

web server and responds to requests from the browser.

ITS application can be used on the Internet or an intranet.

DHTML Application :- A DHTML (Dynamic HTML) application can also respond to events in an HTML page.

Visual Basic User Interface

After we have decided to start a new VB program or edit an existing one, the VB user interface appears in its full glory. Of course, before we can draw our program's user interface and write BASIC code, we have to know how to use the user interface of Visual Basic itself.

The eight main parts of the Visual Basic interface are given, although all parts do not necessarily have to be visible at any given time.

-> Pull-down menus :- provide access to every available Visual Basic command, although these menus can be confusing and intimidating to use.

File Edit View Project Format Debug Help

Fig - Menu bar

→ Toolbar :- displays icons that represent the most commonly used Visual Basic commands - which may still be confusing to use.

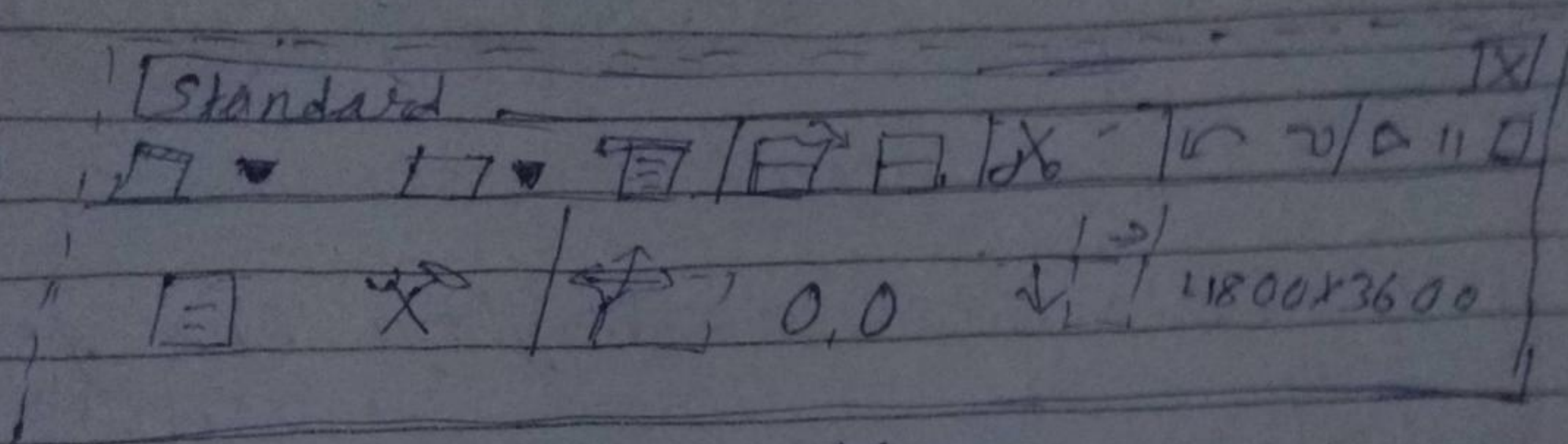


Fig Toolbar

→ Toolbox :- displays the types of objects (such as a command button or check box) that we can draw on a form. The Toolbox may not list all possible objects we can draw on a form. To get a complete list of ~~of~~ objects we can display in our toolbox press "Ctrl + T".

→ Project explorer :- lists all the files that make up a single Visual Basic program.

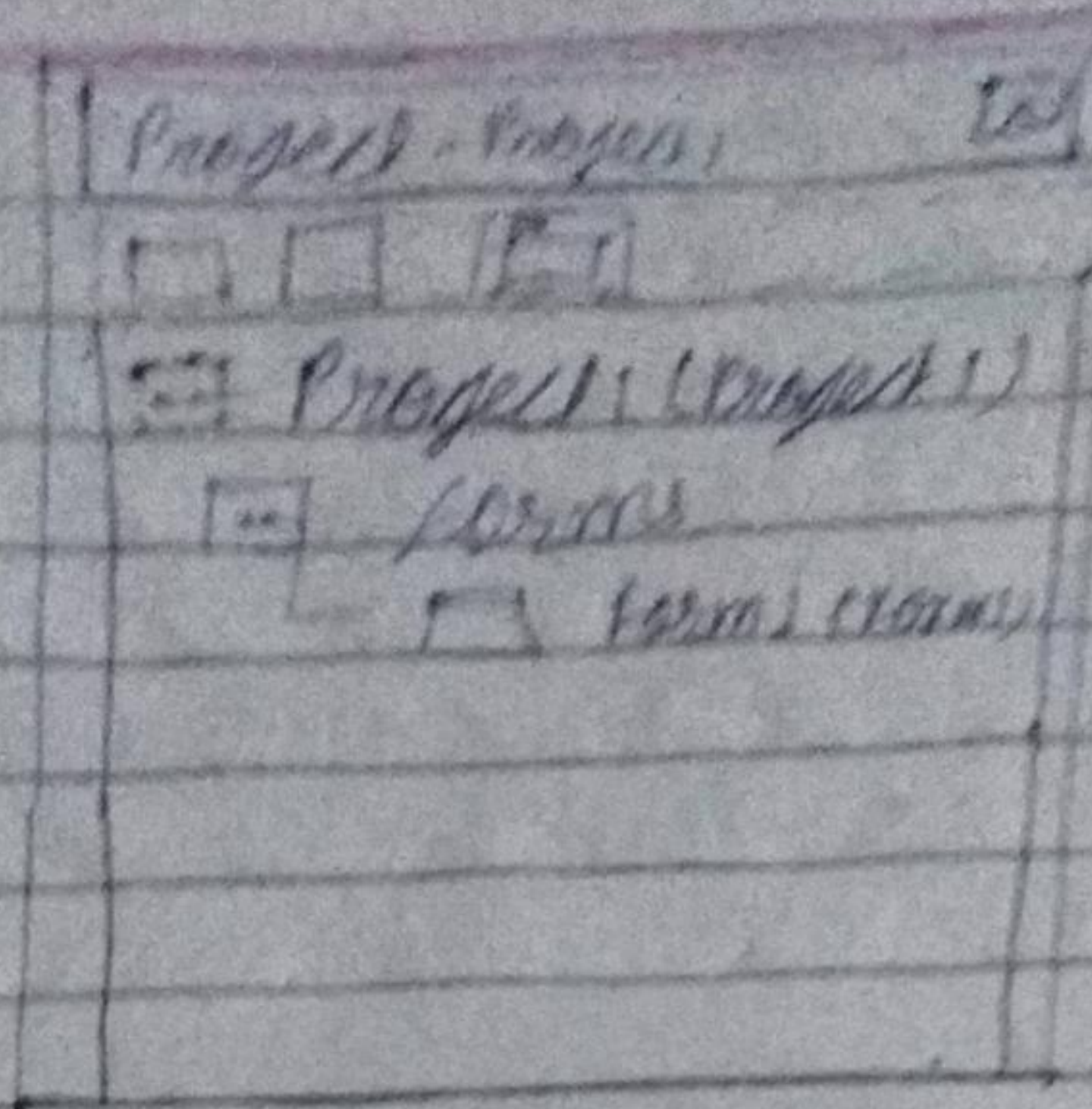


fig Project Explorer window.

→ Properties windows: displays the properties of the currently selected form or object.

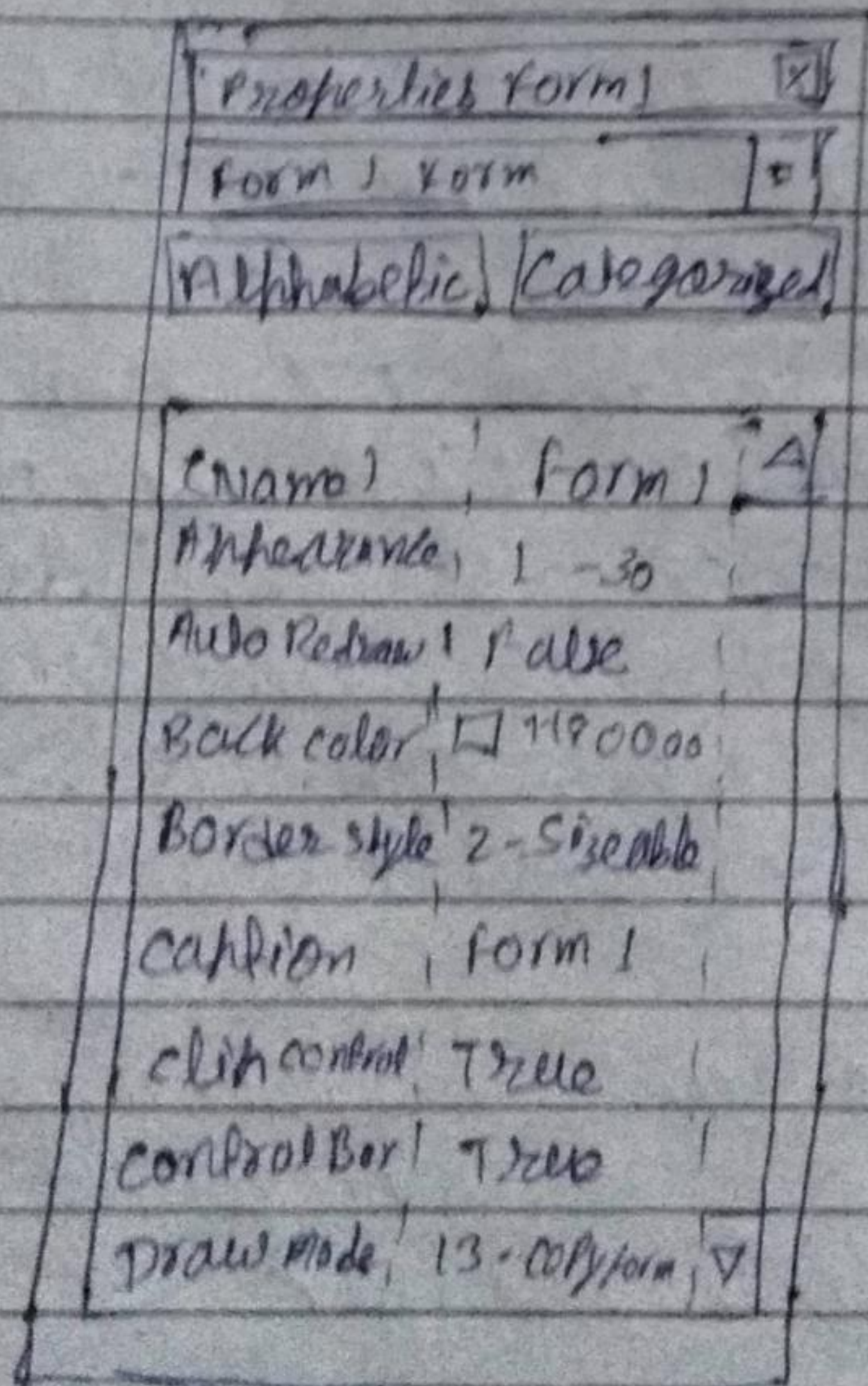


fig :- Properties window

→ Form layout window - enables us to arrange the location where our forms appear on the screen.

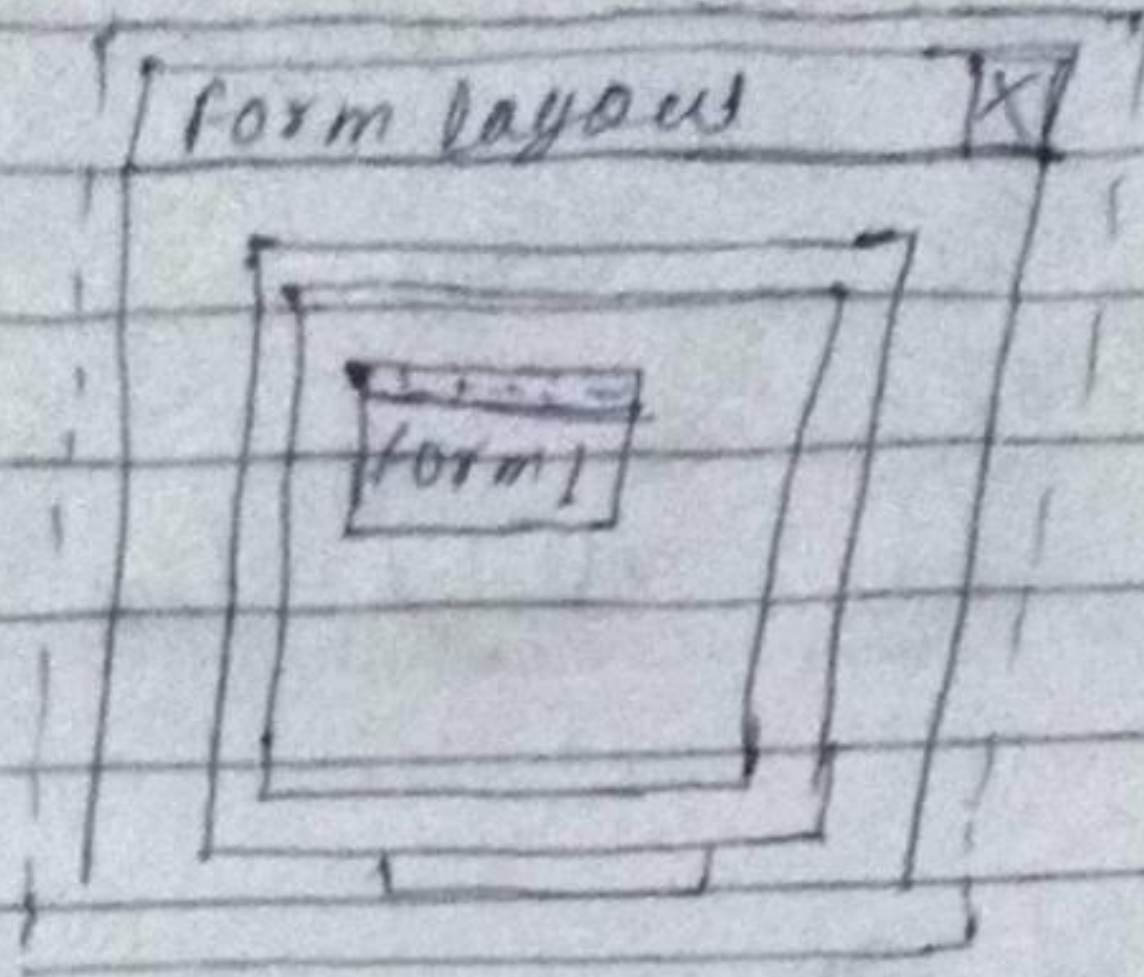


Fig :- form layout window

→ Form : Provides a window where we can draw objects to design our program's user interface.

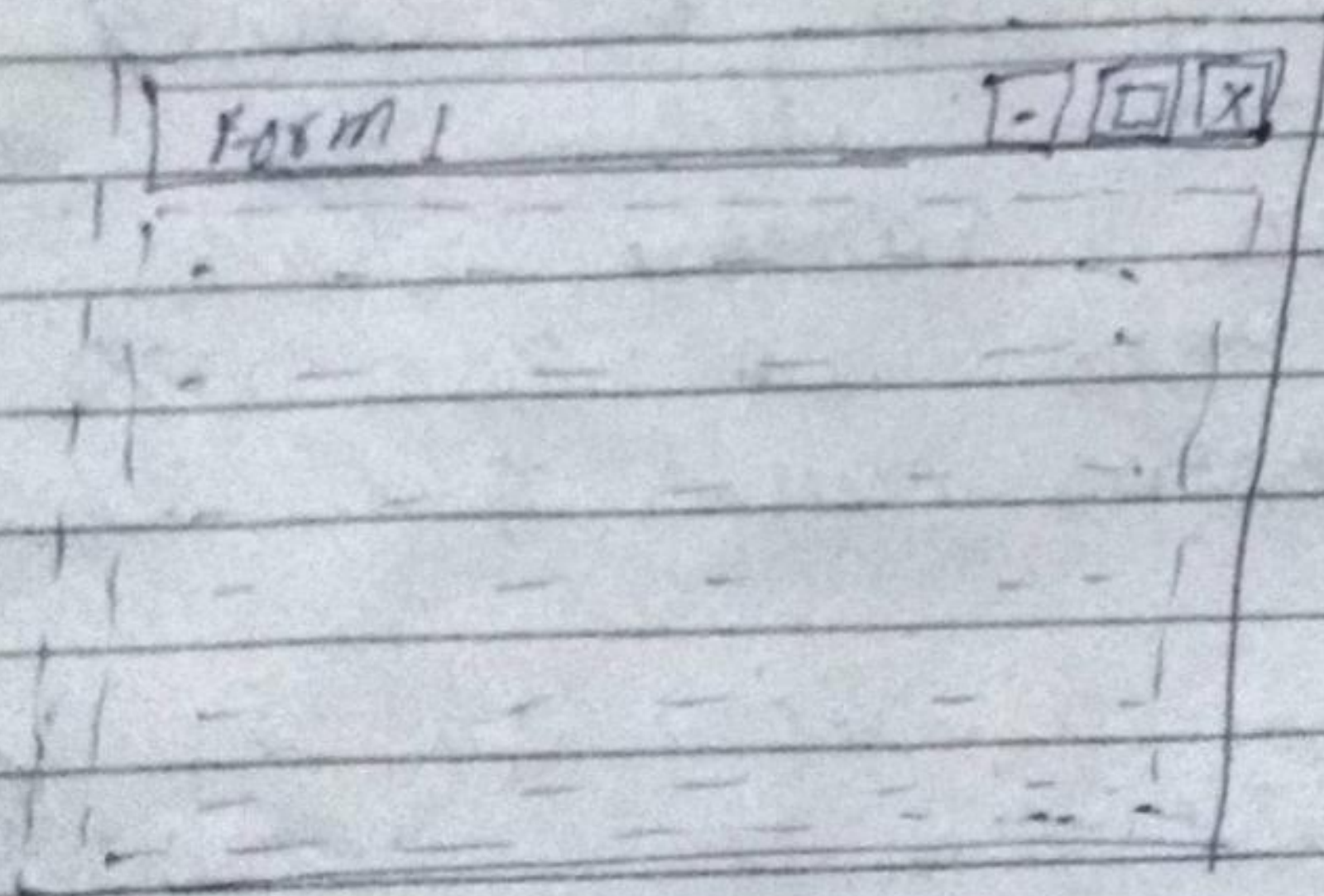


Fig :- A form

→ Immediate window - enables us to debug our Visual Basic

program

When ~~we~~ we design our user interface, we use the toolbox to draw objects or

screen. After we have drawn our objects, the next step is to customize the appearance of each object by using the properties window. Finally, after we are happy with the way our program's user interface looks, we can define the location of the interface on the screen by using the Form Layout window.

→ Closing and Opening Windows:

The VB user interface may seem cluttered to us, so don't be afraid to modify it for our convenience. Because most parts of the VB user interface consist of windows, we may want to close them to give ourselves more screen space. Then when we need to use the interface windows again, just open them up.

To close a window in the VB user interface, click in the close box of the window we want back again.

To open a window and make it appear in the VB user interface, choose View and then click on the window we want to open, such as Code or Properties windows.