

Desktop Applications With Microsoft Visual C 6 0 Mcsd Training Kit For Exam 70 016

Training Guides are the most effective self-study guide in the marketplace, featuring exam tips, study strategies, review exercises, case studies, practice exams, ExamGear testing software, and more. This certification exam measures the ability to develop and implement Windows-based applications by using Windows Forms and the Microsoft .NET Framework.

Now readers can master Microsoft Visual Basic with the step-by-step, visual approach and professional programming opportunities in MICROSOFT VISUAL BASIC 2015 FOR WINDOWS, WEB, WINDOWS STORE, AND DATABASE APPLICATIONS: COMPREHENSIVE.

This book's innovative step-by-step approach blends demonstrations of professional-quality programs with in-depth discussions of programming concepts and techniques. Reader have numerous opportunities for hands-on practice and actual programming in each chapter. The new edition retains popular features and pedagogy from this best-selling series, while emphasizing changes in today's increasingly mobile-oriented world. This book provides a strong foundation for the number one job in today's tech sector -- app development -- as readers learn Windows programming for 2015, including Windows Desktop, database, web, and Windows Store development. Chapter 12, which covers the Windows Store, will be posted online at CengageBrain.com, to provide readers with the latest updates for Windows 10. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Annotation Expert Insight. Both authors are Microsoft-certified Windows XP specialists. Comprehensive. Organized according to the actual exam objectives, our Training Guide series features Exam Tips, Study Strategies, Step-by-Step Exercises, Case Studies, Summaries & Review Breaks, Review Questions, Exam Questions, Hands-On Exercises, Guided Practice Exercises, Fast Facts, etc. - providing readers with the most effective learning tools in the marketplace. Innovative. Our Training Guide series features our acclaimed Exam Gear software - enhancing our readers' learning experience by providing them with powerful test simulation. About the Author: Robert L. Bogue, MCSE, CNA, A+, Network+, I-Net+, Server+, e-Biz+, IT Project+, and CDIA+, has contributed to over 100 book projects, numerous magazine articles, and reviews. His broad experience has led him to networking and integration topics as well as software development. nbsp; Gord Barker, MCSE, currently works as a Senior Consultant for Microsoft Canada Co. in Edmonton, Alberta, Canada. He worked with Telus to complete the largest single rollout of Windows 2000 to occur prior to the product launch. He currently works with large customers to deploy Microsoft technology.

In chapter one, you will get to know the properties and events of each control in a Windows Visual Basic application. You need to learn and know in order to be more familiar when applying them to some desktop applications in this book. In Tutorial 1.1, you will build a dual-mode stopwatch. The stopwatch can be started and stopped whenever desired. Two time traces: the running time when the stopwatch is active (running time) and the total time since the first stopwatch was activated. Two label controls are used to display the time (two more labels to display title information). Two button controls are used to start/stop and reset the application, one more button to exit the application. The timer control is used to periodically (every second) update the displayed time. In Tutorial 1.2, you will build a project so that children can practice basic skills in addition, subtraction, multiplication, and division operations. This Math Game project can be used to choose the types of questions and what factor you want to use. This project has three timing options. In Tutorial 1.3, you will build Bank Code game. The

storage box is locked and can only be opened if you enter the correct digit combination. Combinations can be 2 to 4 non-repetitive digits (range of digits from 1 to 9). After a guess is given, you will be notified of how many digits are right and how many digits are in the right position. Based on this information, you will give another guess. You continue to guess until you get the right combination or until you stop the game. In Tutorial 1.4, you will build Horse Racing game. This is a simple game. Up to 10 horses will race to the finish line. You guessed two horses that you thought could win the race. By clicking on the Start button, the race will start. All horses will race speed to get to the finish line. In chapter two, you will learn the basic concepts of classes and objects. Next, it will demonstrate how to define class and type of enumeration, which shows how both are used in the application. In Tutorial 2.1, you will create a two-level application that uses a form to pass input user to the People class. The form class is the level of representation and the People class is the middle level. You will add controls to the form so people can enter ID, last name, and their height. When the user clicks the Save button, the code will assign input values ??to the People class properties. Finally, you will display the People object on a label. Figure below shows the form after the user clicks the Save button. In Tutorial 2.2, you will add a parameterized constructor to the People class. The application will ask the user to enter values, which will then be passed to the People constructor. Then, the application will display the values ??stored on the People object. In Tutorial 2.3, you will create an application that utilizes enumeration type. The user will choose one type of account that is listed in a ListBox control and what he chooses is then displayed in a Label control. In Tutorial 2.4, you will create a simple Bank application. This application has one class, BankAcc, and a startup form. In Tutorial 2.5, you will improve the simple Bank application, by implementing the following two properties in the BankAcc class: TotalDeposit- Total money saved in current account; TotalWithdraw- Total funds that have been withdrawn from current account. In Tutorial 2.6, you will create an application to calculate the time needed for a particular aircraft to reach takeoff speed. You will also calculate how long the runway will be required. For each type of aircraft, you are given (1) the name of the aircraft, (2) the required take-off speed (feet/sec), and (3) how fast the plane accelerates (feet/sec²). In Tutorial 2.7, you will provide a number of programming training for those who want to improve their programming skills. Your task here is to write an object-oriented application so that training manager can display and edit the training services offered. There are several training categories: (1) Application Development, (2) Database, (3) Networking, and (4) System Administration. The training itself consists of: (1) title, (2) training days, (3) category, and (4) cost. Create a class named Training that contains this information, along with its properties and a ToString() method. In chapter three, several tutorials will be presented to build more complex projects. You will build them gradually and step by step. In Tutorial 3.1, you will build Catching Ball game. The bird flew and dropped ball from the sky. User is challenged to position man under the fallen ball to catch it. In Tutorial 3.2, you will build Smart Tic Tac Toe game. The aim of this game is to win the game on a 3 x 3 grid with the victory of three identical symbols (X or O) on horizontal, diagonal, or vertical lines. The players will play alternately. In this game given two game options: player 1 against player 2 or human player against computer. A smart but simple strategy will be developed for computer logic to be a formidable opponent for human. In Tutorial 3.3, you will build a Matching Images game. Ten pairs of images hidden on the game board. The object of the game is to find image pairs. In Two Players mode, players will get turns in turn. In One Player mode, there are two options to choose from: Playing Alone or Against Computer. When Play Alone option is selected, the player will play alone without an opponent. If Against Computer option is selected, then the level of computer intelligence is given with several levels according to the level of difficulty of the game. In Tutorial 3.4, you will build Throwing Fire program. This program can be played by two human players or human player versus computer. In chapter four, tutorials will be presented to build two advanced projects. You will build them gradually and step by step. In Tutorial 4.1, you will

build Roasted Duck Delivery simulation. In this simulation, a number of decisions are needed. The basic idea is to read the order by incoming telephone and tell the delivery scooter to go to the location of the order. You also need to make sure that you always provide a roasted duck ready to be transported by the delivery scooter. The delivery area is a 20 by 20 square grid. The more roasted duck is sold, the more profit it gets. In Tutorial 4.2, you will build a Drone Simulation. In this simulation, you control both vertical and horizontal thrusters to maneuver the ride to the landing pad. You will adjust the landing speed so that it is slow enough so that no accident occurs.

Provides information on building and working with databases using SQL Server 2005 Express.

This Microsoft-approved title prepares individuals for the "Designing and Implementing Desktop Applications with Microsoft Visual Basic 6.0 Certification Exam" (# 70-176). This book covers all new features of Visual Basic 6.0, including the Install Wizard, HTML Help, Deployment Wizard, and all new and revised controls. It also includes topics not required for the exam but necessary for effective solution development. In chapter one, you will learn to know the properties and events of each control in a Windows Visual C# applications. You need to learn and know in order to be more familiar when applying them to some desktop applications in this book. In chapter two, you will build Throwing Fire program. This program can be played by two human players or human player versus computer. You will use 12 labels, a large control panel, and three control buttons on the form. In the control panel, a smaller panel with two group box controls and a button control are placed. In the first group box, you will use 2 radio buttons; in the second box group, place 4 radio buttons. Next, two timer controls are added to the project. All label controls are used for titles and provide scoring and game information. The large panel (Panel1) is the playing field. Three button controls are used to start / stop a program, set options, and exit the program. One timer control is used to control game animation and another is used to represent the computer's decision process. The second control panel (Panel2) is used to select game options. One group box contains radio buttons which are used to select number of players. A group box contains radio buttons to select the level of difficulty of the game, when playing against a computer. A small button is used to close the options panel. The default properties are set for one-player games with the easiest game difficulty. In chapter three, you will build Roasted Duck Delivery simulation. In this simulation, a number of decisions are needed. The basic idea is to read the order by incoming telephone and tell the delivery scooter to go to the location of the order. You also need to make sure that you always provide a roasted duck ready to be transported by the delivery scooter. The delivery area is a 20 by 20 square grid. The more roasted duck is sold, the more profit it gets. The panel control on the left side of the form contains the delivery grid. On the upper right are group boxes with two label controls to display the time or hour and sale results. The computer monitor (in a picture box) displays order and delivery status using a list box and label control. Another group box contains a roasting oven when the roasted ducks are displayed using eight picture box controls. Two button controls on the group box control the operation of the oven. Group boxes under the oven show how many ducks are ready to be delivered and how many are in the delivery scooter (a button control is to load the roasted duck into the scooter). The two button controls beneath are used to start/pause the game and to stop the game or exit the game. In the area under the form there are several timers for controlling a number of aspects in the program. The delivery grid consists of 400 label controls on 20 rows (marked with numbers) and 20 columns (marked with letters). Here, you will learn how to place controls on a form (or panel in this case) using code (when the program runs, not when designing the form). This mechanism can save time designing the form. In chapter four, you will build a Drone Simulation. In this simulation, you control both vertical and horizontal thrusters to maneuver the ride to the landing pad. You will adjust the landing speed so that it is slow enough so that no accident occurs. You build the form in two stages, the first stage creates two option group boxes, and then the second stage uses both those group boxes as landing controls. Two control panels are

placed on the left side of the form: one panel for drawing and another panel for the edge. On the right side of the form, place the two group control boxes. In the first group box, five radio buttons and a check box are added. In the second group box, two radio buttons are placed. In the below section of the form, three buttons are added. Finally, one timer control is added. Then in the form, a group box is added overlap panel. Then, 11 label controls are added to the group box. After that, a progress bar is added. Under the bar, two control panels are added, one high panel and one short panel. In the second (short) panel control, two small label controls are added. Underneath, three button controls are placed. Under these three buttons, a label control is added. For each label control, set the `AutoSize` property to `False` to be resized and set (temporarily) the `BorderStyle` property to `FixedSingle` so that you can see the edges to facilitate the layout process. In this chapter, you will build Jumper game. In this game, you will move the jumper across the busy road, avoid the tiger, and cross the river with the changing current to get to house safely. You will place four label controls on the top part of the form (set the `AutoSize` property to `False` so that it can be resized and the `BorderStyle` property temporarily becomes `FixedSingle` so you can see the edges). Then, you use five panel controls below the labels. These panels will be a place for image graphics. Each panel has a width of 16 jumpers or 640 pixels, because one jumper will be given a width of 40 pixels. The first panel will be the jumper house, which will be given a height of 80 pixels. The next panel will become a river, with a height of 120 pixels. The next panel will be a place for tiger, 40 pixels high. Under the snake panel, there is a road panel. This panel will contain three boat lanes. Each boat has a height of 40 pixels, but you will give it a height of 140 pixels (not 120 pixels) to make room for lane markers. The fifth panel is the place where the jumper will begin its journey or leap. This panel will be given a height of 40 pixels. Add the last control panel below the form with three button controls. Then, finally, add four timer controls. Adjust the size of the form so that the panel controls can occupy according to the width of the form.

The book is ideal for programmers who have worked with C++ or other Windows-based programming languages. It provides developers with everything they need to build complex desktop applications using C++. If you have already learned the C++ language, and want to take your programming to the next level, then this book is ideal for you.

Visual C++ is an established development language for Windows desktop applications. This book shows you how to develop professional, real-life applications by examining real world examples. It is fast, and used in millions of applications throughout the world.

IT Certification Success Exam Cram 2 provides you with a detailed explanation of the certification arena from Ed Tittel, one of the most respected figures in the industry. The book explains the various certification programs, their prerequisites, what can be done with them, and where you might want to go next. Readers preparing for a certification exam find the best-selling Exam Cram 2 series to be the smartest, most efficient way to become certified. This book focuses exactly on what you need to know to get certified now!

Microsoft Visual C++ Windows Applications by ExampleCode and Explanation for Real-world MFC C++ ApplicationsPackt Pub Limited

Your hands-on, step-by-step guide to building Windows 8 apps with .NET Teach yourself how to build Windows 8 applications using Microsoft .NET Framework 4.5 with Microsoft Visual C# 2012 or Visual Basic 2012—one step at a time. Ideal for those with

intermediate to advanced .NET development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that easily adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. C# examples are presented in the text; Visual Basic code examples are available online only. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Desktop Applications with MS VB 6.0 MCSD Training Kit - self-training course - CD, English

By the bestselling Visual Basic author and former "PC Magazine" editor Steven Holzner, this certification book cover every VB6 exam objective--in the most depth of any VB6 MCSD exam guide. Along with extensive coverage of intermediate-to-advanced level material and detailed lists of exam resources, the guide has hundreds of working code samples and nearly 350 sample exam Q&As.

The premium certification for professionals who design and develop custom business solutions with Microsoft development tools, technologies, and platforms offers comprehensive preparation for exam 70-016. Original. (Intermediate).

Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft Visual C++ Teach yourself how to build Windows 8 applications using the Visual C++ language—one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Code and explanation for real-world MFC C++ Applications

The leading certification product covering one of the hottest MCSE 2000 electives. This book not only prepares the reader for the exam, it provides them with the real-world ability to support and maintain networks that use Microsoft Windows NT Server 4.0 as a primary operating system in a mixed network. The book maps to the actual exam objectives, providing readers with an excellent study tool that is thorough, accurate, and reader-friendly.

An authoritative guide to Windows NT driver development, now completely revised and updated. The CD-ROM includes all source code, plus Microsoft hardware standards documents, demo software, and more.

The Smartest Way to Get Certified(TM)- Published under the direction of Series Editor Ed Tittel, the leading authority on certification and the founder of The Exam Cram Method(TM) series - Nearly 1 million copies sold!- The Exam Cram Method(TM) of study focuses on exactly what is needed to get certified now.- CD-ROM features PrepLogic(TM) Practice

Tests- Exam Cram2 is Cramsession(TM) Approved Study Material

This title prepares readers to develop desktop applications with VB6 and to pass the new MCSD exam #70-176 (Designing and Implementing Desktop Applications with Microsoft Visual Basic 6.0). The exclusive tear-out Cram Sheet contains acronyms, tips, and memory joggers to improve recall immediately before the exam.

This expert guide covers what you need to know to program with Visual Basic 2008, employ the latest Visual Studio 2008 tools, and operate efficiently within the .NET Framework. In an easy-to-follow style, the book moves from in-depth explanations to practical instruction to real-world examples. Explore basic coding in VB 2008 and learn to build interfaces without coding by using Visual Studio 2008's drag-and-drop visual tools. You'll get up to speed on LINQ and handle key tasks such as programming TreeView controls, and more.

The new edition of the ultimate comprehensive guide to Microsoft Visual Basic Where most VB books start with beginner level topics, Mastering Visual Basic 2010 vaults you right into intermediate and advanced coverage. From the core of the language and user interface design to developing data-driven applications, this detailed book brings you thoroughly up to speed and features numerous example programs you can use to start building your own apps right away. Covers Visual Basic 2010, part of Microsoft's Visual Studio integrated development environment (IDE), which includes C#, C++, Visual Web Developer, and ASP.NET, along with Visual Basic Explains topics in the thorough, step-by-step style of all books in the Mastering series, providing you ample instruction, tips, and techniques Helps you build your own applications by supplying sample code you can use to start development Includes review exercises in each chapter to reinforce concepts as you learn All the books in the Sybex Mastering series feature comprehensive and expert coverage of topics you can put to immediate use. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Get up to speed on Application Lifecycle Management (ALM) with Visual Studio 2010 through a combination of hands-on instruction and deep-dives. Microsoft has packed a lot of brand new testing and modeling tools into Visual Studio 2010, tools that previously were available only to Microsoft internal development teams. Developers will appreciate the focus on practical implementation techniques and best practices. A team of Microsoft insiders provides a nuts-and-bolts approach. This Wrox guide is designed as both a step-by-step guide and a reference for modeling, designing, and coordinating software development solutions at every level using Visual Studio 2010 and Visual Studio Team Foundation Server 2010. Visual Studio 2010 offers a complete lifecycle management system that covers modeling, testing, code analysis, collaboration, build and deployment tools.

This is the perfect study guide to help readers pass the first exam in Microsoft's four core OS exams. With this book, readers

master the skills and concepts necessary to address exam objectives including planning, installation, configuration, administration, support, security, and troubleshooting of Windows XP Professional.

Written to address technical concerns that mobile developers face regardless of the platform (J2ME, WAP, Windows CE, etc.), this 2005 book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build a mobile application. Using UML as a tool, Reza B'far guides the developer through the development process, showing how to document the design and implementation of the application. He focuses on general concepts, while using platforms as examples or as possible tools. After introducing UML, XML and derivative tools necessary for developing mobile software applications, B'far shows how to build user interfaces for mobile applications. He covers location sensitivity, wireless connectivity, mobile agents, data synchronization, security, and push-based technologies, and finally homes in on the practical issues of mobile application development including the development cycle for mobile applications, testing mobile applications, architectural concerns, and a case study.

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MCAD/MCSD/MCSE Training Guide (70-229): SQL Server 2000 Database Design and Implementation is the perfect study guide to help you pass the 70-229 exam, which is an elective for the MCSD, MCAD, MCDBA, and MCSE programs. If you are preparing for this exam, you'll find our Training Guide to be the most effective self-study tool in the market! This book is your one-stop shop because of its teaching methodology, the accompanying PrepLogic testing software, and superior Web site support at www.examcram.com. The book follows the exam objectives and features numerous exercises to give you hands-on opportunities, exam tips that give you advice for test day, and warnings that alert you to possible mistakes. The Fast Facts section condenses the most important information for last-minute review, and the practice exam is representative of the actual exam. Each book in the Training Guide series is published under the direction of Series Editor Ed Tittel, the leading authority on IT certification. This book has been subjected to rigorous technical review by a team of industry experts, ensuring content is superior in both coverage and technical accuracy, and has earned the distinction of Cramsession Approved Study Material. The CD features PrepLogic Practice Tests, Preview Edition. This product includes one complete PrepLogic Practice Test with approximately the same number of questions found on the actual vendor exam. Each question contains full, detailed explanations of the correct and incorrect answers. The engine offers two study modes, Practice Test and Flash Review, full exam customization, and a detailed score report.

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C#

programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

In 2010, the Newseum in Washington D.C. finally obtained the suit O. J. Simpson wore in court the day he was acquitted, and it now stands as both an artifact in their STrial of the Century exhibit and a symbol of the American media 's endless hunger for the criminal and the celebrity. This event serves as a launching point for Ishmael Reed 's Juice!, a novelistic commentary on the post-Simpson American media frenzy from one of the most controversial figures in American literature today. Through Paul Blessings "a censored cartoonist suffering from diabetes "and his cohorts "serving as stand-ins for the various mediums of art "Ishmael Reed argues that since 1994, SO. J. has become a metaphor for things wrong with culture and politics. A lament for the death of print media, the growth of the corporation, and the process of growing old, Juice! serves as a comi-tragedy, chronicling the increased anxieties of Spost-race America.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDE DESCRIPTION This book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features within the tool and the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You will then explore everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript IntelliSense, which will help you focus more on coding. Moving on, you'll learn to work with the dedicated workloads for data storage and data science. You will also review the more advanced architecture tools concealed within the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools. KEY FEATURES ? Create and use custom IDE extensions ? Find, download, and use the best IDE extensions for web, mobile, Azure, and Windows ? Enhance programming experience and time with debugging tools ? Enhance coding capabilities with coding tools ? Test projects proactively ? Create powerful web, mobile, and Azure solutions for the real world WHAT WILL YOU LEARN By the end of the book, you will be able to tackle any solution for any platform head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this book, you will be able to code better and faster, debug better, share your code with more peers, test your code better, and install or publish your apps quicker and without issues. WHO THIS BOOK IS FOR The book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal role in presenting all the tools you need to become a better developer. Table

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CD-ROM contains practice exams, electronic study cards, a complete electronic version of the book, and customizable study software.

This certification exam measures the ability to develop and implement XML Web Services and server components using Visual C# and the Microsoft .NET Framework. This exam, released in September 2002, counts as a core credit toward the new MCAD (Microsoft Certified Application Developer) certification as well as a core credit toward the new MCSD .NET track. Readers preparing for this exam find our Training Guide series to be the most successful self-study tool in the market. This book is their one-stop shop because of its teaching methodology, the accompanying PrepLogic testing software, and superior Web site support at quepublishing.com.

A study guide for the MCSD exam 70-016 covers the use of Microsoft Visual C++ in deriving the physical design, creating user services, managing COM components, testing the solution, and developing and supporting applications

This is the first course in a five part series that will provide students with the knowledge to write a Microsoft Visual Basic-based application that accesses data from a database. In this course, students will be introduced to the Visual Basic environment and its main options and characteristics. Students will also learn the strategy for Universal Data Access and the visual data access tools that make it easy for Visual Basic programmers to create data access applications. Total Learning Time: 8 Hours.

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