

CREATING FORMS IN VISUAL BASIC

A **form** is the object that contains all of the objects and is the main building block of any Visual Basic program. When Visual Basic first loads on your computer there is a default form that appears on your project. You can add and remove any object onto your control by double clicking the item in the toolbox or by clicking once on the control and then dragging that item onto your form.

USEFUL FORM PROPERTIES

PROPERTY	DESCRIPTION
Name	Indicates the name used to identify the object.
BackColor	The background colour of the object.
Size	The size (width, height) of the control in pixels.
StartPosition	Determines the position of the form when it first appears.
Text	Determines the text that appears in the title bar of the form.
WindowState	Determines the initial visual state of the form (i.e. Normal, Minimized, and Maximized).

In order to stay organized, we will be using the standard naming conventions that are used when naming objects in Visual Basic. The method will require that we use a lower case three-letter prefix to identify the object, followed by a unique name for the object.

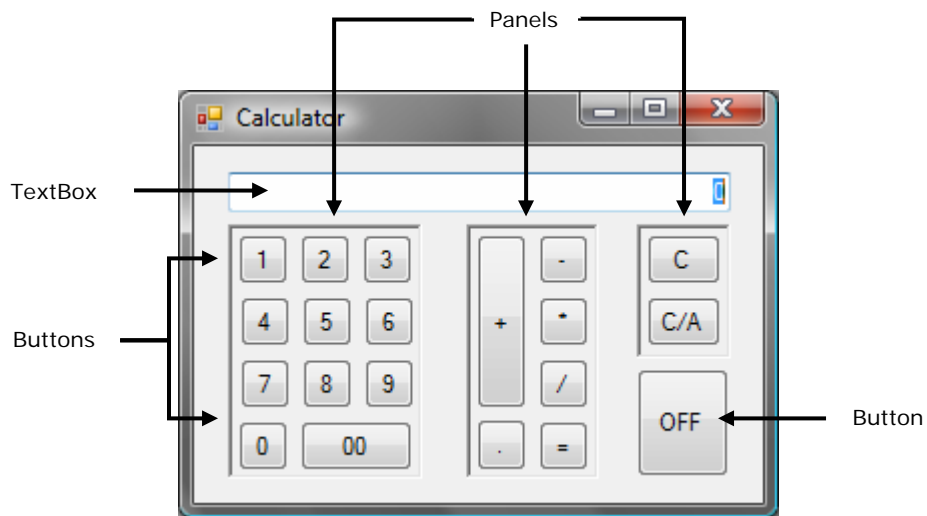
The following are just a few of the naming conventions used for Visual Basic's objects:

VB OBJECT	PREFIX	EXAMPLE
Button	btn	btnExit
CheckBox	chk	chkPepperoni
ComboBox	cbo	cboGreen
Label	lbl	lblTitle
ListBox	lst	lstChoices
PictureBox	pic	picLogo
RadioButton	rad	radCourse
TextBox	txt	txtName
GroupBox	grp	grpTeams

Panel	pnl	pnlMain
MenuStrip	mnu	mnuMenuItems
TrackBar	tra	traVolume

EXERCISE 1

Create the following Calculator GUI. Be sure to use the above naming conventions for each object.



Save the project as **Calculator** in your UNIT 2 folder.

EXERCISE 2

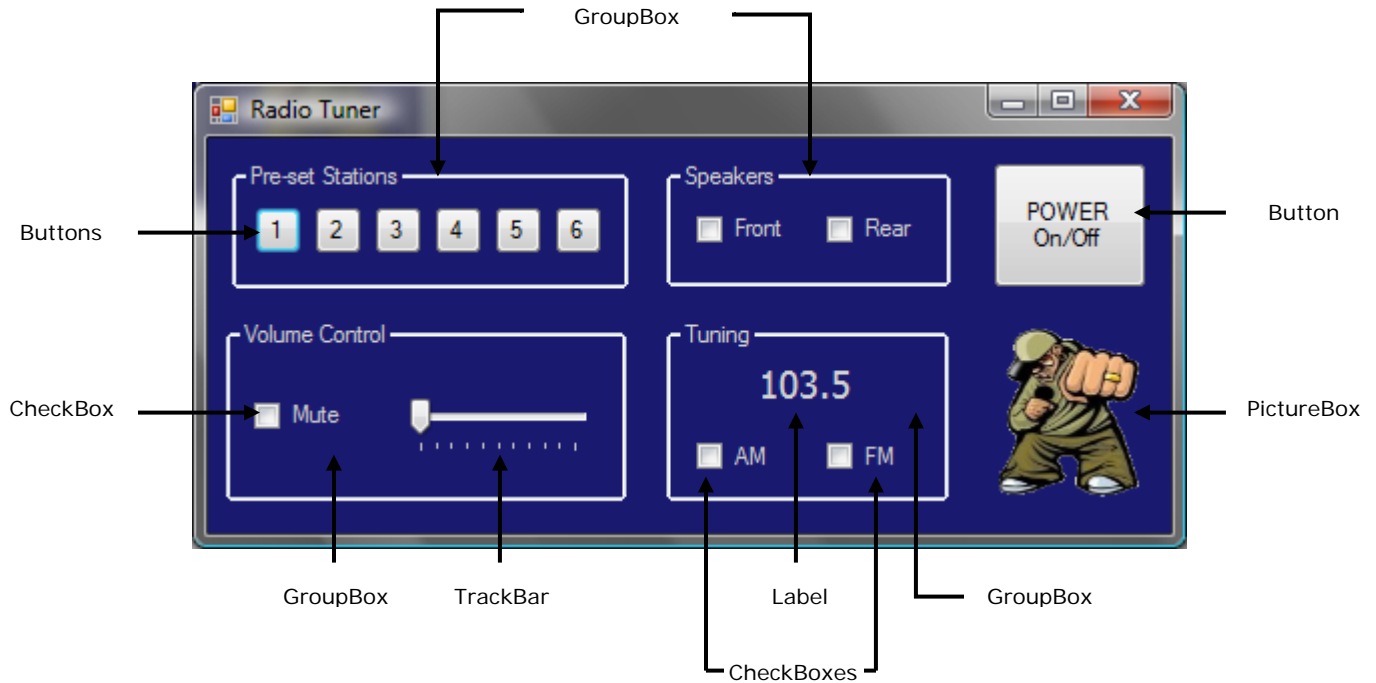
Create the following Microwave GUI:



Save the project as **Microwave** in your UNIT 2 folder.

EXERCISE 3

Create the following Radio Tuner GUI:



You can find the image, **hip_hop.png**, in the Classroom Rosters folder.

Save the project as **Radio Tuner** in your UNIT 2 folder.