Visual Basic Program Design Tutorials In The New Century Of Computer Basic Education Series Second Edition

This is an introduction to programming using Microsoft's Visual Basic.NET 2010, intended for novice programmers with little or no programming experience or no experience with Visual Basic. The text emphasizes programming logic and good programming techniques with generous explanations of programming concepts written from a non-technical point of view. It stresses input, processing, and output and sequence, selection, and repetition in code development. File I/O and arrays are included. Later chapters introduce objects, event programming, and databases. By taking a slow and steady approach to programming ideas, this book builds new concepts from what the reader has already learned. VB tips and quips inject both humor and insight. The book includes numerous programming examples and exercises, case studies, tutorials, and 'fixing a program' sections for an in-depth look at programming problems and tools. Quizzes and review questions throughout each chapter get students to think about the materials and how to use them. Each chapter has a summary and glossary for extra review.

The accompanying website, www.cambridge.org/us/McKeown, has code downloads, I/O, and database files from small, simple files to large files with thousands of records, flowcharts, deskchecks and audits to aid with program design, coding, and debugging; PowerPoint files for every chapter; and hundreds of ideas for programs and projects.

VISUAL C# FOR KIDS is a beginning step-by-step programming tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build a Visual C# Windows application. Students learn about project design, the Visual C# toolbox, and many elements of the C# language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, a card game, an allowance calculator, a drawing program, a state capitals game, Tic-Tac-Toe and even a simple video game. VISUAL C# FOR KIDS is presented using a combination of over 450 pages of color notes and actual Visual C# examples. This teacher or parent facilitated material should be understandable to kids aged 10 and up. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. VISUAL

C# FOR KIDS requires the Microsoft Windows 10 operating system and the free 2015 Community Edition or Professional Edition (or above) of Microsoft Visual Studio which are both available from Microsoft. The Visual C# source code solutions and all needed multimedia files are included in the compressed download file available from the Publisher's website (KidwareSoftware.com) after book registration.

VISUAL BASIC AND DATABASES is a step-by-step database programming tutorial that provides a detailed introduction to using Visual Basic for accessing and maintaining databases for desktop applications. Topics covered include: database structure, database design, Visual Basic project building, ADO .NET data objects (connection, data adapter, command, data table), data bound controls, proper interface design, structured query language (SQL), creating databases using Access, SQL Server and ADOX, and database reports. Actual projects developed include a books tracking system, a sales invoicing program, a home inventory system and a daily weather monitor. VISUAL BASIC AND DATABASES is presented using a combination of over 850 pages of self-study notes and actual Visual Basic examples. No previous experience working with databases is presumed. It is assumed, however, that users of the product are familiar with the Visual Basic environment and the steps involved in building a

Visual Basic application (such training can be gained from our LEARN VISUAL BASIC ?course). VISUAL BASIC AND DATABASES requires a Microsoft Windows operating system and the Community Edition or Professional Edition of Microsoft Visual Studio 2019. The Visual Basic source code, databases and all needed multimedia files are available for download from the publisher's website (KidwareSoftware.com) after book registration.

Combining the Deitel™ signature Live-Code™ Approach with a new Application-Driven™ methodology, this book uses a step-by-step tutorial approach to explore the basics of programming, builds upon previously learned concepts, and introduces new programming features in each successive tutorial. Updated throughout for Visual Studio 2008, Visual Basic 2008 and .NET 3.5. Audits presentation of Visual Basic against the most recent Microsoft Visual Basic Language Specification. Covers GUI design, controls, methods, functions, data types, control structures, procedures, arrays, object-oriented programming, strings and characters, sequential files, and more. Includes higher-end topics such as database programming, multimedia and graphics, and Web applications development. For individuals beginning their mastery of Visual Basic Programming.

Combining the Deitel™ signature Live-Code™ Approach with a new Application-

Driven™ methodology, this text uses a step-by-step tutorial approach to begin teaching students the basics of programming, builds upon previously learned concepts, and introduces new programming features in each successive tutorial. KEY TOPICS This comprehensive introduction to Visual Basic .NET covers GUI design, controls, methods, functions, data types, control structures, procedures, arrays, object-oriented programming, strings and characters, sequential files, and more. It also includes higher-end topics such as database programming, multimedia and graphics, and Web applications development. For individuals beginning their mastery of Visual Basic Programming.

VISUAL C# AND DATABASES is a step-by-step database programming tutorial that provides a detailed introduction to using Visual C# for accessing and maintaining databases for desktop applications. Topics covered include: database structure, database design, Visual C# project building, ADO .NET data objects (connection, data adapter, command, data table), data bound controls, proper interface design, structured query language (SQL), creating databases using Access, SQL Server and ADOX, and database reports. Actual projects developed include a books tracking system, a sales invoicing program, a home inventory system and a daily weather monitor VISUAL C# AND DATABASES is presented using a combination of over 850 pages of self-study notes and actual

Visual C# examples. No previous experience working with databases is presumed. It is assumed, however, that users of the product are familiar with the Visual C# environment and the steps involved in building a Visual C# application. This pre-requisite training can be gained from our LEARN VISUAL C# course. VISUAL C# AND DATABASES requires the Microsoft Windows operating system. This tutorial also requires the free Community Edition or Professional Edition of Microsoft Visual Studio. The Visual C# source code solutions and all needed multimedia files are included in the compressed download file available from the Publisher's website (KidwareSoftware.com) after book registration.
Designed as a beginner's tutorial to the latest version of Visual Basic, this informative guide discusses the most important features of the language and teaches how to use the .NET Framework. Written with clarity and readability in mind, it introduces important programming concepts and explains the process of building real-world applications, both desktop and web-based. With the most comprehensive coverage possible in a book for beginners, it includes such topics as VB language syntax, object-oriented programming, working with numbers and dates, error handling, input output, generics, annotations, database access, security, and application deployment.
BOOK 1: LEARN FROM SCRATCH MACHINE LEARNING WITH PYTHON GUI

In this book, you will learn how to use NumPy, Pandas, OpenCV, Scikit-Learn and other libraries to how to plot graph and to process digital image. Then, you will learn how to classify features using Perceptron, Adaline, Logistic Regression (LR), Support Vector Machine (SVM), Decision Tree (DT), Random Forest (RF), and K-Nearest Neighbor (KNN) models. You will also learn how to extract features using Principal Component Analysis (PCA), Linear Discriminant Analysis (LDA), Kernel Principal Component Analysis (KPCA) algorithms and use them in machine learning. In Chapter 1, you will learn: Tutorial Steps To Create A Simple GUI Application, Tutorial Steps to Use Radio Button, Tutorial Steps to Group Radio Buttons, Tutorial Steps to Use CheckBox Widget, Tutorial Steps to Use Two CheckBox Groups, Tutorial Steps to Understand Signals and Slots, Tutorial Steps to Convert Data Types, Tutorial Steps to Use Spin Box Widget, Tutorial Steps to Use ScrollBar and Slider, Tutorial Steps to Use List Widget, Tutorial Steps to Select Multiple List Items in One List Widget and Display It in Another List Widget, Tutorial Steps to Insert Item into List Widget, Tutorial Steps to Use Operations on Widget List, Tutorial Steps to Use Combo Box, Tutorial Steps to Use Calendar Widget and Date Edit, and Tutorial Steps to Use Table Widget. In Chapter 2, you will learn: Tutorial Steps To Create A Simple Line Graph, Tutorial Steps To Create A Simple Line Graph in Python GUI, Tutorial Steps To Create A

Simple Line Graph in Python GUI: Part 2, Tutorial Steps To Create Two or More Graphs in the Same Axis, Tutorial Steps To Create Two Axes in One Canvas, Tutorial Steps To Use Two Widgets, Tutorial Steps To Use Two Widgets, Each of Which Has Two Axes, Tutorial Steps To Use Axes With Certain Opacity Levels, Tutorial Steps To Choose Line Color From Combo Box, Tutorial Steps To Calculate Fast Fourier Transform, Tutorial Steps To Create GUI For FFT, Tutorial Steps To Create GUI For FFT With Some Other Input Signals, Tutorial Steps To Create GUI For Noisy Signal, Tutorial Steps To Create GUI For Noisy Signal Filtering, and Tutorial Steps To Create GUI For Wav Signal Filtering. In Chapter 3, you will learn: Tutorial Steps To Convert RGB Image Into Grayscale, Tutorial Steps To Convert RGB Image Into YUV Image, Tutorial Steps To Convert RGB Image Into HSV Image, Tutorial Steps To Filter Image, Tutorial Steps To Display Image Histogram, Tutorial Steps To Display Filtered Image Histogram, Tutorial Steps To Filter Image With CheckBoxes, Tutorial Steps To Implement Image Thresholding, and Tutorial Steps To Implement Adaptive Image Thresholding. You will also learn: Tutorial Steps To Generate And Display Noisy Image, Tutorial Steps To Implement Edge Detection On Image, Tutorial Steps To Implement Image Segmentation Using Multiple Thresholding and K-Means Algorithm, Tutorial Steps To Implement Image Denoising, Tutorial Steps To Detect Face,

Eye, and Mouth Using Haar Cascades, Tutorial Steps To Detect Face Using Haar Cascades with PyQt, Tutorial Steps To Detect Eye, and Mouth Using Haar Cascades with PyQt, Tutorial Steps To Extract Detected Objects, Tutorial Steps To Detect Image Features Using Harris Corner Detection, Tutorial Steps To Detect Image Features Using Shi-Tomasi Corner Detection, Tutorial Steps To Detect Features Using Scale-Invariant Feature Transform (SIFT), and Tutorial Steps To Detect Features Using Features from Accelerated Segment Test (FAST). In Chapter 4, In this tutorial, you will learn how to use Pandas, NumPy and other libraries to perform simple classification using perceptron and Adaline (adaptive linear neuron). The dataset used is Iris dataset directly from the UCI Machine Learning Repository. You will learn: Tutorial Steps To Implement Perceptron, Tutorial Steps To Implement Perceptron with PyQt, Tutorial Steps To Implement Adaline (ADAptive LInear NEuron), and Tutorial Steps To Implement Adaline with PyQt. In Chapter 5, you will learn how to use the scikit-learn machine learning library, which provides a wide variety of machine learning algorithms via a user-friendly Python API and to perform classification using perceptron, Adaline (adaptive linear neuron), and other models. The dataset used is Iris dataset directly from the UCI Machine Learning Repository. You will learn: Tutorial Steps To Implement Perceptron Using Scikit-Learn, Tutorial Steps

To Implement Perceptron Using Scikit-Learn with PyQt, Tutorial Steps To Implement Logistic Regression Model, Tutorial Steps To Implement Logistic Regression Model with PyQt, Tutorial Steps To Implement Logistic Regression Model Using Scikit-Learn with PyQt, Tutorial Steps To Implement Support Vector Machine (SVM) Using Scikit-Learn, Tutorial Steps To Implement Decision Tree (DT) Using Scikit-Learn, Tutorial Steps To Implement Random Forest (RF) Using Scikit-Learn, and Tutorial Steps To Implement K-Nearest Neighbor (KNN) Using Scikit-Learn. In Chapter 6, you will learn how to use Pandas, NumPy, Scikit-Learn, and other libraries to implement different approaches for reducing the dimensionality of a dataset using different feature selection techniques. You will learn about three fundamental techniques that will help us to summarize the information content of a dataset by transforming it onto a new feature subspace of lower dimensionality than the original one. Data compression is an important topic in machine learning, and it helps us to store and analyze the increasing amounts of data that are produced and collected in the modern age of technology. You will learn the following topics: Principal Component Analysis (PCA) for unsupervised data compression, Linear Discriminant Analysis (LDA) as a supervised dimensionality reduction technique for maximizing class separability, Nonlinear dimensionality reduction via Kernel Principal Component

Analysis (KPCA). You will learn: Tutorial Steps To Implement Principal Component Analysis (PCA), Tutorial Steps To Implement Principal Component Analysis (PCA) Using Scikit-Learn, Tutorial Steps To Implement Principal Component Analysis (PCA) Using Scikit-Learn with PyQt, Tutorial Steps To Implement Linear Discriminant Analysis (LDA), Tutorial Steps To Implement Linear Discriminant Analysis (LDA) with Scikit-Learn, Tutorial Steps To Implement Linear Discriminant Analysis (LDA) Using Scikit-Learn with PyQt, Tutorial Steps To Implement Kernel Principal Component Analysis (KPCA) Using Scikit-Learn, and Tutorial Steps To Implement Kernel Principal Component Analysis (KPCA) Using Scikit-Learn with PyQt. In Chapter 7, you will learn how to use Keras, Scikit-Learn, Pandas, NumPy and other libraries to perform prediction on handwritten digits using MNIST dataset. You will learn: Tutorial Steps To Load MNIST Dataset, Tutorial Steps To Load MNIST Dataset with PyQt, Tutorial Steps To Implement Perceptron With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Perceptron With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Perceptron With KPCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Logistic Regression (LR) Model With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Logistic Regression (LR) Model With

LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Logistic Regression (LR) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement , Tutorial Steps To Implement Support Vector Machine (SVM) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Support Vector Machine (SVM) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Decision Tree (DT) Model With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Decision Tree (DT) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Decision Tree (DT) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Random Forest (RF) Model With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Random Forest (RF) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Random Forest (RF) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement K-Nearest Neighbor (KNN) Model With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement K-Nearest Neighbor (KNN) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, and Tutorial Steps To Implement K-Nearest Neighbor (KNN) Model

With KPCA Feature Extractor on MNIST Dataset Using PyQt. BOOK 2: THE PRACTICAL GUIDES ON DEEP LEARNING USING SCIKIT-LEARN, KERAS, AND TENSORFLOW WITH PYTHON GUI In this book, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to implement deep learning on recognizing traffic signs using GTSRB dataset, detecting brain tumor using Brain Image MRI dataset, classifying gender, and recognizing facial expression using FER2013 dataset In Chapter 1, you will learn to create GUI applications to display line graph using PyQt. You will also learn how to display image and its histogram. In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, Pandas, NumPy and other libraries to perform prediction on handwritten digits using MNIST dataset with PyQt. You will build a GUI application for this purpose. In Chapter 3, you will learn how to perform recognizing traffic signs using GTSRB dataset from Kaggle. There are several different types of traffic signs like speed limits, no entry, traffic signals, turn left or right, children crossing, no passing of heavy vehicles, etc. Traffic signs classification is the process of identifying which class a traffic sign belongs to. In this Python project, you will build a deep neural network model that can classify traffic signs in image into different categories. With this model, you will be able to read and understand traffic signs which are a very important task for all

autonomous vehicles. You will build a GUI application for this purpose. In Chapter 4, you will learn how to perform detecting brain tumor using Brain Image MRI dataset provided by Kaggle (https://www.kaggle.com/navoneel/brain-mri-images-for-brain-tumor-detection) using CNN model. You will build a GUI application for this purpose. In Chapter 5, you will learn how to perform classifying gender using dataset provided by Kaggle (https://www.kaggle.com/cashutosh/gender-classification-dataset) using MobileNetV2 and CNN models. You will build a GUI application for this purpose. In Chapter 6, you will learn how to perform recognizing facial expression using FER2013 dataset provided by Kaggle (https://www.kaggle.com/nicolejyt/facialexpressionrecognition) using CNN model. You will also build a GUI application for this purpose. BOOK 3: STEP BY STEP TUTORIALS ON DEEP LEARNING USING SCIKIT-LEARN, KERAS, AND TENSORFLOW WITH PYTHON GUI In this book, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to implement deep learning on classifying fruits, classifying cats/dogs, detecting furnitures, and classifying fashion. In Chapter 1, you will learn to create GUI applications to display line graph using PyQt. You will also learn how to display image and its histogram. Then, you will learn how to use OpenCV, NumPy, and

other libraries to perform feature extraction with Python GUI (PyQt). The feature detection techniques used in this chapter are Harris Corner Detection, Shi-Tomasi Corner Detector, and Scale-Invariant Feature Transform (SIFT). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying fruits using Fruits 360 dataset provided by Kaggle (https://www.kaggle.com/moltean/fruits/code) using Transfer Learning and CNN models. You will build a GUI application for this purpose. In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying cats/dogs using dataset provided by Kaggle (https://www.kaggle.com/chetankv/dogs-cats-images) using Using CNN with Data Generator. You will build a GUI application for this purpose. In Chapter 4, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting furnitures using Furniture Detector dataset provided by Kaggle (https://www.kaggle.com/akkithetechie/furniture-detector) using VGG16 model. You will build a GUI application for this purpose. In Chapter 5, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying fashion using Fashion MNIST dataset provided by Kaggle (https://www.kaggle.com/zalando-research/fashionmnist/code) using

CNN model. You will build a GUI application for this purpose. BOOK 4: Project-Based Approach On DEEP LEARNING Using Scikit-Learn, Keras, And TensorFlow with Python GUI In this book, implement deep learning on detecting vehicle license plates, recognizing sign language, and detecting surface crack using TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries. In Chapter 1, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting vehicle license plates using Car License Plate Detection dataset provided by Kaggle (https://www.kaggle.com/andrewmvd/car-plate-detection/download). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform sign language recognition using Sign Language Digits Dataset provided by Kaggle (https://www.kaggle.com/ardamavi/sign-language-digits-dataset/download). In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting surface crack using Surface Crack Detection provided by Kaggle (https://www.kaggle.com/arunrk7/surface-crack-detection/download). BOOK 5: Hands-On Guide To IMAGE CLASSIFICATION Using Scikit-Learn, Keras, And TensorFlow with PYTHON GUI In this book, implement deep learning-based

image classification on detecting face mask, classifying weather, and recognizing flower using TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries. In Chapter 1, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting face mask using Face Mask Detection Dataset provided by Kaggle (https://www.kaggle.com/omkargurav/face-mask-dataset/download). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to classify weather using Multi-class Weather Dataset provided by Kaggle (https://www.kaggle.com/pratik2901/multiclass-weather-dataset/download). In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to recognize flower using Flowers Recognition dataset provided by Kaggle (https://www.kaggle.com/alxmamaev/flowers-recognition/download). BOOK 6: Step by Step Tutorial IMAGE CLASSIFICATION Using Scikit-Learn, Keras, And TensorFlow with PYTHON GUI In this book, implement deep learning-based image classification on classifying monkey species, recognizing rock, paper, and scissor, and classify airplane, car, and ship using TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries. In Chapter 1, you will learn

how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to classify monkey species using 10 Monkey Species dataset provided by Kaggle (https://www.kaggle.com/slothkong/10-monkey-species/download). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to recognize rock, paper, and scissor using 10 Monkey Species dataset provided by Kaggle (https://www.kaggle.com/sanikamal/rock-paper-scissors-dataset/download). In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to classify airplane, car, and ship using Multiclass-image-dataset-airplane-car-ship dataset provided by Kaggle (https://www.kaggle.com/abtabm/multiclassimagedatasetairplanecar).

Visual Basic Design PatternsVB 6.0 and VB.NETAddison-Wesley Professional

Visual Basic .NET Kick Start is a rapid-progression tutorial that presents Visual Basic .NET to working programmers already familiar with another programming language or tool. This book speeds through basic concepts and focuses on practical examples showing the advantages of Visual Basic .NET in ASP programming, application design and creation, and .NET Web Services development. Because previous versions of Visual Basic are so prevalent, this book pays special attention to issues developers

face when moving from VB to VB.NET. Although Visual Basic .NET Kick Start assumes no knowledge of the .NET Framework, it skips the handholding and basic programming instruction associated with entry-level tutorials. Full of code examples, tips, and professional insights, this book is about maximum payoff with minimum effort for the working programming who wants to use Visual Basic .NET now.

This book covers microsoft acces and SQL Server based GUI programming using pyqt. Intentionally designed for various levels of interest and ability of learners, this book is suitable for students, engineers, and even researchers in a variety of disciplines. No advanced programming experience is needed, and only a few school-level programming skill are needed. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In third chapter, you will learn: How to create the initial three

tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In fourth chapter, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will create dan configure database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address,

telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

Appropriate for all basic-to-intermediate level courses in Visual Basic 2008 programming. Created by world-renowned programming instructors Paul and Harvey Deitel, Visual Basic 2008 How to Program, Fourth Edition introduces all facets of the Visual Basic 2008 language hands-on, through hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual Basic 2008 and .NET 3.5; all discussions and sample code have been carefully audited against the newest Visual Basic language specification. The many new platform features covered in depth in this edition include: LINQ data queries, Windows Presentation Foundation (WPF), ASP.NET Ajax and the Microsoft Ajax Library, Silverlight-based rich Internet application development, and creating Web services with Windows Communication Foundation (WCF). New language features introduced in this edition: object anonymous types, object initializers, implicitly typed

local variables and arrays, delegates, lambda expressions, and extension methods. Students begin by getting comfortable with the free Visual Basic Express 2008 IDE and basic VB syntax included on the CD. Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the Deitels introduce more sophisticated techniques, including inheritance, polymorphism, exception handling, strings, GUI's, data structures, generics, and collections. Throughout, the authors show developers how to make the most of Microsoft's Visual Studio tools. A series of appendices provide essential programming reference material on topics ranging from number systems to the Visual Studio Debugger, UML 2 to Unicode and ASCII.

Readers learn to master the fundamentals of effective programming while working through Visual Basic 2017’s latest features with a wealth of hands-on applications -- all placed in context within this book's engaging real-world setting. PROGRAMMING WITH MICROSOFT VISUAL BASIC 2017, 8E by best-selling technology author Diane Zak offers an ideal introduction to programming with a dynamic visual presentation, step-by-step tutorials, and strategically placed activity boxes. New hands-on applications, timely examples, and practical exercises address a variety of learning styles. Even readers with no prior programming experience can learn how to effectively plan and create interactive Visual Basic 2017 applications right away. Important Notice: Media content

referenced within the product description or the product text may not be available in the ebook version.

This book aims to develop a MySQL-driven desktop application that readers can develop for their own purposes to implement library project using Visual Basic .NET. In Tutorial 1, you will build a Visual Basic interface for the database. This interface will used as the main terminal in accessing other forms. This tutorial will also discuss how to create login form and login table. You will create login form. Place on the form one picture box, two labels, one combo box, one text box, and two buttons. In Tutorial 2, you will build a school inventory project where you can store information about valuables in school. The table will have nine fields: Item (description of the item), Quantity, Location (where the item was placed), Shop (where the item was purchased), DatePurchased (when the item was purchased), Cost (how much the item cost), SerialNumber (serial number of the item), PhotoFile (path of the photo file of the item), and Fragile (indicates whether a particular item is fragile or not). In Tutorial 3, you will perform the steps necessary to add 5 new tables using phpMyAdmin into Academy database. You will build each table and add the associated fields as needed. Every table in the database will need input form. In this tutorial, you will build such a form for Author table. Although this table is quite simple (only four fields: AuthorID, Name, BirthDate, and PhotoFile), it provides a basis for illustrating the many steps in interface design. SQL statement is required by the Command object to read fields (sorted by

Name). Then, you will build an interface so that the user can maintain the Publisher table in the database (Academy). The Publisher table interface is more or less the same as Author table interface. This Publisher table interface only requires more input fields. So you will use the interface for the Author table and modify it for the Publisher table. In Tutorial 4, you will perform the steps necessary to design and implement title form, library member form, and book borrowal form. You start by designing and testing the basic entry form for book titles. The Title table has nine fields: BookTitle, PublishYear, ISBN, PublisherID, AuthorID, Description, Note, Subject, and Comment. Then, you will build such a form for Member table. This table has twelve fields: MemberID, FirstName, LastName, BirthDate, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, and PhotoFile). You need thirteen label controls, one picture box, six text boxes, four comboxes, one check box, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, six buttons for controlling editing features, one button for searching member's name, and one button to upload member's photo. Finally, you will build such a form for Borrow table. This table has seven fields: BorrowID, MemberID, BorrowCode, ISBN, BorrowDate, ReturnDate, and Penalty. In this form, you need fourteen label controls, seven text boxes, two comboxes, two date time pickers, and one printpreviewdialog. You also need four buttons for navigation, seven buttons for other utilities, one button to generate borrowal code, and one button to return book.

In this book, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to implement deep learning on classifying fruits, classifying cats/dogs, detecting furnitures, and classifying fashion. In Chapter 1, you will learn to create GUI applications to display line graph using PyQt. You will also learn how to display image and its histogram. Then, you will learn how to use OpenCV, NumPy, and other libraries to perform feature extraction with Python GUI (PyQt). The feature detection techniques used in this chapter are Harris Corner Detection, Shi-Tomasi Corner Detector, and Scale-Invariant Feature Transform (SIFT). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying fruits using Fruits 360 dataset provided by Kaggle (https://www.kaggle.com/moltean/fruits/code) using Transfer Learning and CNN models. You will build a GUI application for this purpose. In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying cats/dogs using dataset provided by Kaggle (https://www.kaggle.com/chetankv/dogs-cats-images) using Using CNN with Data Generator. You will build a GUI application for this purpose. In Chapter 4, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting furnitures using Furniture Detector dataset provided by Kaggle (https://www.kaggle.com/akkithetechie/furniture-detector) using VGG16 model. You will build a GUI application for this purpose. In Chapter 5, you will learn how to use

TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying fashion using Fashion MNIST dataset provided by Kaggle (https://www.kaggle.com/zalando-research/fashionmnist/code) using CNN model. You will build a GUI application for this purpose.

Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

Introduction to Programming with Visual Basic .NET introduces the major concepts and applications of this important language within the context of sound programming principles, in a manner that is accessible to students and beginning programmers. Coverage includes the new visual objects required in creating a Windows-based graphical user interface, event-based programming, and the integration of traditional procedural programming techniques with VB .NET's object-oriented framework. The text places a strong emphasis on real-world business applications, case studies, and rapid application development to help

engage students with discussion of practical programming issues. A full range of supplements for students and instructors accompany the text.

BEGINNING VISUAL BASIC is a semester long self-study step-by-step programming tutorial consisting of 10 Chapters explaining (in simple, easy-to-follow terms) how to build a Visual Basic Windows application. Students learn about project design, the Visual Basic toolbox, and many elements of the Visual Basic language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try.? These projects include a number guessing game, card game, allowance calculator, drawing program, state capitals game, and a couple of video games like Pong. We now include several college prep projects including a loan calculator, portfolio manager, and a checkbook balancer. BEGINNING VISUAL BASIC is presented using a combination of over 400 pages of course notes and actual Visual Basic examples. No prior programming experience is necessary, but familiarity with doing common tasks using Microsoft Windows is expected.? BEGINNING VISUAL BASIC requires a Microsoft Windows operating system. This tutorial also requires the free Community Edition or Professional Edition of Microsoft Visual Studio 2015 (or above). The Visual Basic source code solutions and all needed multimedia files are included in the compressed

download file available from the Publisher's website (KidwareSoftware.com) after book registration.

The BEGINNING MICROSOFT SMALL BASIC computer programming tutorial is an interactive self-study color illustrated tutorial textbook explaining in depth the new Microsoft Small Basic development environment using many Microsoft Small Basic program examples. This course is written for the absolute beginner programmer and can be used by students (10+ years old) as well as adults. The BEGINNING MICROSOFT SMALL BASIC programming tutorial consists of 400+ pages explaining (in simple, easy-to-follow terms) how to build Small Basic applications. You will learn about program design, text window applications, graphics window applications and many elements of the Small Basic language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer programs to illustrate the fun of Small Basic programming. Finished programs can even be published on-line to share programs with others. The last chapter of the tutorial shows you the source code for a couple of David H. Ahl's classic BASIC Computer Games ported into several different computer programming languages including BASIC, Microsoft Small Basic, Visual Basic, Visual C#, and Java. No programming experience is necessary, but familiarity with doing common tasks using a computer operating

system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. The course requires Windows 8, 7, Vista or XP, ability to view and print documents saved in Microsoft Word format and Adobe Acrobat Reader, and the Microsoft Small Basic 1.0 development environment. The Small Basic source code and all needed multimedia files are available for download from the publisher's website (www.KidwareSoftware.com) after book registration.

For undergraduate students in business, MIS, CIS, IT and other computing departments at 2 and 4 year schools learning Visual Basic for the first time. In Starting Out with Visual Basic 2010, Tony Gaddis and Kip Irvine take a step-by-step approach, helping students understand the logic behind developing quality programs while introducing the Visual Basic 2010 language. Fully-updated throughout, the 2010 edition also includes an extensive set of all-new VideoNotes, including walk-throughs of many of the in-chapter tutorials

In this book, you will create two MariaDB and PostgreSQL driven projects using PyQt. The step-by-step guide in this book is expected to help the reader's confidence to become a programmer who can solve database programming problems. A progressive project is provided to demonstrate how to apply the concepts of MariaDB and PostgreSQL using Python. In second chapter, you will

learn PyQt that consists of a number of Python bindings for cross-platform applications that combine all the strengths of Qt and Python. By using PyQt, you can include all Qt libraries in Python code, so you can write GUI applications in Python. In other words, you can use PyQt to access all the features provided by Qt through Python code. Because PyQt depends on the Qt libraries at run time, you need to install PyQt. In third chapter, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In fourth chapter, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In this chapter, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter five, you will create dan configure PotgreSQL database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. You will also

create GUI to display, edit, insert, and delete for this table. In chapter six, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter eight, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

This is a practical tutorial to writing Visual Basic (VB6 and VB.NET) programs using some of the most common design patterns. This book also provides a

convenient way for VB6 programmers to migrate to VB.NET and use its more powerful object-oriented features. Organized as a series of short chapters that each describe a design pattern, Visual Basic Design Patterns provides one or more complete working visual examples of programs using that pattern, along with UML diagrams illustrating how the classes interact. Each example is a visual program that students can run and study on the companion CD making the pattern as concrete as possible.

This book will teach you with step-by-step approach to develop from scratch a MySQL-driven desktop application that readers can develop for their own purposes to implement school database project using Visual Basic .NET. In Tutorial 1, you will perform the steps necessary to add 8 tables using phpMyAdmin into School database that you will create. You will build each table and add the associated fields as needed. In this tutorial, you will also build login form and main form. In Tutorial 2, you will build such a form for Parent table. This table has thirteen fields: ParentID, FirstName, LastName, BirthDate, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, PhotoFile, and FingerFile). You need fourteen label controls, two picture boxes, six text boxes, four comboxes, one check box, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, six buttons for

other utilities, one button for searching member's name, one button to upload parent's photo, and button to upload parent's finger. Place these controls on the form. In Tutorial 3, you will build such a form for Student table. This table has fifteen fields: StudentID, ParentID, FirstName, LastName, BirthDate, YearEntry, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, PhotoFile, and FingerFile). You need sixteen label controls, two picture boxes, six text boxes, five comboxes, one check box, two date time pickers, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, seven buttons for controlling editing features, one button for searching parent's name, one button to open parent form, one button to upload student's photo, and one button to upload student's finger. In Tutorial 4, you will build a form for Teacher table. This table has fifteen fields: TeacherID, RegNumber, FirstName, LastName, BirthDate, Rank, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, PhotoFile, and FingerFile). You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need sixteen label controls, one picture box, seven text boxes, five comboxes, one check box, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, six buttons for controlling editing features, one button

for searching teacher's name, and one button to upload teacher's photo. In Tutorial 5, you will build a form for Subject table. This table has only three fields: SubjectID, Name, and Description. You need four label controls, four text boxes, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, secen buttons for utilities, and one button for searching subject name. Place these controls on the form. You will also build a form for Grade table. This table has seven fields: GradeID, Name, SubjectID, TeacherID, SchoolYear, TimaStart, and TimeFinish. You need to add seven label controls, one text box, four comboxes, and two date time pickers. You also need four buttons for navigation, seven buttons for controlling editing features, one button to open subject form, and one button to open teacher form. In Tutorial 6, you will build a form for Grade_Student table. This table has only three fields: Grade_StudentID, GradeID, and StudentID. You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need two label controls and two comboxes. You also need four buttons for navigation, seven buttons for controlling editing features, one button to open grade form, and one button to open student form.

This book exposes innovative technics for developing native macOS desktop

applications by using C# and the .NET Core 3.1. You will discover that the implementation of a macOS native application can be done with other tools than the classical tools proposed by Apple: SwiftUI, Objective-C … Before reserved to C++ programmers, the macOS application arena is now open to the C# developer's community. What you will learn in this book? - Essentials macOS commands (for rookie macOS user). - Essentials C# coding technics (for rookie C# developer). - Setup an efficient and professional development environment for .NET Core 3.1 on your Mac. - Review a panel of technical solutions for the GUI implementation. - Choose the adapted UI for your application specific needs. - Code your desktop application (boilerplates furnished). - Produce macOS executable from your C# project. - Package and distribute your application for the macOS ecosystem. Who is it for? - macOS C++, Java or Swift developers. - ASP.NET C# developers. - Windows C# developers. Accelerate your project start. This book includes project templates (boilerplates) useful for starting quickly and easily the coding of your macOS desktop application. This book avoids you a long and tedious phase of research for finding the most relevant technical solution for your app. Thus, you can focus on the functional features of the application rather than the technical constraints of the Mac OS X system.

The BEGINNING MICROSOFT SMALL BASIC programming and porting tutorial is an

interactive self-study tutorial explaining in depth the new Microsoft Small Basic development environment using many Small Basic program examples. This course is written for the absolute beginner programmer and can be used by kids (13+) as well as adults. The BEGINNING MICROSOFT SMALL BASIC programming and porting tutorial consists of 11 chapters explaining (in simple, easy-to-follow terms) how to build Small Basic applications and then compare them to other programming languages. You will learn about program design, text window applications, graphics window applications and many elements of the Small Basic language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer programs to illustrate the fun of Small Basic programming. Finished programs can even be published on-line to share programs with others. The last chapter of the tutorial shows you the source code for four of David H. Ahl's classic Small Basic Computer Games ported into several different computer programming languages including BASIC, Microsoft Small Basic, Visual Basic, Visual C#, and Java. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. The course requires Windows 7, XP, or Vista, ability to view and print documents saved in Microsoft Word format, and the Microsoft Small Basic development environment (Version 0.9 or higher).

Design patterns are elegant, adaptable, and reusable solutions to everyday software

development problems. Programmers use design patterns to organize objects in programs, making them easier to write and modify. C# Design Patterns: A Tutorial is a practical guide to writing C# programs using the most common patterns. This tutorial begins with clear and concise introductions to C#, object-oriented programming and inheritance, and UML diagrams. Each chapter that follows describes one of twenty-three design patterns, recommends when to use it, and explains the impact that it will have on the larger design. The use of every pattern is demonstrated with simple example programs. These programs are illustrated with screen shots and UML diagrams displaying how the classes interact. Design patterns will have an immediate impact on your work as you learn the following: Applying design patterns effectively in your day-to-day programming Using patterns to create sophisticated, robust C# programs The interaction of classes as demonstrated by UML diagrams Advancing your programming skills using design patterns Design patterns will not only enhance your productivity, but once you see how quickly and easily object-oriented code can be recycled, they will become an everyday part of your C# programming.

Praise for The Visual Basic .NET Programming Language "There is no substitute to getting the inside scoop directly from a book written by the father of a programming language such as Bjarne Stroustrup for C++, James Gosling for Java and Alan Cooper for the original version of Visual Basic. Paul Vick, the father of Visual Basic .NET, explains the whys and hows of this exciting new language better than any other human

being on the planet." --Ted Pattison, Barracuda.NET "The Visual Basic .NET Programming Language includes nuances that in all my use and study of VB .NET, I haven''t seen discussed anywhere else. For example, I learned that you can use the Imports statement to import an Enum name, so that you needn''t refer to the enum in all its uses. In addition, I learned that the dictionary lookup operator, "!", works in VB .NET--I thought this one had been retired. In any case, if you''re searching for a book that covers all the language syntax issues, and more, Paul Vick''s book is a great place to look." --Ken Getz, Senior Consultant, MCW Technologies, LLC "This book is an excellent stepping stone for Visual Basic developers wanting to get their toes wet in the .NET waters. Paul''s presentation of the core topics all VB developers should tackle first is clear, concise, and unlike other books in the genre, does not overwhelm the reader. The VB6 vs. VB.NET task-oriented approach guides you through the new language and OO features, and then moves to basic threading and other CLR topics--as well as to the key points in the COM to .NET transition--in a well thought-out sequence. If you''ve been holding out on VB .NET, this is a great book to get you started." --Klaus H. Probst, Sr. Consultant/Architect, Spherion Technology Services, Microsoft MVP "There is no shortage of VB .NET books in the market, but this is the only book straight from the creators. While that is an excellent reason in itself for reading this book, it is the brevity and clarity of the content, along with the examples, that makes this book a must-have." --Amit Kalani, Developer "Overall, I liked this book and it definitely benefited me. I

learned new things I didn''t see anywhere else and I''ll certainly put these to good use in the future. Paul''s book makes a great reference manual for intermediate and advanced VB .NET developers." --Philip Williams, System Engineer, LDC Direct "This book contains a lot of great information I have seen nowhere else and addresses issues that other books do not." --Ethan Roberts, .NET Architect, General Casualty "This book is full of useful information and provides a good historical background for the Visual Basic .NET Language." --Dave Vitter, Technical Lead Developer and author of Designing Visual Basic .NET Applications (Coriolis, 2001) The definitive Microsoft Visual Basic .NET reference--authored by Visual Basic .NET''s lead architect If you want to leverage all of VB .NET''s immense power, get this book. It''s the definitive VB .NET reference and tutorial, and the first Visual Basic book written by one of VB .NET''s lead architects. No other book offers this much behind-the-scenes insight about why VB .NET works the way it does, how it evolved, and how you can make the most of it. The Visual Basic .NET Programming Language is a superb learning tool for new VB .NET programmers and a must-have reference for developers at every level. Paul Vick presents precise language descriptions, essential reference materials, practical insights, and hundreds of code samples, straight from Microsoft''s VB .NET design team. Just some of the features include: A history and overview of Visual Basic''s evolution into VB .NET Complete coverage of the language syntax Transitioning from COM to the CLR and leveraging the .NET platform Runtime functions Taking full advantage of VB .NET''s

object-oriented features Notes on style, design, and compatibility throughout the text Notes for the advanced user throughout the text Vick exposes VB .NET''s most powerful capabilities with unprecedented depth and clarity, and packs this book with information you simply won''t find anywhere else. Whether you''re an experienced VB .NET programmer, upgrading from earlier versions of Visual Basic, or coming to Visual Basic and .NET for the first time, you''ll find this book indispensable.

COMPUTER BIBLE GAMES WITH VISUAL BASIC 2019 EDITION is a self-study semester long "beginning" programming tutorial consisting of 13 Chapters explaining (in simple, easy-to-follow terms) how to build VISUAL BASIC Windows Forms applications and games. Students learn about project design, the VISUAL BASIC toolbox, and many elements of the VISUAL BASIC language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. The projects built include a number guessing game, a card game, an allowance calculator, a drawing program, a state capitals game, video games, and three classic Computer Bible Games. The Computer Bible Games include: ? Daniel and the Lions - Shoot Prayers at the Lions to protect Daniel in the Lion's Den Elijah and the Ravens - Move Elijah to catch the falling bread as he is fed by the Ravens Noah's Ark - Race the turtle to Noah's Ark before the Great Flood starts We have also included the source code to several college prep bonus projects including a loan calculator, portfolio manager, and a checkbook

balancer to get you ready for those college courses. COMPUTER BIBLE GAMES WITH VISUAL BASIC is presented using a combination of over 700 pages of course notes and actual VISUAL BASIC examples. No prior programming experience is necessary, but familiarity with doing common tasks using Microsoft Windows is expected. The tutorial actually teaches the student to program so the teacher or parent does not need to learn programming or teach programming to the student themselves. COMPUTER BIBLE GAMES WITH VISUAL BASIC requires a minimum of Microsoft Windows 10 and above and the free Microsoft Visual Studio Community 2019 Edition available from Microsoft. The VISUAL BASIC source code and all needed multimedia files are available for download from the publisher's website (BibleByteBooks.com) after book registration.

BEGINNING VISUAL BASIC EXPRESS is a self-study or instructor led "beginning" programming tutorial consisting of 10 Chapters explaining (in simple, easy-to-follow terms) how to build a Visual Basic Express Windows application. Students learn about project design, the Visual Basic Express toolbox, and many elements of the BASIC language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, card game, allowance calculator, drawing program, state capitals game, and several non-violent video games. BEGINNING VISUAL BASIC EXPRESS is presented using a combination of over 500

pages of FULL-COLOR course notes and actual Visual Basic Express examples. No prior programming experience is necessary, but familiarity with doing common tasks using Microsoft Windows is expected. BEGINNING VISUAL BASIC EXPRESS requires Windows 7 or Windows 8 and Visual Basic 2012 Express. The Visual Basic source code and all needed multimedia files are available for download from the publisher's website (www.KidwareSoftware.com) after book registration. Reviews for BEGINNING VISUAL BASIC EXPRESS: "I was looking for some Visual Basic Express ideas and these books appeared to be just what I needed. I bought both Visual Basic books...great ideas and easy to read." - Andrew Zwelling, Math Teacher "I like the Computer Science For Kids Textbooks. They are clearly written and easy to understand. All in all, you folks have done a great job!" - Peter Eramo, Teacher, Poland, NY "The tutorials were really good to use." - Steven A. Compton, Teacher, Nashville, TN

VISUAL BASIC AND DATABASES is a step-by-step database programming tutorial that provides a detailed introduction to using Visual Basic for accessing and maintaining databases for desktop applications. Topics covered include: database structure, database design, Visual Basic project building, ADO .NET data objects (connection, data adapter, command, data table), data bound controls, proper interface design, structured query language (SQL), creating databases using Access, SQL Server and ADOX, and database reports. Actual projects developed include a books tracking

system, a sales invoicing program, a home inventory system and a daily weather monitor. VISUAL BASIC AND DATABASES is presented using a combination of over 850 pages of self-study notes and actual Visual Basic examples. No previous experience working with databases is presumed. It is assumed, however, that users of the product are familiar with the Visual Basic environment and the steps involved in building a Visual Basic application (such training can be gained from our LEARN VISUAL BASIC ?course). VISUAL BASIC AND DATABASES requires a Microsoft Windows operating system and the Community Edition or Professional Edition of Microsoft Visual Studio. The Visual Basic source code, databases and all needed multimedia files are available for download from the publisher's website (KidwareSoftware.com) after book registration.

VISUAL BASIC EXPRESS FOR KIDS is a beginning programming tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build a Visual Basic Express Windows application. Students learn about project design, the Visual Basic Express toolbox, and many elements of the BASIC language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, a card game, an allowance calculator, a drawing program, a state capitals game, Tic-Tac-Toe and even a simple video game. VISUAL BASIC EXPRESS FOR KIDS is presented using a combination of over 450 pages of FULL-

COLOR notes and actual Visual Basic examples. This teacher or parent facilitated material should be understandable to kids aged 10 and up. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. VISUAL BASIC EXPRESS FOR KIDS requires Windows 7 or Windows 8 and Visual Basic 2012 Express. The Visual Basic source code and all needed multimedia files are available for download from the publisher's website (www.KidwareSoftware.com) after book registration.

This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of MariaDB and SQL Server databases. This book covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to MariaDB and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from MariaDB and SQL Server. As you would expect, this book shows how to build from scratch two different databases: MariaDB and SQL Server using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and

PublicKey, encrypt / decrypt data, and generate and verify digital prints. You will also learn how to create and store salt passwords and verify them. In chapter two, you will create a PostgreSQL database, named Bank, and its tables. In chapter three, you will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter four, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In chapter five, you create a table named Client_Data, which has seven columns: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter six, you will be taught how to create a SQL Server database, named Crime, and its tables. In chapter seven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status,

arrest_date, mother_name, address, telephone, and photo. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter ten, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter eleven, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MariaDB/SQL Server programmer.

COMPUTER BIBLE GAMES FOR MICROSOFT SMALL BASIC is designed to help

beginning students understand Small Basic programming concepts while developing "fun and simple" learning games and Computer Bible Games. Microsoft Small Basic is a simple BASIC programming environment designed specifically for kids to help prepare them for more complex programming languages like Visual Basic, Visual C# and Java. Small Basic also includes a "graduate code" button which automatically converts the student's source code into Microsoft Visual Basic. The Computer Bible Games For Small Basic tutorial consists of over 550 FULL-COLOR self-study notes explaining (in simple, easy-to-follow terms) how to build Small Basic applications. You will learn about program design, text window applications, graphics window applications and many elements of the Small Basic language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer programs to illustrate the fun of Small Basic programming. The Computer Bible Games for Small Basic Tutorial includes the following Computer Bible Games that your student can learn to program and play in Microsoft Small Basic: Noah's Ark, Daniel and the Lions, Elijah and the Ravens, The Good Shepherd, The Prodigal Son, The Lost Coin, and Bible Scramble. The learning programs include a unit conversion program, savings calculator, a sub-sandwich builder, a card wars game, a number guessing game, a state capitals game, a times table program, a stop watch, a simple drawing program, fun logic games and a fun video game. No programming experience is necessary, but familiarity with doing common tasks using a computer

operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. The course requires Windows 8, Windows 7, XP, or Vista, ability to view and print documents saved in an Adobe Acrobat format, and the Microsoft Small Basic development environment (Version 1.0 or higher).
COMPUTER BIBLE GAMES WITH VISUAL BASIC EXPRESS is a self-study or instructor led semester long "beginning" computer programming tutorial consisting of 13 chapters explaining (in simple, easy-to-follow terms) how to build a Visual Basic Express Windows applications and Computer Bible Games. Students learn about project design, the Visual Basic Express toolbox, and many elements of the Visual Basic language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. The projects built include a number guessing game, a card game, an allowance calculator, a drawing program, a state capitals game, a video game, and several Computer Bible Games. We have also included the source code to several college prep bonus projects including a loan calculator, portfolio manager, and a checkbook balancer to get you ready for those college courses. The game projects built include: - Noah's Ark - Race the turtles to Noah's Ark before the Great Flood starts - Elijah and the Ravens - Help Elijah catch the falling bread as he is fed by the ravens - Daniel and the Lions - Shoot Prayers at the lions to protect Daniel in the Lion's Den. COMPUTER BIBLE GAMES WITH VISUAL BASIC EXPRESS is presented using a

combination of over 650 pages of FULL-COLOR course notes and actual Visual Basic Express examples. No prior programming experience is necessary, but familiarity with doing common tasks using Microsoft Windows is expected. The course requires Windows 7 or Windows 8, and Visual Basic Express 2012. The course can also be completed using Visual Basic Professional Edition 2012. The Visual Basic source code and all needed multimedia files are available for download from the publisher's website (www.BibleByteBooks.com) after book registration. Book Reviews: "Have your kids expressed interest in computers? Most children have, and will continue to do so, because we are in a technological world. There aren't many programming courses on the market today that cater to teaching children about computer programming. Fortunately, BibleByte Books & Computer Science For Kids offer two different "parent-friendly" middle school and high school computer programming curriculums for Microsoft Small Basic, Visual Basic Express, Visual C# Express, and Oracle-Sun Java. With no previous programming experience, I found that their Computer Programming Tutorials made computer programming both fun and easy to learn. Their customer service was also very eager to answer any questions that I might have. This combination of curriculum and customer service makes their tutorials attractive to both the Homeschool parent and their beginning student programmer." - Homeschool.com "Tested and Approved" Product Review & Voted Top Homeschooling Curriculum for 2013 "Third Day Games would be thrilled if every child who played our video games

would learn how to develop Bible-based Christian video games themselves. BibleByte Books produces a wonderful Computer Science For Kids Curriculum that we believe will help train up the next generation of Christian game developers. The games industry desperately needs talented game developers, who are also Christians, to help build the next generation of Bible-based Christian video games. Learning a computer programming language early in life will give your child a great head start in the wonderful field of computer programming and give them the opportunity to use their skills to further the Kingdom." - Bobby Wells, CEO, Third Day Games

In this book, you will create two desktop applications using Python GUI and PostgreSQL. This book is a Python/PostgreSQL version of the Python/MySQL book which was written by the author. What underlies the writing of this book is the growing popularity of the PostgreSQL database server lately and more and more programmers migrating from MySQL to PostgreSQL. In this book, you will learn to build a school database project, step by step. A number of widgets from PyQt will be used for the user interface. In the first and second chapter, you will get introduction of postgresql. And then, you will learn querying data from the postgresql using Python including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using Python, updating data in postgresql database using Python, calling postgresql

stored function using Python, deleting data from a postgresql table using Python, and postgresql Python transaction. In the fourth chapter, you will study: Creating the initial three table in the School database project: Teacher table, Class table, and Subject table; Creating database configuration files; Creating a Python GUI for viewing and navigating the contents of each table. Creating a Python GUI for inserting and editing tables; and Creating a Python GUI to merge and query the three tables. In chapter five, you will learn: Creating the main form to connect all forms; Creating a project that will add three more tables to the school database: the Student table, the Parent table, and the Tuition table; Creating a Python GUI to view and navigate the contents of each table; Creating a Python GUI for editing, inserting, and deleting records in each table; Create a Python GUI to merge and query the three tables and all six tables. In chapter six, you will create dan configure PotgreSQL database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter seven, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create two tables,

Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter nine, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

With this one book, developers can cover the complete mobile development process, from conception through development and onto deployment.

VISUAL BASIC FOR KIDS is a beginning step-by-step programming tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build a Visual Basic Windows application. Students learn about project design, the Visual Basic toolbox, and many elements of the BASIC language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, a card game, an allowance calculator, a drawing program, a state capitals game, Tic-

Tac-Toe and even a simple video game. VISUAL BASIC FOR KIDS is presented using a combination of over 450 pages of color notes and actual Visual Basic examples. This teacher or parent facilitated material should be understandable to kids aged 12 and up. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. VISUAL BASIC FOR KIDS requires a Microsoft Windows operating system and the free Community Edition or Professional Edition of Microsoft Visual Studio 2015 (or greater) available from Microsoft. The Visual Basic source code solutions and all needed multimedia files are included in the compressed download file available from the Publisher's website (KidwareSoftware.com) after book registration.

Readers learn to master the basics of effective programming as they work through Visual Basic 2015's latest features with the wealth of hands-on applications in this book's engaging real-world setting. PROGRAMMING WITH MICROSOFT VISUAL BASIC 2015, 7E by best-selling author Diane Zak offers an ideal introduction to programming with a dynamic visual presentation, step-by-step tutorials, and strategically placed activity boxes. New hands-on applications, timely examples, and practical exercises help you learn how to effectively plan and create interactive Visual Basic 2015 applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The purpose of this book is to give established and new VB developers direction in how to get started developing database applications with VB .NET. Developers will be shown numerous code examples that will illustrate how to program database driven applications within the .NET Framework. Important topics covered include: Visual Studio development environment, ASP.NET applications, Windows Forms application, using VB.NET with ADO.NET, complex queries, security, COM interop., and application deployment.

COMPUTER BIBLE GAMES WITH VISUAL BASIC is a self-study semester long "beginning" programming tutorial consisting of 13 Chapters explaining (in simple, easy-to-follow terms) how to build VISUAL BASIC Windows applications and games. Students learn about project design, the VISUAL BASIC toolbox, and many elements of the VISUAL BASIC language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. The projects built include a number guessing game, a card game, an allowance calculator, a drawing program, a state capitals game, video games, and three classic Computer Bible Games. The Computer Bible Games include: ? Daniel and the Lions - Shoot Prayers at the Lions to protect Daniel in the Lion's Den Elijah and the Ravens - Move Elijah to catch the falling bread as he is fed by the Ravens Noah's Ark - Race the turtle to Noah's Ark before the Great Flood starts We have also included the source code to several college prep bonus projects including a

loan calculator, portfolio manager, and a checkbook balancer to get you ready for those college courses. COMPUTER BIBLE GAMES WITH VISUAL BASIC is presented using a combination of over 700 pages of course notes and actual VISUAL BASIC examples. No prior programming experience is necessary, but familiarity with doing common tasks using Microsoft Windows is expected. The tutorial actually teaches the student to program so the teacher or parent does not need to learn programming or teach programming to the student themselves. COMPUTER BIBLE GAMES WITH VISUAL BASIC requires a minimum of Microsoft Windows 7 and above and the Microsoft VISUAL Studio Community Edition (2015 & Above) both available from Microsoft. The VISUAL BASIC source code and all needed multimedia files are available for download from the publisher's website (www.BibleByteBooks.com) after book registration.