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EE6001 VISUAL LANGUAGES AND APPLICATIONS

DETAILED SYLLABUS

OBJECTIVES:

- To study about the concepts of windows programming models, MFC applications, drawing with the GDI, getting inputs from Mouse and the Keyboard.
- To study the concepts of Menu basics, menu magic and classic controls of the windows programming using VC++.
- To study the concept of Document/View Architecture with single & multiple document interface, toolbars, status bars and File I/O Serialization.
- To study about the integrated development programming event driven programming, variables, constants, procedures and basic ActiveX controls in visual basic.
- To understand the database and the database management system, visual data manager, data bound controls and ADO controls in VB.

UNIT I FUNDAMENTALS OF WINDOWS AND MFC

Messages - Windows programming - SDK style - Hungarian notation and windows data types – SDK programming in perspective. The benefits of C++ and MFC - MFC design philosophy – Document / View architecture - MFC class hierarchy - AFX functions. Application object - Frame window object - Message map. Drawing the lines – Curves – Ellipse – Polygons and other shapes. GDI pens – Brushes - GDI fonts - Deleting GDI objects and deselecting GDI objects. Getting input from the mouse: Client & Non-client - Area mouse messages - Mouse wheel - Cursor. Getting input from the keyboard: Input focus - Keystroke messages - Virtual key codes - Character & dead key messages.

UNIT II RESOURCES AND CONTROLS

Creating a menu – Loading and displaying a menu – Responding to menu commands – Command ranges - Updating the items in menu, update ranges – Keyboard accelerators. Creating menus programmatically - Modifying menus programmatically - The system menu - Owner draw menus – Cascading menus - Context menus. The C button class – C list box class – C static class - The font view application – C edit class – C combo box class – C scrollbar class. Model dialog boxes – Modeless dialog boxes.

UNIT III DOCUMENT / VIEW ARCHITECTURE

The in-existence function revisited – Document object – View object – Frame window object – Dynamic object creation. SDI document template - Command routing. Synchronizing multiple views of a document – Mid squares application – Supporting multiple document types – Alternatives to MDI. Splitter Windows: Dynamic splitter window – Static splitter windows. Creating & initializing a toolbar - Controlling the toolbar's visibility – Creating & initializing a status bar - Creating custom status bar panes – Status bar support in app wizard. Opening, closing and creating the files - Reading & Writing – C file derivatives – Serialization basics - Writing serializable classes.

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UNIT IV FUNDAMENTALS OF VISUAL BASIC

Menu bar – Tool bar – Project explorer – Toolbox – Properties window – Form designer – Form layout – Intermediate window. Designing the user interface: Aligning the controls – Running the application – Visual development and event driven programming. Variables: Declaration – Types – Converting variable types – User defined data types - Lifetime of a variable. Constants - Arrays – Types of arrays. Procedures: Subroutines – Functions – Calling procedures. Text box controls – List box & Combo box controls – Scroll bar and slider controls – File controls.

UNIT V DATABASE PROGRAMMING WITH VB 9

Record sets – Data control – Data control properties, methods. Visual data manager: Specifying indices with the visual data manager – Entering data with the visual data manager. Data bound list control – Data bound combo box – Data bound grid control. Mapping databases: Database object – Table def object, Query def object. Programming the active database objects – ADO object model – Establishing a connection - Executing SQL statements – Cursor types and locking mechanism – Manipulating the record set object – Simple record editing and updating.

TEXT BOOKS:

1. Jeff Prosise, 'Programming Windows With MFC', Second Edition, WP Publishers & Distributors (P) Ltd, Reprinted, 2002.

2. Evangelos Petroutsos, 'Mastering Visual Basic 6.0', BPB Publications, 2002.

REFERENCES:

1. Herbert Schildt, 'MFC Programming from the Ground Up', Second Edition, Tata McGraw Hill, reprinted, 2002.

2. John Paul Muller, 'Visual C++ 6 From the Ground Up Second Edition', Tata McGraw Hill, Reprinted, 2002.

3. Curtis Smith & Micheal Amundsen, 'Teach Yourself Database Programming with Visual Basic 6 in 21 days', Tech media Pub, 1999.