

MULTIPLE FORMS

- Add Form dialog box is used to add a new form or existing forms based a template.
- Template is an existing form for which several elements have already been created.
 - Example: Splash screens, Login forms, About forms.
 - Login form is used to authenticate a user by getting a user name and password.
 - Splash screen provides a message to the user while the rest of the program loads.
 - Disappears without any input from the user
 - Timer controls how long it appears
 - About form generally displays license and copyright information pertaining to the program.

- StartPosition property:
 - 0-Manual, form appears as defined by left and top properties.
 - 1-CenterScreen, form is centered on whole screen.
 - 2-WindowsDefault, form appears on the upper-left corner of screen.
- StartUp Object:
 - VB will load the startup object first.
 - It can consist of a form or a general procedure that executes when the program runs.
- Timer Control on Splash Screen:
 - Generates events at regular time intervals.
 - Interval property contains between 1 and 65,535.
 - This number represents the number of milliseconds that have elapsed between Timer events.
 - There are 1000 milliseconds in a second.

- Displaying and Unloading Forms:
 - Object.Show [style] where:
 - Object can be any Form object.
 - Show method is specified form to display on the screen and becomes the active form.
 - Style:
 - 1. vbModal, form is considered modal and must be unloaded or hidden before another form in program can receive focus.
 - » Modal form must be closed before focus can switch to another form.
 - » This does not prevent the user from interacting with other applications (ex., message box).
 - 2. Modeless forms allow user to change focus from one form to another.
 - » If call show method with no style argument, form is modeless by default.
- Unload Method:
 - Removes form from memory.
- Hide Method:
 - Makes form invisible but does not remove it from memory.
- Example: frmFirst.Show VbModal
- frmFirst.Hide

- Refreshing Forms:
 - Refresh method repaints the form each time it is called.
- Creating Menus:
 - Parts: Title, menu bar, disable menu item, short cut key, separator bar, and hot key.
 - Procedure:
 - 1. Click Menu Editor on toolbar
 - 2. Caption box, Type name
 - Example: &File (sets Hot Key= Alt + F)
 - 3. Name, Example=mnuFile, OK
 - 4. Next button allows you to create a second menu item.
 - 5. Checked checkboxes are used to control appearance of menu.
 - Checked is false by default, allows option of creating a checked menu item (an item that acts as toggle and displays a check mark when selected).
 - Enabled specifies whether or not menu is grayed or disabled.
 - Visible specifies whether or not a menu or item is visible.
 - 6. Separator bar is created by inserting a hyphen in the Caption box.