REVIEW OF CHAPTER 1

• Trouble installing/accessing Visual Studio?

REVIEW

• Computer

- a device that can perform calculations and make logical decisions much faster than humans can
- Computer programs
 - a sequence of instructions
 - Input—Process—Output (data—manipulate—results)
- Hardware: physical components (keyboard, screen, mouse, hard drive, memory, DVDs, CPU—Central Processing Unit)

• Software: programs that run on a computer



- Programmers vs. Users
- Computer languages:
 - Machine language: computers understand.
 - High-level language: resembles everyday English. Compilers convert it into machine language. (Visual Basic, C, C++, Java, C#, Fortran, COBOL, ...)



- Algorithm: a step by step series of instructions to solve a problem
- Visual Basic.NET is:
 - Event-driven
 - Object-oriented
 - User-friendly (GUI-based)

CHAPTER 2

Visual Basic, Controls, and Events

VISUAL BASIC, CONTROLS, AND EVENTS

- 2.1 An Introduction to Visual Basic
- 2.2 Visual Basic Controls
- 2.3 Visual Basic Events

SFL

VISUAL BASIC 2010

- Before VB, a window required hundreds of lines of code
- Now
 - Fewer instructions
 - Consistent
 - Less time
 - User-friendly

VISUAL BASIC 2010

- Language used to create Windows applications.
- Provides a Graphical User Interface or GUI.
- The sequence of instructions executed in the program is controlled by events.

🖳 Create I	Database 🗆 🗆 💌 🗙
Name:	Mr. President
Address:	1600 Pennsylvania Avenue
City:	Washington
State:	DC Zip code: 20500
Phone:	202-456-1414
W	ite to Database Exit
	9

BEFORE VB

Administrator: C:\Windows\system32\cmd.exe
C:\Users\RichardF>dir /? Displays a list of files and subdirectories in a directory.
DIR [drive:][path][filename] [/A[[:]attributes]] [/B] [/C] [/D] [/L] [/N] [/O[[:]sortorder]] [/P] [/Q] [/R] [/S] [/T[[:]timefield]] [/W] [/X] [/4]
[drive:][path][filename] Specifies drive, directory, and/or files to list.
A Displays files with specified attributes. attributes D Directories R Read-only files A H Hidden files A Files ready for archiving S System files I Not content indexed files L Reparse Points - Prefix meaning not
/C Display the thousand separator in file sizes. This is the default. Use /-C to disable display of separator.
/D Same as wide but files are list sorted by column. /L Uses lowercase.
/N New long list format where filenames are on the far right.
sortorder N By name (alphabetic) S By size (smallest first) E By extension (alphabetic) D By date/time (oldest first) G Group directories first - Prefix to reverse order
Press any key to continue

BEFORE VB

- Program complicated, unfriendly
- Required parameters
- Once input was entered, hard to go back



HOW TO DEVELOP A VB APPLICATION

• Design the Interface for the user

- Literally draw the GUI
- Drag buttons/text boxes/etc onto form
- Determine which events the controls on the window should recognize
- Write the code for those events.

• Test

🖳 Create [Database 🗆 🗆 🗙
Name:	Mr. President
Address:	1600 Pennsylvania Avenue
City:	Washington
State:	DC Zip code: 20500
Phone:	202-456-1414
W	ite to Database Exit
	12

WHAT HAPPENS WHEN PROGRAM IS RUNNING

- 1. VB monitors the controls for events
- 2. If event occurs, it runs procedures assigned to that event
- 3. If no event exists, it goes back to #1

DIFFERENT VERSIONS OF VISUAL BASIC

- Version 1.0 1991 Version 2.0 1992
 Version 3.0 1993 Version 4.0 1995
 Version 5.0 1997 Version 6.0 1998
- Visual Basic.NET 2002 (NOT BACKWARD COMPATIBLE WITH EARLIER VERSIONS)
 Visual Basic 2005 – November 2005
 Visual Basic 2008 – November 2007
 Visual Basic 2010 – April 2010
 Visual Basic 2012 – Sept 2012

2.2 VISUAL BASIC CONTROLS

- Invoking Visual Basic
- Text Box Control
- Button Control
- Label Control
- List Box Control
- Name Property
- Help / Fonts / Auto Hide
- Positioning and Aligning Controls

VISUAL BASIC START PAGE



START A NEW PROJECT

🖳 Sta	rt Page - Micros	oft Visual Basic	c 2008 Expres	s Edition
File	Edit View	Tools Windo	ow Help	
67	New Project	Ctrl+N	1	9-0-
đ	Open Project	Ctrl+O		
2	Open File			
	Close		Basi	C.2008
đ	Close Project		Edition	Juce
	Save Selected I	tems Ctrl+S		
	Save Selected I	tems As		MSD
9	Save All	Ctrl+Shift+S		MSD
	Export Templa	te		Tue,
	Page Setup			expe Visit
6	Print	Ctrl+P		Tue,
	Recent Files		•	XNA
	Recent Project	s	•	Visu
	Exit			Tue,

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NEW PROJECT DIALOG BOX

New Project	9 X
New Project	
Search Online Te	
A project for creating an application with a Windows user interface (.NET Framework 3.5)	
Name: WindowsApplication1	
ОК Са	ncel

INITIAL VISUAL BASIC SCREEN



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TOOLBOX



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TOOLBOX



PLACING CONTROL FORMS

- 3 Ways to Place a Control from the Toolbox onto the Form Window
 - Double-click
 - Drag and Drop
 - Click, Point, and Drag

TEXT BOX CONTROL

- Used for input and output
- When used for output, ReadOnly property is set to True





PROPERTIES WINDOW

Pro	operties		
Te	extBox1 System.Windov	vs.Forms.TextBox	1
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	AccessibleDescription		1
	AccessibleName		Γ
	AccessibleRole	Default	1
Ð	Appearance		L
	BackColor	Window	
	BorderStyle	Fixed3D	
	Cursor	IBeam	
Ð	Font	Microsoft Sans Serif, 8.25	
	ForeColor	WindowText	
Ð	Lines	String[] Array	
	RightToLeft	No	
	ScrollBars	None	
	Text	•	
	TextAlign	Left	-
T T	ext he text associated with th	e control.	

Pr	operties		
Т	extBox1 System.Window	s.Forms.TextBox	-
e	🗄 🤁 🔲 🖋 🖻		
Ð	MinimumSize	0, 0	^
	Modifiers	Friend	
	Multiline	False	
	PasswordChar		
	ReadOnly	False	
	RightToLeft	No	
	ScrollBars	None	
	ShortcutsEnabled	True	
Ð	Size	100, 20	
	TabIndex	0	
	TabStop	True	Ξ
	Tag		
	Text	▼	
	TextAlign	Left	Ŧ
Text The text associated with the control.			

Press F4 to display the Properties window for the selected control.

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Categorized view

Alphabetical view

PROPERTIES WINDOW



Prop	perties	- ₽	x
But	t ton1 System.Win	dows.Forms.Button	÷
	<u>}</u> <u></u>	3	
	AccessibleName	_	
	AccessibleRole	Default	
	AllowDrop	False	
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	AutoEllipsis	False	
	AutoSize	False	
	AutoSizeMode	GrowOnly	
	BackColor	Control	
	BackgroundImag	(none)	
	BackgroundImag	Tile	
	CausesValidation	True	
	ContextMenuStrij	(none)	
	Cursor	Default	
	DialogResult	None	
	Dock	None	
	Enabled	True	
\triangleright	FlatAppearance		
	FlatStyle	Standard	
\triangleright	Font	Microsoft Sans Serif,	Е
	ForeColor	ControlText	
	GenerateMember	True	
	Image	(none)	
	ImageAlign	MiddleCenter	
	ImageIndex	(none)	
	ImageKey	(none)	
	ImageList	(none)	
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	Locked	False	
⊳	Margin	3, 3, 3, 3	
	MaximumSize	0,0	
⊳	MinimumSize	0,0	
	Modifiers	Friend	
⊳	Padding	0, 0, 0, 0	
	Kight I oLeft	N0	
⊳	SIZE	13, 23	
	Tabindex	U Truc	
	Тарэтор	True	
	Text	Putton1	
	Text	DUTTONI	Ŧ

SOME OFTEN USED PROPERTIES

- Text
- Autosize
- Font.Name
- Font.Size
- ForeColor
- BackColor
- ReadOnly

Pro	perties	- ₽	×
But	t ton1 System.Win	dows.Forms.Button	-
	2↓ 🗉 🖋 🗉	3	
	AccessibleName		^
	AccessibleRole	Default	
	AllowDrop	False	
	Anchor	Top, Left	
	AutoEllipsis	False	
	AutoSize	False	
	AutoSizeMode	GrowOnly	
	BackColor	Control	
	BackgroundImag	(none)	
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	CausesValidation	True	
	ContextMenuStrij	(none)	
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	DialogResult	None	
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	ForeColor	ControlText	
	GenerateMember	True	
	Image	(none)	
	ImageAlign	MiddleCenter	
	ImageIndex	(none)	
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⊳	Location	147, 108	
	Locked	False	
\triangleright	Margin	3, 3, 3, 3	
⊳	MaximumSize	0, 0	
⊳	MinimumSize	0, 0	
	Modifiers	Friend	
⊳	Padding	0, 0, 0, 0	
	RightToLeft	No	
⊳	Size	75, 23	
	TabIndex	0	
	TabStop _	True	
	Tag		
	Text	Button1	Ŧ

SETTING PROPERTIES

- Click on property name in left column.
- Enter its setting into right column by typing or selecting from options displayed via a button or ellipses.

Pro	perties	- ₽	×
But	tton1 System.Win	dows.Forms.Button	-
•	2↓ 🗉 🖋 🖸	3	
	AccessibleName		•
	AccessibleRole	Default	
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	Anchor	Top, Left	
	AutoEllipsis	False	
	AutoSize	False	
	AutoSizeMode	GrowOnly	
	BackColor	Control	
	BackgroundImag	(none)	
	BackgroundImag	Tile	
	CausesValidation	True	
	ContextMenuStrij	(none)	
	Cursor	Default	
	DialogResult	None	
	Dock	None	
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	FlatStyle	Standard	
\triangleright	Font	Microsoft Sans Serif	н
	ForeColor	ControlText	
	GenerateMember	True	
	Image	(none)	
	ImageAlign	MiddleCenter	
	ImageIndex	(none)	
	ImageKey	(none)	
	ImageList	(none)	
\triangleright	Location	147, 108	
	Locked	False	
\triangleright	Margin	3, 3, 3, 3	
⊳	MaximumSize	0, 0	
⊳	MinimumSize	0, 0	
	Modifiers	Friend	
⊳	Padding	0, 0, 0, 0	
	RightToLeft	No	
⊳	Size	75, 23	
	TabIndex	0	
	TabStop -	True	
	Tag		
	lext	Button1	Ŧ

FORECOLOR PROPERTY

- 1. Click on ForeColor.
- 2. Click on button at right of settings box.
- 3. Click on Custom tab to obtain display shown.
- 4. Click on a color.





FONT PROPERTY

- 1. Click on Font in left column.
- 2. Click on ellipsis at right of settings box to obtain display shown,
 - 3. Make selections.

Font			X
Font: Microsoft Sans Serif O Microsoft Uighur O Microsoft YaHei O Microsoft Yi Baiti O MingLiU O MingLiU_HKSCS O MingLiU_HKSCS-ExtB ▼	Font style: Regular Italic Bold Bold Italic	Size: 8 9 10 11 12 14 16 ▼	OK Cancel
Effects Strikeout Underline	Sample Aa Bb Yy Zz	!	
	Script: Western	•	

BUTTON CONTROL

• The caption on the button should indicate the effect of clicking on the button.

• Text property determines caption.

Calculate Balance



ADD AN "ACCESS KEY"



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LABEL CONTROL

0	Used to identify the contents
	of a text box/button/etc

- Form1
- Text property specifies caption
- By default, label automatically resizes to accommodate caption on one line
- When the AutoSize property is set to False, label can be resized manually. Used primarily to obtain a multirowed label

LIST BOX CONTROL

- Initially used to display several pieces of output.
- In Chapter 9 used to select from a list.

THE NAME PROPERTY

Properties 🝷 🕂 🗙					
Label1 System.Windows.Forms.Label					
21 🗉 🗲 🖻					
⊳	(ApplicationSettir		*		
⊳	(DataBindings)				
	(Name)	Label1			
	AccessibleDescrip				
	AccessibleName				
	AccessibleRole	Default			
	AllowDrop	False			
	Anchor	Top, Left			
	AutoEllipsis	False			
	AutoSize	True			
	BackColor	Control			
	BorderStyle	None			
	CausesValidation	True			
	ContextMenuStrij	(none)			
	Cursor	Default			

• Used by the programmer to refer to a control in code

- Setting for Name property near top of Properties window.
- Name must begin with a letter, be less than 215 characters long, and may include numbers and letters.
- Use appropriate 3- or 4character naming prefix

CONTROL NAME PREFIXES

Control	Prefix	Example
button	btn	btnCompute
label	lbl	IbIAddress
text box	txt	txtAddress
list box	lst	IstOutput

RENAMING THE FORM

- Initial name is Form1
- The Solution Explorer window lists a file named Form1.vb
- To rename the form, change the name of this file to *newName*.vb
- *newName* should begin with prefix *frm*
Fonts

- Proportional width fonts take up less space for "I" than for "W" – like Microsoft Sans Serif
- Fixed-width fonts take up the same amount of space for each character like Courier New
- Fixed-width fonts are used for tables

• Demo the previous

- Label
- Button
- Colours
- Font
- Renaming

• Excellent walkthroughs in book

AUTO HIDE

- Hides Toolbox when not in use
- Vertical push pin icon indicates auto hide is disabled.
- Click the push pin to make it horizontal and enable auto hide.



POSITIONING CONTROLS



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ALIGNING CONTROLS



ALIGNING CONTROLS



TAB ORDER



The tab indices determine the order in which controls receive the focus during tabbing.

2.3 VISUAL BASIC EVENTS

- An Event Procedure Walkthrough
- Properties and Event Procedures of the Form
- The Header of an Event Procedure



- An **event** is an action, such as the user clicking on a button
- Usually, nothing happens in a Visual Basic program until the user does something and generates an event
- What happens is determined by statements

SAMPLE STATEMENTS

General Form:

controlName.property = setting

- txtBox.ForeColor = Color.Red
- txtBox.Visible = True
- txtBox.Text = "Hello World"

What do the above mean?

SAMPLE FORM



What events could there be?

Focus

- When you click on a text box, a cursor appears in the text box, and you can type into the text box
- Such a text box is said to have the **focus**
- If you click on another text box, the first text box loses the focus and the second text box receives the focus

EXAMPLES OF EVENTS

General Form:

controlName.event

btnShow.Click
txtBox.TextChanged
txtBox.Leave



• Take form, double click on textbox

👓 Win	dowsApplic	ation1 - M	icrosoft Visua	al Studio (A	dministrator)													I X
<u>File</u>	dit <u>V</u> iew	<u>P</u> roject	<u>B</u> uild <u>D</u> ebu	ig Tea <u>m</u>	D <u>a</u> ta F <u>o</u> rma	it <u>T</u> ool	s Ar <u>c</u> hitectu	ure Te <u>s</u> t	A <u>n</u> alyze <u>W</u> indo	w <u>H</u> elp								
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Err	or List														→ ‡ ×	▷ Size	100, 20	
<u>(</u>	0 Errors	🔔 0 War	nings 🛛 🚺	0 Messages	;											Tabindex	0	E
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• Enter area to write code for control

00 W	VindowsApplication1 -	ficrosoft Visual Studio (Administrator)			
<u>F</u> ile	<u>E</u> dit <u>V</u> iew <u>P</u> roject	<u>B</u> uild <u>D</u> ebug Tea <u>m</u> D <u>a</u> ta <u>T</u> ools Ar <u>c</u> hitecture Te <u>s</u> t A <u>n</u> alyze <u>W</u> indow <u>H</u> elp			
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ī	√ TextBox1	- 🖉 TextChanged	-	🖥 🕒 🏠 🛃 🗉 🛙	3 🖧 🔡
olbox 📅 Data Sources	■Public Class Private End Sub End Class	Form1 ub TextBox1_TextChanged(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles TextBox1.TextChanged	E	VindowsApplie My Project FormLvb Solu Cast Properties	∎∰ Tea
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	inn 🔝 Error List	alate window 📕 Output		ex Find and Kepl	Properties
Read	У	Ln4	Col 9	Ch 9	INS

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EXAMPLES OF EVENTS

• Select Event

WindowsApplication1 - Microsoft Visual Studio (Administrator)	Country State of Street				-	_			
File Edit View Project Build Debug Team Data Tools Architecture Test Analyze	Window Help								
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Form1.vb* × Form1.vb [Design]*							Solution Explorer	- ₽ ×	
v TextBox1 -	FextChanged					-	🕒 🗿 😰 🔛	II 🖧	
Public Class Form1	(Declarations)					<u>^</u>	🔯 WindowsAppli	ication1	
Private Sub TextBox1_TextChanged(ByVal sender As System.Object, B) End Sub End Class	# AcceptsTabChanged BackColorChanged BindingContextChanged BorderStyleChanged CauseSValidationChanged ChangeUICues Click Click ContextMenuChanged ContextMenuChanged ContextMenuStripChanged ControlAdded ControlRemoved						Solu Carlor Clar Properties	t ∍5 ■ Tea ▼ 무 × ▼	
100 % - <						-			
Frror List						• 4 ×			
2 0 Errors 🔥 0 Warnings 🕕 0 Messages									
Description		File	Line	Column	Project				
					-				
📸 Error List 🚛 Immediate Window 🔲 Output							👬 Find and Repl	Properties	
Ready				Ln 4		Col 9	Ch 9	INS	

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3 STEPS IN CREATING A VB PROGRAM

- 1. Create the interface; that is, generate, position, and size the objects
- 2. Set properties; that is, configure the appearance of the objects
- 3. Write the code that executes when events occur

CODE EDITOR



STRUCTURE OF AN EVENT PROCEDURE

Header { Private Sub objectName_event(...) Handles objectName.event statements End Sub

(...) is filled automatically with
 (ByVal sender As System.Object, ByVal
 e As System.EventArgs)

EVENT PROCEDURE

Create an Outline for an Event Procedure; i.e. header and End Sub

Double-click on a control or
Use the Class Name and Method Name boxes.

(We nearly always use the first method.)

SAMPLE FORM



Double Click on txtFirst

CODE FOR WALKTHROUGH

Public Class frmDemo Private Sub txtFirst_TextChanged(...) Handles txtFirst.TextChanged

End Sub End Class

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CODE FOR WALKTHROUGH

Public Class frmDemo
Private Sub txtFirst_TextChanged(...)
Handles txtFirst.TextChanged
txtFirst.ForeColor = Color.Blue
End Sub
End Class

INTELLISENSE

Automatically pops up to give the programmer help. txtFirst.





CODE EDITOR

Click tab to return to Form Designer

↓	
frmDemo.vb [Design]	₹ ×
🔩 frmDemo	🔽 🎬 (Declarations) 🛛 🗸 🗸
Public Class frmDemo	~
End Class	=
	×
<	>

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SAMPLE FORM



Double-click on btnRed

CODE FOR WALKTHROUGH

Public Class frmDemo Private Sub txtFirst_TextChanged(...) Handles txtFirst.TextChanged txtFirst.ForeColor = Color.Blue End Sub

Private Sub btnRed_Click(...)
 Handles btnRed.Click

End Sub End Class

CODE FOR WALKTHROUGH

Public Class frmDemo Private Sub txtFirst TextChanged(...) Handles txtFirst.TextChanged txtFirst.ForeColor = Color.Blue End Sub Private Sub btnRed Click(...) Handles btnRed.Click txtFirst.ForeColor = Color.Red End Sub End Class

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EVENT PROCEDURE

- Select txtFirst from Class Name box drop-down list
- Select Leave from Method Name box drop-down list

CODE FOR WALKTHROUGH

Private Sub txtFirst_Leave(...) Handles txtFirst.Leave

End Sub

CODE FOR WALKTHROUGH

Private Sub txtFirst_Leave(...) Handles txtFirst.Leave txtFirst.ForeColor = Color.Black

End Sub

HEADER OF EVENT PROCEDURE



Private Sub Button_Press(...) Handles btnRed.Click

HANDLING MULTIPLE EVENTS

Event procedure can be invoked by two events.

Private Sub Happening(...) Handles btnRed.Click,txtSecond.Leave txtFirst.ForeColor = Color.Red End Sub

ALTERING PROPERTIES

- The following won't work: frmDemo.Text = "Demonstration"
- o The form is referred to by the keyword Me. Me.Text = "Demonstration"

TEXT FILE

- Holds data to be processed by programs
- Can be created, viewed, and managed by the Visual Basic IDE
 - Create: Use "Add New Item" input dialog box
 - View: Click on filename in Solution Explorer
 - Manage: Use Solution Explorer like Windows Explorer
SAMPLE TEXT FILE

Mike Jones 9.35 35 John Smith 10.75 33

PAYROLL.TXT

SAMPLE TEXT FILE



PAYROLL.TXT

OUR TEXT FILE CONVENTION

• PAYROLL.TXT uses one item of data per line. That will be our convention in this book.

POSSIBLE EVENTS

Use Property Window to View all Possible Events for a Control

Properties	↓ 1	×	
btnRed System.Windows.Forms.Button			_
8 2↓ ■ 🗲 < □			Events
BindingContextChanged		*	DULLON
CausesValidationChanged			
ChangeUICues			
Click	btnRed_Click		
ClientSizeChanged			
ContextMenuStripChanged			
ControlAdded			
ControlRemoved		Ŧ	
Click Occurs when the component	is clicked.		

RUN AN EXISTING PROGRAM

- 1. Click on Open Project in the File menu
- 2. Navigate to the program's folder
- 3. Click on the program's folder
- 4. Double-click on the file with extension .sln
- 5. In the Solution Explorer double-click on the file with extension .vb. (The Form Designer will appear.)
- 6. Press F5 to run the program

RUN PROGRAM

SkipDays (Running) - Microsoft Visual Basic 2008 Express Edition				
File Edit View Project Build Debug Data Format Tools Window He Image: Imag	elp U III SI (III SI III) Solution Explorer - + + ×			
## Form1 Image: SkipDays Button1 Sun Mon Tue Wed 31 1 2 31 1 2 GroupBox1 9 10 RadioButton3 23 24 HadioButton2 30 1 Today: Image: SkipDays Image: SkipDays Image: Button1 Sun Mon Tue Wed Image: SkipDays Image: SkipDays Ima				

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