

A201/A505 Laboratory Session #13

LAB GOALS

Menus

A MainMenu control represents the container for the menu structure of a form. A menu is made up of MenuItem objects that represent the individual menu commands. Each MenuItem can be tied to an event handler which performs a task.

Open up Microsoft Visual Basic .NET.

Step 1: Create a new Console project named “Menu”.

Don't forget..

Option Explicit On

Option Strict On

Step 2: Creating the Menu items:

Start by creating the following objects:

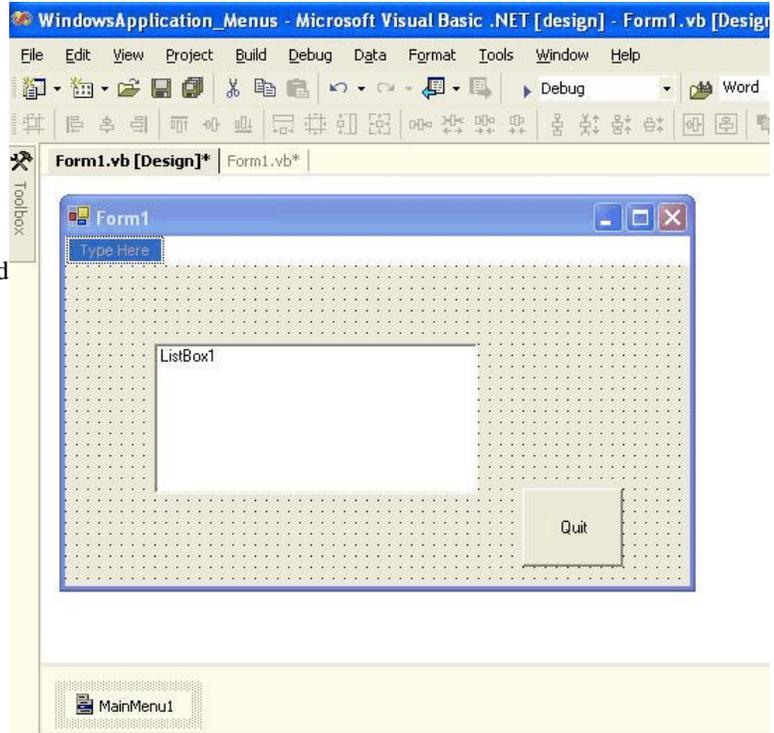
QUIT button

List Box

Now select a MainMenu control from the toolbox and drag it over to your form.

Now click the area: “Type Here” and type the following menu items:

File		(MenuItemFile)
	Print	(MenuItemPrint)
	Quit	(MenuItemQuit)
Edit		(MenuItemEdit)
	Copy	...
	Cut	...
	Paste	...
View		..
	Code	..
	Designer	..
Help		
	About	(MenuItemAbout)



Step 3: Writing the code behind the Menu items:

Double Click the MenuItemQuit. This will put you in the code window, and it will create an event handler for this menu item. Type the appropriate code for closing the window.

```
Private Sub MenuItemQuit_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
    Handles MenuItemQuit.Click
    Close()
End Sub
```

For the remaining menu items we would like to create a stub event handler which simply display a line in the list box that indicates that particular menu item was selected by the user. For example if the Print menu item is selected we stub should add the following line to the list box: Print Menu Item is Selected

```
Private Sub MenuItemPrint_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
    Handles MenuItemPrint.Click
    ListBox1.Items.Add("Print Menu Item is Selected")
End Sub
```

Step 4: Complete the rest of the menu item stubs.

Step 5: Add a CLEAR button which will clear the ListBox.