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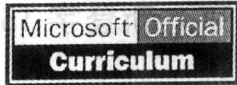
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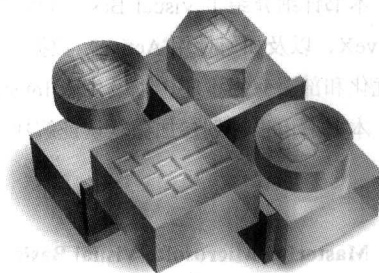


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Mastering

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内 容 简 介

本书详细介绍了 Visual Basic 6 的基本原理、如何使用 Visual Data Access 工具、如何使用类模块、如何生成 ActiveX、以及如何使用 ActiveX 数据对象。还介绍了有关的高级数据访问问题、如何生成和使用 COM 组件、如何优化和部署应用程序、以及生成 Internet 应用程序等。本书通过精心设计的实验,可巩固和加深对知识的掌握。

本书适用于计划参加微软认证解决方案开发专家(MCSD)考试的人员。

Mastering Microsoft® Visual Basic® 6 Development

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考试号: 70-217

MCSE 制胜宝典——Microsoft Windows 2000 Active Directory 服务

作 者: Jill Spealman

定 价: 79.00 元(含 1 张光盘)

内容简介: Active Directory 是 MCSE 考试当中操作系统类的核心科目之一。本书的内容涵盖了 Active Directory 基础结构的规划、配置和管理; 域名系统(DNS)的配置; 用户和软件的管理; Windows 2000 的远程部署; 目录服务基础结构中安全措施的实施和维护; Active Directory 性能的监视与优化; 以及如何通过 Active Directory 来实现对用户、组、共享文件夹及网络资源的中心管理。

适用对象: MCSE 应试人员、网络管理员、计算机爱好者

MCSE 制胜宝典——Microsoft Windows 2000 Server

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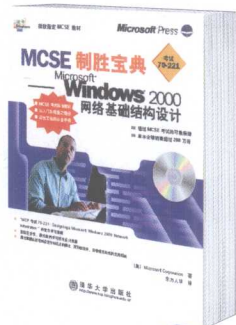
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内容简介: Windows 2000 Server 是 MCSE 考试当中操作系统类的核心科目之一。本书介绍了 Windows 2000 Server 安装和配置; 共享系统的管理; Windows 2000 磁盘和数据存储的管理; 硬件设备的设置和故障排除; 系统性能的监视和优化; 以及网络服务的实现保障。

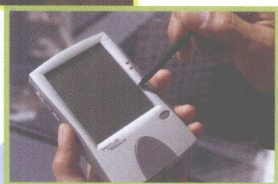
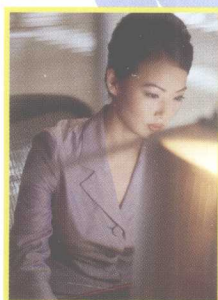
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考试号: 70-215



考试号: 70-221



MCSE 制胜宝典——Microsoft Windows 2000 网络基础结构设计

作者: 微软公司

定价: 98.00 元(含 1 张光盘)

内容简介: Windows 2000 网络基础结构的设计是 MCSE 考试当中设计类的核心考试科目之一。本书介绍了如何对组织的商业要求(包括信息流、业务流程和 IT 结构)进行分析; 如何评估现有和未来的网络需求(包括伸缩性、性能、安全性和灾难恢复能力); 如何规划并设计网络的拓扑结构; 如何评估各种多协议路由方案; 如何创建安全可靠的名称解析服务; 如何为 Internet/Intranet 访问选择恰当的组件; 如何制定远程访问解决方案; 如何对 Windows 2000 的网络服务与资源进行监视和管理。

适用对象: MCSE 应试人员、网络管理员、计算机爱好者

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MCSE 制胜宝典——Microsoft Windows 2000 Professional

作者: Rick Wallace

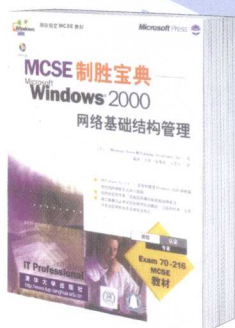
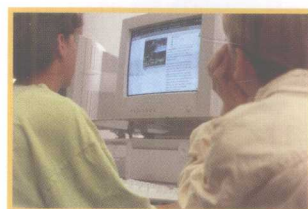
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内容简介: Windows 2000 Professional 是 MCSE 考试当中操作系统类的核心科目之一。本书讲述了如何安装、配置、管理和使用 Windows 2000 Professional, 并介绍许多网络技术方面的知识, 内容有 TCP/IP、DNS 服务器和 Active Directory 目录服务、网络打印机的安装和配置、数据的管理和存储, 以及如何配置远程访问。

适用对象: MCSE 应试人员、网络管理员、计算机爱好者



考试号: 70-210



考试号: 70-216

MCSE 制胜宝典——Microsoft Windows 2000 网络基础结构管理

作者: Microsoft Press, Training Associates, Inc

定价: 59.00(含 1 张光盘)

内容简介: Windows 2000 操作系统是面向网络的操作系统, 如何充分、安全地利用网络的资源是 MCSE 的核心考查内容之一。本书介绍了 Windows 2000 网络基础结构的规划; TCP/IP 的配置; Windows Internet Name System (WINS)和域名系统(DNS)对本地网和 Internet 上主机名称的解析; 动态主机配置协议(DHCP)的配置; 远程访问服务(RAS); 以及如何借助 Network Address Translation 在小型网络中共享单一的 Internet 连接; 如何利用证书、Internet 安全协议(IPSec)身份验证和加密来确保通信的安全。

适用对象: MCSE 应试人员、网络管理员、计算机爱好者

MCSE 制胜宝典——直通 Microsoft Windows 2000

作者: 微软公司

定价: 132.00 元(含 1 张光盘)

内容简介: 对于那些已经通过 Microsoft Windows NT 的 MCSE 认证并打算参加 70-240 考试的 MCP 来说, 本书是通过 MCSE Windows 2000 认证的捷径。本书涵盖了包括考试 70-210、70-215、70-216 和 70-217 在内的 MCSE Windows 2000 核心认证科目的所有内容。本书将帮助您将在最短的时间里, 花费最小的精力迅速地全面提升自己在 Windows 2000 操作系统方面的工作实力, 确保自己在业界的领先地位。

适用对象: MCSE 应试人员、网络管理员、计算机爱好者



考试号: 70-240

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Contents

Chapter 1: Visual Basic Essentials.....	1
Understanding Visual Basic Development	2
Understanding Event-Driven Programming.....	3
Creating a Simple Visual Basic Application	4
Understanding the Files in a Visual Basic Project.....	5
Choosing a Visual Basic Project Template	7
Getting Assistance.....	9
Creating an Application.....	12
Using Controls	13
Setting Properties	15
Writing Procedures.....	17
Using Variables and Constants.....	20
Using Components	22
Adding a Menu.....	25
Debugging and Error Handling	27
Tools for Debugging.....	28
Handling Run-Time Errors	29
Error-Handling Options	32
Compiling an Executable File.....	33
Overview of the State University Bookstore Application.....	35
Self-Check Questions	38
Chapter 2: Using Visual Data Access Tools.....	41
Universal Data Access.....	42
Understanding OLE DB.....	43
Introduction to Visual Data Access Tools.....	45
Accessing Data from Visual Basic	46
Connecting to a Data Source.....	47
Using the Data Environment Designer	48
Creating a Connection	50
Setting Connection Properties	51
Practice: Connecting to a Data Source.....	53
Using the Data View Window.....	54
Getting Data from a Connection	56
Creating a Command.....	57
Accessing the Results of a Command.....	59
Organizing Data	60
Grouping Records.....	61
Relating Commands	62
Using Aggregates	64
Presenting Data	65
Creating Bound Forms.....	66
Using the ADO Data Control	69
Using Format Objects	70
Using the Data Form Wizard	72
Building Reports with the Data Report Designer	73
Self-Check Questions	75
Chapter 3: Using Class Modules.....	77
Designing an Application	78
Using Objects and Components	79
Advantages of Using COM Components.....	80

Windows Distributed interNet Architecture.....	81
What Is a Class Module?	82
Creating Class Modules.....	83
Using the Class Builder	84
Class Module Events	89
Adding Component Information and Help.....	90
Using the Object Browser.....	91
Practice: Using the Class Builder	92
Adding Properties, Methods, and Events.....	93
Creating Properties	94
Creating Methods	97
Using Named Constants.....	98
Adding Events to a Class	100
Raising Errors from a Class	102
Using a Class Module.....	103
Creating an Instance of a Class	104
Using a Class.....	105
Handling Events.....	106
Practice: Using a Class Module.....	108
Creating Data-Bound Class Modules	109
Creating a Data Source Class	110
Creating a Data Consumer Class	113
Self-Check Questions	115
Chapter 4: Building ActiveX Controls.....	117
Creating an ActiveX Control	118
Introduction to Controls.....	119
Steps for Creating an ActiveX Control.....	120
Adding Constituent Controls.....	121
UserControl Events	123
Interacting with a Container Application	125
Setting Display Characteristics of Your Control	127
Customizing Your Control for the Visual Basic Environment.....	129
Exposing Properties, Methods, and Events.....	131
Using the ActiveX Control Interface Wizard.....	132
Adding Properties.....	133
Exposing Constituent Control Properties.....	134
Adding Methods.....	136
Storing and Retrieving Property Values	137
Exposing Named Constants	139
Raising Control Events.....	140
Testing a Control.....	142
Testing the Control's User Interface	143
Testing the Control Programmatically.....	145
Creating Property Pages	147
Using the Property Page Wizard	148
Creating the Property Page Interface Manually.....	150
Implementing Property Page Behavior	151
Establishing Property Page Relationships.....	153
Creating a Data-Bound Control.....	156
Making a Control Bindable.....	157
Updating Bound Properties.....	159
Using the DataRepeater Control.....	160
Testing Data-Bound Controls.....	162
Creating a Data Source Control	163
Self-Check Questions	165

Chapter 5: Using ActiveX Data Objects	167
Overview of ADO	168
Introduction to ADO	169
Understanding the ADO Object Model	170
Handling Data Access Errors	172
Connecting to a Data Source	174
Introduction to the Connection Object	175
Connecting to and Disconnecting from a Data Source	178
Using Connection Object Events	179
Using Multiple Connections on a Database	181
Connecting to Multiple Data Sources	182
Retrieving Data from a Data Source	183
Using the Command Object	184
Using the Recordset Object	186
Presenting Data to the User	191
Navigating Through a Recordset	193
Practice: Creating a Recordset	195
Sorting and Searching Data	196
Sorting Records	197
Filtering Records	198
Searching Records	199
Updating Data	200
Using the Execute Method	201
Using a Recordset	204
Using Disconnected Data	206
Creating a Disconnected Recordset Object	207
Persisting a Recordset	209
Reconnecting to a Data Source	210
Submitting Changes to a Data Source	211
Creating Dynamic Recordsets	212
Understanding Performance Considerations	214
Self-Check Questions	215
Chapter 6: Advanced Data Access Issues	217
Overview of SQL Server Security	218
Understanding SQL Server Security	219
Using SQL Server Security and ADO	220
Using Cursors	221
Choosing a Cursor Type	222
Choosing a Cursor Location	225
Practice: Using Cursors	227
Enforcing Data Integrity	228
Using Record Locking	229
Using Database Transactions	231
SQL Server Data Integrity Features	233
Handling Referential Integrity Errors	235
Executing Statements on a Database	237
Executing Statements Directly	238
Overview of Stored Procedures	240
Calling a Stored Procedure	241
Self-Check Questions	245
Chapter 7: Using COM Components	247
Introduction to Using COM Components	248
Creating a Client Application	249
Making the Component Available	250
Declaring Object Variables	252

Creating Objects for Components	254
Using Components	257
Using Microsoft Internet Explorer	258
Creating an Instance of Microsoft Internet Explorer	259
Using Microsoft Internet Explorer Properties	261
Using Microsoft Internet Explorer Methods	262
Handling Microsoft Internet Explorer Events	263
Releasing the Internet Explorer Object	265
Self-Check Questions	266
Chapter 8: Building COM Components	269
Introduction to COM Components	270
Creating COM Components	272
In-Process vs. Out-of-Process Components	273
Setting Project Properties	275
Setting the Instancing Property	277
Declaring Friend Properties and Methods	279
Compiling a Component	280
Registering a Component	282
Testing a Component	283
Component Design Considerations	284
Using Visual Component Manager	285
Creating an Object Model	286
Understanding Object Models	287
Building an Object Model for Your COM Component	288
Storing Objects in a Collection	289
Adding Error Handling	290
Error Handling Styles	291
Raising Run-Time Errors	292
Self-Check Questions	295
Chapter 9: Optimizing and Deploying Applications	297
Optimizing an Application	298
Saving Application Settings	299
Using Resource Files	301
Tuning Application Performance	305
Compiling to Native Code	307
Optimizing an Executable	309
Creating a Help File for an Application	311
Deploying an Application	312
Using the Package and Deployment Wizard	313
Packaging an Application	315
Distributing an Application	316
Understanding Setup Files	317
Deploying an ActiveX Control	319
Options for Distributing Controls	320
Adding a Control to an HTML Page	321
Licensing an ActiveX Control	322
Signing an ActiveX Control	325
Packaging a Control for the Internet	326
Self-Check Questions	328
Chapter 10: Building Internet Applications	331
Using the WebBrowser Control	332
Introduction to the WebBrowser Control	333
Basic Operations of the WebBrowser Control	334
Creating Active Documents	335
Introduction to Active Documents	336
Steps for Creating an Active Document	337

Using the UserDocument Object	338
Migrating a Form to an Active Document	340
Working with an Active Document	341
Creating DHTML Applications	343
Introduction to DHTML Applications	344
Steps for Creating a DHTML Application	345
Creating the User Interface	346
Writing Code in a DHTML Application	348
Using a DHTML Application	349
Practice: Creating a DHTML Application	350
Creating IIS Applications	351
Introduction to IIS Applications	352
Steps for Creating an IIS Application	353
Working with the WebClass Designer	354
Writing Code in a Webclass	356
Using an IIS Application	359
Practice: Creating an IIS Application	360
Self-Check Questions	361

Chapter 1: Visual Basic Essentials

To complete this course successfully, you should have a basic understanding of how to work with Microsoft® Visual Basic®. This chapter provides a brief review of the skills you need to create Visual Basic applications.

Objectives

After completing this chapter, you will be able to:

- ◆ Use Visual Basic to create a simple application and an executable file for users.
- ◆ List the files that comprise a Visual Basic application.
- ◆ Use the Visual Basic debugging tools.
- ◆ Add run-time error handling to a procedure.

13

Understanding Visual Basic Development

This section introduces you to some of the fundamental concepts of Visual Basic development. It lists the steps necessary to create a Visual Basic application, and provides a brief summary of Help resources for Visual Basic.

This section includes the following topics:

- ◆ Understanding Event-Driven Programming
- ◆ Creating a Simple Visual Basic Application
- ◆ Understanding the Files in a Visual Basic Project
- ◆ Choosing a Visual Basic Project Template
- ◆ Getting Assistance

Notes

14 Understanding Event-Driven Programming

Visual Basic is derived from the Basic language, which is a structured programming language. However, Visual Basic uses an event-driven programming model.

Procedural Applications

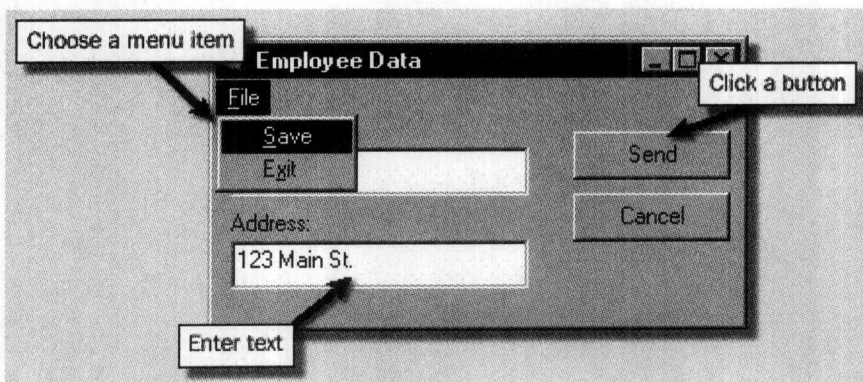
In traditional or procedural applications, the application controls which portions of code run and the sequence in which they run. Application execution starts with the first line of code and follows a predefined path through the application, calling procedures as needed.

Event-Driven Applications

In an event-driven application, execution does not follow a predetermined path. Instead, different code sections run in response to events. Events can be triggered by the user's actions, by messages from the system or other applications, or from inside the application itself. The sequence of events determines the sequence in which the code runs. Therefore, the path through the application's code can differ each time the program runs.

An essential part of event-driven programming is writing code that responds to all the possible events that may occur in an application. Visual Basic makes it easy to implement an event-driven programming model.

The following illustration shows some actions that generate events to which you can respond by writing code. These events can occur in any order.



15 Creating a Simple Visual Basic Application

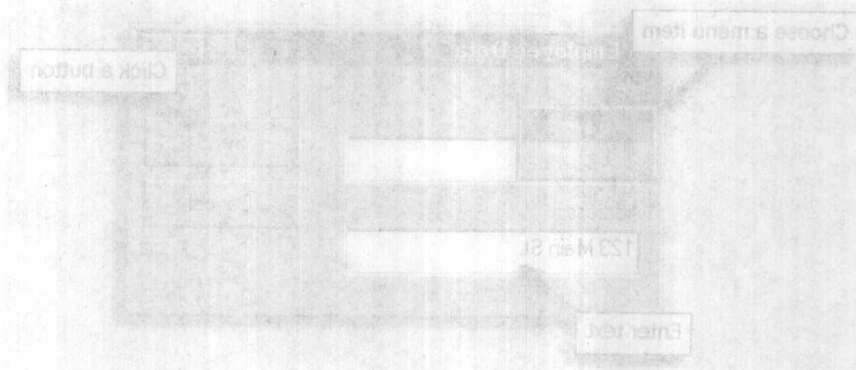
You use the following steps to create an application in Visual Basic:

1. Create the user interface of the application.
2. Write code that responds to events that occur in the user interface.

To see a demonstration of how to create the user interface and add code for a simple application in Visual Basic, click this icon.

 (CD-ROM plays the demonstration, "Creating a Simple Application.")

3. Create components.
4. Test the application.
5. Compile and distribute the application and components.



16 Understanding the Files in a Visual Basic Project

As you develop an application, you work with a project to manage all the different files that make up the application. A project can include the following files:

- ◆ **Group Project File (.vbg)**
The group project file is a list of all the projects contained in one group.
- ◆ **Project File (.vbp)**
The project file is a list of all the files and components associated with the project, as well as information about the environment options you set. Visual Basic updates this file every time you save the project.
- ◆ **Form Module (.frm)**
A form module contains textual descriptions of the form and its controls, including property settings. A form module can also contain form-level declarations of constants, variables, and external procedures, event procedures, and general procedures.
- ◆ **Form Data File (.frx)**
Visual Basic creates one binary data file for each form. The file contains binary properties such as pictures or icons. Binary data files are automatically generated and cannot be edited.
- ◆ **Class Module (.cls)**
Class modules are similar to form modules, except class modules have no visible user interface. You can use class modules to create your own objects, including code for methods and properties.
- ◆ **Standard Module (.bas)**
Standard modules can contain global declarations of types, constants, variables, external procedures, and public procedures.
- ◆ **User Control (.ctl) and Property Page Modules (.pag)**
User Control and Property Page modules are similar to forms, but are used to create ActiveX® controls and their associated property pages for displaying design-time properties.
- ◆ **ActiveX Controls (.ocx)**
ActiveX controls are optional controls that you can add to the toolbox and use on forms. When you install Visual Basic, the files containing the controls included with Visual Basic are copied to a common folder (the Windows\System folder under Microsoft Windows® 95). Additional ActiveX controls are available from a wide variety of sources. You can also create your own controls using the Professional or Enterprise editions of Visual Basic.
- ◆ **ActiveX Documents (.dob)**
ActiveX documents are similar to forms, but are displayable in an Internet browser such as Internet Explorer.
- ◆ **Active Designer File (.dsr)**
Active Designer files store information about the designers you add to your project. These files cannot be edited and are automatically generated for any designer used in an application.
- ◆ **Resource File (.res)**
Resource files contain bitmaps, text strings, and other data that you can change without having to reedit or recompile your code. A project can contain no more than one resource file.

For more information about binary data files and project files, read the article "Visual Basic Specifications, Limitations, and File Formats" in Visual Basic Help.

For a complete list of the files in a Visual Basic project, read the article "Project File Formats" in Visual Basic Help.

- ◆ **Group Project File (.vbg)**
The group project file is a list of all the projects contained in one group.
- ◆ **Project File (.vbp)**
The project file is a list of all the files and components associated with the project, as well as information about the environment options you set. Visual Basic updates this file every time you save the project.
- ◆ **Form Module (.frm)**
A form module contains textual descriptions of the form and its controls, including property settings. A form module can also contain form-level declarations of constants, variables, and external procedures, event procedures, and general procedures.
- ◆ **Form Data File (.fdb)**
Visual Basic creates one binary data file for each form. The file contains binary properties such as pictures or icons. Binary data files are automatically generated and cannot be edited.
- ◆ **Class Module (.cls)**
Class modules are similar to form modules, except class modules have no visible user interface. You can use class modules to create your own objects, including code for methods and properties.
- ◆ **Standard Module (.bas)**
Standard modules can contain global declarations of types, constants, variables, external procedures, and public procedures.
- ◆ **User Control (.ctl) and Property Page Modules (.ppg)**
User Control and Property Page modules are similar to forms, but are used to create ActiveX® controls and their associated property pages for displaying design-time properties.
- ◆ **ActiveX Controls (.ocx)**
ActiveX controls are optional controls that you can add to the toolbox and use on forms. When you install Visual Basic, the files containing the controls included with Visual Basic are copied to a common folder (the Windows\System folder under Microsoft Windows 95). Additional ActiveX controls are available from a wide variety of sources. You can also create your own controls using the Professional or Enterprise editions of Visual Basic.
- ◆ **ActiveX Documents (.dca)**
ActiveX documents are similar to forms, but are displayable in an Internet browser such as Internet Explorer.
- ◆ **Active Designer File (.adp)**
Active Designer files store information about the designers you add to your project. These files cannot be edited and are automatically generated for any designer used in an application.
- ◆ **Resource File (.res)**
Resource files contain bitmaps, text strings, and other data that you can change without having to reedit or recompile your code. A project can contain no more than one resource file.

17 Choosing a Visual Basic Project Template

Visual Basic offers several project templates designed to support the development of different kinds of applications and components. As you begin developing an application, you first decide what kind of project template to use. A project template contains the basic project objects and environment settings you need to create the type of application or component you want.

You will learn about the following project templates in this course:

- ◆ Standard EXE

Standard EXE projects contain a form by default. Use this project template to develop a stand-alone application. For more information, see *Creating a Simple Visual Basic Application* in this chapter.

- ◆ Data Project

A Data Project is a Standard EXE project that, in addition to a form, contains a **DataEnvironment** object and a **DataReport** object by default. Use this project template to develop an application that reads or manipulates data from a data source. For more information, see Chapter 2: Using Visual Data Access Tools.

Note Data Project templates contain references to the Microsoft ActiveX Data Objects (ADO) library and several other data-specific components. If you do not need all of the components that are included by default, you can use a Standard EXE project template instead, and set references manually for the components you want. For information about how to set references, see *Using Components* in this chapter.

- ◆ ActiveX EXE/ActiveX DLL

ActiveX EXE and ActiveX DLL projects contain a class module by default. Use these project templates to develop COM components that expose functionality to other applications.

Use an ActiveX EXE project template if your component will both expose functionality programmatically and run as a stand-alone application. Use an ActiveX DLL project template if your component will only be used programmatically by another application. For more information, see Chapter 8: Building COM Components.

- ◆ ActiveX Control

ActiveX Control projects contain a **UserControl** object by default. Use this project template to create a component designed to be a user interface element in a form or dialog box. For more information, see Chapter 4: Building ActiveX Controls.

- ◆ ActiveX Document EXE/ActiveX Document DLL

ActiveX Document EXE and ActiveX Document DLL projects contain a **UserDocument** object by default. Use these project templates to create components designed for use in a document object container, such as Internet Explorer. For more information, see Chapter 10: Building Internet Applications.

- ◆ DHTML Application

DHTML Application projects contain a **DHTMLPage** object and a class module by default. Use this project template to create a component that can be used on the client side of a Web application. For more information, see Chapter 10: Building Internet Applications.

Notes