

Chapter 1: Getting Started
You will learn: <ul style="list-style-type: none">• Elements of Delphi IDE.• How to use Project Manager.• How to create a new project.• Stages of program creation.• How to use forms and components.• Differences between visual and non-visual components.
Chapter 2: Programming Basics
You will learn: <ul style="list-style-type: none">• Programs and units.• Features of the Object Pascal language.• How to add comments.• Parts of programs and units.
Chapter 3: Forms
You will learn: <ul style="list-style-type: none">• Form object.• Differences between design-time and run-time settings.• How to work with components on a form.• The visual as compared to the object aspect of forms.• Implement properties, events, and methods.• Attach event-handling code.
Chapter 4: Constants and Variables
You will learn: <ul style="list-style-type: none">• Constants.• Variables.• Assignment statement.• Primitive data types.• How to declare and define variables and constants.• Typed constants.

Chapter 5: Enumerated Data Types and Arrays

You will learn:

- User-defined types.
- Subranges.
- Enumerated types.
- Typecasting.
- Arrays.
- Strings.
- Sets.
- Records.

Chapter 6: Operators and Expressions

You will learn:

- Arithmetic expressions and operators.
- Logical expressions and operators.
- Relational expressions and operators.
- Operator precedence and evaluation rules.

Chapter 7: Control Structures

You will learn:

- How to control the program flow.
- Conditionals.
- Looping structures.
- Nesting.

Chapter 8: Modular Programming

You will learn:

- Methods.
- Procedure and function methods.
- Constructors.
- Destructors.
- Class procedures and functions.
- How to implement procedure methods.
- How to implement function methods.

Chapter 9: I/O Features

You will learn:

- MessageBox method.
- MessageDlg function.
- MessageDlgPos function.
- InputBox function.
- InputQuery function.

Chapter 10: Menus

You will learn:

- Features of Windows style menu system.
- How to create a main menu.
- How to assign keyboard shortcuts.
- Creating a pop-up menu.
- Associating menu events.

Chapter 11: Working with Databases

You will learn:

- Database Explorer.
- How to use the Database Form Expert.
- TDataSource component.
- TTable component.
- Creating master-detail relationships.
- TQuery component.
- TStoredProc component.
- TReport component.