

# Let's Get Visual!

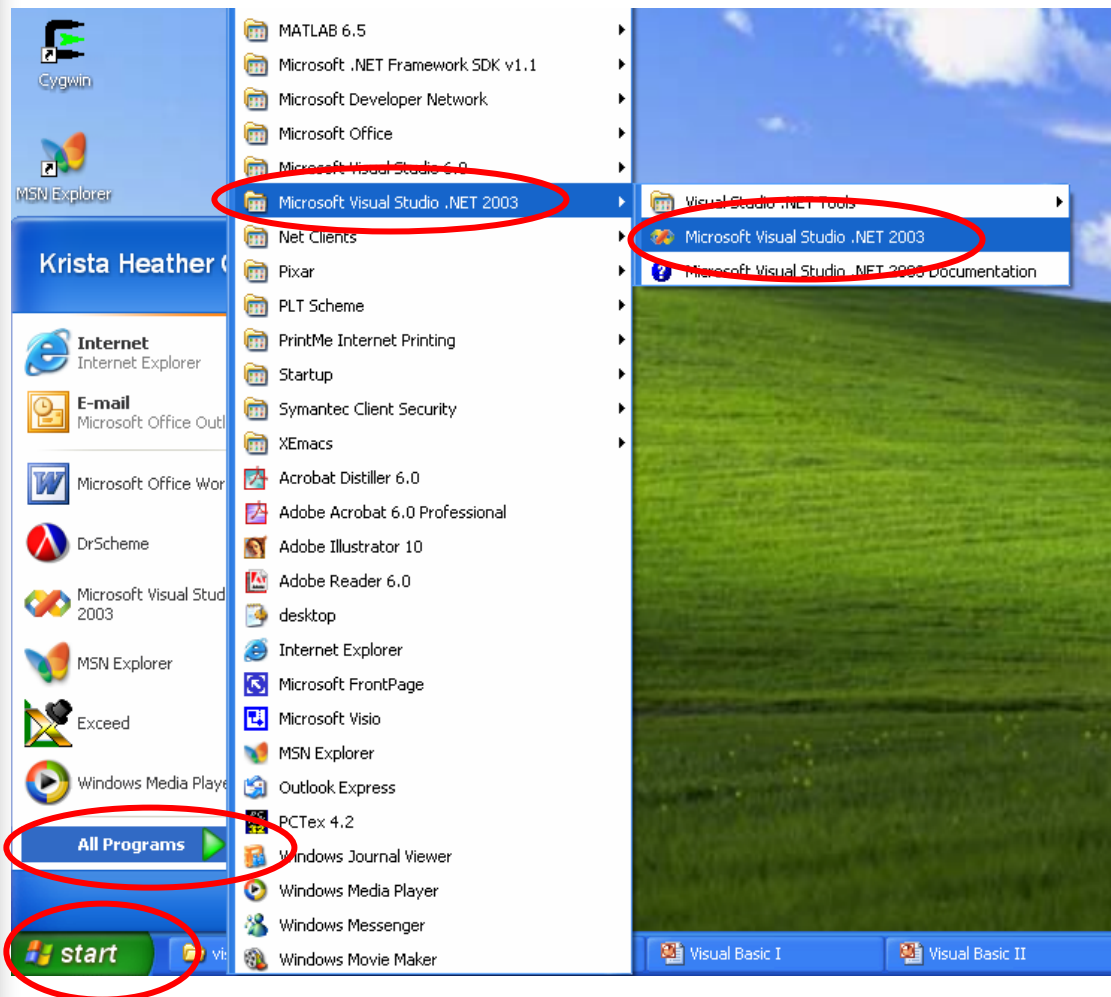
Get familiar with Visual Studio.

# What is Visual Studio .NET?

- Visual Studio .NET is a program that lets you program Windows applications or web projects.
- You can also use Visual Studio to create Graphical User Interfaces (GUIs).
- Visual Basic is the language in which we're going to write the programs we make in Visual Studio.



# Start Up Visual Studio .NET



1.) Go to Start

2.) Go to All Programs

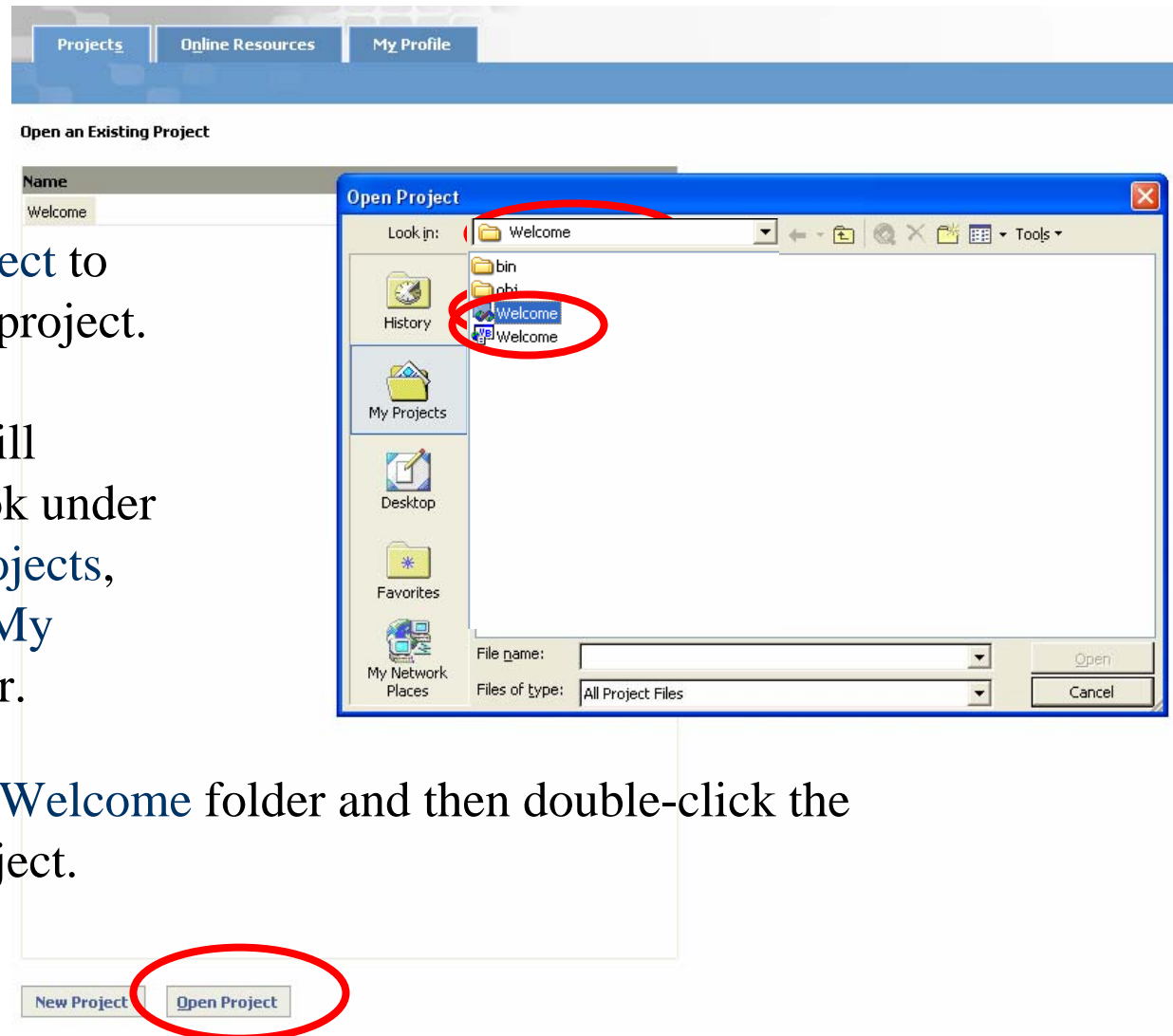
3.) Go to Microsoft Visual Studio .NET 2003

4.) Go to Microsoft Visual Studio .NET 2003

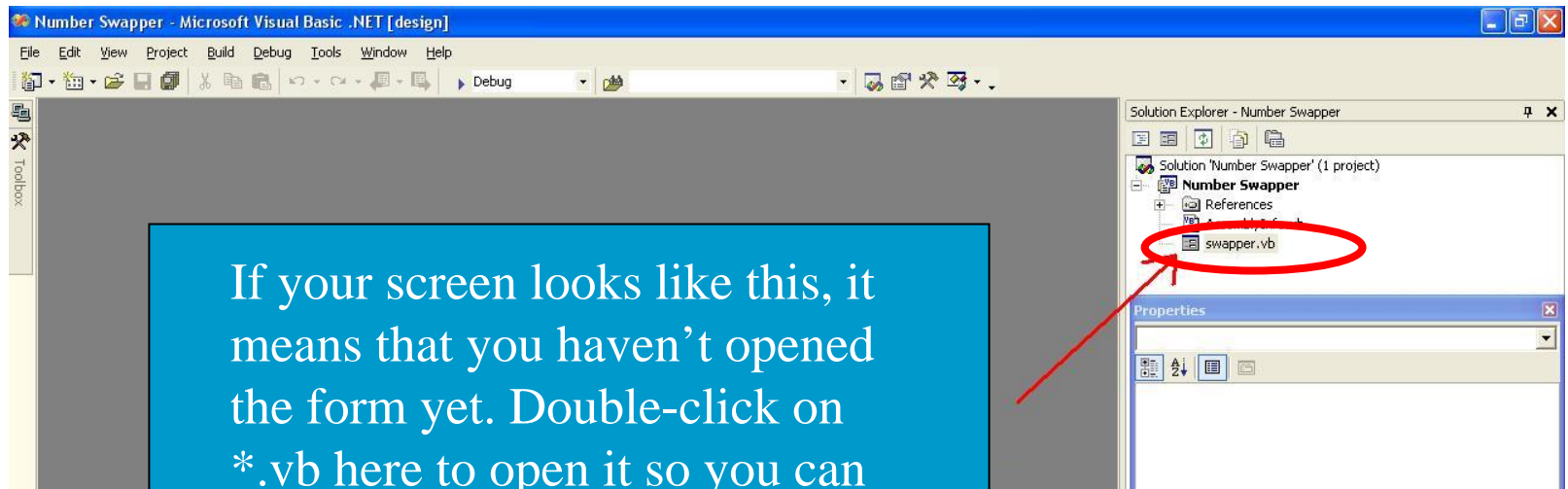
# Open an Existing Project

- Click Open Project to open an existing project.
- Visual Studio will automatically look under Visual Studio Projects, which in you're My Documents folder.

Double-click the **Welcome** folder and then double-click the **Welcome.sln** project.

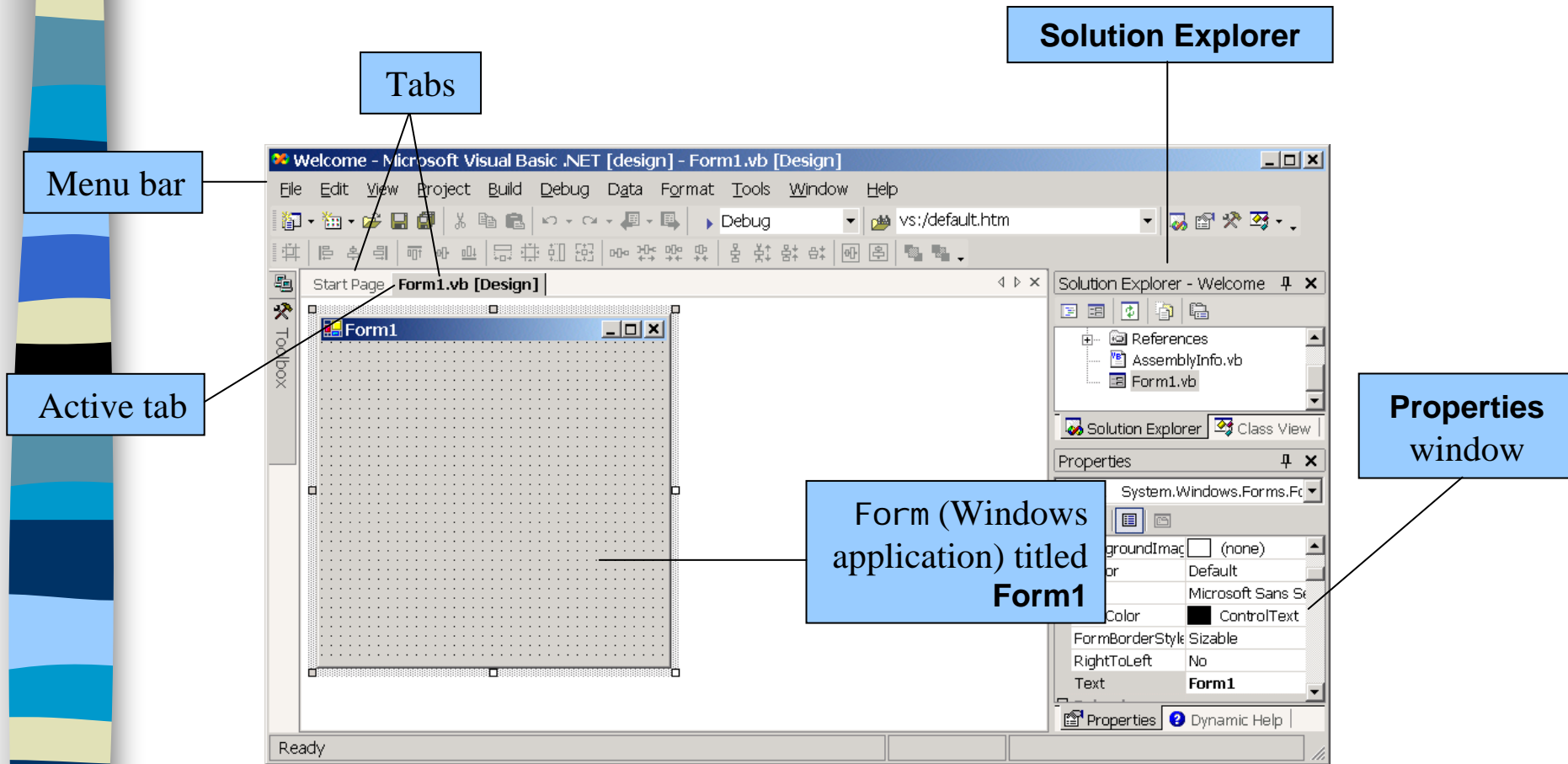


# If the form view doesn't open...



If your screen looks like this, it means that you haven't opened the form yet. Double-click on \*.vb here to open it so you can start working.

# Design View

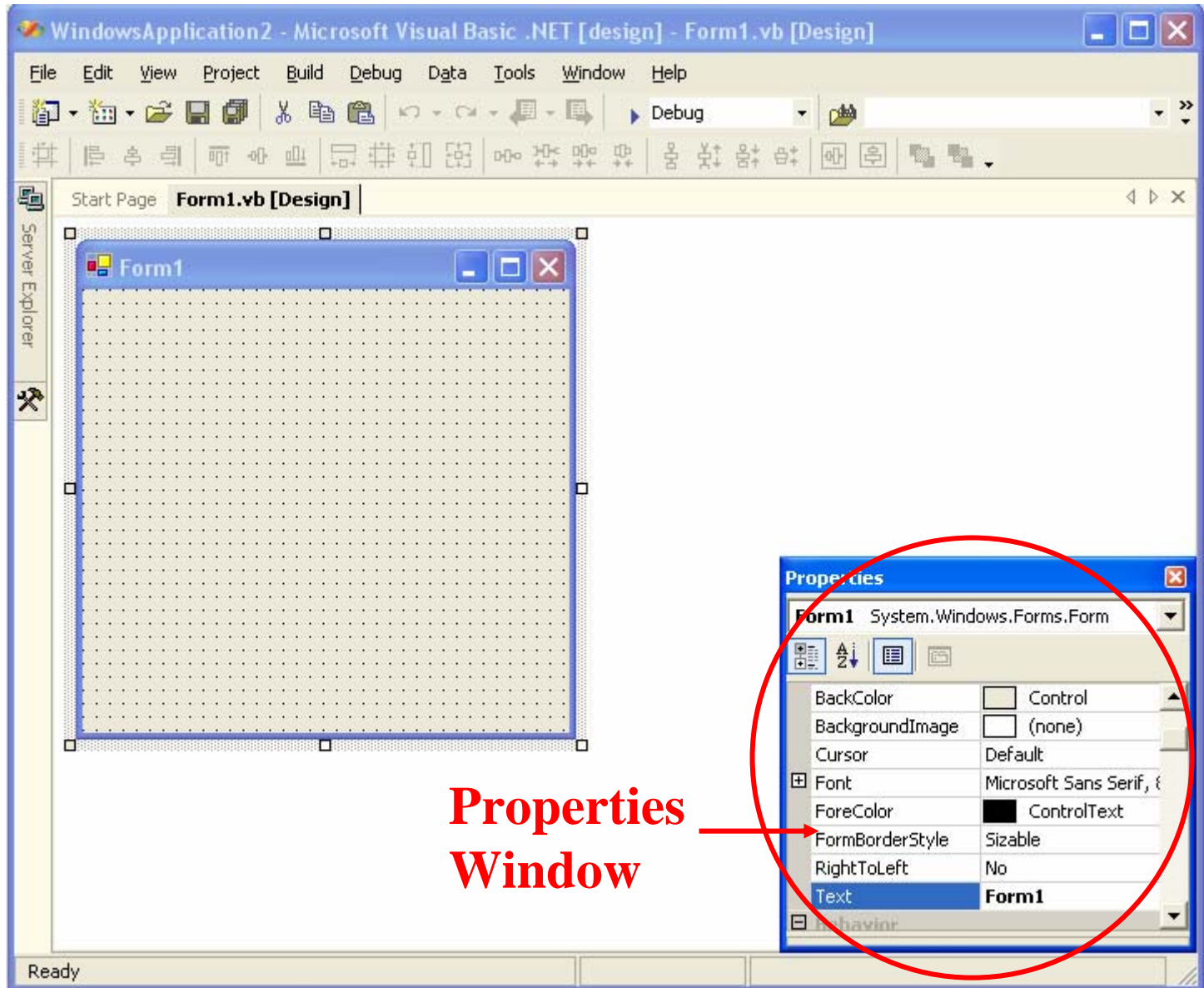


# Let's Get Visual!



Learn how to use the Visual  
Basic objects in a program.

This is your basic screen.



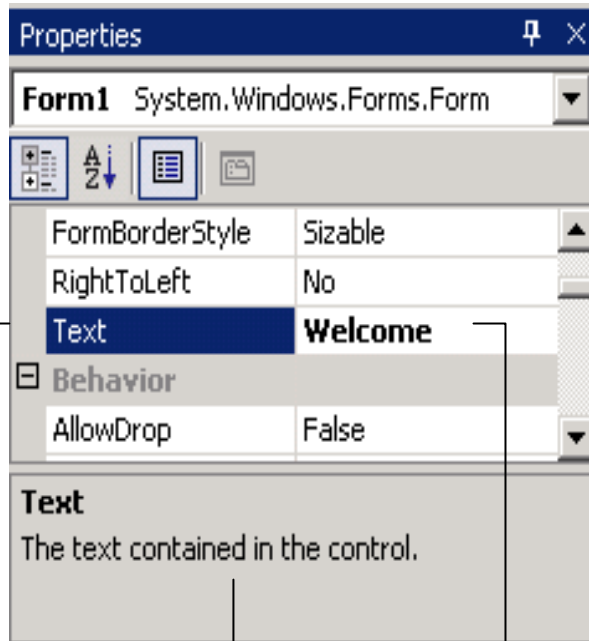


# Objects in Visual Basic

- In order to make a program in Visual Basic, you have to use objects like labels, text boxes, buttons, and images in the form.
- You can customize the descriptions, colors, and styles of all of these objects using the Properties window in Visual Basic .NET.

# Properties of Objects

Selected property



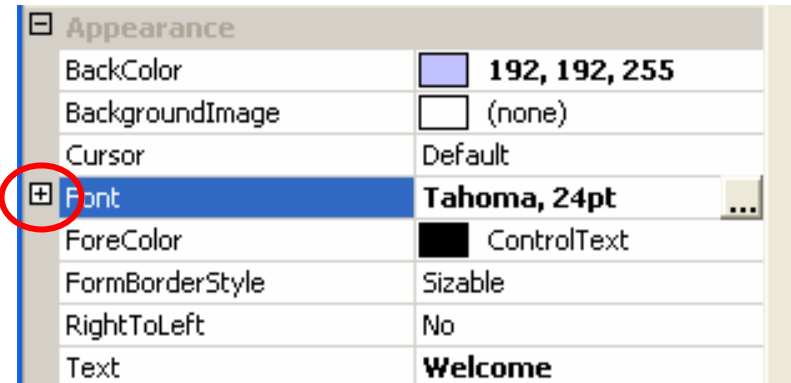
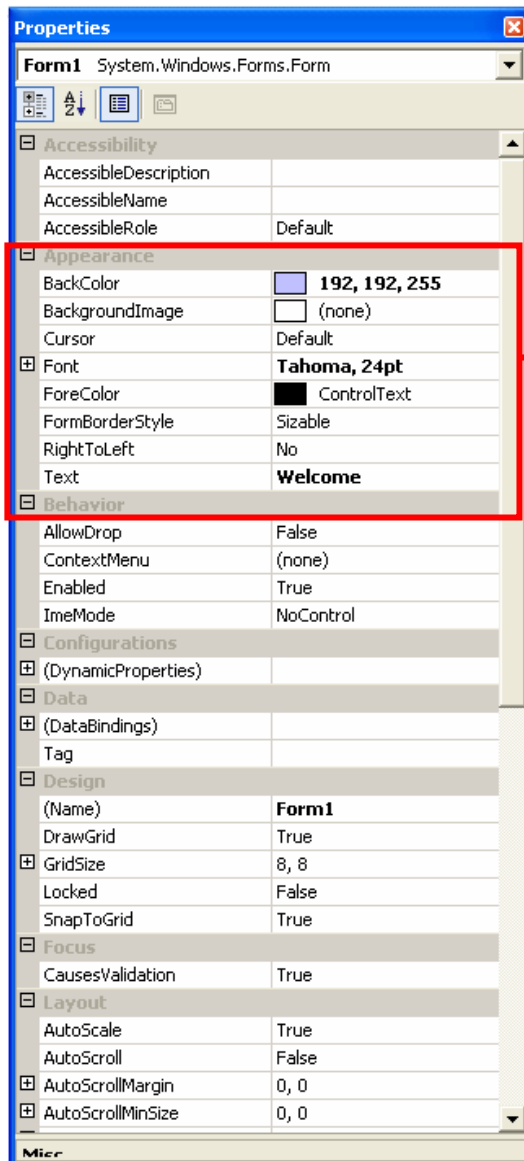
Selected property description

Property value

- To change the style or content of an object in VB, start by clicking on that object.
- Go to the properties menu at the bottom right of the screen.
- Select and change the part of that object you'd like to change, like the text of a label (left).

# Some VIP's....Very Important Properties





~ Appearance Properties: Change the appearance of text. Make sure you have selected the text before you change the properties.



If you hit the plus sign that is to the left of Font, you can see even more properties.

# Some VIP's....Very Important Properties

Changes background color.

Appearance	
BackColor	 192, 192, 255
BorderStyle	None
Cursor	Default
FlatStyle	Standard
Font	<b>Book Antiqua, 27.75p ...</b>
Name	<b>ab</b> Book Antiqua
Size	<b>27.75</b>
Unit	<b>Point</b>
Bold	<b>True</b>
GdiCharSet	<b>0</b>
GdiVerticalFont	<b>False</b>
Italic	<b>True</b>
Strikeout	<b>False</b>
Underline	<b>False</b>
ForeColor	 ControlText
Image	 (none)
ImageAlign	MiddleCenter
ImageIndex	 (none)
ImageList	(none)
RightToLeft	No
Text	<b>Welcome to Artemis!</b>
TextAlign	<b>TopCenter</b>
UseMnemonic	True

Change font styles.

Change the image shown.

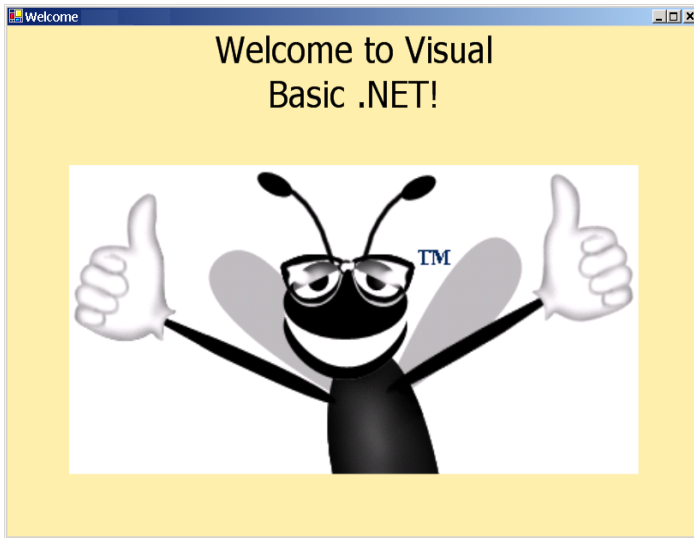
Change the text shown  
on the page.

Change the text alignment.

**Make sure to hit Enter after you have changed a property.**

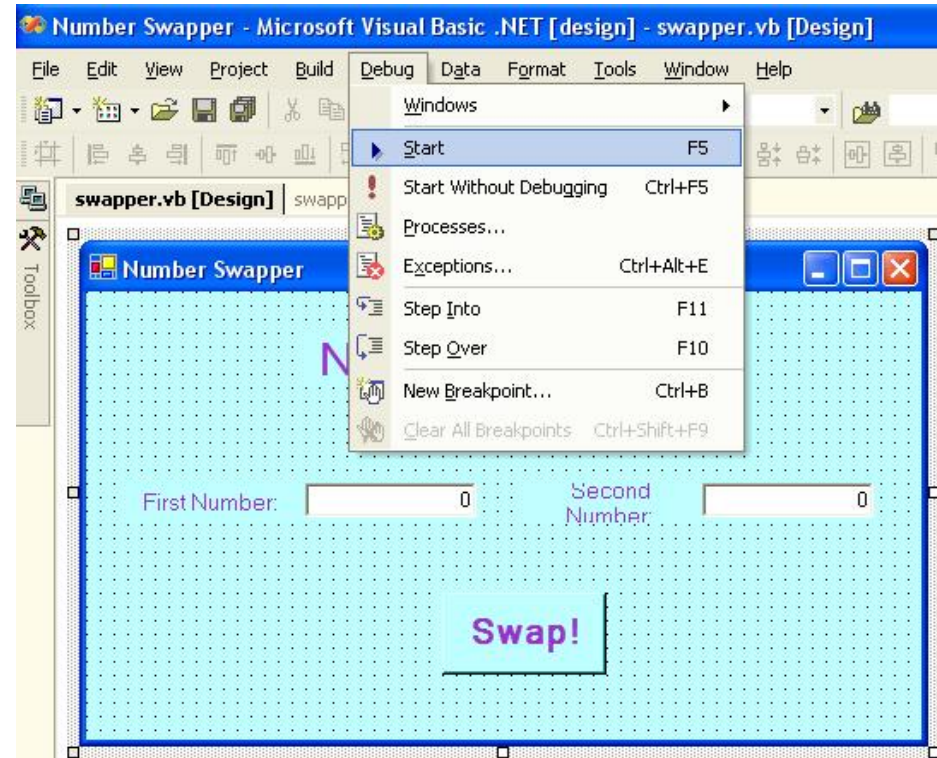
# Assignment: Welcome Program

- Use the existing GUI that we just opened.
- Change the title to say “Welcome to Artemis!”
- Change the picture to the Artemis logo, found in X:/2Prog/ logo.jpg.
- Change the background color.
- Be sure to **Save as!!** Save you solution in X:/<first\_last>/Welcome.sln.



# Running Your Assignment

- To run your visual basic program, go to **Debug >> Start**.
- The program will “compile” so that it can be run like any computer program.



Compiling is when the computer takes all of the parts of your program and translates them into 1s and 0s—binary!

# Welcome!

