

STUDENT SOLUTIONS MANUAL

**to accompany
An Introduction to Programming
Using Visual Basic 2010, 8th Edition**

by David I. Schneider



Copyright © 2011 by Pearson Higher Education. All rights reserved.

CONTENTS

Chapter Comments

Chapter 2 Visual Basic Controls and Events

Exercises 2.2 Visual Basic Controls 11

Exercises 2.3 Visual Basic Events 15

Chapter 3 Variables, Input, and Output

Exercises 3.1 Numbers 18

Exercises 3.2 Strings 21

Exercises 3.3 Input and Output 26

Chapter 4 Decisions

Exercises 4.1 Relational and Logical Operators 30

Exercises 4.2 If Blocks 31

Exercises 4.3 Select Case Blocks 38

Exercises 4.4 Input via User Selection 42

Chapter 5 General Procedures

Exercises 5.1 Function Procedures 47

Exercises 5.2 Sub Procedures, Part I 50

Exercises 5.3 Sub Procedures, Part II 55

Chapter 6 Repetition

Exercises 6.1 Do Loops 57

Exercises 6.2 For...Next Loops 62

Exercises 6.3 List Boxes and Loops 68

Chapter 7 Arrays

Exercises 7.1 Creating and Accessing Arrays 77

Exercises 7.2 Using LINQ with Arrays 85

Exercises 7.3 Arrays of Structures 89

Exercises 7.4 Two-Dimensional Arrays 99

Chapter 8 Text Files

Exercises 8.1 Managing Text Files 106

Exercises 8.2 StreamReaders, StreamWriters, Structured Exception Handling 111

Exercises 8.3 XML 115

Chapter 9 Additional Controls and Objects

Exercises 9.1 List Boxes and Combo Boxes 120

Exercises 9.2 Eight Additional Controls and Objects 125

Exercises 9.3 Multiple-Form Programs 132

Exercises 9.4 Graphics 142

Chapter 10 Databases

Exercises 10.1 An Introduction to Databases 151

Exercises 10.2 Editing and Designing Databases 164

Chapter 11 Object-Oriented Programming

Exercises 11.1 Classes and Objects 165

Exercises 11.2 Working with Objects 172

Exercises 11.3 Inheritance 186

Chapter 12 Web Applications

Exercises 12.1 Programming for the Web, Part 1 193

Exercises 12.2 Programming for the Web, Part 2 199

Exercises 12.3 Using Databases in Web Programs 204

Chapter Comments

Chapter 1

1. Your instructor might skip this chapter. If so, I recommend that you take a quick look at two items from the chapter. Look at the last question and answer on page 3 to see how the appearance of a program varies with the version of Windows being used. Also, look at the discussion of "Displaying File Extensions" on pages 5 and 6. I recommend that you configure Windows to show all file extensions.

Chapter 2

1. On page 44 you are asked to run a program that was downloaded from the Pearson website for the book. All of the programs appearing in Examples and Case Studies can be downloaded from that website. There is never any need for you to manually type in the code for a program in this textbook. The website also contains all the text files, databases, and pictures needed for the exercises.

All of these files are contained in the folders "Ch02", "Ch03", "Ch04", and so on. Each chapter file contains a subfolder named "Text_Files_for_Exercises" which contains the text files needed for that chapter's exercises. The folder "Ch09" has a subfolder named "Pictures" that contains picture files. The folders "Ch10" and "Ch12" have a subfolder named "Databases" containing all the databases needed for the exercises.

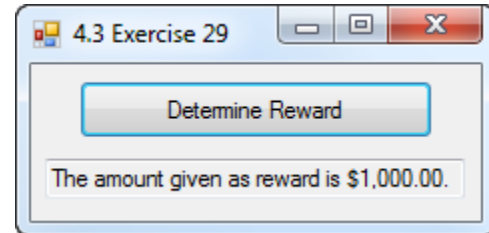
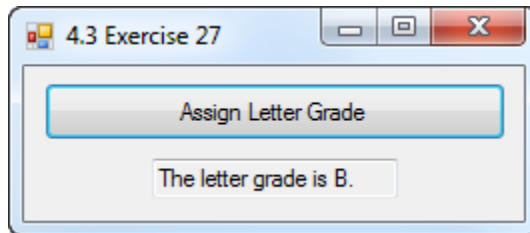
Each program is contained in a folder with a name in the form *chapter–section–example number*. For instance, the program in Chapter 3, Section 1, Example 2 is contained in the folder "3-1-2". Many of the programs make use of a text file in the subfolder *Debug* of the program's *bin* subfolder.

2. At the top of page 44, we explain our use of ellipses (...) as place holders for the phrase "**ByVal sender As System.Object, ByVal e As System.EventArgs**". A program will not run when the phrase is replaced with an ellipsis. However, a program *will* run if the phrase is simply deleted. Therefore, if you use Ctrl+C to copy code from this Student Solutions Manual and paste it into your own program, the code will execute after you delete the ellipses.
3. Every program you write requires use of the Properties window. By default, the Properties window is docked to the right side of the IDE. You might find the Properties window easier to use if you undock it while setting properties. If you double-click on the Properties window's title bar, the window will become undocked and larger. After you have finished using the Properties window, right-click on its title bar and click on *Dock*. **Note:** This process also can be used to undock (and redock) the Toolbar and the Solution Explorer window.

Chapter 12

1. The programs in the chapter are not created with Visual Basic. Most people will use Visual Web Developer that is contained on the DVD packaged with this book. However, if you have a complete version of Visual Studio, you do not have to install Visual Web Developer. The Visual Studio *File* menu contains the items *New Web Site* and *Open Web Site* that you can use to create and access Web programs.
2. Be sure to read the solution to the practice problem in Section 12.3. It shows you how to save a lot of time when writing the programs for the exercise set.

```
27. Private Sub btnAssign_Click(...) Handles btnAssign.Click
    Dim score As Integer, letterGrade As String
    score = CInt(InputBox("What is the score?"))
    Select Case score
        Case 90 To 100
            letterGrade = "A"
        Case 80 To 89
            letterGrade = "B"
        Case 70 To 79
            letterGrade = "C"
        Case 60 To 69
            letterGrade = "D"
        Case 0 To 59
            letterGrade = "F"
        Case Else
            letterGrade = "Invalid"
    End Select
    txtOutput.Text = "The letter grade is " & letterGrade & "."
End Sub
```

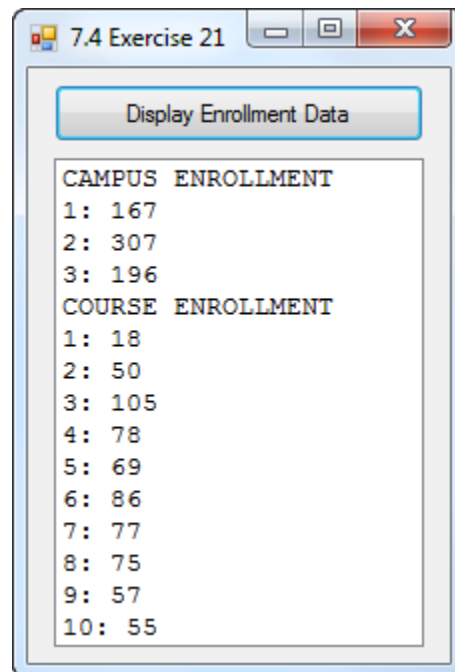
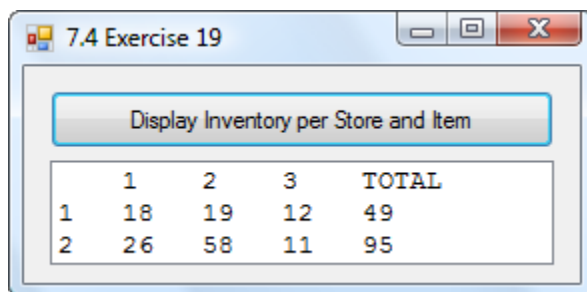


```
29. Private Sub btnDescribe_Click(...) Handles btnDetermine.Click
    Dim amountRecovered, payment As Double
    amountRecovered = CDb1(InputBox("How much was recovered?"))
    Select Case amountRecovered
        Case Is <= 75000
            payment = 0.1 * amountRecovered
        Case Is <= 100000
            payment = 7500 + 0.05 * (amountRecovered - 75000)
        Case Is > 100000
            payment = 8750 + 0.01 * (amountRecovered - 100000)
            If payment > 50000 Then
                payment = 50000
            End If
    End Select
    txtOutput.Text = "The amount given as reward is " &
        FormatCurrency(payment) & "."
End Sub
```

```

19. Private Sub btnDisplay_Click(...) Handles btnDisplay.Click
    'Display a company's inventory from its two stores
    Dim inventory(,) As Integer = {{25, 64, 23}, {30, 82, 19}}
    Dim sales(,) As Integer = {{7, 45, 11}, {4, 24, 8}}
    Dim total(2) As Integer
    'Adjust the inventory values to reflect today's sales
    For store As Integer = 1 To 2
        For item As Integer = 1 To 3
            inventory(store - 1, item - 1) =
                inventory(store - 1, item - 1) - sales(store - 1, item - 1)
            'Accumulate the total inventory per store
            total(store) += inventory(store - 1, item - 1)
        Next
    Next
    'Display the store's inventory and totals
    lstOutput.Items.Add("    1    2    3    TOTAL")
    For store As Integer = 1 To 2
        lstOutput.Items.Add(store & "    " & inventory(store - 1, 0) &
            "    " & inventory(store - 1, 1) & "    " &
            inventory(store - 1, 2) & "    " & total(store))
    Next
End Sub

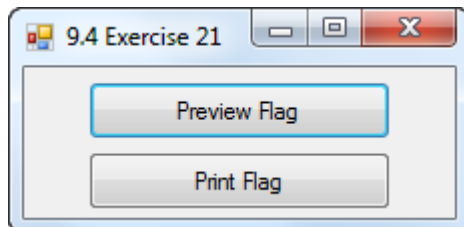
```




```
21. Private Sub btnPrint_Click(...) Handles btnPrint.Click
    PrintDocument1.Print()
End Sub

Private Sub PrintDocument1_PrintPage(...) Handles _
    PrintDocument1.PrintPage
    Dim gr As Graphics = e.Graphics
    Dim br() As Brush = {Brushes.Green, Brushes.White, Brushes.Red}
    For i As Integer = 0 To 2
        gr.FillRectangle(br(i), 300 + i * 50, 200, 50, 99)
    Next
    gr.DrawLine(Pens.Black, 300, 200, 448, 200) 'top border
    gr.DrawLine(Pens.Black, 300, 200, 300, 298) 'left border
    gr.DrawLine(Pens.Black, 300, 298, 448, 298) 'bottom border
    gr.DrawLine(Pens.Black, 448, 200, 448, 298) 'right border
End Sub

Private Sub btnPreview_Click(...) Handles btnPreview.Click
    PrintPreviewDialog1.Document = PrintDocument1
    PrintPreviewDialog1.ShowDialog()
End Sub
```



12.2 Exercise 3

Model

☐ Deluxe ☐ Super

☒ Upgraded Video Card

☐ Internal Modem + Wi-Fi

☐ 1 GB additional memory

Total cost:

You must select a model!

```
5. Protected Sub btnConvert_Click(...) Handles btnConvert.Click
    Dim fahrenheitTemp, celsiusTemp As Double
    fahrenheitTemp = CDbl(txtTempF.Text)
    celsiusTemp = FtoC(fahrenheitTemp)
    txtTempC.Text = CStr(celsiusTemp)
End Sub

Function FtoC(ByVal t As Double) As Double
    Return (5 / 9) * (t - 32)
End Function
```

12.2 Exercise 5

Convert Fahrenheit to Celsius

Temperature (Fahrenheit)

Temperature (Celsius)