



## Microsoft Visual FoxPro 6/7 Programming Course Overview

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#### Course Duration:

21 Hours / 3 Days

#### 1 Project Manager

- The Project Manager Interface

#### 2 Creating a Database

- To Create a New Database
- Data and Field Types
- Data Type Storage Differences
- Creating a Database Table
- Adding Tables to a Database
- Removing a Table from a Database
- Creating Persistent Relationships
- Building Referential Integrity

#### 3 Working with Records

- Adding Records
- Deleting Records
- Moving Around in a Table
- Position of Current Record Pointer
- Number of Records in a Table

#### 4 Using Indexes

- Index Creation for Tables
- To order records using an index
- Setting a Primary or Candidate Index
- Ordering by Multiple Fields
- Deleting an Index
- Enhancing the Efficiency of Indexes

#### 5 Working with Multiple Tables

- Viewing Work Areas

- Opening a Table in a Work Area
- Closing a Table in a Work Area
- Referencing a Work Area
- Working with Table Aliases
- Setting Temporary Relationships Between Tables

#### 6 Variable, Operators, and Conditional Executions

- Variables
- Operators
- If – Endif Structure
- Notes on Comparing Strings
- Setting Exact On/Off
- Case Structure

#### 7 Data Manipulation Commands

- Commands That Manipulate a Set of Records
- Scope Clauses
- FOR Clauses
- WHILE Clauses

#### 8 Looping

- For – Next Structure
- Do While Structure
- Scan – Endscan Structure

#### 9 Functions

- Visual FoxPro Functions
- Procedures and User-Defined Functions
- Calling a Procedure or Function
- Sending Values to a Procedure or Function
- Scope of Variables

#### 10 Creating Forms

- Using a Form Wizard
- Starting the Form Designer

#### 11 Setting the Data Environment

- Data Environment Designer
- Adding a Table or View to the Data Environment Designer

- Setting an Index for the Data Environment Designer
- Removing a Table from the Data Environment Designer
- Setting Relationships in the Data Environment Designer
- Editing Relationships in the Data Environment Designer

#### 12 Adding Controls to a Form

- To add a control to a form
- Adding Multiple Controls at One Time
- Adding a Control with a Builder
- Controls and Data Concepts
- Adding Data-Bound Controls to a Form
- Displaying the Properties Window
- Selecting, Moving, and Resizing Form Controls
- Setting Tab Order for Controls

#### 13 Designing Menus

- To create a menu system with Quick Menu
- Creating Submenus
- Grouping Menu Items
- Assigning Access Keys
- Assigning Keyboard Shortcuts

#### 14 Building an Application

- Main File of a Project
- Read Events
- Building an Application

#### 15 Testing and Debugging Applications

- Suspending Program Execution
- Removing Breakpoints
- Seeing Stored Values