## Deitel® Se

### **How To Program Series**

Advanced Java™ 2 Platform How to Program

C How to Program, 4/E

C++ How to Program, 5/E - Including Cyber Classroom

e-Business and e-Commerce How to Program

Internet and World Wide Web How to Program, 3/E

Java<sup>™</sup> How to Program, 6/E – Including Cyber Classroom

Small C++ How to Program, 5/E - Including Cyber Classroom

Small Java™ How to Program, 6/E - Including Cyber Classroom

Perl How to Program

Python How to Program

Visual Basic® 2005 How to Program, 3/E

Visual C++® .NET How to Program

Visual C#® 2005 How to Program, 2/E

Wireless Internet & Mobile Business How to Program

XML How to Program

دیثل هاروی ۱۹۴۵-م.

Visual basic 2005: How to Program / Deitel, P.J.Deitel, Deitel, H.M.

تهران ، اورست ، ۱۳۸۷ . ۲۰۰۸

آأXX ، ١٥١٣ . من : مصور

فهرست نویسی بر اساس اطلاعات نیپا

انكليسي

نمايه

افست از روی ویراست سوم ۲۰۰۶

ويژوال بيسيک ۲۰۰۵-ويژوال بيسيک ايکروساند م (زبان برنامه نویسی کامپیوتر)

دبتل ، بل - Deitel , P.J.

1.17010

انتشارات اورست

كتابخانة ملى ايران

· 0/89A

از این کتاب به نعداد ۱۰۰۰ نسخه چاپ و صحافی گردید.

چاپ ارل – ۱۳۸۷ آدرس: تهران - خیابان کا کر جنوبی - خیابان لبافی نژاد غربی

يلاک ۲۹۲ – تلفن : ۶۶۲۲۹۲۰ – ۲۹۲۶۶۶



### Simply Series Simply Visual Basic® .NET: An Simply C++: An Application-Driven Application Driven Tutorial Tutorial Approach Approach (Visual Studio NET and a Simply C#: An Application-Driven 2002 Edition) Tutorial Approach Simply Visual Basic® NET: An Simply Java™ Programming: An Application Driven Tutorial Application-Driven Tutorial Approach (Visual Studio .NET....... Approach 2003 Edition) Also Available SafariX Web Books www.SafariX.com To follow the Deitel publishing program, please register at: www.deitel.com/newsletter/subscribe.html for the free DEITEL® BUZZ ONLINE e-mail newsletter. To communicate with the authors, send e-mail to: deitel@deitel.com For information on corporate on-site seminars offered by Deitel & Associates, Inc. worldwide, visit: www.deitel.com or write to deitel@deitel.com For continuing updates on Prentice Hall/Deitel publications visit: www.deitel.com, www.prenhall.com/deitel or www.InformIT.com/deitel

If you purchased this book within the United States or Canada you should be aware that it has been wrongfully imported without the approval of the Publisher or the Author.

Vice President and Editorial Director, ECS: Marcia J. Horton

Associate Editor: Jennifer Cappello Assistant Editor: Carole Snyder

Executive Managing Editor: Vince O'Brien

Managing Editor: Bab Engelbards

Production Editors: Donna M. Crilly, Marta Samsel

Director of Creative Services: Paul Belfansi A/V Production Editor: Xiaohong Zhu Art Studio: Artworks, York, PA Creative Director: Juan López Art Director: Kristine Carney

Cover Design: Abbey S. Deitel, Harvey M. Deitel, Francesco Santalucia, Kristine Carney

Interior Design: Harvey M. Deitel, Kristine Carney Manufacturing Manager: Alexis Heydt-Long Manufacturing Buyer: Lisa McDowell Executive Marketing Manager: Robin O'Brien



© 2006 by Pearson Education, Inc. Upper Saddle River, New Jersey 07458

The authors and publisher of this book have used their best efforts in preparing this book. These efforts include the development, research, and testing of the theories and programs to determine their effectiveness. The authors and publisher make no warranty of any kind, expressed or implied, with regard to these programs or to the documentation contained in this book. The authors and publisher shall not be liable in any event for incidental or consequential damages in connection with, or arising out of, the furnishing, performance, or use of these programs.

Many of the designations used by manufacturers and sellers to distinguish their products are claimed as trademarks and registered trademarks. Where those designations appear in this book, and Prentice Hall and the authors were aware of a trademark claim, the designations have been printed in initial caps or all caps. All product names mentioned remain trademarks or registered trademarks of their respective owners.

All rights reserved. No part of this book may be reproduced, in any form or by any means, without permission in writing from the publisher.

Printed in the United States of America

10 9 8 7 6 5 4 3 2 1

ISBN 0-13-227958-4

Pearson Education Ltd., London
Pearson Education Australia Pty. Ltd., Sydney
Pearson Education Singapore, Pte. Ltd.
Pearson Education North Asia Ltd., Hong Kong
Pearson Education Canada, Inc., Toronto
Pearson Educación de Mexico, S.A. de C.V.
Pearson Educación Halaysia, Pte. Ltd.

Pearson Education, Inc., Upper Saddle River, New Jersey

# VISUAL BASIC® 2005 HOW TO PROGRAM

THIRD EDITION

**Pearson International Edition** 

H. M. Deitel

Deitel & Associates, Inc.

P. J. Deitel

Deitel & Associates, Inc.





### Trademarks

Microsoft<sup>®</sup>, Visual Studio<sup>®</sup>, Visual Basic<sup>®</sup> and Visual Web Developer<sup>TM</sup> are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Object Management Group TM, OMG TM, Unified Modeling Language TM and UML TM are trademarks of Object Management Group, Inc.



### Contents

	Preface	(iii
ÇS SÉM	Introduction to Computers, the Internet and Visual Basic	Ī
1.1	Introduction	2
1.2	What Is a Computer?	3
1.3	Computer Organization	3 5
1.4	Early Operating Systems	5
1.5	Personal Computing, Distributed Computing and Client/Server Computing	6
1.6	Hardware Trends	6
1.7	Microsoft's Windows® Operating System	7
1.8	Machine Languages, Assembly Languages and High-Level Languages	8
1.9	Visual Basic	10
1.10	C, C++, Java and Visual C#	11
1.11	Other High-Level Languages The Internet and the World Wide Web	12
1.12		12
1.13	Extensible Markup Language (XML) Microsoft's .NET	13
1.14	The .NET Framework and the Common Language Runtime	14
1.15	Test-Driving a Visual Basic Application	15
1.17	(Only Required Section of the Case Study) Software Engineering Case Study	*
1,17	Introduction to Object Technology and the UML	18
1.18	Wrap-Up	23
1.19	Web Resources	24
11.27		
mik.	Landa da Mina de cha Vienal Rocie Everess	
2	Introduction to the Visual Basic Express	34
	2005 IDE	_ •
2.1	Introduction	35
2.2	Overview of the Visual Studio 2005 IDE	35
2.3	Menu Bar and Toolbar	41
2.4	Navigating the Visual Studio IDE	43
	2.4.1 Solution Explorer	45 47
	2.4.2 Toolbox	48
	2.4.3 Properties Window	49
2.5	Using Help	7.7

	and the second	
34	Contents	•
-	COINCILL	٠

2.6	Using Visual Programming to Create a Simple Program that Displays  Text and an Image	52
2.7	Wrap-Up	53 65
2.8	Web Resources	65
3	Introduction to Visual Basic Programming	75
3.1	Introduction	76
3.2	Displaying a Line of Text	76 76
3.3	Creating Your First Console Application in Visual Basic Express	80
3.4	Displaying a Single Line of Text with Multiple Statements	88
3.5	Adding Integers	89
3.6	Memory Concepts	92
3.7	Arithmetic	93
3.8	Decision Making: Equality and Relational Operators	97
3.9	Using a Message Dialog to Display a Message	101
3.10	(Optional) Software Engineering Case Study:	
2.11	Examining the ATM Requirements Document	106
3.11	Wrap-Up	116
3.12	Web Resources	117
4	Introduction to Classes and Objects	125
4.1	Introduction	126
4.2	Classes, Objects, Methods and Instance Variables	126
4.3	Declaring a Class with a Method and Instantiating an Object of a Class	128
4.4	Lieclaring a Method with a Parameter	131
4.5	Instance Variables and Properties	134
4.6	Value Types and Reference Types	141
4.7	Initializing Objects with Constructors	142
4.8	Validating Data with Set Accessors in Properties	145
4.9	(Optional) Software Engineering Case Study:	
4.10	Identifying the Classes in the ATM Requirements Document Wrap-Up	149
1.10	w тар-ор	156
5	Control Statements: Part	
		165
5.1 5.2	Introduction	166
5.3	Algorithms Pseudocode	167
5.4 5.4	Control Structures	167
5.5	IfThen Selection Statement	168
5.6	IfThenElse Selection Statement	170
5.7	While Repetition Statement	172
5.8	Do WhileLoop Repetition Statement	174
5.9	Do UntilLoop Repetition Statement	177
	Venezuitelle	177

5.10	Compound Assignment Operators	178
5.11	Formulating Algorithms: Counter-Controlled Repetition	180
5.12	Formulating Algorithms: Sentinel-Controlled Repetition	184
5.13	Formulating Algorithms: Nested Control Statements	193
5.14	Formulating Algorithms: Nested Repetition Statements	198
5.15	Visual Basic Programming in a Windows Application	202
5.16 5.16	(Optional) Software Engineering Case Study:	
),10	Identifying Class Attributes in the ATM System	209
5.17	Wrap-Up	213
).17	тар ор	
6	Control Statements: Part 2	225
6.1	Introduction	226
6.2	Essentials of Counter-Controlled Repetition	226
6.3	ForNext Repetition Statement	227
6.4	Examples Using the ForNext Statement	231
6.5	GradeBook Case Study: SelectCase Multiple-Selection Statement	236
6.6	DoLoop While Repetition Statement	243
6.7	DoLoop Until Repetition Statement	244
6.8	Using the Exit Statement in Repetition Statements	246
6.9	Using the Continue Statement in Repetition Statements	248
6.10	Logical Operators	250
6.11	(Optional) Software Engineering Case Study:	
	Identifying Objects' States and Activities in the ATM System	256
6.12	Wrap-Up	260
7	Methods: A Deeper Look	269
7.1	Introduction	270
7.2	Modules, Classes and Methods	271
7.3	Subroutines: Methods That Do Not Return a Value	272
7.4	Functions: Methods That Return a Value	275
7.5	Shared Methods and Class Math	276
7.6	GradeBook Case Study: Declaring Methods with Multiple Parameters	278
7.7	Notes on Declaring and Using Methods	282
7.8	Method Call Stack and Activation Records	283
7.9	Implicit Argument Conversions	284
7.10		286
7.11		287
7.12		289
7.13		290 29 <b>3</b>
7.14		296
7.15		303
7.16		307
7.17		309
7.18	Optional Parameters	1011

Contents

χì

xii	Contents

7.19	Recursion	311
7.20	· 1 · O · O · O · O · O · O · O · O · O	
	Identifying Class Operations in the ATM System	315
7.21	Wrap-Up	322
8	Arrays Introduction Arrays Declaring and Allocating Arrays	335
8.1	Introduction	336
8.2	Arrays	337
8.3	Declaring and Allocating Arrays	338
8.4	Examples Using Arrays	339
	8.4.1 Allocating an Array	339
	8.4.2 Initializing the Values in an Array	340
	8.4.3 Summing the Elements of an Array	341
	8.4.4 Using Arrays to Analyze Survey Results	- 342
	8.4.5 Using Bar Charts to Display Array Data Graphically	344
	8.4.6 Using the Elements of an Array as Counters	345
8.5	Case Study: Card Shuffling and Dealing Simulation	347
8.6	Passing an Array to a Method	351
8.7	For EachNext Repetition Statement	354
8.8	GradeBook Case Study: Using an Array to Store Grades	355
8.9	Sorting an Array with Method Sort of Class Array	360
8.10	Searching Arrays	363
	8.10.1 Searching an Array with Linear Search	363
	8.10.2 Searching a Sorted Array with Method BinarySearch	
	of Class Array	365
8.11	Rectangular Arrays	367
8.12	GradeBook Case Study: Using a Rectangular Array	369
8.13	Variable-Length Parameter Lists	375
8.14	Jagged Arrays	376
8.15	Changing the Size of an Array at Execution Time:	
0.17	Using the ReDim Statement	377
8.16	Passing Arrays: ByVal vs. ByRef	378
8.17	(Optional) Software Engineering Case Study:	
8.18	Collaboration Among Objects in the ATM System	382
0.10	Wrap-Up	390
9	Classes and Objects: A Deeper Look	398
9.1	Introduction	399
9.2	Time Class Case Study	399
9.3	Class Scope	407
9.4	Default and Parameterless Constructors	407
9.5	Time Class Case Study: Overloaded Constructors	407
9.6	Partial Classes	413
9.7	Composition	413
9.8	Using the Me Reference to Access the Current Object	417

	Contents	xiii
9.9	Garbage Collection	419
9.10	Shared Class Members	420
9.11	Const. and ReadOnly Members	424
9.12	Object Browser	426
9.13	Time Class Case Study: Creating Class Libraries	429
9.14	(Optional) Software Engineering Case Study:	
	Starting to Program the Classes of the ATM System	434
9.15	Wrap-Up	439
00	Object-Oriented Programming: Inheritance	449
		450
10.1	Introduction	451
10.2	Base Classes and Derived Classes	453
10.3	Protected Members Relationship between Base Classes and Derived Classes	454
10.4	10.4.1 Creating and Using a CommissionEmployee Class	455
	10.4.2 Creating a BasePlusCommissionEmployee Class without	-2-2
	Using Inheritance	459
	10.4.3 Creating a CommissionEmployee—BasePlusCommissionEmployee	
	Inheritance Hierarchy	464
	10.4.4 CommissionEmployee—BasePlusCommissionEmployee	
	Inheritance Hierarchy Using Protected Instance Variables	469
	10.4.5 CommissionEmployee—BasePlusCommissionEmployee	175
	Inheritance Hietarchy Using Private Instance Variables	475
10.5	Constructors in Derived Classes	480 486
10.6	Software Engineering with Inheritance	487
10.7	Class Object	488
10.8	Friend Members	489
10.9	Wrap-Up	
,	Object-Oriented Programming: Polymorphism	495
11.1	Introduction	496
11.2	Polymorphic Video Game	498
11.3	Demonstrating Polymorphic Behavior	499
11.4	Abstract Classes and Methods	501
11.5	Case Study: Payroll System Class Hierarchy Using Polymorphism	504
	11.5.1 Creating Abstract Base Class Employee	505
	11.5.2 Creating Concrete Derived Class SalariedEmployee	507 509
	11.5.3 Creating Concrete Derived Class Hourly Employee	511
	11.5.4 Creating Concrete Derived Class CommissionEmployee	711
	11.5.5 Creating Indirect Concrete Derived Class  BasePlusCommissionEmployee	512
	11.5.6 Demonstrating Polymorphic Processing, Expression	-
	TypeOfIs, TryCast and Downcasting	513
	11.5.7 Summary of the Allowed Assignments between Base Class	
	and Derived Class Variables	518

	Annual Control
XİY	Contents

11.6	NotOverridable Methods and NotInheritable Classes	519
11.7	Case Study: Creating and Using Interfaces	519
	11.7.1 Developing an IPayable Hierarchy	521
	11.7.2 Declaring Interface IPayable	522
	11.7.3 Creating Class Invoice	522
	11.7.4 Modifying Class Employee to Implement Interface IPayable	525
	11.7.5 Modifying Class SalariedEmployee for Use in the IPayable Hierarchy	
	11.7.6 Using Interface IPayable to Process Invoices and Employees	527
	Polymorphically 11.7.7 Common Interfaces of the .NET Framework	529
11.8	Class Library (FCL) (Optional) Software Engineering Case Study:	530
	Incorporating Inheritance and Polymorphism into the ATM System	530
11.9	Wrap-Up	539
		237
12	Exception Handling	545
12.1		_
12.2	Exception Handling Overview	546
12.3	Example: Divide by Zero Without Exception Handling	547
12.4	Example: Handling DivideByZeroExceptions and FormatExceptions	547
	12.4.1 Enclosing Code in a Try Block	550
	12.4.2 Catching Exceptions	552
	12.4.3 Uncaught Exceptions	553
	12.4.4 Termination Model of Exception Handling	553
	12.4.5 Flow of Control When Exceptions Occur	553 554
12.5	NET Exception Hierarchy	555
	12.5.1 Classes ApplicationException and SystemException	555
	12.5.2 Determining Which Exceptions a Method Throws	
12.6	Finally Block	556 557
12.7	Exception Properties	557
12.8	User-Defined Exception Classes	564
12.9	Wrap-Up	568 571
		571
13	Graphical User Interface Concepts: Part 1	577
13.1	Introduction	
13.2	Windows Forms	578 580
13.3	Event Handling	
	13.3.1 A Simple Event-Driven GUI	582 582
	13.3.2 Another Look at the Visual Studio Generated Code	582
	13.3.3 Delegates and the Event-Handling Mechanism	584
	13.3.4 Other Ways to Create Event Handlers	585
	13.3.5 Locating Event Information	586
13.4	Control Properties and Layout	587
	*/	588

	Con	tents	χv	
			ron.	
	Labels, TextBoxes and Buttons		592	
	GroupBoxes and Panels		595	
13.7	CheckBoxes and RadioButtons		598	
13.8	PictureSoxes		606	
	ToolTips		607	
13.10	Numeric Up Down Control		609	
13.11	Mouse-Event Handling		612	
13.12	Keyboard-Event Handling		615	
13.13	Wrap-Up		618	
14	Graphical User Interface Concepts: Part 2		627	
			628	
14.1	Introduction		628	
14.2	Menus		638	
	MonthCalendar Control		639	
	DateTimePicker Control		642	
	LinkLabel Control		645	
	ListBox Control		649	
	CheckedListBox Control		652	
	ComboBox Control		656	
	TreeView Control		661	
	ListView Control		667	
14.11	TabControl Control Multiple Document Interface (MDI) Windows		671	
			679	
	Visual Inheritance		682	
	User-Defined Controls		686	
14.15	Wrap-Up			
14,	Multithreading		694	
15.1	Introduction		695	
	Thread States: Life Cycle of a Thread		696	
	Thread Priorities and Thread Scheduling		698	
15.4	Creating and Executing Threads		700	
15.5	Thread Synchronization and Class Monitor		703	
15.6	Producer/Consumer Relationship without Thread Synchronization		705	
15.7	Producer/Consumer Relationship with Thread Synchronization		711	
15.8	Producer/Consumer Relationship: Circular Buffer		719	
15.9	Multithreading with GUIs		727	
	Wrap-Up		731	
Ġ	Strings, Characters and Regular Expression	is	740	
			741	
16.1	Introduction 4 Series		742	
16.2	Fundamentals of Characters and Strings		743	
16.3	String Constructors		773	

### xviii Contents

21.3	Multitier Application Architecture	1020
21.4	Creating and Running a Simple Web-Form Example	1021
	21.4.1 Examining an ASPX File	1022
	21.4.2 Examining a Code-Behind File	1024
	21.4.3 Relationship Between an ASPX File and a Code-Behind File	1025
	21.4.4 How the Code in an ASP.NET Web Page Executes	1026
	21.4.5 Examining the XHTML Generated by an ASP.NET Application	
	21.4.6 Building an ASP.NET Web Application	1027
21.5	Web Controls	1035
	21.5.1 Text and Graphics Controls	1036
	21.5.2 AdRotator Control	1041
	21.5.3 Validation Controls	1045
21.6	Session Tracking	1057
	21.6.1 Cookies	1058
	21.6.2 Session Tracking with HttpSessionState	1066
21.7	Case Study: Connecting to a Database in ASP.NET	1073
	21.7.1 Building a Web Form That Displays Data from a Database	1074
	21.7.2 Modifying the Code-Behind File for the Guestbook Application	1084
21.8	Case Study: Secure Books Database Application	1085
	21.8.1 Examining the Completed Secure Books Database Application	1085
	21.8.2 Creating the Secure Books Database Application	1089
21.9	Wrap-Up	1114
21.10	Web Resources	1115
:	Web Co. 1	
	Web Services	1126
22.1	Introduction	1126 1127
	Introduction .NET Web Services Basics	
22.1	Introduction .NET Web Services Basics 22.2.1 Creating a Web Service in Visual Web Developer	1127
22.1	Introduction .NET Web Services Basics 22.2.1 Creating a Web Service in Visual Web Developer 22.2.2 Determining a Web Service's Functionality	1127 1128
22.1	Introduction .NET Web Services Basics 22.2.1 Creating a Web Service in Visual Web Developer 22.2.2 Determining a Web Service's Functionality 22.2.3 Testing a Web Service's Methods	1127 1128 1129
22.1 22.2	Introduction .NET Web Services Basics 22.2.1 Creating a Web Service in Visual Web Developer 22.2.2 Determining a Web Service's Functionality 22.2.3 Testing a Web Service's Methods 22.2.4 Building a Client to Use a Web Service	1127 1128 1129 1130
22.1 22.2 22.3	Introduction .NET Web Services Basics 22.2.1 Creating a Web Service in Visual Web Developer 22.2.2 Determining a Web Service's Functionality 22.2.3 Testing a Web Service's Methods 22.2.4 Building a Client to Use a Web Service Simple Object Access Protocol (SOAP)	1127 1128 1129 1130 1131
22.1 22.2	Introduction .NET Web Services Basics 22.2.1 Creating a Web Service in Visual Web Developer 22.2.2 Determining a Web Service's Functionality 22.2.3 Testing a Web Service's Methods 22.2.4 Building a Client to Use a Web Service Simple Object Access Protocol (SOAP) Publishing and Consuming Web Services	1127 1128 1129 1130 1131 1133
22.1 22.2 22.3	Introduction .NET Web Services Basics 22.2.1 Creating a Web Service in Visual Web Developer 22.2.2 Determining a Web Service's Functionality 22.2.3 Testing a Web Service's Methods 22.2.4 Building a Client to Use a Web Service Simple Object Access Protocol (SOAP) Publishing and Consuming Web Services 22.4.1 Defining the BugeInteger Web Service	1127 1128 1129 1130 1131 1133
22.1 22.2 22.3 22.4	Introduction .NET Web Services Basics 22.2.1 Creating a Web Service in Visual Web Developer 22.2.2 Determining a Web Service's Functionality 22.2.3 Testing a Web Service's Methods 22.2.4 Building a Client to Use a Web Service Simple Object Access Protocol (SOAP) Publishing and Consuming Web Services 22.4.1 Defining the BugeInteger Web Service 22.4.2 Building a Web Service in Visual Web Developer	1127 1128 1129 1130 1131 1133 1134
22.1 22.2 22.3 22.4	Introduction .NET Web Services Basics 22.2.1 Creating a Web Service in Visual Web Developer 22.2.2 Determining a Web Service's Functionality 22.2.3 Testing a Web Service's Methods 22.2.4 Building a Client to Use a Web Service Simple Object Access Protocol (SOAP) Publishing and Consuming Web Services 22.4.1 Defining the HugeInteger Web Service 22.4.2 Building a Web Service in Visual Web Developer 22.4.3 Deploying the HugeInteger Web Service	1127 1128 1129 1130 1131 1133 1134 1135
22.1 22.2 22.3 22.4	Introduction .NET Web Services Basics  22.2.1 Creating a Web Service in Visual Web Developer  22.2.2 Determining a Web Service's Functionality  22.2.3 Testing a Web Service's Methods  22.2.4 Building a Client to Use a Web Service Simple Object Access Protocol (SOAP)  Publishing and Consuming Web Services  22.4.1 Defining the HugeInteger Web Service  22.4.2 Building a Web Service in Visual Web Developer  22.4.3 Deploying the HugeInteger Web Service  22.4.4 Creating a Client to Consume the HugeInteger Web Service	1127 1128 1129 1130 1131 1133 1134 1135 1136
22.1 22.2 22.3 22.4	Introduction .NET Web Services Basics  22.2.1 Creating a Web Service in Visual Web Developer  22.2.2 Determining a Web Service's Functionality  22.2.3 Testing a Web Service's Methods  22.2.4 Building a Client to Use a Web Service Simple Object Access Protocol (SOAP)  Publishing and Consuming Web Services  22.4.1 Defining the HugeInteger Web Service  22.4.2 Building a Web Service in Visual Web Developer  22.4.3 Deploying the HugeInteger Web Service  22.4.4 Creating a Client to Consume the HugeInteger Web Service  22.4.5 Consuming the HugeInteger Web Service	1127 1128 1129 1130 1131 1133 1134 1135 1136 1141 1143
22.1 22.2 22.3 22.4	Introduction  NET Web Services Basics  22.2.1 Creating a Web Service in Visual Web Developer  22.2.2 Determining a Web Service's Functionality  22.2.3 Testing a Web Service's Methods  22.2.4 Building a Client to Use a Web Service  Simple Object Access Protocol (SOAP)  Publishing and Consuming Web Services  22.4.1 Defining the HugeInteger Web Service  22.4.2 Building a Web Service in Visual Web Developer  22.4.3 Deploying the HugeInteger Web Service  22.4.4 Creating a Client to Consume the HugeInteger Web Service  22.4.5 Consuming the HugeInteger Web Service  Session Tracking in Web Services	1127 1128 1129 1130 1131 1133 1134 1135 1136 1141 1143
22.1 22.2 22.3 22.4	Introduction .NET Web Services Basics  22.2.1 Creating a Web Service in Visual Web Developer  22.2.2 Determining a Web Service's Functionality  22.2.3 Testing a Web Service's Methods  22.2.4 Building a Client to Use a Web Service  Simple Object Access Protocol (SOAP)  Publishing and Consuming Web Services  22.4.1 Defining the HugeInteger Web Service  22.4.2 Building a Web Service in Visual Web Developer  22.4.3 Deploying the HugeInteger Web Service  22.4.4 Creating a Client to Consume the HugeInteger Web Service  22.4.5 Consuming the HugeInteger Web Service  Session Tracking in Web Services  22.5.1 Creating a Blackjack Web Service	1127 1128 1129 1130 1131 1133 1134 1135 1141 1143 1144 1148 1152
22.1 22.2 22.3 22.4	Introduction .NET Web Services Basics 22.2.1 Creating a Web Service in Visual Web Developer 22.2.2 Determining a Web Service's Functionality 22.2.3 Testing a Web Service's Methods 22.2.4 Building a Client to Use a Web Service Simple Object Access Protocol (SOAP) Publishing and Consuming Web Services 22.4.1 Defining the HugeInteger Web Service 22.4.2 Building a Web Service in Visual Web Developer 22.4.3 Deploying the HugeInteger Web Service 22.4.4 Creating a Client to Consume the HugeInteger Web Service 22.4.5 Consuming the HugeInteger Web Service 22.5.1 Creating a Blackjack Web Service 22.5.2 Consuming the Blackjack Web Service	1127 1128 1129 1130 1131 1133 1134 1135 1136 1141 1143 1144 1152 1153 1156
22.1 22.2 22.3 22.4	Introduction .NET Web Services Basics  22.2.1 Creating a Web Service in Visual Web Developer  22.2.2 Determining a Web Service's Functionality  22.2.3 Testing a Web Service's Methods  22.2.4 Building a Client to Use a Web Service  Simple Object Access Protocol (SOAP)  Publishing and Consuming Web Services  22.4.1 Defining the HugeInteger Web Service  22.4.2 Building a Web Service in Visual Web Developer  22.4.3 Deploying the HugeInteger Web Service  22.4.4 Creating a Client to Consume the HugeInteger Web Service  22.4.5 Consuming the HugeInteger Web Service  22.5.1 Creating a Blackjack Web Service  22.5.2 Consuming the Blackjack Web Service  Using Web Forms and Web Services	1127 1128 1129 1130 1131 1133 1134 1135 1136 1141 1143 1144 1152 1153 1156 1165
22.1 22.2 22.3 22.4	Introduction .NET Web Services Basics  22.2.1 Creating a Web Service in Visual Web Developer  22.2.2 Determining a Web Service's Functionality  22.2.3 Testing a Web Service's Methods  22.2.4 Building a Client to Use a Web Service Simple Object Access Protocol (SOAP)  Publishing and Consuming Web Services  22.4.1 Defining the HugeInteger Web Service  22.4.2 Building a Web Service in Visual Web Developer  22.4.3 Deploying the HugeInteger Web Service  22.4.4 Creating a Client to Consume the HugeInteger Web Service  22.4.5 Consuming the HugeInteger Web Service  22.5.1 Creating a Blackjack Web Service  22.5.2 Consuming the Blackjack Web Service  22.5.3 Adding Data Components to a Web Service	1127 1128 1129 1130 1131 1133 1134 1135 1136 1141 1143 1144 1152 1153 1156
22.1 22.2 22.3 22.4	Introduction .NET Web Services Basics  22.2.1 Creating a Web Service in Visual Web Developer  22.2.2 Determining a Web Service's Functionality  22.2.3 Testing a Web Service's Methods  22.2.4 Building a Client to Use a Web Service  Simple Object Access Protocol (SOAP)  Publishing and Consuming Web Services  22.4.1 Defining the HugeInteger Web Service  22.4.2 Building a Web Service in Visual Web Developer  22.4.3 Deploying the HugeInteger Web Service  22.4.4 Creating a Client to Consume the HugeInteger Web Service  22.4.5 Consuming the HugeInteger Web Service  22.5.1 Creating a Blackjack Web Service  22.5.2 Consuming the Blackjack Web Service  Using Web Forms and Web Services	1127 1128 1129 1130 1131 1133 1134 1135 1136 1141 1143 1144 1152 1153 1156 1165

		Contents <b>xxi</b>
E.5 E.6 E.7	Unicode Consortium's Web Site Using Unicode Character Ranges	1384 1385 1387
F	Introduction to XHTML: Part 1	1392
F.1 F.2 F.3 F.4 F.5 F.6 F.7 F.8 F.9	Introduction Editing XHTML First XHTML Example W3C XHTML Validation Service Headers Linking Images Special Characters and More Line Breaks Unordered Lists	1393 1393 1394 1397 1398 1400 1402 1406 1408
F.10 F.11	Nested and Ordered Lists Web Resources	1410 1412
G	Introduction to XHTML: Part 2	1413
G.10	Introduction Basic XHTML Tables Intermediate XHTML Tables and Formatting Basic XHTML Forms More Complex XHTML Forms Internal Linking Creating and Using Image Maps meta Elements frameset Element Nested framesets Web Resources	1414 1417 1419 1422 1429 1432 1435 1437 1441
	XHTML Special Characters	1444
	XHTML Colors	1446
J.1 J.2 J.3 J.4 J.5 J.6	ATM Case Study Code  ATM Case Study Implementation Class ATM Class Screen Class Keypad Class CashDispenser Class DepositSlot	1449 1449 1450 1455 1456 1457 1458

### xxii . Contents

Class Account	1459
	1461
	1463
	1465
	1466
	1470
·	1473
Wrap-Up	1473
UML 2: Additional Diagram Types	1474
	1474
Additional Diagram Types	1474
Primitive Types	1476
Index	1478
	UML 2: Additional Diagram Types Introduction Additional Diagram Types

### Preface

"Live in fragments no longer, only connect."

—Edgar Morgan Foster

Welcome to the world of Windows, Internet and Web programming with Visual Basic, Visual Studio 2005 and the .NET 2.0 platform! This book presents leading-edge computing technologies for computer science students, software developers and IT professionals.

At Deitel & Associates, we write computer science textbooks for college students and professional books for software developers. We also teach this material in industry seminars at organizations worldwide.

This book was a joy to create. To start, we put the previous edition under the microscope:

- We audited our Visual Basic presentation against the most recent Microsoft Visual Basic Language Specification, which can be found at www.microsoft.com/ downloads/details.aspx?FamilyID=6d50d709-eaa4-44d7-8af3e14280403e6e&DisplayLang=en.
- All of the chapters have been significantly updated and upgraded.
- We changed to an early classes and objects pedagogy. Now readers build reusable classes starting with a very friendly treatment in Chapter 4.
- We updated our object-oriented presentation to use the latest version of the UML (Unified Modeling Language)—UML<sup>TM</sup> 2.0—the industry-standard graphical language for modeling object-oriented systems.
- We added an optional OOD/UML automated teller machine (ATM) case study in Chapters 1, 3–9 and 11. The case study includes a complete Visual Basic code implementation of the ATM in Appendix J.
- We added several multi-section, object-oriented programming case studies.
- We incorporated key new features of Microsoft's latest release of Visual Basic— Visual Basic 2005—and added discussions on generics, .NET remoting and debugging.
- We significantly enhanced our treatment of XML, ADO.NET, ASP.NET and Web services.

All of this has been carefully scrutinized by a substantial team of academics, .NET industry developers and members of the Microsoft Visual Basic development team.

We believe that this book and its support materials have everything instructors and students need for an informative, interesting, challenging and entertaining Visual Basic educational experience. In this Preface, we overview various conventions used in the book, such as syntax coloring the code examples and code highlighting. We also discuss the book's comprehensive suite of ancillary materials that help instructors maximize their students' learning experience, including the Prentice Hall *Instructor's Resource Center*, Power-Point<sup>®</sup> Slide lecture notes, companion Web site, SafariX (Pearson Education's WebBook publications) and more.

Visual Basic 2005 How to Program, 3/e presents 220 complete, working Visual Basic programs and depicts their inputs and outputs in actual screen shots of running programs. This is our signature "live-code" approach—we present concepts in the context of complete working programs.

As you read this book, if you have questions, send an e-mail to deitel@deitel.com; we will respond promptly. For updates on this book and the status of Visual Basic software, and for the latest news on all Deitel publications and services, visit www.deitel.com regularly and be sure to sign up for the free Deitel® Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html.

### Before You Segin

### Downloading Microsoft Visual Basic 2005 Express Edition Software

On November 7, 2005 Microsoft released its Visual Studio 2005 development tools, including the Visual Basic 2005 Express Edition. Per Microsoft's Web site, Microsoft Express Editions are "lightweight, easy-to-use and easy-to-learn tools for the hobbyist, novice and student developer." According to the Microsoft Express Editions FAQ page (msdn.microsoft.com/vstudio/express/support/faq/), "Effective April 19th, 2006, all Visual Studio 2005 Express Editions are free permanently. SQL Server 2005 Express Edition has always been and will continue to be a free download."

You may use this software to compile and execute the example programs in the book. You can download Visual Basic 2005 Express Edition at:

msdn.microsoft.com/vstudio/express/vb/

When you install this software, you should install the help documentation and SQL Server 2005 Express. Microsoft provides a dedicated forum for help using the Express Edition:

forums.microsoft.com/msdn/ShowForum.aspx?ForumID=24

### Visual Basic 2005 How to Program, 3/e Code Examples

The book's source code is available for download at www.deitel.com/books/vbhtp3. Once you download the complete examples.zip file, use a ZIP file tool such as WinZip (available from www.winzip.com) to extract the files to the C:\ folder on your computer. This will create an examples folder that contains subfolders for each chapter (e.g., ch01, ch02, etc.)

### Additional Software Downloads

For the examples in Chapter 17, Graphics and Multimedia, we use Microsoft Agent. If students use the examples in a lab environment, more than likely this software will have to be installed as part of the lab setup. Microsoft Agent can be downloaded from:

For Chapter 20, you will need SQL Server 2005 Express Edition, which is available at msdn.microsoft.com/vstudio/express/sq1/

Note that you do not need to download this separately if you choose to install it as part of the Visual Basic 2005 Express installation.

For Chapters 21 and 22, you will need Visual Web Developer 2005 Express Edition, which is available at

msdn.microsoft.com/vstudio/express/vwd/

Like Visual Basic 2005 Express, the other express editions are free for download until November 6, 2006, after which Microsoft may charge a fee for these tools. For these two chapters, you may also want to install the IIS Web server to test the examples. For more information about installing IIS, please visit

www.microsoft.com/resources/documentation/windows/xp/all/proddocs/ en-us/iiiisin2.mspx?mfr=true

If you prefer not to install IIS, you can use the built-in test server in Visual Web Developer 2005 Express to test the examples in Chapters 21 and 22.

We provide updates on the status of the software used in this book at www.deitel.com and in our free e-mail newsletter www.deitel.com/newsletter/subscribe.html.

### Features in Visual Basic 2005 How to Program, 3/e

This new edition contains many new and enhanced features.

### Updated for Visual Studio 2005, Visual Basic 2005 and .NET 2.0

We updated the entire text to reflect Microsoft's latest release of Visual Basic 2005. New items include:

- Screenshots updated to the Visual Studio 2005 IDE.
- Property accessors with different access modifiers.
- Viewing exception data with the Exception Assistant (a new feature of the Visual Studio 2005 Debugger).
- Using drag-and-drop techniques to create data-bound windows forms in ADO.NET 2.0.
- Using the IDE's Data Sources window to create application-wide data connections.
- Using a BindingSource to simplify the process of binding controls to an underlying data source in ADO.NET 2.0.
- Using a BindingNavigator to enable simple navigation, insertion, deletion and editing of database data on a Windows Form.
- Using the Master Page Designer to create a common look and feel for ASP.NET'
  Web pages.
- Using Visual Studio 2005 smart tag menus to perform common programming tasks
  when new controls are dragged onto a Windows Form or ASP.NET Web page.

- Using Visual Web Developer's built-in Web server to test ASP.NET 2.0 applications and Web services.
- Using an XmlDataSource to bind XML data sources to a control.
- Using a SqlDataSource to bind a SQL Server database to a control or set of controls.
- Using an ObjectDataSource to bind a control to an object that serves as a data source.
- Using the ASP.NET 2.0 "login" and "create new user" controls to personalize access to Web applications.
- Using generics and generic collections to create general models of methods and classes that can be declared once, but used with many types of data.
- Using generic collections from the Systems. Collections. Generic namespace.

#### New Interior Design

Working with the creative services team at Prentice Hall, we redesigned the interior styles for our *How to Program Series* books. In response to reader requests, we now place the key terms and the index's page reference for each defining occurrence in bold blue text for easier reference. We emphasize on-screen components in the bold Helvetica font (e.g., the File menu) and emphasize Visual Basic program text in the Luci da font (for example, int x = 5).

Syntax Coloring

We syntax color all the Visual Basic code, similar to the way most Visual Basic integrated-development environments and code editors syntax color code. This greatly improves code readability—an especially important goal, given that this book contains 16,400+ lines of code. Our syntax-coloring conventions are as follows:

comments appear in green keywords appear in dark blue errors and ASP.NET delimiters appear in red constants and literal values appear in light blue all other code appears in plain, black

Code Highlighting

Extensive code highlighting makes it easy for readers to spot each program's featured code segments—we place gray rectangles around the key code.

Early Classes and Objects Approach

We still introduce basic object-technology concepts and terminology in Chapter 1. In the previous edition, we developed custom classes in Chapter 9, but in this edition, we start doing that in the completely new Chapter 4. Chapters 5–8 have been carefully rewritten with a very friendly "early classes and objects approach."

Carefully Tuned Treatment of Object-Oriented Programming in Chapters 9–11 We performed a high-precision upgrade of Visual Basic 2005 How to Program, 3/e. This edition is clearer and more accessible—especially if you are new to object-oriented programming (OOP). We completely rewrote the OOP chapters, integrating an employee payroll class hierarchy case study and motivating interfaces with an accounts payable hierarchy.