

Contents

Introduction to the English edition	7
I The basics of programming	9
1 Getting started with objects	9
2 Event-handling	14
3 Command buttons and text boxes	19
4 Storing data in variables	24
5 Operations and expressions	30
6 Using functions	38
7 Making decisions in the program	43
8 The stopwatch starts	50
9 Games with randomness	54
10 Text manipulation	60
11 Repetitive activities: counting loops	66
12 Complex conditions	72
13 Repetitive activities: conditional loops	79
14 Chapter Summary	86
II Data and algorithms	91
15 One-dimensional arrays	91
16 Arrays and controls	97
17 Algorithms	101
18 The summation algorithm	106
19 The counting algorithm	111
20 Maximum and minimum selection	115
21 Linear search	120
22 Selection and decision making	125
23 Binary search	129
24 Implementing elementary algorithms using array methods	133
25 Data structures. Integer types	137

26 Real type variables	144
27 Characters and strings	150
28 Integration of algorithms	156
29 Chapter Summary	162
III Advanced programming	169
30 File handling. Creating text files	169
31 Reading text files	175
32 Multidimensional arrays	179
33 Records and structures	184
34 Scope and lifetime of variables	189
35 Creating procedures	197
36 Types of parameter passing	202
37 Creating functions	208
38 Complex algorithms. Multiple selection	214
39 Logical variables	221
40 The set data structure	229
41 Sorting of data	234
42 Sorting by class method	241
43 Algorithms and queries (🔗)	245
44 Chapter Summary	250
IV Chapters of programming	257
45 Program design. Steps of programming	257
46 Errors in programs — software testing	263
47 Error detection and correction	269
48 Efficiency	275
49 Exception handling	282
50 The <i>Open</i> and <i>Save As</i> dialog boxes	287
51 Date and time type variables	291
52 Computer graphics basics	296
53 Graphics algorithms	303
54 Programming Office applications	308
55 Console Applications	312
56 Chapter Summary	317