

Topic F: External Files and Databases -Using Classes and Objects Wednesday, March 22 2006

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Overview (1):

- Before We Begin
 - Some administrative details
 - Some questions to consider
- Opening and Reading a File
 - Recall the standard dialog window
 - Opening a file
 - Common dialog properties

Before We Begin

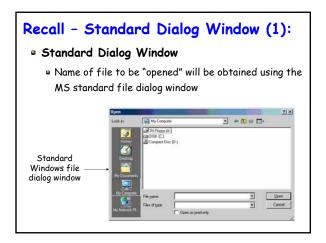
Administrative Details (1):

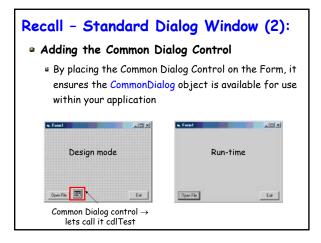
- Test 2 And Various Exercises That Haven't Been Picked Up
 - a Available at the end of the lecture
- Test Annulment Forms
 - Will be available from March 27 April 21 2006 from the Computer Science Engineering Undergrad Office located in CSEB 1003
 - Office hours → 10:00am 12:00pm & 2:00-4:30pm
 - Must be completed if you wish to drop either of your test grades (Test 1 and/or Test 2)

Some Questions to Consider (1):

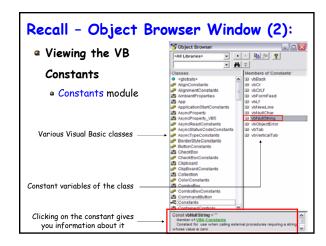
- What is a Message Box?
- What is a Drop-down (Combo) Box?
- What is a file?
- a In a Visual Basic program, how can we input/output data using files?

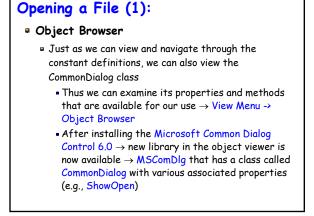
Opening and Reading a File (cont.)

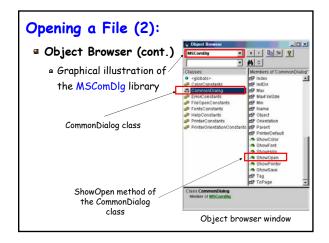




Recall - Object Browser Window (1): a Several Available "Built-in" Constants a Various built-in constants available for your use in Visual Basic a Constant variables are typically enclosed within a specific class definition a To view the VB constants → View Menu → Object Browser a Various "groups" (modules or classes) of constants







Opening a File (3):

- ShowOpen Method
 - Using this method will cause the (familiar) open file dialog window to appear
 - User can choose a desired file to open
 - How do we use this method?
 - Add a command button (control) to the form → lets call it cmdOpenFile and set its Caption property to "Open File" (for example)
 - Within the _Click event of cmdOpenFile, we will call the ShowOpen method as follows

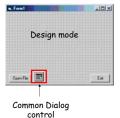
cdlTest.ShowOpen

Opening a File (4):

- ShowOpen Method (cont.)
 - Recall
 - ShowOpen method is part of the CommonDialog class
 - We have created an object (instance) of the CommonDialog class and called it cdlTest
 - The call we made to the ShowOpen object was more specifically made to the instance of the class definition (cdlTest)

Opening a File (5):

- ShowOpen Method (cont.)
 - Clicking on the "Open File" button while in run mode will cause the Common File Dialog box to appear





Clicking on the "Open File" button will cause the File Dialog to appear since we make the call to the ShowOpen method within the Click event handler

Opening a File (6):

- ShowOpen Method (cont.)
 - Of course, even though we have caused the file dialog to appear and even if the user chooses a file, nothing will happen!
 - The purpose of the file dialog is to present the user with a simple interface to choose a file through the computer's file system
 - We must "tell" Visual Basic what "to do next"
 - The name of the file (along with the entire file path) once obtained from the user will be stored in a property called FileName of the Common Dialog object

Opening a File (7):

- ShowOpen Method (cont.)
 - You can easily verify that the name has been properly assigned to the FileName property
 - Add a Label (called for example, lblFileName) to the Form and then add the following statement

lblFileName.Caption = cdlTest.FileName

- The name of the file should appear in the Label
- The FileName property is actually one of the most important properties since we will need the name of the file to open any specified file!

Opening a File (8):

- Some Other Common Dialog Properties
 - Filter property
 - InitDir property
 - Cancel error property
 - Flags property
 - · Lets take a closer look at these now...

Common Dialog Properties (1):

- The Filter Property
 - Determines which type of files are displayed (e.g., files of a particular extension) in the open file window by specifying a list of file types along with a brief description that will actually appear in the file open window
 - String argument that is composed of a set of description and file extension specifications separated by the pipe symbol (the vertical bar "|")
 - Included before the ShowOpen statement and it is called within the _Click event handler

