



INTRODUCTION TO **VISUAL BASIC 2015**

FOR COMPLETE BEGINNERS



Beginners Guide To Visual Basic 2015

Kurt Lancaster



Beginners Guide To Visual Basic 2015:

Beginning Visual Basic 2015 Bryan Newsome, 2015-12-02 Learn Visual Basic step by step and start programming right away Beginning Visual Basic 2015 is the ideal guide for new programmers especially those learning their first language This new edition has been updated to align with Visual Studio 2015 and also refocused to concentrate on key beginner topics Precise step by step instructions walk you through important tasks and clear explanations targeted to beginners will have you writing your first Visual Basic application quickly You ll start from the absolute beginning assuming no prior programming experience and then gradually build your skills to write Visual Basic applications for Windows and the Web Coverage includes objects class libraries graphics databases and much more with explicit instructions on using ASP NET SQL Server ADO NET and XML Visual Studio is the usual environment for Visual Basic programming and the latest upgrade has made Visual Basic more feature compatible with C to allow programmers to move fluidly between the two languages Don t know C Don t worry This book starts from the very beginning of Visual Basic programming to help you build your skills from the ground up Understand flow control and data structure Debug Windows applications dialog boxes and menus Master objects and object oriented techniques Access databases program graphics and program for the Web Over three million programmers use Visual Basic and many of them learned it as their first language It s beginner friendly versatile and visually oriented making it an ideal introduction to the programming mindset workflow and hard skills Beginning Visual Basic 2015 gets you started on the right foot with clear patient instruction and plenty of hands on practice

Introduction to Visual Basic 2015 Mark Maslach, 2017-06-14 This book teaches you how to program in Visual Basic 2015 an object oriented programming language designed by Microsoft It is written for people without much experience in the world of programming You will learn the basics of programming in Visual Basic 2015 what a variable is how to perform arithmetic operations the if statement for loops how to capture user input how to develop GUI applications in Visual Basic connect application to a database and much more The topics covered in this book are what Visual Basic is and its basic concepts installing and using Visual Studio to write your code using UI controls controlling the program flow manipulating string working with files error management functions and subs connecting VB programs to databases programming network applications

Excel VBA: A Beginners' Guide Rajan, 2015-10-05 Excel VBA is very helpful for you to do your routine task create your own function reduce the manual effort and increase your productivity With the help of VBA you can customize and manipulate data present in the excel sheet as you want This book will be very helpful and comes in handy for the beginners who don t have any programming knowledge The ultimate aim of this book is to turns the reader to think like an Experienced VBA programmer All the topics in this book are elaborated in simple manner for easy understanding Each and every topic in this book is covered with detailed illustrations followed by output What you will learn in this book 1 Introduction to Excel VBA 2 Declaring Variables 3 Working with Ranges 4 If Else Statements 5 Select Case Statements 6 For Next Statements 7 Do Loops

8 Operators in VBA 9 Understanding the VB Editor 10 Function Procedures 11 MsgBox and InputBox Functions 12 String Functions 13 Information Functions 14 Working with Internet Explorer *Basic Cinematography* Kurt Lancaster, 2019-03-07

The cinematographer must translate the ideas and emotions contained in a script into something that can be physically seen and felt onscreen helping the director to fulfil the vision of the film The shots may look good but they will not serve the story until the composition lenses and lighting express enhance and reveal the underlying emotions and subtext of the story By making physical the ideas and emotions of the story the cinematographer supports blocking as a visual form of the story through these tools Rather than delve into technical training Basic Cinematography helps to train the eye and heart of cinematographers as visual storytellers providing them with a strong foundation for their work so that they re ready with creative ideas and choices on set in order to make compelling images that support the story The book includes tools tables and worksheets on how to enhance students and experienced filmmakers with strong visual storytelling possibilities including such features as Dramatic script analysis that will help unlock blocking composition and lighting ideas that reveal the visual story Ten tools of composition Psychological impact of lenses shot sizes and camera movement Six elements of lighting for visual storytelling What to look for beneath the hood of cameras including using camera log RAW and LUTs Dramatic analysis chart and scene composition chart to help plan your shoots Case studies from such visually cinematic shows and documentaries as Netflix s Godless Jessica Jones The Crown and Chef s Table as well as examples from classroom exercises Features insights from the DP of Jessica Jones Manuel Billeter and the DP of Chef s Table Adam Bricker

Beginner's Guide to Visual Basic . NET Programming Serhan Yamacli, 2019-09-21 The author assumes you have no experience in programming The book starts with the installation of the required programming environment Then the simplest Hello World program is developed step by step In the next three chapters Chapters 4 to 6 Windows forms the visual part of desktop programs and their components are studied with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After teaching the graphical user interface GUI design VB NET programming is covered in an organized manner in the following eight chapters Chapters 7 to 14 with dozens of example projects As the reader follows the development of the sample projects he she will learn designing user interfaces connecting interface objects to code developing efficient VB NET code and generating standalone programs Connecting to Access databases from our VB NET programs for permanent data storage is explained in Chapter 15 In the last Chapter a simple car racing game is developed in VB NET Chapters of the book and the contents of these chapters are as follows Chapter 1 Introduction General info on Visual Basic and NET environment Chapter 2 Setting up your development environment Installing and configuring Visual Studio Chapter 3 Test drive the Hello World project Creating a new Visual VB NET project adding and positioning a Label and building the project Chapter 4 Form GUI elements Containers menus dialog windows components controls properties and events of controls Chapter 5 Common controls Using common controls like Buttons TextBoxes and ProgressBars in our

projects a total of 21 commonly used controls are studied Chapter 6 Menus dialogs and containers Utilizing various menu types using dialog windows to take user input file open save operations and incorporating containers to organize the form layout Chapter 7 Variables and constants Organized VB NET programming begins in this chapter Declaring variables variable types type conversions and constants Chapter 8 Conditional statements Operators various types of if else structures and select case statements Chapter 9 Loops The need for loops in our programs Utilization of for foreach while and do while loops Break and continue statements Chapter 10 Arrays and collections Declaring arrays using multidimensional arrays and array operations Hashtable and ArrayList structures for storing multiple types of variables together Chapter 11 Methods Method declarations scopes of methods passing variables by value and by reference Chapter 12 Classes and objects The class object concept Declaring and using classes Creating objects Utilizing several constructor methods for flexibility Chapter 13 Frequently used classes in VB NET Utilizing the methods of the String class the StringBuilder class and the Math class Chapter 14 Handling Errors Preventing our programs from crashes in case of errors Try catch try catch finally structures and the throw keyword Chapter 15 Database connections using ADO NET Creating Access databases from scratch reading and modifying database entries from our VB NET programs Chapter 16 Developing a simple 2D car racing game in Unity using VB NET Exporting the game as a standalone program This book includes more than 500 figures and 300 code snippets that are used to explain VB NET programming and GUI development concepts clearly Full resolution colour figures and complete project files can be downloaded from the book s companion website www.yamaclis.com/vbnet *Exploring Autodesk Revit MEP 2017, 4th Edition* Prof. Sham Tickoo, 2016-02-22 Exploring Autodesk Revit 2017 for MEP book covers the detailed description of all basic and advanced concepts as well as the usage of the tools and commands of Autodesk Revit 2017 It explores the processes involved in Building Information Modeling The topics covered in this book range from creating building components HVAC system electrical system plumbing system and Fire protection system to designing conceptual massing performing HVAC heating and loading analysis and creating rich construction documentation In this book special emphasis has been laid on the concepts of space modeling and tools to create systems for all disciplines MEP Each concept in this book is explained using the detailed description and relevant graphical examples and illustrations The accompanying tutorials and exercises which relate to the real world projects help you understand the usage and abilities of the tools available in Autodesk Revit 2017 In addition the chapters in this book are punctuated with tips and notes to make the concepts clear thereby enabling the readers to create their own innovative projects Salient Features Covers advanced functions such as worksharing families and system creations Covers topics such as how to create a building envelope spaces and zones HVAC system electrical system fire fighting system and plumbing system Provides step by step explanation that guides the users through the learning process Effectively communicates the utility of Revit MEP 2017 Self Evaluation Test and Review Questions at the end of chapters for reviewing the concepts learned in the chapters Table of Contents Chapter 1

Introduction to Autodesk Revit 2017 for MEP Chapter 2 Getting Started with an MEP Project Chapter 3 Creating Building Envelopes Chapter 4 Creating Spaces and Zones and Performing Load Analysis Chapter 5 Creating an HVAC System Chapter 6 Creating an Electrical System Chapter 7 Creating Plumbing Systems Chapter 8 Creating Fire Protection Systems Chapter 9 Creating Construction Documents Chapter 10 Creating Families and Worksharing Index Exploring AutoCAD Map 3D 2018, 8th Edition Prof. Sham Tickoo, 2017-07-31 Exploring AutoCAD Map 3D 2018 book introduces the users to AutoCAD Map 3D 2018 software This book is a gateway to power skill and competence in the field of GIS and spatial analysis This book is specially meant for professionals and students of GIS Urban Planning Civil Engineering Cartography and CAD professionals who are associated with planning designing and data management Special emphasis has been laid to explain new concepts procedures and methods in GIS by using sufficient text and graphical examples The accompanying tutorials and exercises which relate to the real world projects help you understand the usage and abilities of the tools available in AutoCAD Map 3D The author has emphasized on the tools options functions and interoperability of AutoCAD Map 3D that allow the users to create analyze and save complex geospatial data easily and effectively Furthermore the chapters in this book are arranged in pedagogical sequence that makes it very effective in learning the features and capabilities of the software A real world project is given for the students to reinforce the concepts learned in the chapters Salient Features A comprehensive coverage of all concepts and tools of AutoCAD Map 3D 2018 Consists of 11 chapters arranged in pedagogical sequence and a project Contains 528 pages with hundreds of illustrations Real world projects and examples focusing on industry experience Step by step examples that guide the users through the learning process Includes changes and enhancements specific to AutoCAD Map 3D 2018 Effectively communicates the utility of AutoCAD Map 3D Table of Contents Chapter 1 Introduction to AutoCAD Map 3D 2018 Chapter 2 Getting Started with AutoCAD Map 3D 2018 Chapter 3 Working with Basic Tools and Coordinate Systems Chapter 4 Working with Feature Data Chapter 5 Styling and Querying Feature Data Chapter 6 Creating Object Data and Attaching External Database and Query Chapter 7 Classifying Objects and Working with Classified Objects Chapter 8 Removing Digitization Errors and Working with Topologies Chapter 9 Data Analysis Chapter 10 Working with Different Types of Data Chapter 11 Editing a Map and Creating a Map Book Project Site Suitability Study Index

Autodesk 3ds Max 2019 for Beginners: A Tutorial Approach, 19th Edition Prof. Sham Tickoo, 2019 Welcome to the world of Autodesk 3ds Max a 3D modeling animation and rendering software package developed by Autodesk Inc It is widely used by architects game developers design visualization specialists and visual effects artists A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier Autodesk 3ds Max 2019 for Beginners A Tutorial Approach is a tutorial based book that introduces the readers to the basic features of 3ds Max 2019 created on real world model through tutorials The book caters to the needs of both the novice and the advanced users of the software This

book will help you unleash your creativity and help you create simple and complete 3D models and animations Salient Features Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting rendering and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting rendering and animation Self Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Student project has been given at the end of this book to test and enhance the skills of students Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2019 Chapter 2 Primitive Objects I Chapter 3 Primitive Objects II Chapter 4 Working with Splines I Chapter 5 Working with Splines II Chapter 6 Lofting Twisting and Deforming Objects Chapter 7 Material Editor Creating Materials Chapter 8 Material Editor Texture Maps I Chapter 9 Material Editor Texture Maps II Chapter 10 Material Editor Controlling Texture Maps Chapter 11 Material Editor Miscellaneous Materials Chapter 12 Interior Lighting I Chapter 13 Interior Lighting II Chapter 14 Animation Basics Chapter 15 Complex Animation Chapter 16 Rendering Chapter 17 Creating Walkthrough Project 1 Creating a Windmill Project 2 Creating a Diner Project 3 Architectural Project Project 4 Corporate Design Project Project 5 Creating a Computer Center Index

A Beginners Guide to Windows Surface Katie Morris,2015-02-24 The Windows Surface is Microsofts first tablet and they stopped at nothing to make it a great experience To really get the most out of it however it helps to understand how it actually works let us help you get the most out of your new tablet This guide is designed to walk you through the most important parts of the tablet from the basics to learning how to navigate through the tablet to more advance features *Exploring Autodesk Revit 2017 for Structure, 7th Edition* Prof. Sham Tickoo,2016-03-11 Exploring Autodesk Revit 2017 for Structure is a comprehensive book that has been written to cater to the needs of the students and the professionals who are involved in the AEC profession This enables the users to harness the power of BIM with Autodesk Revit Structure 2017 for their specific use In this book the author emphasizes on physical modeling analytical modeling rebar modeling and quantity scheduling Also Revit Structure 2017 book covers the description of various stages involved in analyzing the model in Robot Structural Analysis software This book is specially meant for professionals and students in structural engineering civil engineering and allied fields in the building industry In this book along with the main text the chapters have been punctuated with tips and notes to give additional information on the concept thereby enabling you to create your own innovative project Salient Features Detailed explanation of structural tools of Autodesk Revit Real world structural projects given as tutorials Tips and Notes throughout the textbook 536 pages of heavily illustrated text Self Evaluation Tests Review Questions and Exercises at the end of each chapter Table of Contents Chapter 1 Introduction to Autodesk Revit 2017 for Structure Chapter 2 Getting Started with a Structural Project Chapter 3 Setting up a Structural Project Chapter 4 Structural Columns and Walls Chapter 5 Foundations Beams Floors and Open Web Joists Chapter 6 Editing Tools Chapter 7 Documenting Models and Creating Families Chapter 8 Standard Views Details and Schedules Chapter 9 3D

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