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Lesson 10 - The Picture Control


In this lesson you'll learn how to utilize the **Picture** control of Visual Basic.


Create the Directory of the MyBird Program, Start Visual Basic 4, and Save the Form and the Project Files

In this lesson you are going to create several files. So first of all, let's create a directory where the files that you'll create during the course of this lesson are saved.


 Create the **C:\VBMyProg\Lesson10** directory.

 Start Visual Basic, and then select **New Project** from the **File** menu of Visual Basic.

 Select **Project** from the **View** menu of Visual Basic to display the Project window. Click the **View Form** button of the Project window to make **Form1** the selected form.


 While Form1 is the selected window, select **Save File As** from the **File** menu of Visual Basic.

Visual Basic responds by displaying the **Save File As** dialog box.

 Save the Form file as **MyBird.frm** inside the **C:\VBMyProg\Lesson10** directory.


 Select **Save Project As** from the **File** menu of Visual Basic.

Visual Basic responds by displaying the **Save Project As** dialog box.

 Save the project file as **MyBird.vbp** inside the **C:\VBMyProg\Lesson10** directory.

Set the Properties of Form1

You'll now set the properties of **Form1**.

 Make the **Form1** window the selected window, and then press the F4 key on your keyboard to display the **Properties** window of Form1.


 Set the properties of **Form1** as follows:


Property	Setting
Name	frmMyBird
Caption	The MyBird Program
Height	3570
Width	3885
BackColor	White

 Select **Save Project** from the **File** menu of Visual Basic to save your work.


Implementing the Exit button

You'll now place the **Exit** button inside the **frmMyBird** form.

 Make sure that the frmMyBird form is the selected window, and then double-click the CommandButton icon inside the Toolbox window.

 Make the CommandButton that you placed inside the form the selected object, press F4 on your keyboard to display the Properties window, and then set the properties of the CommandButton as follows:

Property	Setting
Name	cmdExit
Caption	E&xit
Height	495
Width	1215
Top	2520
Left	1200

 Double click the **cmdExit** button to display the **Code** window, set the **Object** list box of the Code window to **cmdExit**, set the **Proc** list box of the Code window to **Click**, and then type the following code inside the **cmdExit_Click()** procedure:

```
Private Sub cmdExit_Click()
```

```
End
```

```
End Sub
```

 Select **Save project** from the **File** menu of Visual Basic to save your work.

The code that you typed is executed automatically whenever the user clicks the **Exit** button. This code causes the program to terminate itself.

Placing the Picture Control

You'll now place the **Picture** control inside the frmMyBird form.


The icon of the Picture control is shown as the icon on the first row on the right column in the Toolbox of Figure 10.1. But in your Toolbox, the icon of the Picture control may be located in a different place inside your Toolbox window.




Figure 10.1. *The icon of the Picture control inside the Toolbox window.*

NOTE

When you place (without clicking) the mouse cursor on the Picture control, a yellow rectangle pops up with the text **PictureBox** in it.

 Make sure that the frmMyBird form is the selected window, and then double click the Picture control inside the Toolbox.

Visual Basic responds by placing the Picture control inside the frmMyBird form.

 Set the Picture property of the Picture control that you placed inside the frmMyBird form to load the Bird0.BMP picture that resides inside the **\TegoVB4\VBMyProg\BMP** directory. (That is, click inside the cell that is located to the right of the Picture property, click the three dot icon, and then use the **Load Picture** dialog box to load the BMP picture).

Now the Picture control has the Bird0.BMP picture in it (see Figure 10.2.)

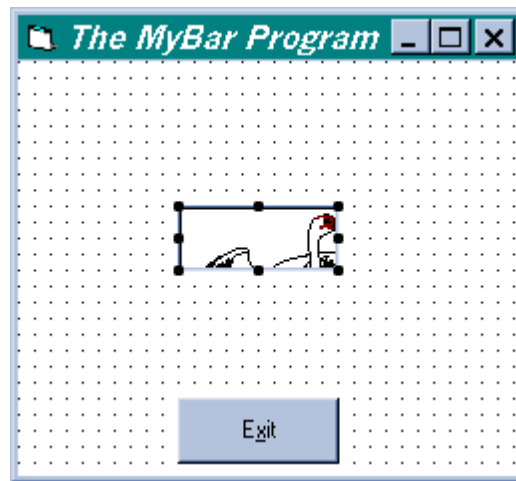



Figure 10.2. A portion of the Bird0.BMP picture is displayed inside the Picture control.


As shown in Figure 10.2, only a portion of the Bird0.BMP picture is displayed. Why? Because currently, the size of the Picture control is not large enough to contain the entire BMP picture.

The AutoSize Property of the Picture Control


Recall that the **Image** control has the **Stretch** property. When you set the Stretch property of the Image control to False, the size of the Image control is automatically changed so that the entire BMP picture is displayed. However, the Picture control does not have a Stretch property. The Picture control has the **AutoSize** property.

 Set the **AutoSize** property of the **Picture** control that you placed inside the frmMyBird form to **True**.

Visual Basic responds by changing the size of the Picture control so that the control will display the entire BMP picture.

 Drag the Picture control a little bit upward so that the picture will not be placed over the Exit button.

 Select Save Project from the File menu of Visual Basic to save your work.

 Select Start from the Run menu of Visual Basic to execute the MyBird program.

The window of the MyBird program appears as shown in Figure 10.3.

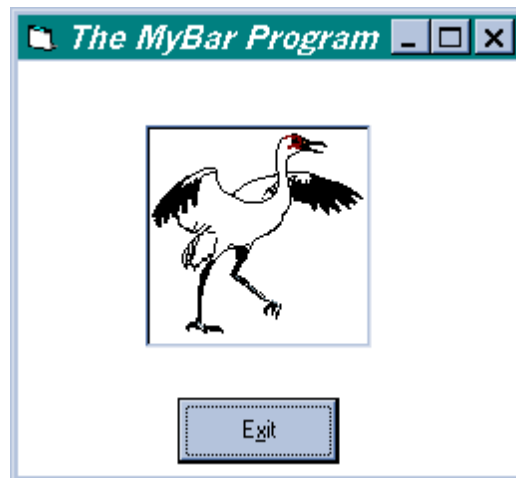



Figure 10.3. The entire BMP picture is displayed inside the Picture control.

 Click the Exit button of the MyBird program to terminate the program.

The BorderStyle Property

The reason the BMP picture has a frame around it, is because currently the **BorderStyle** property of the Picture control that you placed inside the frmMyBird form is set to **1-Fixed Single**. If you set the BorderStyle property of the Picture control to **0-None**, you'll see the BMP picture inside the Picture control as shown in Figure 10.4 (without frame).

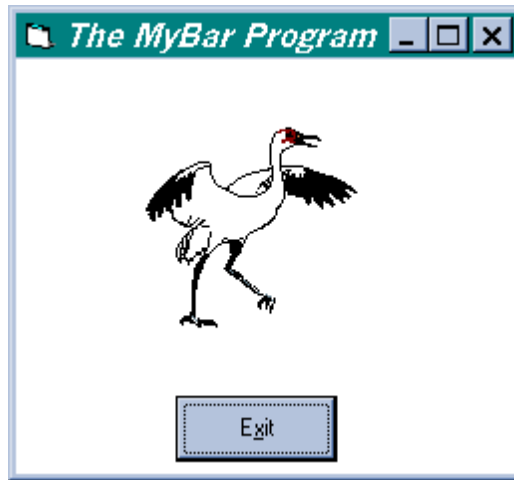




Figure 10.4. *The Picture control of the MyBird program when the BorderStyle is set to 0-None.*

Removing the Picture

Here is how you remove the BMP picture from the Picture control:

 Make the Picture control the selected object, then press F4 to display the Properties windows of the Picture control.

As you can see, the Picture property has the text **(Bitmap)** in it.

 Double click the text **(Bitmap)** that appears in the cell to the right of the Picture property, and then press the **Delete** key of your keyboard.

Visual Basic responds by deleting the BMP picture.

The Align Property of the Picture Control

So far, you did not see any significant differences between the Image control and the Picture control.

The main difference between the Image control and the Picture control is the fact that the Picture control has the **Align** property. This is discussed in detailed in the next lesson.

What You Accomplished in This Lesson



You completed Lesson 10 of the Self Study Visual Basic tutorial.

The MyBird program that you implemented in this lesson demonstrates how to use the **Picture** control for displaying BMP pictures.

Frequently Asked Questions



Q1. Why do I need the Picture control? It looks as if it performs the same function as the Image control.

A1. As will be demonstrated in the next lesson, the Picture control has the **Align** property, and this property enables you to implement toolbars and status bars with great ease.

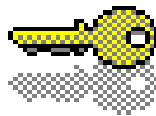
Exam



1. To change the size of the Picture control so that the entire BMP picture will fit inside the Picture control you have to:
 - (a) Set the AutoSize property of the Picture control to True.
 - (b) Set the Stretch property of the Picture control to True.
 - (c) Set the Stretch property of the Picture control to False.

2. The BorderStyle of the Picture control is used for setting the:
 - (a) Frame (border) of the picture.
 - (b) Size of the BMP picture.

Answers to Exam

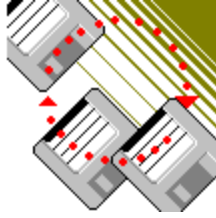


1. (a) To change the size of the Picture control so that the entire BMP picture will fit inside the Picture control you have to set the AutoSize property of the Picture control to True. The Picture control does not have a Stretch property.


2. (a) The BorderStyle of the Picture control is used for setting the frame (border) of the picture.

Project





Modify the MyBird program so that whenever the user double clicks the bird, a message box appears.


 In design mode, double click the Picture control to display the Code window, set the **Object** list box to **Picture1** (**Picture1** is the **Name** property of the Picture control that you placed inside the form), and set the **Proc** list box to **DbIcClick**.

Visual Basic responds by displaying the **Picture1_DbIcClick()** procedure ready to be edited by you as follows:

```
Private Sub Picture1_DbIcClick()
```

```
End Sub
```

The **DbIcClick** event occurs whenever the user double clicks the object. (As it turns out, many controls support the **DbIcClick** event).

 Type the following code inside the **Picture1_DbIcClick()** procedure:

```
Private Sub Picture1_DbIcClick()
```


```
MsgBox "You double clicked the bird"
```

```
End Sub
```

 Select Save Project from the File menu of Visual Basic to Execute the MyBird program.

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The window of the MyBird program appears with the picture of the bird in it.

 Double click the bird.

As you can see, a message box appears. That is, once you double click the Picture control, the **DbIcIck** event occurs, which means that the **Picture1_DbIcIck()** procedure is executed automatically. The code that you typed inside the **Picture1_DbIcIck()** procedure displays the message box.

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The **best** way to post a technical question is by sending TegoSoft an e-mail.

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Date: _____
Your name: _____
Company (if applicable): _____
Your phone number: _____
Your e-mail: _____
Country (if not USA): _____
State (if inside USA): _____

Operating System used: _____
Programming language and version : _____

My technical question is:

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TegoSoft Self Study Tutorials & Software

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