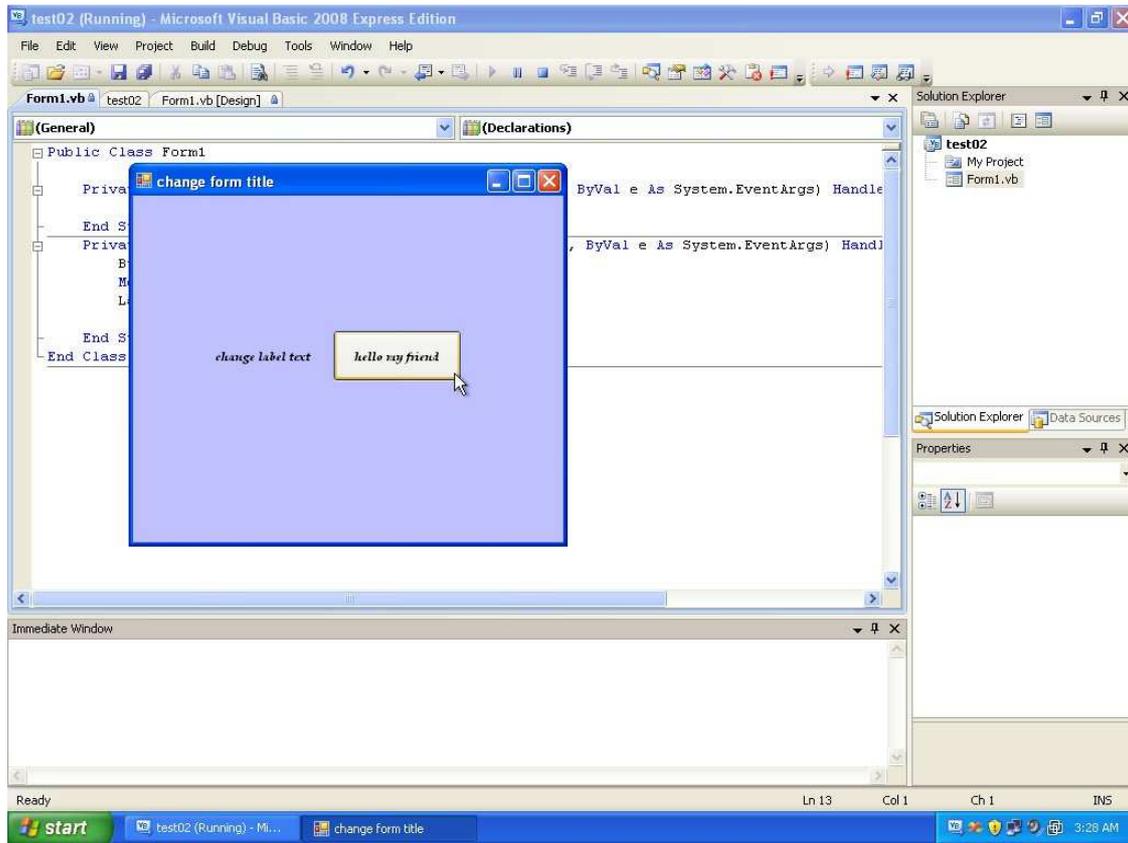
Now press F5 to see the application running

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Now press the button and see what happens

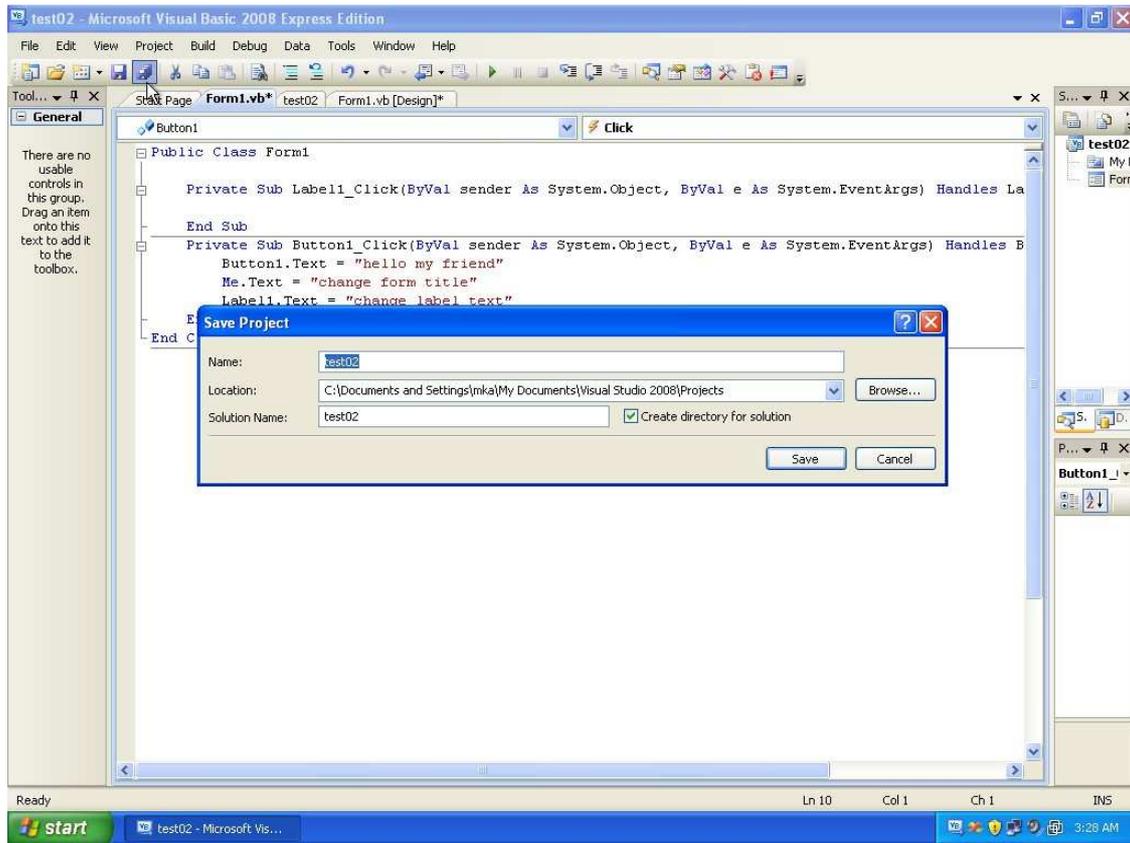
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Don't worry too much about the code. The idea here is to know that there are some properties that can be modified later on, and make you familiar with the GUI.

The next tutorial will explain about controls, their names, and their events. So for now you may save your project by pressing save all

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That is all for today.

Regards