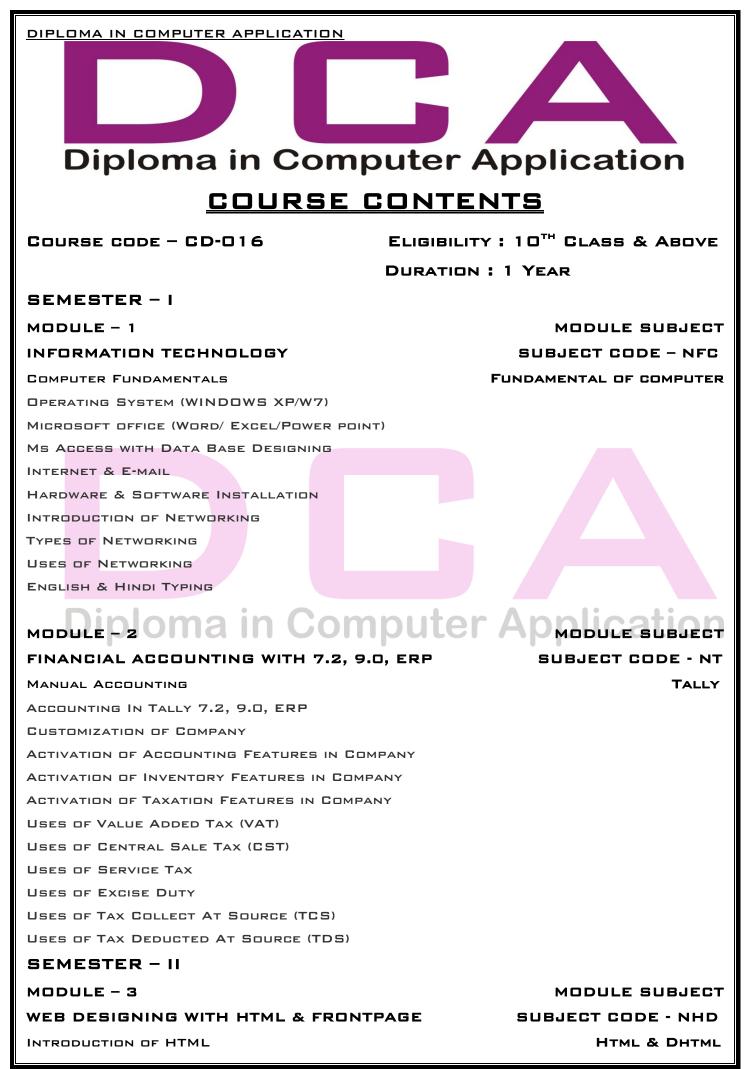


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DIPLOMA IN COMPUTER APPLICATION DESIGNING OF WEBPAGE & WEBSITE DESIGNING LIST IN WEBPAGE INTRODUCTION OF IMAGE, LINK & FRAME TAG INTRODUCTION OF TABLE & FORM TAG INTRODUCTION OF DHTML INTRODUCTION OF MICROSOFT FRONTPAGE **CREATION OF WEBPAGE & WEBSITE**

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STRUCTURES

MODULE - 5

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MODULE SUBJECT SUBJECT CODE - NVB VISUAL BASIC

MODULE SUBJECT

C LANGUAGE

SUBJECT CODE - NCL

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E-3.3 INSERTING OTHER OBJECTS
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- E-7 DESIGNING THE USER INTERFACE
- E-8 CREATION AN APPLICATION
- E-9 INTRODUCTION OF EVENT DRIVEN PROGRAMMING & COMMON PROPERTIES, METHODS & EVENTS OF VISUAL BASIC

F. ACTIVE X CONTROLS

- F-1 INTRODUCTION OF BASIC ACTIVE X CONTROLS
- F-2 INTRODUCTION & PROPERTIES OF TEXT BOX
- F-3 INTRODUCTION, METHODS & PROPERTIES OF LIST BOX
- F-4 INTRODUCTION, METHODS & PROPERTIES OF COMBO BOX
- F-5 INTRODUCTION, METHODS & PROPERTIES OF SCROLL BAR

F-6 INTRODUCTION, METHODS & PROPERTIES OF LABEL F-7 INTRODUCTION, METHODS & PROPERTIES OF COMMAND BUTTON F-8 INTRODUCTION OF GROUPING CONTROLS F-9 INTRODUCTION & PROPERTIES OF OPTION BUTTON F-10 INTRODUCTION & PROPERTIES OF FRAME CONTROLS F-11 INTRODUCTION & PROPERTIES OF CHECK CONTROLS F-12 INTRODUCTION & PROPERTIES OF LINE TOOLS F-13 INTRODUCTION & PROPERTIES OF SHAPE TOOLS F-14 INTRODUCTION & PROPERTIES OF PICTURE BOX F-15 INTRODUCTION & PROPERTIES OF IMAGE BOX F-16 INTRODUCTION & PROPERTIES OF COMMON DIALOGS F-17 INTRODUCTION & PROPERTIES OF COLOR DIALOG BOX F-18 INTRODUCTION & PROPERTIES OF FONT DIALOG BOX F-19 INTRODUCTION & PROPERTIES OF OPEN & SAVE DIALOG BOX F-20 INTRODUCTION & PROPERTIES OF PRINT, HELP & IMAGE LIST CONTROL

F-21 INTRODUCTION & PROPERTIES OF TREE VIEW & LIST VIEW CONTROL

G. WORKING WITH FORM

- G-1 INTRODUCTION OF FORMS
- G-2 APPEARANCE OF FORMS
- G-3 INTRODUCTION OF FORM PROPERTIES, METHODS, EVENTS
- G-4 INTRODUCTION OF MENUS
- G-5 DESIGNING MENU USING MENU EDITOR
- G-6 ADDING SUB MENU & NESTED MENU
- G-7 INTRODUCTION OF ACCESS & SHORTCUT KEYS
- G-8 CONNECTING MENUS TO EVENT PROCEDURES

H. WORKING WITH GRAPHICS DUTER Application

- H-1 INTRODUCTION OF GRAPHICS
- H-2 TYPES OF GRAPHIC
- H-3 INTRODUCTION OF GRAPHIC CONTROLS
- H-4 INTRODUCTION OF LOOPING & SAVING IMAGES
- H-5 EXCHANGE IMAGE THROUGH CLIP BOARD
- H-6 INTRODUCTION OF CO-ORDINATE SYSTEM
- H-7 INTRODUCTION OF WIDTH & HEIGHT PROPERTY
- H-8 INTRODUCTION OF GRAPHICS METHODS
- H-9 INTRODUCTION OF ERROR HANDLING
- H-10 TYPES OF ERROR
- H-11 CREATION OF MDI FORMS
- H-12 INTRODUCTION OF ERROR HANDLER

I. DATABASE PROGRAMMING WITH VISUAL BASIC

- I-1 INTRODUCTION OF DATABASE PROGRAMMING
- I-2 DESIGNING A DATABASE
- I-3 OBJECTIVES OF DATABASE DESIGN
- I-4 ORGANISING THE DATA
- I-5 INTRODUCTION OF TABLES, VISUAL DATA MANAGER & CREATING A DATABASE FILE

- I-6 INTRODUCTION OF DATA CONTROL
- I-7 ADDING DATA CONTROL TO THE FORM
- I-8 SELECTING A DATABASE & RECORDSET
- 1-9 INTRODUCTION OF BOUND CONTROLS
- I-10 ADDING BOUND CONTROLS TO A FORM
- I-11 USING BOUND CONTROL TO DISPLAY DATA
- I-12 INTRODUCTION OF DATA ACCESS OBJECT
- I-13 ADDING DAD TO PROJECT
- I-14 WORKING WITH ODBC
- I-15 WORKING WITH ODBC DRIVERS, SETTING AN ODBC DATA SOURCE ACCESS ODBC DRIVERS
- I-16 CREATING AN ODBC SOURCES
- I-17 INTRODUCTION OF ACTIVE X OBJECTS
- I-18 INTRODUCTION OF DATA CONNECTION METHODS
- I-19 ADDING ADD WITH PROJECT
- I-20 INTRODUCTION OF ADD DATA CONTROL

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