

component of a VisualBasic application, the form appears on the screen.

## 1.4 VISUALBASIC USER INTERFACE

After you have decided to start a new VisualBasic program or edit an existing one, the VisualBasic user interface appears in its full glory. Of course, before you can draw your program's user interface and write BASIC code, you have to know how to use the user interface of VisualBasic itself. The eight main parts of the VisualBasic interface are given, although all parts do not necessarily have to be visible at any given time.

**Pull-down menus:** provide access to every available VisualBasic command, although these menus can be confusing and intimidating to use:

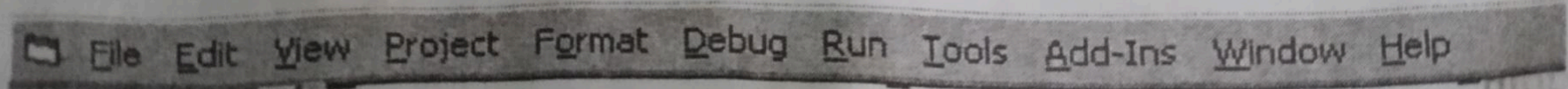
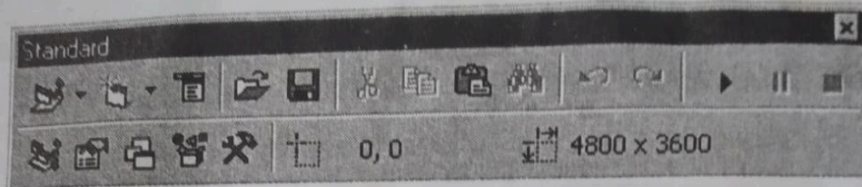


Figure 1.2 : Menu bar

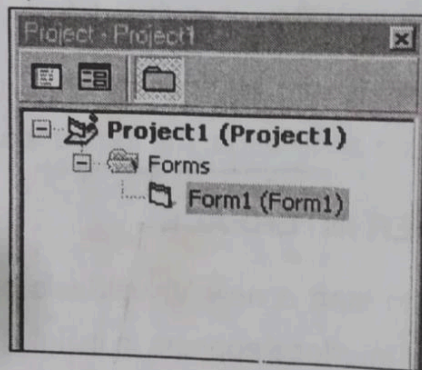
**Toolbar:** displays icons that represent the most commonly used VisualBasic commands- which may still be confusing to use.



**Figure 1.3 : Toolbar**

**Toolbox:** displays the types of objects (such as a command button or check box) that you can draw on a form. The Toolbox may not list all possible objects you can draw on a form. To get a complete list of objects you can display in your Toolbox, press Ctrl+T.

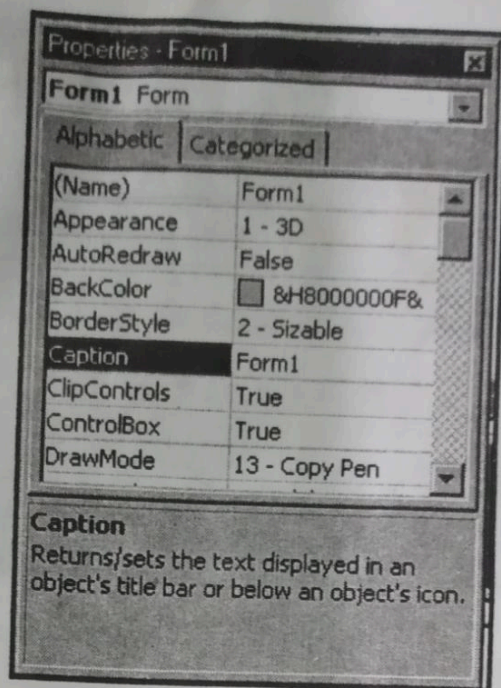
**Project explorer:** lists all the files that make up a single VisualBasic program.



**Figure 1.4 : Project Explorer window**

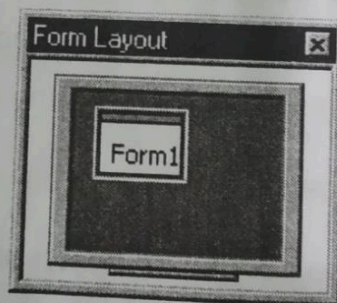
**Properties window:** displays the properties of the currently selected form or object.





**Figure 1.5 : Properties window**

**Form layout window:** enables you to arrange the location where your forms appear on the screen.



**Figure 1.6 : Form Layout window**

**Form:** provides a window where you can draw objects to design your program's user interface.

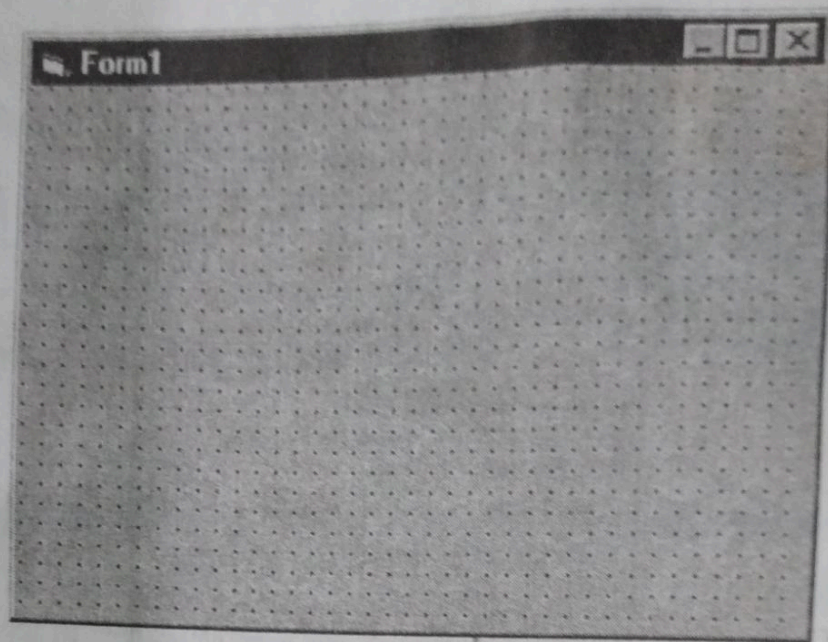


Figure 1.7 : A Form

**Immediate window:** enables you to debug your VisualBasic program.

When you design your user interface, you use the Toolbox to draw objects on Form. After you have drawn your object, the next step is to customize the appearance of each object by using the properties window. Finally, after you are happy with the way your program's user interface looks, you can define the location of the interface on the screen by using the Form layout window.

### Closing and Opening Windows

The VisualBasic user interface may seem cluttered to you, so do not be afraid to modify it for your convenience. Because most parts of the VisualBasic user interface consist of windows, you may want to close them to give yourself more screen space. Then when you need to use the interface windows again, just open them up.

To close a window in the VisualBasic user interface, click in the close box of the window you want back again.