

A201/A505 Laboratory Session #1

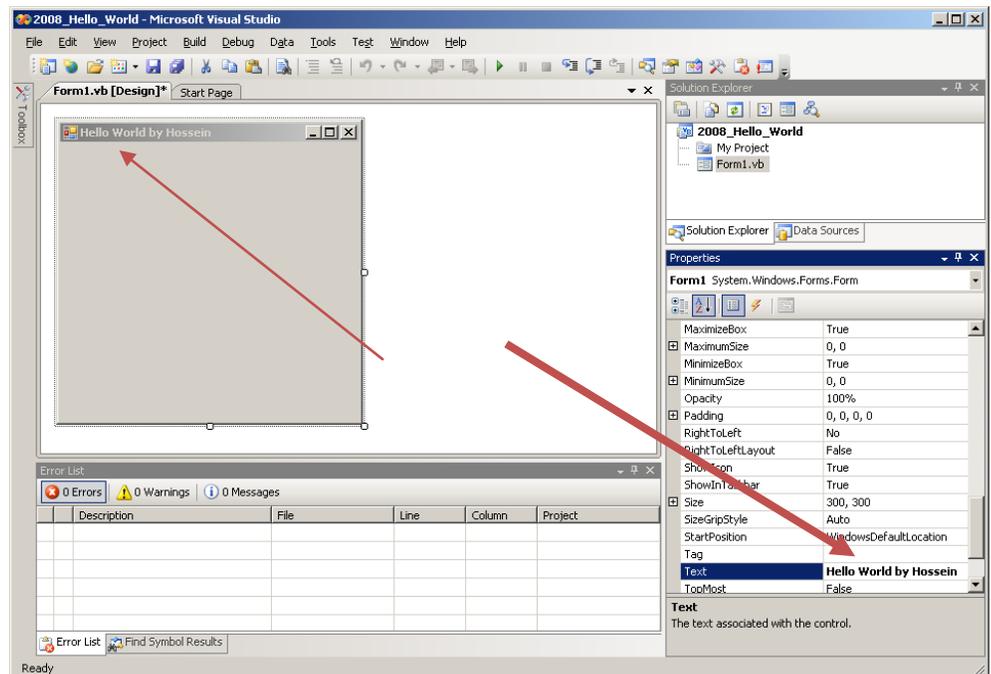
LAB GOALS

- 1) To become familiar with the Microsoft Visual Basic .NET environment.
- 2) To learn how to copy files and insert into an empty project, and then run the program.
- 3) To compile and run your first Visual Basic program.

- To get started you first need to login into the lab computer. If you do not know how, please ask me to show you. Then proceed to open up Microsoft Visual Basic .NET. I will demonstrate this step in the lab.
- Review the handout: **Using Microsoft VB .NET** (http://www.cs.iusb.edu/~hhakimza/A201_A505/Handouts/UsingBasicNet.pdf). This handout, along with the material in the text book should help you get through this lab. But if you have any questions please ask, because the beginning can be a bit overwhelming.

Step 1: First thing you need to do is create an A201 (or A505) folder on your drive (flash Drive, or some other media), if you are not sure how to do this please ask me. (Alternatively, if you are working on your home machine, you can create this folder on an appropriate drive such as C: or some other drive)

Step 2: Create a project named "**HelloWorld**". Once the main form is displayed, "Click" the main form (currently called "form1", then go to the property window for the main form (Lower right corner of the screen), scroll until you find the "Text" property of the form, and type "Hello World by ". (Replace the dots with your name).

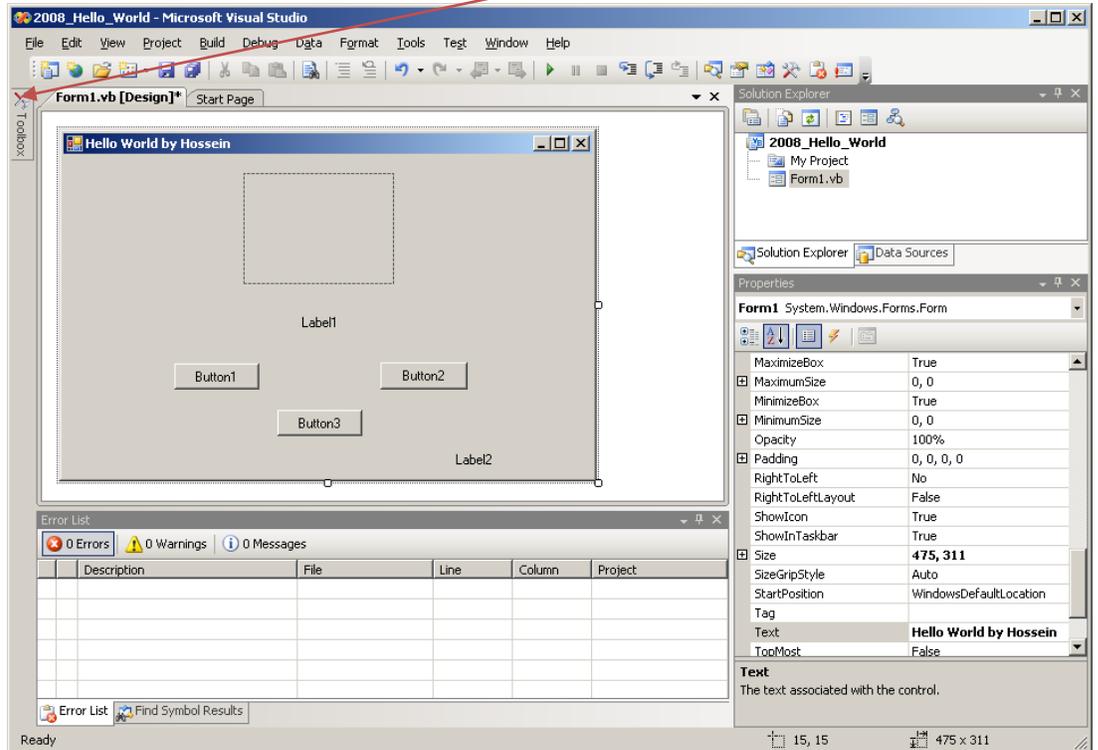


Step 3: Now create the following controls on the form. You create the controls by clicking the “Toolbox” on the left side of the screen, then selecting the control such as “PictureBox”, “Label”, “Button”, etc.

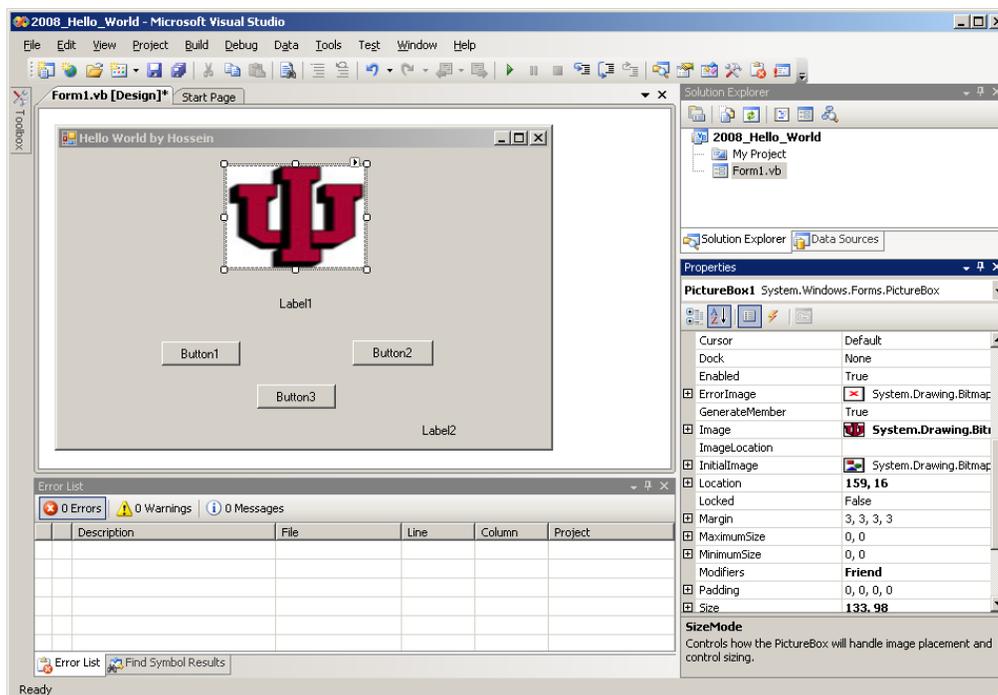
PictureBox:
PictureBox1

Label:
Label1
Label2

Buttons:
Button1
Button2
Button3



Step 4: Now, click the PictureBox to activate it, select the “Image” property and attach a picture to the picture box. (Click the “...” button, click Local resources, click the “Import...” button, and select a picture from MyPictures folder) (If the picture does not look right, you way have to select the “Size Mode” property and set it to “stretch”. That will make sure the picture fits the picturebox.)



Step 5: Click on “Label1” and type the following in its “Text” property:

“.....”

Step 6: Click on “Label2” and type the following in its “Text” property

“Programmer: Your Name”

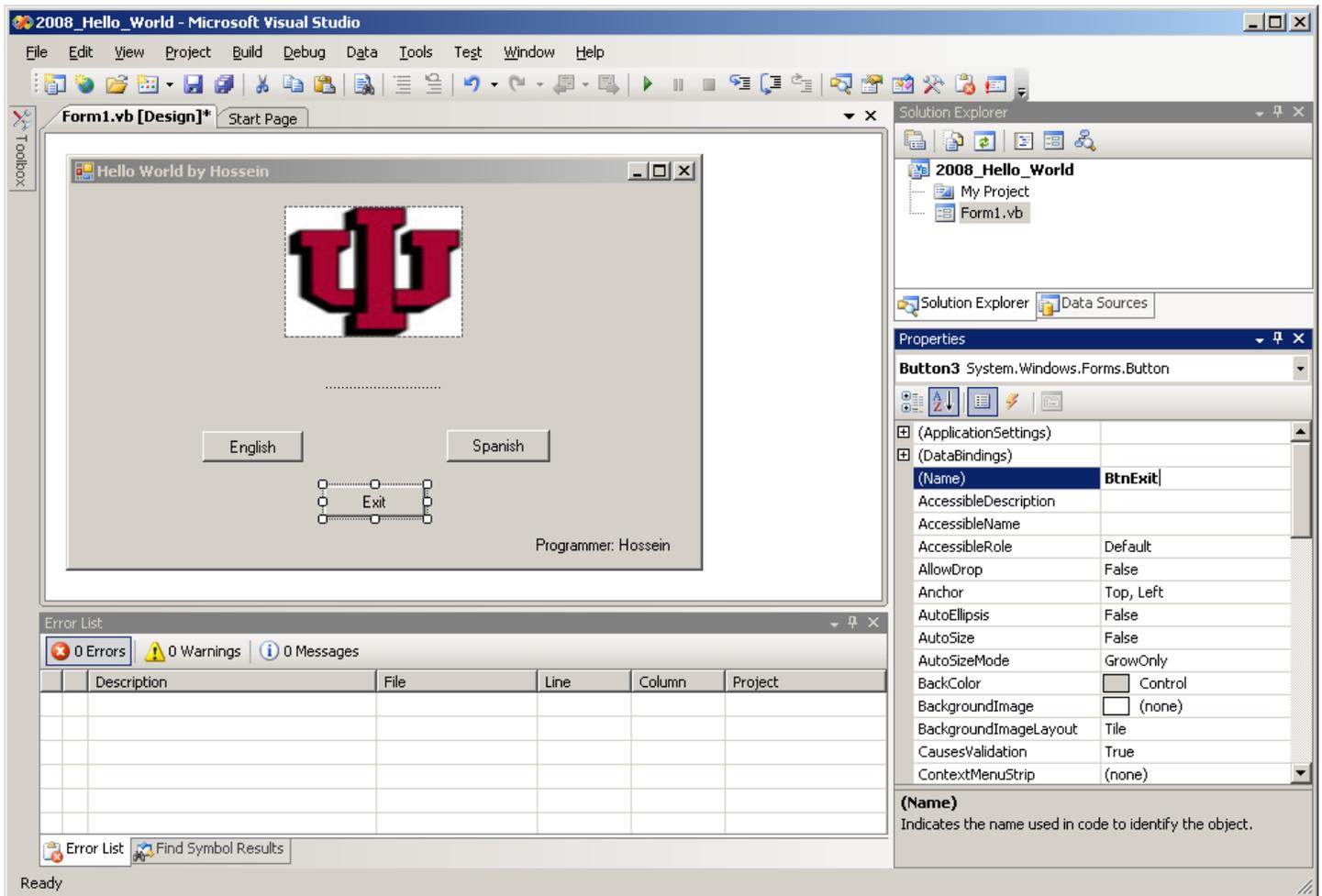
Step 7: Click on “Buttons 1, 2 and 3” and type the following in the “Text” properties:

“English”
“Spanish”
“Exit”

Step 8: Click on “Buttons 1, 2 and 3” and type the following in the “Name” properties:

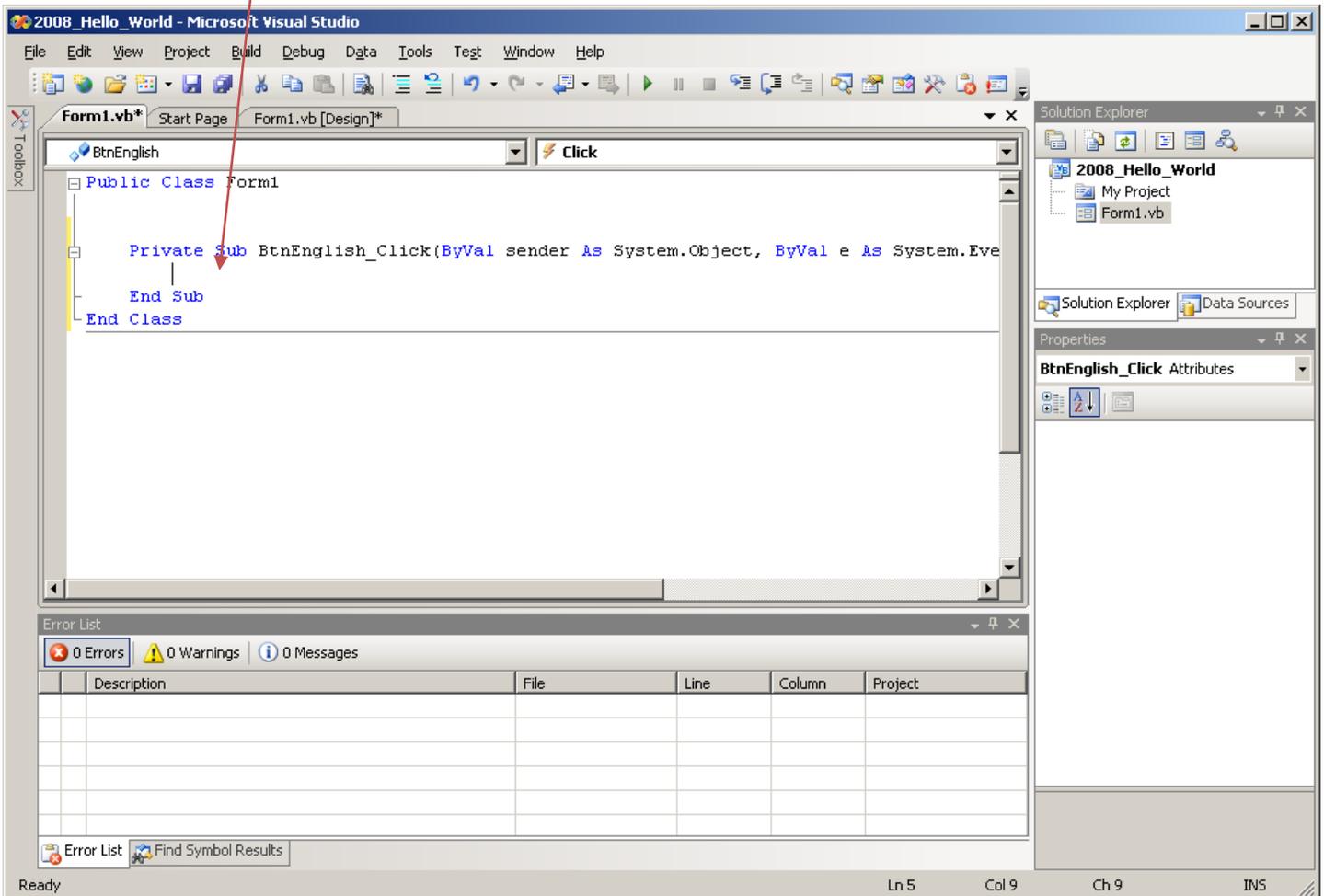
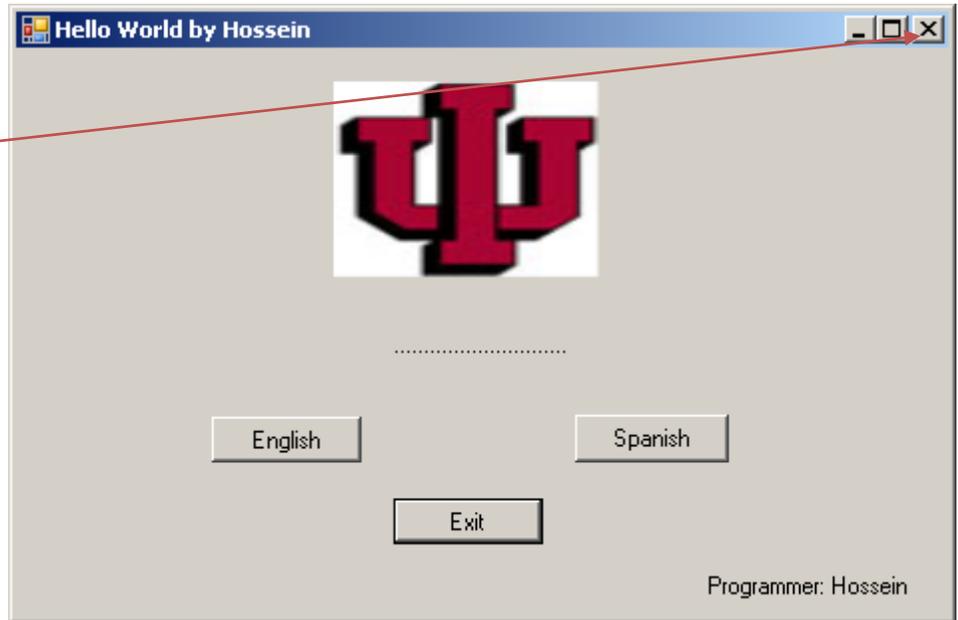
“BtnEnglish”
“BtnSpanish”
“BtnExit”

Here is what you should see:



Step 9: Compile and run the program. As you can see, this program displays form created, however pressing the buttons such as English, Spanish or Exit does not do anything. This is due to the fact that we have not yet program these controls. That is what we will do next.

Step 10: If the program is still running, close it by clicking the "X" on the upper right corner of the form. Now, **double click** the "English" button. This places you in the code window, with some code already placed in there for you. See below:



Step 11: Type the following line where the above arrow is showing:

```
Label1.Text = "Hello World"
```

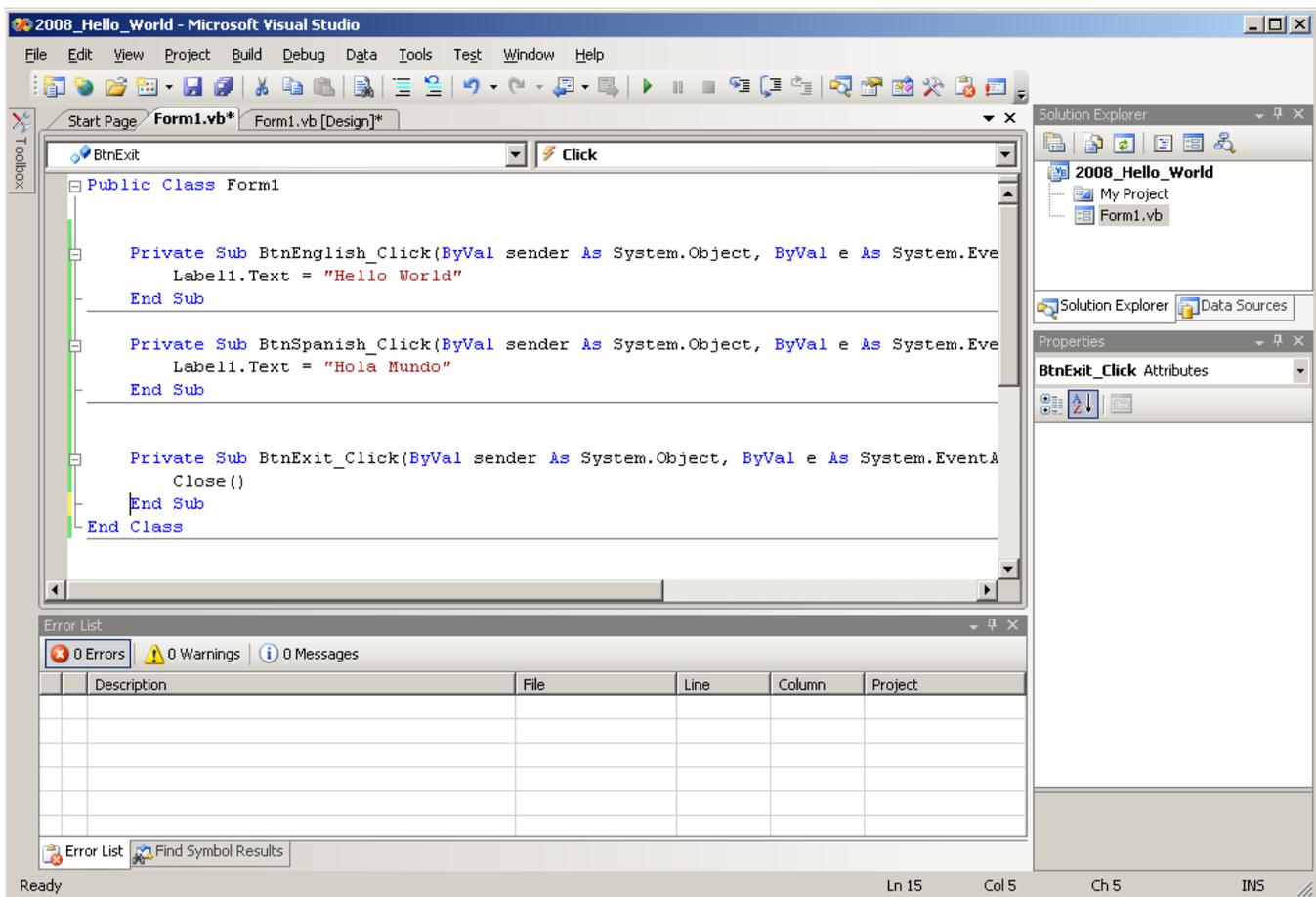
Step 12: Now click the "Form1.vb [Design]" tab to go the main form again, and double click the "Spanish" button. Then type the following line in the code window for the "Spanish" button event handler:

```
Label1.Text = "Hola Mundo"
```

Step 13: Finally, click the "Form1.vb [Design]" tab to go the main form again, and double click the "Exit" button. Then type the following line in the code window for the "Exit" button event handler:

```
Close()
```

Here is what you should see:



Step 14: Compile and run the program. As you can see, this program displays the phrase "Hello World" in both English and Spanish depending on which button is pressed.

Discussion: (Improving your code)

Try adding more buttons to the program for example, add a button for Italian. Make sure you properly name the button. Now double click the new button to add the code which will display the "Hello World" message in Italian. When the user runs the program and presses the Italian button, you should display "Mondo di Hellow". If you are interested in other languages check the following link:

<https://translate.google.com/>