**MC9243 VISUAL PROGRAMMING**

**L T P C**

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**UNIT I WINDOWS PROGRAMMING 8**

The windows programming Model – Event driven programming – GUI concepts – Overview of Windows programming – Creating and displaying the window – Message Loop – windows procedure – WM\_PAINT message – WM\_DESTROY message – Data types – Resources – An Introduction to GDI – Device context – Text output – Scroll Bars – Keyboard – Mouse – Menus.

**UNIT II VISUAL BASIC PROGRAMMING 10**

Visual Basic Applications – Form and properties – Variables and Constants – Variant type – Procedure scope – Main – Control statements – control arrays – Creating and using Controls – Menus and Dialogs – Programming fundamentals – Objects and instances – Debugging – Responding to mouse events – Drag and Drag drop events Responding to keyboard events – keypress, keyup, keydown events – Using grid control – Graphics controls – shape and line control – File system controls – Common dialog controls – Processing files – Accessing databases with the data controls.

**UNIT III VISUAL C++ PROGRAMMING 9**

Visual C++ components – Introduction to Microsoft Foundation Classes Library – Getting started with AppWizard – Class Wizard – Event handling – Keyboard and Mouse events - WM\_SIZE, WM\_CHAR messages - Graphics Device Interface - Pen, Brush, Colors, Fonts - Single and Multiple document interface - Reading and Writing documents - Resources – Bitmaps creation, usage of BMP and displaying a file existing as a BMP.

**UNIT IV CONTROLS 9**

Dialog Based Applications, controls – Animate control, image list, CRect tracker – Tree control – CtabControl – Dynamic controls – slider control – progress control – Inheriting CTreeView – CRicheditView – Modal Dialog, – Modeless Dialog – CColorDialog – CfileDialog.

**UNIT V ADVANCED CONCEPTS 9**

Domain Name System – Email – World Wide Web (HTTP) – Simple Status bars – Splitter windows and multiple views – Dynamic Link Library – Data base Management with ODBC – TCP/IP – Winsock and WinInet, – ActiveX control – creation and usage – Container class.

**TOTAL = 45**

**TEXT BOOKS:**

1. Charles Petzold, “Windows Programming”, Microsoft press, 1996.

*2.* J. David Kruglirski, “Programming Microsoft Visual C++”, Fifth Edition, Microsoft

press, 1998.

*3.* Marion Cottingham “Visual Basic”, Peachpit Press, 1999.

**REFERENCES:**

1. Steve Holzner, “Visual C++ 6 programming”, Wiley Dreamtech India Private Ltd., 2003.

2. Kate Gregory “Using Visual C++”, Prentice Hall of India Pvt., Ltd., 1999.

3. Herbert Sheildt, “MFC from the Ground Up”.

4. Deitel , “ Visual Basic 6.0 How To Program”, Pearson Education, 1999.

**MC9246 VISUAL PROGRAMMING LAB**

**L T P C**

**0 0 3 2**

**VB**

1. Form Design – Keyboard & Mouse events

2. Programs on usage of data types - variant, Control arrays

3. Simple applications using file system controls

4. Database applications using data control.

**VC++**

1. SDK type programs for creating simple windows with different window styles

2. SDK type programs code for keyboard and mouse events, GDI objects.

3. Simple Dialog Based application – eg. Calculator, interest computation, money conversions, etc.

4. Creating SDI & MDI applications, Modal and Modeless dialog.

5. Programming for reading and writing into documents.

6. Coding Dynamic controls – slider control, progress control, inheriting CtreeView and CricheditView.

7. Creating static and dynamic splitter windows

8. Creating DLLs and using them.

9. Winsock and WinInet & Internet Explorer common controls.

10. Data access through ODBC – Cdatabase, Crecordset.

11. Creating ActiveX control and using it.

**TOTAL = 45**