

Table of contents

<i>Chapter 1 : The Visual Basic Background</i>	1.1–17
1.1 : Windows	1.1–17
1.2 : Object Oriented Programming	1.2–18
1.3 : What can OOP do for you?	1.3–19
1.4 : Overview of the definitions:.....	1.4–19
1.5 : Visual Basic.NET: A different breed	1.5–20
<i>Chapter 2 : Exploring the Visual Basic Environment</i>	1.5–22
2.1 : Starting a Visual Basic project.....	2.1–22
2.2 : The programming environment.....	2.2–25
<i>Chapter 3 : The Basic Objects and Controls</i>	2.2–31
3.1 : The Form.....	3.1–31
3.2 : The Controls	3.2–31
3.3 : The Standard controls inside Visual Basic 5.0 and 6.0	3.3–33
3.4 : Common Controls from COMCTRL in VB 5.0 and 6.0.....	3.4–35
3.5 : Common Dialog Control from CMDLG in VB 5.0 and 6.0.....	3.5–36
3.6 : Additional Controls only available in the NET framework	3.6–36
3.7 : Serial Communication Control MSCOMM.....	3.7–40
3.8 : Menu's	3.8–40
3.9 : Properties in detail	3.9–43
<i>Chapter 4 : Events and Methods</i>	3.9–47
4.1 : Tapping into Events	4.1–47
4.2 : Methods	4.2–51
<i>Chapter 5 : The Visual Basic Language</i>	4.2–53
5.1 : Variables.....	5.1–54
5.2 : Arrays	5.2–58

5.3 : Types	5.3–64
5.4 : Constants	5.4–65
5.5 : Enumerations	5.5–66
5.6 : Collections	5.6–67
5.7 : Scope of Variables	5.7–68
5.8 : Scope levels	5.8–71
5.9 : Subroutines and Functions	5.9–73
5.10 : Scope of procedures	5.10–75
5.11 : Numerical Operators	5.11–75
5.12 : Base conversion	5.12–77
5.13 : Logical Operators	5.13–77
5.14 : Shift Operators (NET only)	5.14–78
5.15 : Flow Control	5.15–79
5.16 : Loop Constructions	5.16–82
5.17 : String manipulation Left\$ - Right\$ - Ltrim\$ - Rtrim\$.	5.17–84
5.18 : File Manipulation under Visual Basic Classic	5.18–89
5.19 : Using the FileSystemObject	5.19–104
5.20 : File I/O under the NET framework	5.20–109
Chapter 6 : The NET platform in more detail	5.20–129
6.1 : Namespaces	6.1–129
6.2 : Threads	6.2–130
Chapter 7 : Creating a user interface	6.2–138
7.1 : Creating the Form	7.1–138
7.2 : Arrays of Objects and Controls	7.2–140
7.3 : Console applications (NET)	7.3–145
Chapter 8 : Attaching code to handle events	7.3–146
8.1 : Attaching code to events in VB Classic	8.1–146

8.2 : Attaching event handlers in NET	8.2–148
Chapter 9 : Running and debugging a program.	8.2–151
9.1 : Running a program	9.1–151
9.2 : Debugging a program	9.2–152
9.3 : Examining Variables	9.3–153
9.4 : Advanced Debugging: The Watch Window	9.4–153
9.5 : Using Breakpoints	9.5–156
9.6 : The Debug Object	9.6–157
9.7 : Debugging NET style	9.7–157
Chapter 10 : Distributing a program	9.7–159
10.1 : The First steps	10.1–159
10.2 : Specifying the Media	10.2–161
Chapter 11 : Multi-module projects	10.2–163
11.1 : Multiple Forms	11.1–163
11.2 : Modules	11.2–164
11.3 : Accessing items from other parts of the program	11.3–165
11.4 : Root structure analogy of a project	11.4–166
Chapter 12 : A couple of case studies	11.4–167
12.1 : Case Study 1: A small Text Editor	12.1–167
12.2 : Case Study 2: A Calculator	12.2–174
12.3 : The Calculator NET style	12.3–181
Chapter 13 : One step beyond	12.3–185
13.1 : Advanced Form manipulations	13.1–185
13.2 : Additional Form properties in NET	13.2–188
13.3 : Menu's	13.3–191
13.4 : Modifying menus from code	13.4–195
13.5 : Special Menu features	13.5–199

13.6 : Option Selectors.....	13.6–200
13.7 : Timer objects.....	13.7–203
13.8 : User entry objects.....	13.8–206
13.9 : Printing.....	13.9–208
13.10 : Taking Advantage of the Windows 95 Look.....	13.10–211
13.11 : The XP look.....	13.11–212
<i>Chapter 14 : Graphics.....</i>	<i>13.11–215</i>
14.1 : Basic coordinate operations.....	14.1–215
14.2 : Drawing setup.....	14.2–215
14.3 : Drawing primitives.....	14.3–218
14.4 : Saving and loading graphics.....	14.4–221
14.5 : Coordinate systems.....	14.5–223
14.6 : The graphics environment in.NET.....	14.6–226
<i>Chapter 15 : Creating console applications (NET).....</i>	<i>14.6–239</i>
<i>Chapter 16 : Communicating to the world around us.....</i>	<i>14.6–241</i>
16.1 : SendKeys: a simple way of communicating.....	16.1–241
16.2 : DDE: another means of inter-program communication.....	16.2–245
16.3 : Serial IO: Talking to world beyond the port.....	16.3–248
16.4 : Serial IO under NET.....	16.4–255
16.5 : Serial IO under Visual Basic 2005 (NET2.0).....	16.5–260
16.6 : TCP/IP for VB Classic: Windows Sockets with Winsock.....	16.6–260
16.7 : TCP/IP Net style.....	16.7–266
<i>Chapter 17 : Some more case studies.....</i>	<i>16.7–269</i>
17.1 : Case Study 3: Doodle, A graphics program.....	17.1–269
17.2 : Case Study 4: The data terminal.....	17.2–274
17.3 : Case Study 5: AlphaServer, a Telnet server.....	17.3–278
17.4 : Case Study 6: AlphaServer under NET.....	17.4–285

17.5 : Case Study 7: LoanCalc: Using Excel in your applications.....	17.5–285
<i>Chapter 18 : Digging into Windows</i>	17.5–288
18.1 : DLL's.....	18.1–288
18.2 : On Passing parameters to procedures and functions.....	18.2–290
18.3 : API programming	18.3–292
18.4 : API programming under NET	18.4–294
<i>Chapter 19 : ActiveX Control Creation</i>	18.4–296
19.1 : Creating an ActiveX Object	19.1–297
19.2 : Adding properties and events.....	19.2–300
19.3 : What the wizard came up with	19.3–306
19.4 : A closer look at the final code.....	19.4–307
19.5 : A custom control in the NET framework.....	19.5–309
<i>Chapter 20 : Building better programs</i>	19.5–314
20.1 : The KISS Way	20.1–314
20.2 : Atomic Programming.....	20.2–317
20.3 : Naming objects	20.3–318
20.4 : Error handling in Visual Basic Classic.....	20.4–319
20.5 : Error handling in the NET framework	20.5–325
<i>Chapter 21 : The Windows registry</i>	20.5–327
21.1 : Digging into the registry	21.1–327
21.2 : Data mining in the registry	21.2–328
21.3 : Make use of the registry.....	21.3–331
21.4 : The Registry and NET	21.4–332
<i>Chapter 22 : Scripting interpreters</i>	21.4–333
22.1 : Building a simple script interpreter.....	22.1–333
22.2 : MSScript: A real script interpreter.	22.2–338
<i>Chapter 23 : Visual Basic for Applications</i>	22.2–341

23.1 : What is Visual Basic for Applications?	23.1–341
23.2 : Using VBA from Word or Excel to develop code	23.2–341
<i>Chapter 24 : Classes</i>	23.2–342
24.1 : The Class concept	24.1–342
24.2 : Creating a Class	24.2–342
24.3 : Instantiating objects from a class.....	24.3–343
24.4 : A practical example	24.4–344
24.5 : Creating a class in NET.....	24.5–345
<i>Chapter 25 : Yet More Case studies</i>	24.5–346
25.1 : Case Study 7: Shutdown Windows via an API call	25.1–346
25.2 : Case Study 8: The LED ActiveX control.....	25.2–347
25.3 : Case Study 9: A programming environment for MSScript.....	25.3–352
25.4 : Case Study 10: Additional notes on the use of Classes.....	25.4–355
<i>Chapter 26 : The Computer</i>	25.4–359
26.1 : The PC: A Historical Overview.....	26.1–359
26.2 : The PC: A Hardware Description.....	26.2–360
26.3 : The PC's Input and Output Components	26.3–362
26.4 : The internal buses.....	26.4–366
<i>Chapter 27 : Controlling External PC ports</i>	26.4–370
27.1 : Finding the IO ports.....	27.1–370
27.2 : Hardware Access	27.2–374
<i>Chapter 28 : The Printer port In Detail</i>	27.2–375
28.1 : Functional diagram	28.1–375
28.2 : Register level description	28.2–376
28.3 : Basic operations	28.3–377
28.4 : Bit-Banging interfaces	28.4–378
28.5 : Printer port Control Using ClassWork	28.5–381

28.6 : Special printer port modes	28.6–382
28.7 : Enhanced Parallel Port	28.7–385
28.8 : Extended Capabilities Port.....	28.8–390
<i>Chapter 29 : The Serial Port In Detail.....</i>	<i>28.8–391</i>
29.1 : System description.....	29.1–391
29.2 : Port interface	29.2–393
29.3 : The UART.....	29.3–396
29.4 : RS-232 and Other Serial Conventions.....	29.4–396
29.5 : Tips and tricks	29.5–398
29.6 : Basic Serial Operations using MSCOMM	29.6–398
<i>Chapter 30 : The ISA bus in detail.....</i>	<i>29.6–399</i>
30.1 : The ISA bus.....	30.1–399
30.2 : Selecting an address for our card.....	30.2–405
30.3 : PC104.....	30.3–407
<i>Chapter 31 : USB</i>	<i>30.3–409</i>
31.1 : The USB port in detail	31.1–409
31.2 : USB from a hardware point of view.	31.2–413
31.3 : AN USB to rs232 translator.....	31.3–414
31.4 : An USB to GPIO translator using the FTDI245.....	31.4–416
31.5 : An USB to GPIO translator using the FTDI2232.....	31.5–419
<i>Chapter 32 : Ethernet</i>	<i>31.5–421</i>
32.1 : Wiring up a network	32.1–421
32.2 : Configuring the network.....	32.2–422
32.3 : Basic networking housekeeping	32.3–424
32.4 : Data transport sockets and ports	32.4–424
32.5 : The Xport Device.....	32.5–426
32.6 : Sample System using the Xport.....	32.6–427

Chapter 33 : GPIB.	32.6–428
33.1 : The GPIB bus structure	33.1–428
33.2 : IEEE488.2	33.2–428
33.3 : SCPI	33.3–429
Chapter 34 : Vision	33.3–431
34.1 : GPIBcore	34.1–432
34.2 : GPIBcore programming guide	34.2–433
34.3 : GPIBcore I/O functions	34.3–438
34.4 : GPIBcore Miscellaneous support functions	34.4–439
34.5 : ClassWork	34.5–441
34.6 : General Rules for ClassWork module development	34.6–448
34.7 : TestBench	34.7–451
Chapter 35 : Designing Test Programs	34.7–453
35.1 : Clean code	35.1–453
35.2 : Accessing instruments and hardware	35.2–454
35.3 : Collecting data versus Analyzing	35.3–455
35.4 : Creating log files	35.4–455
35.5 : Anatomy of a well structured test-program	35.5–455
Chapter 36 : Special Programming techniques	35.5–457
36.1 : Stream Interpreting	36.1–457
Chapter 37 : Building user interfaces.	36.1–461
37.1 : Build a splash screen and design a logo and icon.	37.1–461
37.2 : Constructing the Main form.	37.2–462
37.3 : Organizing Objects and controls	37.3–464
37.4 : Configuration and tool forms	37.4–465
37.5 : Help files	37.5–465
Chapter 38 : And yet more case studies	37.5–466

38.1 : Case Study 11: SPI stack on LPT	38.1–466
38.2 : Case Study 12: Data export to file.....	38.2–470
38.3 : Generating CSV files.....	38.3–471
38.4 : Case 13: A U/I plotter using GPIBcore operations	38.4–472
38.5 : Case 13: A U/I plotter using ClassWork operations	38.5–473
38.6 : Case 13: A U/I plotter using TestBench operations.....	38.6–474
Chapter 39 : Closing thoughts.....	38.6–476