

1.7.1 Object Naming Conventions

When we create an object (from a control), VB sets its name property to a default value. It is good practice to change their Name properties to something more descriptive, when there are several controls of the same type. The following naming convention for VB objects is a common practice.

Object	Prefix	Example
Form	Frm	frmFileOpen
Checkbox	Chk	chkVeg
Combobox	Cbo	cboLanguage
CommandButton	Cmd	cmdCancel
Data	Dat	datBibilio
Directory list box	Dir	dirSource
Drive list box	Drv	drvTarget
File list box	Fil	filSource
Frame	Fra	fraCourse
Horizontal scrollbar	Hsb	hsbVolume
Image	Img	imgIcon
Label	Lbl	lblName
Line	Lin	linVertical
Listbox	Lst	lstInstitutes
Menu	Mnu	mnuFileOpen
Option button	Opt	optSmile

1.7.2

- W
- pr
- ca
- su

- P
- u
- h

- C
- c
- t

- ◆

- ◆

- ◆

Vis

Picture box	Pic	picDisk
Shape	Shp	shpCircle
Textbox	Txt	txtName
Timer	Tmr	tmrAlarm
Vertical Scrollbar	Vsb	vsbRate

1.7.2 Event Procedures

- ◆ When you divide a large program into several smaller ones, these smaller programs are called subprograms. In VisualBasic terms, subprograms are called event procedures (although some programmers may call them subroutines). VisualBasic also has special subprograms called functions.
- ◆ Procedures tell each object on your form how to react to something that the user does. Each object can have zero or more procedures that tell the object how to respond to the user.
- ◆ One event procedure may tell the computer what to do if the user clicks on an object with the mouse. Another event procedure may tell the computer what to do if the user presses a certain key while the object is highlighted.
- ◆ Not every object needs event procedures. The only objects that need event procedures are those that the user can click on or choose in some way, such as command buttons, check boxes, or radio buttons.
- ◆ Before you can write an event procedure for an object, you have to select the object and the event you want the object to use.
- ◆ VisualBasic gives you two ways to choose an object.

- ◆ The simplest way is to click on an object (such as a command button) on your form and press F7 (or just double-click on the object) to switch to the **Code window**. VisualBasic then kindly displays the most likely procedures that you need for that object.
- ◆ The second way is almost as easy. Each time you draw an object on a form, VisualBasic stores the name of that object in a list called the **Object list**. The Object list appears at the top of the Code window. To open this list, press F7. Then scroll through the Object list until you find the object for which you want to write a procedure.
- ◆ To choose an event to use, you have to use another list, called the **procedure list**, which also appears at the top of the Code window next to the Object list. The procedure list contains all possible events that you can write a procedure to respond to. Just scroll through this list until you find the event for which you want to write a procedure. The most common event to use is the Click event.
- ◆ After you choose an object from the Object list and an event from the Procedure list, VisualBasic displays the first and last lines of the procedure and you are now ready to write code for this procedure.

What happens if you write an event procedure for a particular object, and then later change that objects name?

Well, VisualBASIC gets confused and thinks that you have created a brand-new object, which means that the renamed object cannot have any event procedures attached to it. **So if you want to rename an object, do it before you write any event procedures for that object.**