

Join expert Jim Fagundes as he teaches you how to design applications with Visual Basic 6.0. This comprehensive training series provides instruction on specific skills for application development and covers the core technology requirements for mastering Visual Basic 6.0.

## **Session 1**

### Section A: Installation

- Design Environment & Team Design
- Installation
- Setup
- Design Hints

### Section B: Tree View, List View & Image Controls

- Advanced Controls
- Adding Custom Controls to the Toolbox
- Adding Images to an Image List Control
- List View Control Properties
- Adding Objects to a List View Control
- Tree & List View Controls Example

### Section C: Toolbar, Status Bar ADO Controls

- ADO Controls
- Toolbar Controls
- Status Controls

### Section D: Control Arrays

- What is a Control Array?
- Creating a Control Array
- Using Control Arrays

### Section E: Dynamically Creating a Control Array

- How to Dynamically Create Controls
- Dynamically Creating Controls
- Dynamically Creating Menu Options

### Section F: Collection

- What is a Collection?
- Using Collections

### Section G: MDI Applications

- MDI vs. SDI & MDI Features
- Example Applications Using MDI Forms
- Example Application Code
- Creating a New Form

### Section H: Online Help

- Types of Help to Applications
- Creating HTML Help
- Adding HTML Help to a Project

## **Session 2**

### Section A: Error Handling

- Error Types & ERR Obj
- Run-time Error Handling
- Summary

### Section B: Internet Controls

- Internet Controls
- Web Browser Control
- Internet Transfer Control
- StateChanged Event

### Section C: DHTML

- DHTML Page Designer
- Running DHTML Applications

### Section D: Automation

- Adding Object References
- Using the APPACTIVE Command

### Section E: ActiveX History

- OLE, VBX & OCX
- Object Oriented Programming Terms
- Example Application
- In-Process vs. Out of Process
- Early Binding vs. Late Binding
- Testing Package

Section F: Classes

Section G: Creating an ActiveX \*.DLL

### **Session 3**

Section A: Creating an ActiveX\*.EXE

- Example Code for an ActiveX EXE
- Compiling & Running an ActiveX EXE
- Running an Object in an Application

Section B: ActiveX Document

- UserDocument Object in an Application
- Compiling & Testing

Section C: Creating a COM Component

- Creating a COM Interface
- Setting Project Properties & Compiling
- Using a COM Object

Section D: Creating an ActiveX Control

- Creating an ActiveX Control
- ActiveX Control Interface Wizard
- Compiling & Using an ActiveX Control
- Using Custom Properties

Section E: Deployment

- Using Package & Deployment Wizard
- Creating a Package
- Testing a Package

Section F: Debugging

- Debugging Tools
- Debugging Your Work
- Step Into & Locals Window
- Watch Expressions & Callstack

Section G: Tips & Tricks

- Spend Time on the Design
- Create Browser Based Applications
- Test & Use Error Handling
- Design of Server Components
- ActiveX Documents
- Summary & Certification