

Chapter 1: Getting Started

You will learn:

- Objects.
- Properties.
- Events.
- Role of forms.
- Referring to objects and their values.
- Event-driven applications.
- Data access objects.
- Comments.

Chapter 2: The Editor

You will learn:

- Editing a module.
- Starting the module window.
- Object Browser.
- Automatic syntax checking.
- Module window keystrokes.

Chapter 3: Variables, Constants, and Arrays

You will learn:

- Variant data type.
- Data types.
- Field data type versus VBA data types.
- Declaring variables.
- Implicit and explicit variable declaration.
- Variable scope.
- Static variables.
- Empty and null value.
- Argument and function data types.
- Declaring an array.
- Declaring a lower bound.
- Arrays - multidimensional and dynamic.
- Constants.

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Chapter 4: Working with Objects

You will learn:

- MS Access objects.
- Declaring and assigning object variables.
- Data access objects.
- Determining the type of a control.
- Setting properties.
- Methods - how to use.
- Using properties that represent objects.
- Screen properties.
- Form and report properties.
- Control properties.
- Collections. - how to work with.

Chapter 5: Control Structures

You will learn:

- Do...Loop statement.
- For...Next statement.
- While...Wend statement.
- If...Then...Else statement.
- Select Case statement.
- On...GoSub, On...GoTo statements.
- Option Compare statement.

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Chapter 6: Modular Programming

You will learn:

- Working with events.
- Event properties of individual objects.
- Events in a application.
- Categories of events.
- Default events.
- Creating an event procedure.
- Functions - creating and naming.
- Function command.
- Function - how to use.
- Sub procedures.
- Sub statement.

Chapter 7: I/O Features

You will learn:

- InputBox function.
- MsgBox - function and statement.
- Intrinsic constants.

Chapter 8 - File I/O

You will learn:

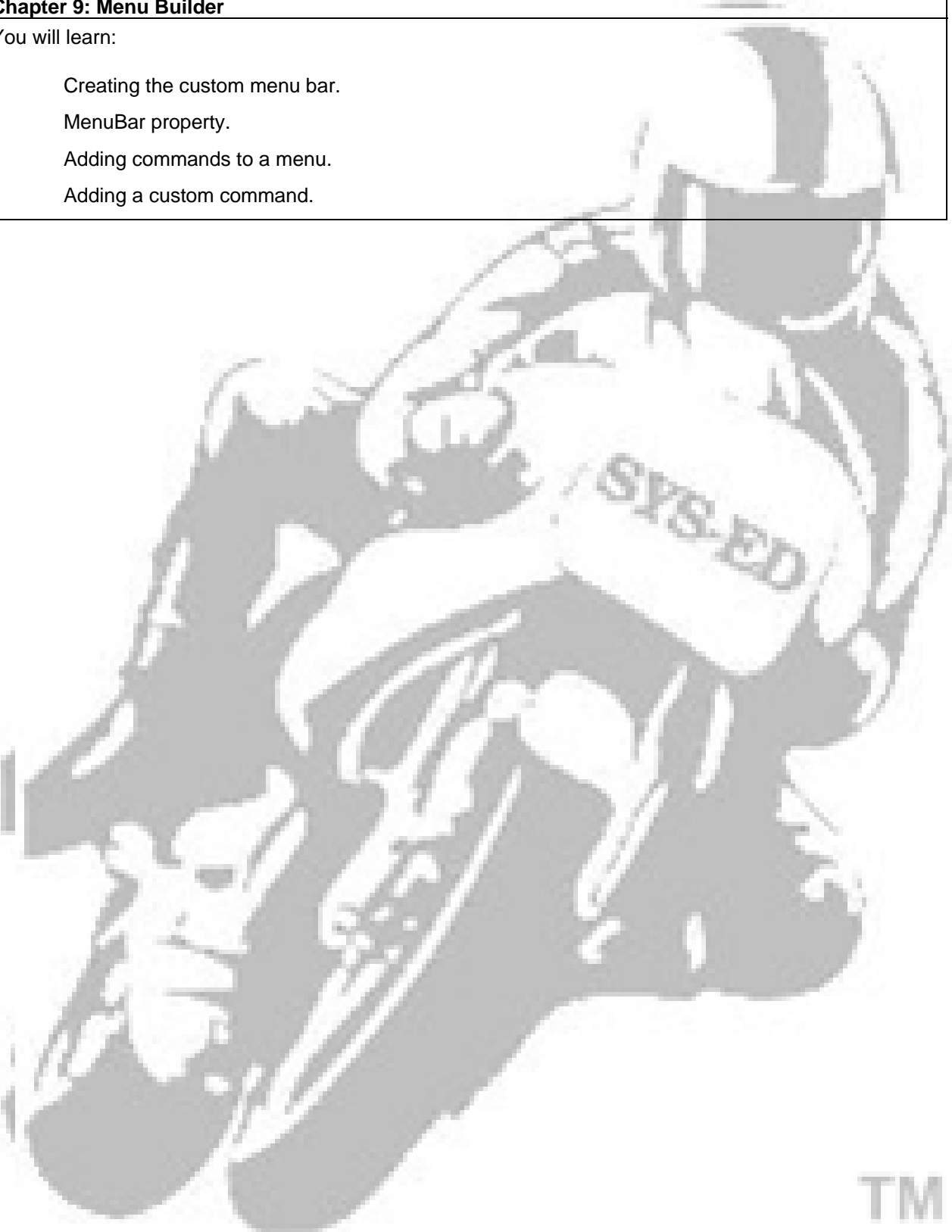
- Open statement.
- Close statement.
- Input # statement.
- Input, Input\$ functions.
- Line Input # statement.
- Get statement.
- Write # statement.
- Print # statement.
- Put statement.

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Chapter 9: Menu Builder

You will learn:

- Creating the custom menu bar.
- MenuBar property.
- Adding commands to a menu.
- Adding a custom command.



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