Dive Into® Visual Studio Express 2012 for Windows Desktop

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Seeing is believing.

—Proverb

Form ever follows function.

—Louis Henri Sullivan

Intelligence ... is the faculty of making artificial objects, especially tools to make tools.

—Henri-Louis Bergson

Objectives

In this chapter you'll learn:

- The basics of the Visual Studio Express 2012 for Windows Desktop Integrated Development Environment (IDE) for writing, running and debugging your apps.
- Visual Studio's help features.
- Key commands contained in the IDE's menus and toolbars.
- The purpose of the various kinds of windows in the Visual Studio Express 2012 for Windows Desktop IDE.
- What visual app development is and how it simplifies and speeds app development.
- Use visual app development to create, compile and execute a simple Visual Basic app that displays text and an image.





Chapter 2 Dive Into® Visual Studio Express 2012 for Windows Desktop

Self-Review Exercises

2.1	Fill in the blanks in each of the following statements: a) The technique of allows you to create GUIs without writing any code. ANS: visual app development. b) A(n) is a group of one or more projects that collectively form a Visual Basic app. ANS: solution. c) A(n) appears when the mouse pointer hovers over an icon. ANS: tool tip. d) The window allows you to browse solution files. ANS: Solution Explorer. e) The properties in the Properties window can be sorted or ANS: alphabetically, categorically. f) A Form's property specifies the text displayed in the Form's title bar. ANS: Text. g) The contains the controls that you can add to a Form. ANS: Toolbox. h) displays relevant help articles, based on the current context. ANS: context-sensitive help. i) The property specifies how text is aligned within a Label's boundaries. ANS: TextAlign.
2.2	State whether each of the following is <i>true</i> or <i>false</i> . If <i>false</i> , explain why. a) toggles auto-hide for a window. ANS: False. The pin icon () toggles auto-hide. closes a window. b) The toolbar icons represent various menu commands. ANS: True. c) The toolbar contains icons that represent controls you can drag onto a Form. ANS: False. The Toolbox contains icons that represent such controls. d) Both Forms and Labels have a title bar. ANS: False. Forms have a title bar but Labels do not (although they do have Label text). e) Control properties can be modified only by writing code. ANS: False. Control properties can be modified using the Properties window. f) PictureBoxes typically display images. ANS: True. g) Visual Basic files use the file extension .bas. ANS: False. Visual Basic files use the file extension .vb. h) A Form's background color is set using the BackColor property. ANS: True.
Exer (2.3	Fill in the blanks in each of the following statements: a) When an ellipsis button is clicked, a(n) is displayed. ANS: dialog. Dialogs are windows that facilitate user-computer communication. b) Using help immediately displays a relevant help article. ANS: context-sensitive. c) GUI is an acronym for ANS: graphical user interface.
	ANS: Image.





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Exercises

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d) The _____ menu contains commands for arranging and displaying windows. ANS: Window.

- 2.4 State whether each of the following is *true* or *false*. If *false*, explain why.
 - a) You can add a control to a Form by double clicking its control icon in the Toolbox.
 ANS: True.
 - b) The Form, Label and PictureBox have identical properties.
 - ANS: False. Each type of control has a different set of properties, although controls can have common properties.
 - If your machine is connected to the Internet, you can browse websites from the Visual Studio IDE.

ANS: True.

- d) Visual Basic app developers usually create complex apps without writing any code.
 - ANS: False. Visual Basic programming usually involves a combination of writing a portion of the program code and having Visual Studio generate the remaining code.
- e) Sizing handles are visible during execution.
 - ANS: False. Sizing handles are present only in **Design** view when a Form or control is selected.
- **2.5** Some features that appear throughout Visual Studio perform similar actions in different contexts. Explain and give examples of how the ellipsis buttons, down-arrow buttons and tool tips act in this manner. Why do you think the Visual Studio IDE was designed this way?

ANS: An ellipsis button indicates that a dialog will be displayed when the button is clicked. The down-arrow button indicates that there are more options, both for toolbar icons and for items in the **Properties** window. Moving the mouse pointer over most icons displays the icon's name as a tool tip. These features make the Visual Studio IDE easier to learn and use.

- **2.6** Briefly describe each of the following terms:
 - a) toolbar
 - ANS: A toolbar contains icons that, when clicked, execute a command.
 - b) menu bar
 - ANS: A menu bar contains menus, which are groups of related commands.
 - c) Toolbox
 - ANS: The Toolbox contains controls used to customize forms.
 - d) control
 - ANS: A control is a component, such as a PictureBox or Label. Controls are added to
 - e) Form
 - ANS: A Form represents the Windows Forms application that you are creating. The Form and controls collectively represent the program's GUI.
 - f) solution
 - ANS: A solution is a group of projects.

Note Regarding Exercises 2.7–2.11

Solutions for these exercises are provided in the so1_ch02 folder.



