

## Visual Basic Net Class Design Handbook Coding Effective Classes 1st Edition

A team of Microsoft insiders shows programmers how to use Visual Studio 2005 Team System, the new suite of products from Microsoft that can be used for software modeling, design, testing, and deployment Focuses on practical application of the tools on code samples, development scenarios, and automation scripting This timely book serves as both a step-by-step guide and as a reference for modeling, designing, and coordinating enterprise solutions at every level using Team System The book begins with an overview of Team System and then offers nuts-and-bolts guidance on practical implementation Code examples are provided in both VB.NET and C#

\*Developing .NET Custom Controls and Designers Using Visual Basic .NET\* is a bible for experienced developers who have a basic understanding of Visual Basic and the .NET framework, and who are ready to move to the next level of .NET programming, creating custom controls and designers. Its purpose is to provide intermediate to senior-level developers the information they need to successfully implement custom controls and designers for both Windows Forms and ASP.NET.

Dan Clark shows beginning VB.NET programmers how one goes about architecting an object oriented programming solution aimed at solving a business problem.

This title teaches Object-Oriented Programming using Visual Basic .NET instead of Java or C++. The chapters are sequenced in a manner that continually builds a solid foundation of understanding for the next topic.

A Practical Approach to VB .NET  
Coding Effective Classes  
Professional VB 2005 with .NET 3.0

Professional Visual Studio 2005 Team System

Object-Oriented Programming With Visual Basic.Net South Asian Edition

What is this book about? Visual Basic .NET is the latest version of the most widely used programming language in the world, popular with professional developers and complete beginners alike. This book will teach you Visual Basic .NET from first principles. You'll quickly and easily learn how to write Visual Basic .NET code and create attractive windows and forms for the users of your applications. To get you started on the road to professional development, you'll also learn about object-oriented programming, creating your own controls, working with databases, creating menus, and working with graphics. This second edition has been thoroughly tested on the full release version of .NET. The book is written in the proven Wrox beginning style with clear explanations and plenty of code samples. Every new concept is explained thoroughly with Try It Out examples and there are end-of-chapter questions to test yourself. What does this book cover? In this book, you will learn how to install Visual Basic .NET Write Visual Basic .NET code Understand what the .NET Framework is and why it's important Control the flow through your application with loops and branching structures Create useful windows and screens Create your own menu GUI a complete understanding of object-oriented programming Work with graphics Create your own controls Access databases with ADO.NET Create applications for the Web Who is this book for? This book is aimed at readers who wish to learn to program using Visual Basic .NET. It assumes you have no prior experience of programming, but moves at a fast enough pace to be interesting if you have programmed in another language.

Featuring nearly fifty rules for best practice, EFFECTIVE VISUAL BASIC gives the working programmer concrete guidelines for des Featuring nearly fifty rules for best practice, EFFECTIVE VISUAL BASIC gives the working programmer concrete guidelines for designing better systems and writing better code. Whether the focus is COM, databases, or distributed systems using MTS and COM+, this book offers proven, timeless solutions derived from the authors' years of experience consulting and training in the VB arena. EFFECTIVE VISUAL BASIC addresses general practices, from defensive programming to error handling and object-oriented design. In addition, it covers the critical issues in working with COM: interfaces, compatibility, and class design. Rules for building multi-tier applications are followed by a section on best practices for programming the Web. This book also addresses databases and effective data access, among the most important uses of VB. Highlights include: \*Sound programming practices and object-oriented design principles, as applicable in VB.NET as in VB6 \*Writing code that runs correctly in both MTS and COM+ environments \*Improving scalability by not necessarily configu

"Doing Objects in Visual Basic 2005 is one of the few books that I've seen that lays the proper object-oriented foundation to make new Visual Basic.NET developers as well as VB6 veterans successful in moving to the .NET Framework."-Paul Ballard, President, Rochester Consulting Partnership, Inc. "Deborah Kurata's Doing Objects in Visual Basic 2005 is salvation for every programmer beached on the forbidding isle of .NET object-oriented programming. "Right this way", she says, leading you confidently into that vaguely menacing interior. Step follows step. Suddenly the daunting and unfamiliar become doable and commonplace. You're productive again. My goodness, you're actually enjoying yourself!" -Ward Bell, V.P., Product Management, IdeaBlade, Inc. "When it comes to advice on programming objects in Visual Basic, nobody could be better qualified than Deborah Kurata. She's been doing Doing Objects since VB4, and she doesn't let us down as we move our classic VB code to the Microsoft.NET platform. From initial analysis and design, through to the final implementation, you'll find everything you need here to take on the Visual Basic 2005 development environment. This book is a must have for every VB.NET developer!" -Kel Good, MCT, MCITP, MCPD, Custom Software Development Inc., (www.customsoftware.ca) "I've long been frustrated that I couldn't recommend a book on object-oriented fundamentals in .NET. Sure, there were plenty of books on OO syntax. But what good is explanation of syntax if you don't already understand the concepts? At last, we have the successor to the Doing Objects series for classic VB, from which so many of us learned how to think about objects and object design, completely rewritten for .NET. If you're a VB 2005 developer who needs to add object orientation to your skill set, this is the book you need." -Billy Hollis, author/consultant, Next Version Systems "Deborah Kurata does her Doing Objects thing again! This is the newest book from Deborah which has been completely rewritten from the ground up for the Visual Basic .Net 2005 developer. Anyone needing a solid foundation in object technology, Visual Basic .Net 2005, and Visual Studio .Net 2005 should read this book. Deborah's presentation of core topics such as class design, object state management, exception

This book covers the basic programming fundamentals, professional programming logics and deep concepts of programming in .NET such as the flow control statements in C# and Visual Basic, the basic programming techniques, procedures and procedural programming concepts, arrays, structures, delegates, Lambda Expression, Errors and Exceptions handling in .NET, Windows applications development, Console applications development, Object Oriented programming, the study of different Namespaces, Files and Streams handling in C# and Visual Basic programming languages, Introduction to Database and Database Management System, Database Programming, LINQ in .NET, Collections in .NET, Web Technologies in .NET, ASP.NET, the basic requirements of ASP.NET, Websites and Web applications development, MVC Web application development, Web Services, Web APIs. This book covered the above-mentioned topics in details in a very simple way. It also contains various advanced logical programs. Each topic in this book is explained with suitable programming examples. The programs in this book are error free and fully tested and executed using Microsoft Visual Studio.NET 2015 Enterprise Edition. This book provides deep programming techniques and knowledge from beginning level to the higher level and it is efficient for all those students, teachers, and researchers who want to get professional programming logics and become professional programmers.

Visual Basic Net Class Design Handbook

From Novice to Professional

Beginning ASP.NET 2.0 Databases

A Desktop Quick Reference

Beginning ASP.NET 1.1 Databases

Visual Basic.NET Unleashed is a complete book on the fundamentals of programming with a fully object-oriented language filled with new idioms and capabilities. In addition to the fundamentals, this book covers: Free threading and multithreading Inheritance Virtual methods and shared methods Structured exception handling Event handling Encapsulation at the namespace level Web Services .NET Framework compatibility

Based on the principles of cognitive science and instructional design, Fluent Visual Basic, part of the Fluent Learning series, is a true tutorial that will help you build effective working models for understanding a large and complex subject: developing .NET Framework applications in Visual Basic. Most introductory books just talk at you and encourage you "exercises" that have more to do with taking dictation than actually learning. Fluent Visual Basic is different. It guides you through learning the way your mind likes to learn: by solving puzzles, making connections, and building genuine understanding instead of just memorizing random facts. DETAILED INFORMATION ON HOW TO... Write .NET applications in Visual Basic Leverage the incredible power of the .NET Framework Class Library Apply Object-Oriented principles, Design Patterns, and best practices to your code Develop desktop applications using the powerful Windows Presentation Foundation user interface API

\* This title built from the Expert's Voice principles of Apress and will have a single author voice and speak directly to the reader from a known expert, rather than the cacophony of the Wiley title. \* This title will be positioned within a larger ASP.NET book tree and publishing program from Apress – the reader will be able to progress through this program from Apress, and understand which books are suitable for them at any point in their career. \* Apress targets the skill sets that programmers specifically need in their ASP.NET programming career – offering the right skills that the reader requires in their work and growth towards becoming an expert. \* 2 months ASP.TODAY.com subscription FREE for customers. ASP.NET v2 PREVIEW FREE with this book

This book provides the fastest path to VB expertise for programmers transitioning to VB from another object-oriented language. It quickly brings experienced Java, C#, and C++ programmers to a high level of proficiency in VB. It also provides in-depth advice on the wise use of VB to exploit the power of the .NET Common Language Runtime (CLR). Coverage carefully describes how VB works, discusses the most important issues for professional VB coding, and demonstrates with precise examples how to design and code effective VB programs. Its succinctness and clarity make it appropriate for anyone familiar with any object-oriented language.

Building .NET Applications

Framework Design Guidelines

C# Class Design Handbook

The Addison-Wesley Microsoft Technology Series Doing Objects in Visual Basic 2005

Doing Objects in Visual Basic 2005

VB.NET Programming teaches the application development concepts from the scratch using Microsoft .Net Framework Technology in an easy-to-follow style, without assuming previous experience in any other language. This book starts with developing windows application using VB.NET. A variety of examples make learning these Concepts with VB.NET both fun and practical. This book is organized in such a manner that students and programmers can find it easy, crisp and readable. KEY FEATURES VB.Net Programming without requiring previous experience in another language Simple language has been adopted to make the topics easy and clear to the readers Object-oriented features. Covered with numerous examples in VB.NET and ADO.NET. Most of the programs are executed and presented with Screen display so as to enable the readers to learn the logic of programming Provides exercises, review questions and programming exercises at the end of each chapter.

This is a practical tutorial to writing Visual Basic (VB6 and VB.NET) programs using some of the most common design patterns. This book also provides a convenient way for VB6 programmers to migrate to VB.NET and use its more powerful object-oriented features. Organized as a series of short chapters that each describe a design pattern, Visual Basic Design Patterns provides one or more complete working visual examples of programs using that pattern, along with UML diagrams illustrating how the classes interact. Each example is a visual program that students can run and study on the companion CD making the pattern as concrete as possible.

Developing .NET Applications for the Microsoft .NET Framework: Expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and practitioners of the .NET Framework providing a lively discussion of the reasons for the guidelines as well as examples of when to break those guidelines. Microsoft architects Krzysztof Gwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn the general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting-and guidelines for ensuring-extensibility How (and how not) to design exceptions Guidelines for-and examples of-common framework design patterns Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, and those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. A companion DVD includes the Designing .NET Class Libraries video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful resources and tools are also included.

Sams Teach Yourself ADO.NET in 21 Days

Beginning VB.NET

Building Applications and Components with Visual Basic .NET

Beginning Object-Oriented ASP.NET 2.0 with VB .NET

An Introduction to Object-Oriented Programming with Visual Basic .NET

Michael Mcmillan Provides A Complete Presentation Of The Object-Oriented Features Of The Visual Basic .Net Language For Advanced Visual Basic Programmers. Beginning With An Introduction To Abstract Data Types And Their Initial Implementation Using Structures, He Explains Standard Oop Topics Including Class Design, Inheritance, Access Modifiers And Scoping Issues, Abstract Classes, Design And Implementation Of Interfaces And Design Patterns, And Refactoring In Vb.Net. More Advanced Oop Topics Are Included As Well, Such As Reflection, Object Persistence, And Serialization. To Tie Everything Together, Mcmillan Demonstrates Sound Oop Design And Implementation Principles Through Practical Examples Of Standard Windows Applications, Database Applications Using ADO.Net, Web-Based Applications Using Asp.Net, And Windows Service Applications.

Completely revised, this edition is an essential guide for VB programmers looking to make the change to the .NET programming environment.

As you work your way through An Introduction to Object-Oriented Programming with Visual Basic .NET, you'll learn how to analyze the business requirements of an application, model the objects and relationships involved in the solution design and, finally, implement the solution using Visual Basic .NET. Along the way you'll also learn the fundamentals of software design, the Unified Modeling Language (UML), object-oriented programming, and Visual Basic .NET. An Introduction to Object-Oriented Programming with Visual Basic .NET is logically organized into three parts. Part One delves into object-oriented programming methodology and design, concepts that transcend a particular programming language. The concepts presented are important to the success of an object-oriented programming solution regardless of the implementation language chosen. At the conclusion of this part, a case study walks you through the design of a solution based on a real-world scenario. Part Two looks at how object-oriented programming is implemented in Visual Basic .NET. You will explore the structure of classes, class hierarchies, inheritance, and interfaces. The .NET Framework is introduced along with the Visual Studio integrated development environment (IDE). Part Three introduces design patterns, the design knowledge gained in Part Two, and how to transform the design into a functional VB .NET application. The application includes a graphical user interface, a business logic class library, and integration with a back-end database.

Design Patterns are a type of pattern used in the initial design phase of an object-oriented development project Documents 46 Visual Basic .NET design patterns, including 20 that have never before been published Features case studies that demonstrate how to use design patterns effectively in the real world-and even explains where not to use design patterns Companion Web site includes all code and UML models from the book as well as links to appropriate software downloads

Beginner's Guide to Visual Basic .NET Programming

Vb Net Programming

Visual Basic Design Patterns

How to Improve Your VB/COM+ Applications

Professional Design Patterns in VB .NET

This comprehensive book offers you everything you'll need to make the transition to the newest version of the world's most popular programming language. You'll get detailed information on how to use VB 2005 in the ever-expanding .NET world using both essential explanations of the topics and key code demonstrations and you'll learn how to build everything from traditional console applications to ASP.NET applications and XML Web Services so you can take your abilities to new levels.

- The WinForms team at Microsoft praises Chris as a definitive authority; Microsoft has named Chris one of eight Software Legends - The content and structure are based on years of experience both building apps with WinForms as well as teaching other developers about WinForms - Alan Cooper, the 'father of Visual Basic', has provided the foreword for the book

The author assumes you have no experience in programming. The book starts with the installation of the required programming environment. Then, the simplest "Hello World" program is developed step by step. In the next three chapters (Chapters 4 to 6), Windows forms (the visual part of desktop programs) and their components are studied with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After teaching the graphical user interface (GUI) design, VB.NET programming is covered in an organized manner in the following eight chapters (Chapters 7 to 14) with dozens of example projects. As the reader follows the development of the sample projects, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient VB.NET code and generating standalone programs. Connecting to Access databases from our VB.NET programs for permanent data storage is explained in Chapter 15. In the last Chapter, a simple car racing game is developed in VB.NET. Chapters of the book and the contents of these chapters are as follows: Chapter 1. Introduction: General info on Visual Basic and .NET environment. Chapter 2. Setting up your development environment: Installing and configuring Visual Studio. Chapter 3. Test drive - the "Hello World" project: Creating a new Visual VB.NET project, adding and positioning a Label and building the project. Chapter 4. Form (GUI) elements: Containers, menus, dialog windows, components, controls, properties and events of controls. Chapter 5. Common controls: Using common controls like Buttons, TextBoxes and ProgressBars in our projects (a total of 21 commonly used controls are studied). Chapter 6. Menus, dialogs and containers: Utilizing various menu types, using dialog windows to take user input, file open/save operations and incorporating containers to organize the form layout. Chapter 7. Variables and constants: Organized VB.NET programming begins in this chapter. Declaring variables, variable types, type conversions and constants. Chapter 8. Conditional statements: Operators, various types of if-else structures and select-case statements. Chapter 9. Loops: The need for loops in our programs. Utilization of for, foreach, while and do-while loops. Break and continue statements. Chapter 10. Arrays and collections: Declaring arrays, using multidimensional arrays and array operations. Hashtable and Arraylist structures for storing multiple types of variables together. Chapter 11. Methods: Method declarations, scopes of methods, passing variables by value and by reference. Chapter 12. Classes and objects: The class-object concept. Declaring and using classes. Creating objects. Utilizing several constructor methods for flexibility. Chapter 13. Frequently used classes in VB.NET: Utilizing the methods of the String class, the StringBuilder class and the Math class. Chapter 14. Handling Errors:

Preventing our programs from crashes in case of errors. Try-catch, try-catch-finally structures and the throw keyword. Chapter 15. Database connections using ADO.NET: Creating Access databases from scratch, reading and modifying database entries from our VB.NET programs. Chapter 16. Developing a simple 2D car racing game in Unity using VB.NET: Exporting the game as a standalone program. This book includes more than 500 figures and 300 code snippets that are used to explain VB.NET programming and GUI development concepts clearly. Full resolution colour figures and complete project files can be downloaded from the book's companion website: www.yamcmlis.com/vbnet

Beginning Object-Oriented ASP.NET 2.0 with VB .NET covers all of the basics, from definition to inheritance. This book even includes a chapter on Visual Studio 2005 and Microsoft .NET Framework 2.0, enabling you to create ASP.NET 2.0 applications. Also included are chapters on creating web forms, web controls, and web services. Code samples illustrate the usage of each concept. Table of Contents An Introduction to .NET and Visual Studio 2005 Object-Oriented Programming Attributes and Actions Encapsulation Inheritance Namespaces Class Design ASP.NET Web Forms ASP.NET Controls Web Services

Visual Basic Programmer's Guide to the .NET Framework Class Library

The Complete Idiot's Guide to Visual Basic.NET

Fluent Visual Basic

Effective Visual Basic

Building Adaptable Applications

Demonstrates real world programming tasks using Visual Basic within the .NET platform and discusses topics such as compiling and running applications, data conversion, object-oriented programming, and programming the user interface.

\* Provides developers with the skills to build professional database-driven web sites using the latest ASP.NET 2.0 technologies. \* ASP.NET developers looking to build DB-driven websites will find practical solutions, multiple ways to achieve success, and a handy case study to wrap up core content. \* NET is used by millions of web developers and are looking for a comprehensive resource on 2.0 web improvement.

Goes from the basics of classes, inheritance and interfaces to advanced concepts such as reflection, object persistence, design patterns and refactoring.

Dan Fox's no-nonsense approach cuts to the heart of issues corporate developers need most to use ADO.NET in real-world applications.

ADO.NET Programming in Visual Basic .NET

Conventions, Idioms, and Patterns for Reusable .NET Libraries

Visual Basic .NET Class Design Handbook

VB 6.0 and VB.NET

Windows Forms Programming in Visual Basic .NET

Visual Basic .NET Class Design HandbookCoding Effective ClassesApress

A programmer's complete guide to Visual Basic .NET. Starting with a sample application and a high-level map, the book jumps right into showing how the parts of .NET fit with Visual Basic .NET. Topics include the common language runtime, Windows Forms, ASP.NET, Web Forms, Web Services, and ADO.NET.

\* Explains through case studies how design patterns can improve the design of the individual tiers in an application. \* Shows how design patterns can be used in conjunction with .NET Remoting across the tiers in an application. \* The emphasis throughout is on how design patterns can be used in real applications to write more robust and flexible code.

Course no idiot, of course. You know no programming language is easy, but yours've heard Visual Basic .NET is friendlier than others. Still, just the thought of tangling with all those strings of code makes you feel computer-illiterate. How yours'll be fluent in no time! The Complete Idiot's's Guidereq: to Visual Basic .NET explains all the essential concepts in a series of easy-to-understand lessons. In this Complete Idiot's's Guidereq: you get: --Step-by-step instructions for creating a simple Windowsreg: application. --Complete information on new I/ class libraries of Visual Basic .NET. --A comprehensive list of the controls available in Visual Basic .NET. -- foolproof information on object-oriented programming-and how it's's implemented using Visual Basic .NET.

VB.NET Language in a Nutshell

Visual Basic.NET by Example

Visual Basic .Net Primer Plus

Visual Basic.NET Unleashed

Explains how Visual BASIC has been altered to work within the .NET framework and provides information about topics such as syntax, keyword operations, accepted arguments, and undocumented behaviors of VB.NET.

Doing Objects in Visual Basic 2005 is the authoritative guide to object-oriented design, architecture, and development with Visual Basic 2005. Author Deborah Kurata is the original pioneer in building object-oriented applications with Visual Basic. In this book she continues to offer clarity and deliver best practices for using object-oriented techniques in Visual Basic 2005. She has been honored with Microsoft's prestigious MVP designation for her expertise and contributions to the community. Kurata begins with a concise introduction to core object-oriented concepts and the Visual Basic 2005 features that support them. Next she introduces a pragmatic and agile approach to designing effective applications along with an application framework. From there she walks you through the process of building the user interface, business logic, and data access layers of an application, highlighting key VB 2005 techniques and best practices. Kurata's step-by-step "building along" activities provide you with deep hands-on mastery; your finished application can serve as the starting point for virtually any custom project. This book Shows how the tools in Visual Studio 2005 combined with a solid object-oriented approach can help minimize the complexities of software development and improve productivity Clearly explains the fundamental concepts of object development: classes, inheritance, interfaces, scenarios, and more Presents a pragmatic agile software design methodology to help analyze and design applications for the real world Covers building the user interface layer using a base form class, programmatic interfaces, and object binding Details building the business logic layer using a base business object class and validation rules Demonstrates how to build the data access layer using ADO.NET Provides best practices and tips for experienced .NET developers, those new to .NET, and for those developers moving from VB6 to .NET

• Ted Pattison is a revered Visual Basic developer, trainer, and author > Addresses the main stumbling point keeping experienced Visual Basic 6 developers from migrating to Visual Basic .NET > Provides not only a deep conceptual understanding of object-oriented theory from a Visual Basic perspective, but also a practical guide to using modern OOP concepts effectively

Conceived as a guide to help designers with building classes that fall within the class hierarchy of the .NET Framework, this handbook looks at what control designers have over classes, and how Visual Basic .NET turns class definitions into executable code. Readers are taken from a theoretical understanding of the basic principles of OO programming to the ability to write well-designed classes in actual applications.

Learn Professional Programming in .Net Using C#, Visual Basic, and Asp.Net

Object-Oriented Programming with Visual Basic.NET

Programming Visual Basic 2005

Accelerated VB 2005

Programming Visual Basic .NET

Completely revised and updated, this comprehensive reference on ADO .NET programming covers such topics as database tools, data objects, Web Services, multi-tier database applications, Windows Forms classes, and the development of ASP.NET Web applications, providing insider tips and techniques, code examples, and other helpful features. Original. (Intermediate)

\* Gives you a deep understanding of the implications of every decision you can make in designing a class, so you are better equipped to take full advantage of C#'s power to create robust, flexible, reusable classes \* Lifts the lid on the simple syntax and examines what it really does behind the scenes \* Covers all the fundamentals on classes: the role of types in .NET, the different kinds of type C# creates, fundamental role of methods as containers of program logic, how .NET's delegate-based event system works, how to control and exploit inheritance in your types, and logical and physical code organization through namespaces and assemblies.

This newest programming guide by bestselling author Jesse Liberty isn't your typical Visual Basic book. It's not a primer on the language, and it won't don't pull your brain with arguments hyping .NET either. Its goal, rather, is to make you immediately productive, creating Windows and Web applications using Visual Basic 2005 and Visual Studio 2005. Written for VB6 and novice programmers, the book shows how Visual Basic 2005 can be used to rapidly build modern Windows and web applications. What makes this book different is what's not included. There's no introduction to Visual Basic, no explanation of how it fits into the .NET world. Why waste time reading about something you'll learn for yourself as soon as you start creating applications? You won't even write a "Hello World" program.

With Programming Visual Basic 2005 you'll get started building something meaningful, right away. The book is divided into three parts--Building Windows Applications, Building Web Applications, and Programming with Visual Basic--each of which could be a book on its own. The author shares his thorough understanding of the subject matter through lucid explanations and intelligently designed lessons that guide you to increasing levels of expertise. By the time you've finished the book, you'll know how to program both Windows and web applications with VB 2005. The support for this book extends beyond its covers. Jesse offers a FAQ, Errata, complete source code and a link to a free private support discussion center on his web site: LibertyAssociates.com - just click on books. Jesse Liberty, Microsoft .NET MVP, is the best-selling author of O'Reilly Media's Programming ASP.NET and over a dozen other books on web and object-oriented programming. Jesse is a frequent contributor to many industry publications and websites, and has spoken at numerous industry events. He is a former Distinguished Software Engineer at AT&T and Vice President for technology development at CIBank. Jesse Liberty's books have successfully guided thousands of programmers into the world of .NET programming, and Programming Visual Basic 2005 is no exception.

\* Learn how to create robust, flexible, reusable classes with Visual Basic .NET. \* Understand the different kinds of types and how classes relate to the .NET type framework. \* See how .NET's delegate-based event system works, and how to control and exploit inheritance in types.

Object-oriented Programming with Visual Basic .NET

Developing .NET Custom Controls and Designers Using Visual Basic .NET