

Chapter 1: Class

You will learn:

- Structured types.
- Class types.
- Inheritance.
- Class-type compatibility.
- How to declare an object type.
- Methods.
- Virtual methods.
- Overriding a virtual method.

Chapter 2: Writing Components

You will learn:

- Visual Component Library.
- Component Expert.
- Testing uninstalled components.
- Creating a component manually.
- Creating a new unit.
- Deriving the component object.
- Registering the component.
- Deriving new types.
- Object hierarchies.
- Dispatching methods.
- Properties and inherited properties.
- Access methods.
- Read and write methods.
- Default property values.
- Array properties.
- Deriving a property-editor object.
- Editing the property as text and whole.
- Registering the property editor.

Chapter 3: Handling Events and Messages

You will learn:

- Event handling and event-handler types.
- Implementing the standard events.
- Making events visible.
- Changing the standard event handling.
- Triggering the event.
- Two kinds of events.
- Defining the handler type.
- Declaring the event.
- Calling the event.
- Creating methods.
- Naming methods.
- Protecting methods.
- Making methods virtual.
- Declaring methods.

Chapter 4: Pointers

You will learn:

- Pointer types.
- Comparing pointers.
- Pointers and dynamic variables.
- Character-pointer types.
- Comparing character pointers.
- @ ("at") operator.
- Getmem procedure.
- Pointer-type constants.
- Value typecasting.

Chapter 5: Dynamic Link Libraries - DLL

You will learn:

- Accessing routines stored in DLLs.
- External declarations.
- Importing routines.
- Import by name and ordinal number.
- Reusing forms as DLLs.
- Declaring interface routines.
- Compiling a project into a DLL.
- Writing DLLs.
- Global variables.
- Library initialization code.

Chapter 6: Printer and Clipboard Objects

You will learn:

- Printer object.
- Canvas.
- Fonts.
- Clipboard object.
- AsText property.
- FormatCount property.
- Open method.
- Close method.
- Assign method.

Chapter 7: Configuring Borland Database Engine

You will learn:

- Borland Database Engine Configuration utility.
- How to save configuration information.
- Pages: Date, Time, Driver, and Alias Page.
- Creating a STANDARD alias.
- Creating an ODBC Driver Connection alias.

Chapter 8: MDI Applications

You will learn:

- MDI and SDI forms.
- Creating an MDI frame and MDI Child form.
- Instantiating forms at run time.
- Merging menus.
- Active Menu: Menu property.
- Arranging and Accessing open child windows.
- Tile method.
- Cascade method.
- Arrangelcons method.