

**Chapter 1: Shell Function and Clipboard**

You will learn:

- Writing code for starting and activating a window application.
- Writing code for clearing the clipboard and implementing the SetText, GetText, GetFormat, and GetData methods.
- Controlling another application by sending keys.

**Chapter 2: Dynamic Data Exchange**

You will learn:

- Implementing DDE for communicating with automatic and manual links.
- Coding and testing a variety of DDE properties - LinkMode, LinkItem, LinkTopic, and LinkTimeout.
- Coding and testing a variety of DDE events - LinkExecute, LinkNotify, and LinkClose.
- Using LinkError.

**Chapter 3: Printing**

You will learn:

- Identifying the printer components.
- Setting printer fonts, print fonts, and font properties.
- Controlling and customize printing - print placement via CurrentX, CurrentY properties, TextHeight and TextWidth methods, and ScaleHeight, ScaleWidth properties.
- Printing a complete form.
- Understanding the printer collection.
- Managing printing - multiple-page documents and canceling a print job.

**Chapter 4: Control Arrays and Collection Objects**

You will learn:

- Creating a control array.
- Adding/deleting controls at run-time.
- Creating a menu control array.
- Adding and deleting menu commands at run time.
- Creating and modifying a collection.
- Accessing an element in a collection.

<b>Chapter 5: Mouse Control</b>
You will learn: <ul style="list-style-type: none"><li>• Implementation of mouse events -MouseDown, MouseUp, MouseMove, and DragDrop.</li><li>• Using mouse properties - MousePointer, MouseIcon, and DragMode to set and reset the mouse.</li><li>• Implementing DragDrop.</li></ul>
<b>Chapter 6: Control Structures</b>
You will learn: <ul style="list-style-type: none"><li>• How to use data type conversion functions.</li><li>• FileDateTime, FileLen, and GetAttr functions.</li><li>• Implement type functions.</li><li>• Use the Like operator.</li><li>• Perform string manipulation.</li></ul>
<b>Chapter 7: Modular Programming</b>
You will learn: <ul style="list-style-type: none"><li>• Working with different file access types.</li><li>• Defining records - user defined type.</li><li>• How to use the Open statement and open files for random access.</li><li>• Use a wide variety of input/output statements - Get, Put, Input #, Line Input, Print #, and Write #.</li></ul>
<b>Chapter 8: Error Handling</b>
You will learn: <ul style="list-style-type: none"><li>• Using error codes and implementing error trapping.</li><li>• Implementing the error handling statements - Err, On Error, and Resume.</li><li>• Use the error handling functions - Error and Error\$.</li><li>• Use the Debug and Watch Window.</li><li>• Set and clear breakpoints for tracing execution.</li></ul>
<b>Chapter 9: Interfacing with DLLs</b>
You will learn: <ul style="list-style-type: none"><li>• Declaring a routine in a DLL.</li><li>• Using the API Viewer.</li><li>• Using functions from a DLL.</li><li>• Coding routines using the Win32 API to C routines and interface problems.</li></ul>

<b>Chapter 10: Multiple Windows</b>
You will learn: <ul style="list-style-type: none"><li>• Coding a program with no forms.</li><li>• Loading and showing windows.</li><li>• Sharing information between forms.</li><li>• Coding MDI applications.</li></ul>
<b>Chapter 11: Introduction to Databases</b>
You will learn: <ul style="list-style-type: none"><li>• How to use the data control and the OpenDatabase function.</li><li>• How to implement additional connect parameters.</li><li>• How to create, define, and manage simple tables.</li><li>• How to create recordsets and dynaset variables.</li><li>• How to implement recordset properties.</li><li>• How to work with DAO and ADO.</li></ul>
<b>Chapter 12: Special Data Controls</b>
<ul style="list-style-type: none"><li>• How to implement a variety of controls - DBGRID, DBLIST, FLEX grid, and new controls.</li><li>• Create an OLE DB Data list.</li><li>• Use ADO Data Controls.</li></ul>
<b>Chapter 13: Programming Techniques</b>
You will learn: <ul style="list-style-type: none"><li>• How to recursively delete files and directories from a disk.</li><li>• How to use windows WNetAddConnection.</li><li>• How to work with TOPMOST or "floating" windows.</li></ul>
<b>Chapter 14: Introduction to ActiveX</b>
You will learn: <ul style="list-style-type: none"><li>• How to create basic ActiveX controls.</li><li>• How to interface with ActiveX.</li><li>• How to use different types of ActiveX controls.</li><li>• How to retrieve data about an ActiveX control.</li></ul>

**Chapter 15: Miscellaneous Topics**

You will learn:

- How to work with multiple projects.
- How to program statements to access and change the registry.
- How to compile Visual Basic programs.
- How to use Enum.
- User interruption of a program.

