

Query Diagram Tools Add-Ins Window **Help**

Form1 (Code)

(Declarations)

```
Dim stat As String

Sub Combo1_Click()
    If stat = "Ascending Order" Then
        View1.Sorted = True
        View1.SortOrder = lvwAscending
    Else
        stat = "Descending Order"
        View1.Sorted = True
        View1.SortOrder = lvwDescending
    End If
    Combo1.SetFocus
End Sub
```

Project - RegSoft

Forms

- Form1 (Form)
- Form10 (Form)
- Form11 (Form)
- Form12 (Form)
- Form13 (Form)
- Form14 (Form)
- Form15 (Form)
- Form16 (Form)

Properties - Form1

Form1 Form

Alphabetic | Categorized

(Name) Form1

Visual Basic Coding Guide

Sabine Zange



Visual Basic Coding Guide:

Visual Basic Programmer's Guide to the .NET Framework Class Library Lars Powers, Mike Snell, 2002 The definitive reference every VB NET developer needs to understand the capabilities of NET namespaces and increase productivity inside the NET framework

Beginner's Guide to Visual Basic . NET Programming Serhan Yamacli, 2019-09-21 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.yamaclis.com/vbnet **Stephens' Visual Basic Programming 24-Hour Trainer** Rod Stephens,2011-02-08 Unique book and DVD package for novice Visual Basic programmers Start from scratch and even if you don t know a thing about Visual Basic you soon will with this thorough introduction to Visual Basic programming Using easy to follow lessons and step by step instruction this practical book teaches you concepts and hands on techniques then reinforces your learning with video screencasts and supplemental materials Follow the exercises then access the Try It section on the DVD and watch as well known VB authority and author Rod Stephens works through programming problems Introduces Visual Basic programming to beginning programmers no prior experience is necessary Covers Visual Basic programming concepts and techniques as well as the Visual Studio development environment Provides a series of easy to follow lessons supplemented by instructional video on DVD Offers expert instruction from well known VB authority and author Rod Stephens who also provides supplemental instruction on the DVD where he works through a series of Try It problems and demonstrates effective solutions Stephens Visual Basic Programming 24 Hour Trainer is an exceptional book and DVD package that will have you programming in Visual Basic in no time Note As part of the print version of this title video lessons are included on DVD For e book versions video lessons can be accessed at wrox.com using a link provided in the interior of the e book **Visual Basic** Emma William,2021-05-10 The goals of this book Cover programming topics as well as Visual Basic Traditional textbooks do a pretty good job of teaching the basics of a given programming language but they often do not cover relevant programming topics that are incidental to the language For example books will omit sections on programming style common pitfalls debugging good bad programming practices and testing Consequently by the time you finish the book you may understand how to program in a language but you might also have picked up bad habits that will come back to bite you later One of the goals of these tutorials is to make sure that all of these incidental topics are covered along the way in the sections where it naturally makes sense to discuss them When you finish you will not only know how to program in Visual Basic you will know how NOT to program in Visual Basic which is arguably as important Provide a lot of examples Most people learn as much or more from following the examples as they do from reading the text These tutorials will endeavor to provide plenty of clear concise examples to show how to apply the concepts you are learning We will also avoid as much as possible the twin evils the magic hand wave also known as where in the interest of space part of an example is omitted and the unexplained new concept where a new concept that is integral to the example is introduced without any mention of what it is or how it works Both of these tend to lead to getting stuck Provide practice programs The end of many lessons and sections will contain some exercises that you can attempt to answer on your own along with solutions You can compare your solution against ours to see

what we did differently or if you get stuck how we solved the problem Then you can go back and refocus on the areas you need more work on Most importantly have fun Programming can be a lot of fun and if you re not generally having fun you re not in the right mindset to be programming Tired or unhappy programmers make mistakes and debugging code tends to take much longer than writing it correctly in the first place Often you can save yourself some time by going to bed getting a good night s sleep and coming back to a problem in the morning

Visual Basic Zero to Hero (Edition #2) Guillaume Lessard,2024-12-15 Visual Basic Zero to Hero Mastering the Versatile Language for Rapid Application Development Unlock the power of Visual Basic with Visual Basic Zero to Hero Edition 2 an updated and comprehensive guide designed to take you from a complete beginner to an advanced developer Whether you are looking to create Windows applications automate business processes work with databases or dive into web development this book provides a structured approach to mastering Visual Basic What s Inside A step by step guide to setting up your Visual Basic development environment using Visual Studio Detailed explanations of syntax data types functions and object oriented programming Hands on tutorials for building Windows Forms applications with user friendly interfaces Advanced topics including LINQ debugging techniques and error handling Working with databases using ADO NET and performing CRUD operations Introduction to web development with ASP NET and Visual Basic Business applications automating tasks in Excel and Access with VBA Real world projects including enterprise applications IoT integration and game development Insights into the future of Visual Basic and its role in the NET ecosystem This second edition expands on practical coding exercises best practices and real world applications making it the ultimate resource for both new and experienced developers If you re ready to code create and innovate Visual Basic Zero to Hero Edition 2 is the perfect guide to help you master Visual Basic and take your programming skills to the next level Start your journey from zero to hero today Part of the DIY Skills and Success Stories Series This book is part of the DIY Skills and Success Stories Series by iD01t Productions The collection brings together practical knowledge inspiring real life experiences and clear step by step guidance to help readers master essential skills Topics include coding entrepreneurship game design personal finance mindfulness business strategy creative arts and wellness The series is designed for learners creators and innovators who want to turn ideas into reality build new projects and achieve lasting success Every book provides accessible strategies actionable knowledge and motivational stories to support growth and transformation Special Global Back to School Promotion Buy 2 books and get 30 percent off Buy 4 books and get 40 percent off Buy 6 books and get 60 percent off Available worldwide on Google Play Books for a limited time Start your DIY journey today and create the life you want with skills and knowledge that matter

Coding For Programmers Using Python: The Step-by-Step Guide to Learn PyQt and Database Applications Vivian Siahaan,Rismon Hasiholan Sianipar,2019-11-29 This book is a comprehensive guide to Python as one of the fastest growing computer languages including Web and Internet applications This clear and concise introduction to the Python language is aimed at readers who are already familiar with

programming in at least one language This hands on book introduces the essential topic of coding and the Python computer language to beginners and programmers of all ages This book explains relational theory in practice and demonstrates through two projects how you can apply it to your use of PostgreSQL and SQL Server databases This book covers the important requirements of teaching databases with a practical and progressive perspective This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from both databases In designing a GUI and as an IDE you will make use of Qt Designer In the first chapter you will learn to use several widgets in PyQt5 Display a welcome message Use the Radio Button widget Grouping radio buttons Displays options in the form of a check box and Display two groups of check boxes In chapter two you will learn to use the following topics Using Signal Slot Editor Copy and place text from one Line Edit widget to another Convert data types and make a simple calculator Use the Spin Box widget Use scrollbars and sliders Using the Widget List Select a number of list items from one Widget List and display them on another Widget List widget Add items to the Widget List Perform operations on the Widget List Use the Combo Box widget Displays data selected by the user from the Calendar Widget Creating a hotel reservation application and Display tabular data using Table Widgets In chapter three you will learn How to create the initial three tables project in the School database Teacher Class and Subject tables How to create database configuration files How to create a Python GUI for inserting and editing tables How to create a Python GUI to join and query the three tables In chapter four you will learn how to Create a main form to connect all forms Create a project will add three more tables to the school database Student Parent and Tuition tables Create a Python GUI for inserting and editing tables Create a Python GUI to join and query over the three tables In chapter five you will join the six classes Teacher TClass Subject Student Parent and Tuition and make queries over those tables In chapter six you will get introduction of postgresql And then you will learn querying data from the postgresql using Python including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using Python updating data in postgresql database using Python calling postgresql stored function using Python deleting data from a postgresql table using Python and postgresql Python transaction In chapter seven you will create and configure PostgreSQL database In this chapter you will create Suspect table in crime database This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo You will also create GUI to display edit insert and delete for this table In chapter eight you will create a table with the name Feature_Extraction which has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 The six fields except keys will have a VARCHAR data type 200 You will also create GUI to display edit insert and delete for this table In chapter

nine you will create two tables Police and Investigator The Police table has six columns police_id primary key province city address telephone and photo The Investigator table has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo You will also create GUI to display edit insert and delete for both tables In chapter ten you will create two tables Victim and Case_File The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The Case_File table has seven columns case_file_id primary key suspect_id foreign key police_id foreign key investigator_id foreign key victim_id foreign key status and description You will create GUI to display edit insert and delete for both tables as well

FULL SOURCE CODE: THE COMPLETE GUIDE TO LEARNING POSTGRESQL AND DATA SCIENCE WITH PYTHON GUI Vivian Siahaan, Rismon Hasiholan Sianipar, 2022-09-01 In this project we provide you with the PostgreSQL version of SQLite sample database named chinook The chinook sample database is a good database for practicing with SQL especially PostgreSQL The detailed description of the database can be found on <https://www.sqlitetutorial.net/sqlite-sample-database/> The sample database consists of 11 tables The employee table stores employees data such as employee id last name first name etc It also has a field named ReportsTo to specify who reports to whom customers table stores customers data invoices The artist table stores artists data It is a simple table that contains only the artist id and name The album table stores data about a list of tracks Each album belongs to one artist However one artist may have multiple albums The media_type table stores media types such as MPEG audio and AAC audio files genre table stores music types such as rock jazz metal etc The track table stores the data of songs Each track belongs to one album playlist the distribution of amount by year quarter month week day and hour the bottom top 10 sales by employee the bottom top 10 sales by customer the bottom top 10 sales by customer the bottom top 10 sales by artist the bottom top 10 sales by genre the bottom top 10 sales by play list the bottom top 10 sales by customer city the bottom top 10 sales by customer city the bottom top 10 sales by customer city the payment amount by month with mean and EWM the average payment amount by every month and amount payment in all years

Programming and Problem Solving with Visual Basic .NET Nell B. Dale, 2003 This book continues to reflect our experience that topics once considered too advanced can be taught in the first course The text addresses metalanguages explicitly as the formal means of specifying programming language syntax

Beginning VB.NET Richard Blair, Jonathan Crossland, Matthew Reynolds, Thearon Willis, 2004-08-18 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 menus Gain 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 Programming A Beginner's Guide Richard Mansfield,2009-07-22 Essential Programming Skills Made Easy Learn programming fundamentals quickly with help from this hands on tutorial No previous experience required Programming A Beginner s Guide gets you started right away writing a simple but useful program in Visual Basic Express Edition and then moves on to more advanced projects including a quiz program and a protected personal diary You ll develop real world programming skills like designing user interfaces and working with variables arrays loops and procedures By the end of this clear and entertaining book you ll be able to create debug and customize your own practical Windows based programs with ease Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Try This Hands on exercises that show you how to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Annotated programming Example code with commentary that describes the programming techniques being illustrated **Visual Basic .Net** Jeff Kent,2002 Learn the basics of Visual Basic NET with this comprehensive guide *Visual Basic Code Unleashed* Pasquale De Marco,2025-04-16 In the ever evolving landscape of software development Visual Basic VB continues to shine as a beacon of accessibility and power This comprehensive guide unlocks the full potential of VB programming empowering you to create sophisticated applications with remarkable ease Whether you re a seasoned programmer seeking to expand your horizons or a novice eager to embark on a journey into the world of software development this book is your ultimate companion With its user friendly interface intuitive syntax and extensive library of built in functions VB empowers programmers of all skill levels to transform their ideas into tangible solutions This guide takes you on a comprehensive journey through the fundamentals of VB programming mastering the art of creating and manipulating variables utilizing operators for calculations and comparisons and employing conditional statements to control the flow of your programs Discover the power of arrays and collections unlocking the secrets of efficient data management and organization Explore the vast array of Visual Basic controls crafting user friendly forms and intuitive user interfaces that seamlessly interact with users Unravel the mysteries of modular programming harnessing the power of subroutines and functions to structure your code effectively and promote

reusability Dive into the world of file handling and database connectivity learning how to seamlessly read write and manipulate data from files and relational databases As you progress embrace the object oriented programming paradigm understanding the concepts of classes objects inheritance and polymorphism and witness the transformative impact they can have on your programming endeavors With each chapter delve deeper into the intricacies of VB programming mastering advanced techniques such as error handling multithreading and custom control creation Explore the wealth of Visual Basic frameworks and libraries accelerating your development process and unlocking new possibilities for innovation Join us on this exhilarating voyage through the world of Visual Basic programming where creativity meets practicality With this guide as your trusted mentor you ll unlock the full potential of Visual Basic crafting elegant and efficient applications that leave a lasting impact Embark on this journey today and discover the power of Visual Basic programming If you like this book write a review on google books

[A Practical Guide to Database Programming with Java GUI and PostgreSQL](#) Vivian Siahaan,Rismon Hasiholan Sianipar,2020-01-12 In this book you will create three desktop applications using Java GUI and PostgreSQL In this book you will learn how to build from scratch a PostgreSQL database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to utilize PostgreSQL in Java In chapter one you will create School database and its six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter six you will create Bank database and its tables In chapter seven you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter eight you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital

prints and storing the results into a database In chapter nine you will create a Client_Data table which has the following seven fields client_data_id primary key account_id primary key birth_date address mother_name telephone and photo_path In chapter ten you will be taught how to create Crime database and its tables In chapter eleven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter twelve you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter thirteen you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter fourteen you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter fifteen you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables

Beginning Visual Basic 2015 Bryan Newsome, 2015-11-17 Learn Visual Basic step by step and start programming right away Beginning Visual Basic 2015 is the ideal guide for new programmers especially those learning their first language This new edition has been updated to align with Visual Studio 2015 and also refocused to concentrate on key beginner topics Precise step by step instructions walk you through important tasks and clear explanations targeted to beginners will have you writing your first Visual Basic application quickly You ll start from the absolute beginning assuming no prior programming experience and then gradually build your skills to write Visual Basic applications for Windows and the Web Coverage includes objects class libraries graphics databases and much more with explicit instructions on using ASP NET SQL Server ADO NET and XML Visual Studio is the usual environment for Visual Basic programming and the latest upgrade has made Visual Basic more feature compatible with C to allow programmers to move fluidly between the two languages Don t know C Don t worry This book starts from the very beginning of Visual Basic programming to help you build your skills from the ground up Understand flow control and data structure Debug Windows applications dialog boxes and menus Master objects and object oriented techniques Access databases program graphics and program for the Web Over three million programmers use Visual Basic and many of them learned it as their first language It s beginner friendly versatile and visually oriented making it an ideal introduction to the programming mindset workflow and

hard skills Beginning Visual Basic 2015 gets you started on the right foot with clear patient instruction and plenty of hands on practice

The Visual Basic Style Guide Tim Patrick,2000 The Visual Basic Style Guide brings together state of the art guidelines for professional development geared specifically toward VB environments and organized as patterns that provide specific solutions to the most common problems VB developers encounter This guide addresses planning requirements gathering coding documentation user interfaces and much more

Expert One-on-One™ Visual Basic® 2005 Database Programming Roger Jennings,2006-02-13 Are you hesitant to migrate to Visual Studio r 2005 Maybe you re ready to upgrade to Visual Basic 2005 but feel a bit overwhelmed by ADO NET 2 0 and the Visual Data Tools of this new release In this hands on guide I ll share with you the best practices the latest features and advanced data management techniques with Visual Basic 2005 and SQL Server or SQL Server Express 2005 Plus I ll incorporate simple to moderately complex project examples that feature real world database front end applications with Windows and Web forms First I ll begin with ADO NET 2 0 basics then I ll move on to designing and programming smart clients with typed DataSets as their data sources Gradually I ll walk you through using DataSource GridView and DetailsView Web controls Finally I ll demonstrate how to take advantage of the new T SQL extensions in process Web services and notifications What you will learn from this book How to build usable Windows r and Web forms from a sample database in less than five minutes without writing a line of code Effective writing of data validation code for bound text boxes and DataGridViews Ways to apply advanced ASP NET 2 0 data techniques The process of creating and deploying VB 2005 SQL CLR projects Who this book is for This book is for experienced VB programmers who are upgrading from VB6 or VS 2002 2003 to VB 2005 Basic familiarity with the VS 2005 or VB Express 2005 environment is helpful but not assumed No prior VB6 VBA or VBScript experience is necessary Wrox Expert One On One books present the wisdom accumulated by an experienced author who is recognized as an expert by the programming community These experts challenge professional developers to examine their current practices in pursuit of better results

The Self-Taught Coder: The Definitive Guide to Database Programming with Python and MySQL Vivian Siahaan,Rismon Hasiholan Sianipar,2019-02-19 You will learn Python MySQL fast easy and fun This book provides you with a complete MySQL guidance presented in an easy to follow manner This Python MySQL book shows you how to use MySQL connector Python to access MySQL databases You will learn how to connect to MySQL database and perform common database operations such as SELECT INSERT UPDATE and DELETE In addition we will show you some useful tips such as how to call MySQL stored procedures from Python and how to work with MySQL BLOB data Each chapter has practical examples with SQL script and screenshots available If you go through the entire chapters you will know how to manage MySQL databases and manipulate data using various techniques such as MySQL queries MySQL stored procedures database views triggers In the first part of the book you will learn Basic MySQL statements including how to implement querying data sorting data filtering data joining tables grouping data subquerying data dan setting operators Aside from

learning basic SQL statements you will also learn step by step how to develop stored procedures in MySQL First we introduce you to the stored procedure concept and discuss when you should use it Then we show you how to use the basic elements of the procedure code such as create procedure statement if else case loop stored procedure s parameters In the next chapter we will discuss the database views how they are implemented in MySQL and how to use them more effectively After that you will learn how to work with the MySQL triggers By definition a trigger or database trigger is a stored program executed automatically to respond to a specific event e g insert update or delete occurred in a table The database trigger is powerful tool for protecting the integrity of the data in your MySQL databases In addition it is useful to automate some database operations such as logging auditing etc Then you will learn about MySQL index including creating indexes removing indexes listing all indexes of a table and other important features of indexes in MySQL MySQL uses indexes to quickly find rows with specific column values Without an index MySQL must scan the whole table to locate the relevant rows The larger table the slower it searches After that you will find a lot of useful MySQL administration techniques including MySQL server startup and shutdown MySQL server security MySQL database maintenance and backup The last chapter gives you the most commonly used MySQL functions including aggregate functions string functions date time functions control flow functions etc

A PRACTICAL GUIDE TO Database Programming with PHP/MySQL Vivian

Siahaan,Rismon Hasiholan Sianipar,2019-04-14 You will learn PHP MySQL fast easy and fun This book provides you with a complete MySQL guidance presented in an easy to follow manner Each chapter has practical examples with SQL script and screenshots available If you go through the entire chapters you will know how to manage MySQL databases and manipulate data using various techniques such as MySQL queries MySQL stored procedures database views triggers In the first part of the book you will learn basic MySQL statements including how to implement querying data sorting data filtering data joining tables grouping data subquerying data dan setting operators Aside from learning basic SQL statements you will also learn step by step how to develop stored procedures in MySQL First we introduce you to the stored procedure concept and discuss when you should use it Then we show you how to use the basic elements of the procedure code such as create procedure statement if else case loop stored procedure s parameters In the next chapter we will discuss the database views how they are implemented in MySQL and how to use them more effectively After that you will learn how to work with the MySQL triggers By definition a trigger or database trigger is a stored program executed automatically to respond to a specific event e g insert update or delete occurred in a table The database trigger is powerful tool for protecting the integrity of the data in your MySQL databases In addition it is useful to automate some database operations such as logging auditing etc Then you will learn about MySQL index including creating indexes removing indexes listing all indexes of a table and other important features of indexes in MySQL MySQL uses indexes to quickly find rows with specific column values Without an index MySQL must scan the whole table to locate the relevant rows The larger table the slower it searches After that you will find a lot of

useful MySQL administration techniques including MySQL server startup and shutdown MySQL server security MySQL database maintenance and backup The last chapter gives you the most commonly used MySQL functions including aggregate functions string functions date time functions control flow functions etc

The Ultimate Guide to Professional Database Programming with Python and PostgreSQL Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-01-15 Python has various database drivers for PostgreSQL Currently the psycopg is the most popular PostgreSQL database adapter for the Python language The psycopg fully implements the Python DB API 2.0 specification The current version of the psycopg is 2.0 or psycopg2 The psycopg2 database adapter implemented in C as a libpq wrapper resulting in both fast and secure The psycopg2 provides many useful features such as client side and server side cursors asynchronous notification and communication COPY command support etc PostgreSQL was designed to run on UNIX like platforms However PostgreSQL was then also designed to be portable so that it could run on various platforms such as Mac OS X Solaris and Windows PostgreSQL is free and open source software Its source code is available under PostgreSQL license a liberal open source license You are free to use modify and distribute PostgreSQL in any form PostgreSQL requires very minimum maintained efforts because of its stability Therefore if you develop applications based on PostgreSQL the total cost of ownership is low in comparison with other database management systems In Chapter 2 you will learn querying data from the postgresql using Python including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using Python updating data in postgresql database using Python calling postgresql stored function using Python deleting data from a postgresql table using Python and postgresql Python transaction In Chapter 3 you will learn managing table structure and views including postgresql data types postgresql create table postgresql select into statement postgresql create table as using postgresql serial to create auto increment column identity column alter table drop table truncate table check constraint not null constraint foreign key primary key unique constraint managing postgresql views creating updatable views materialized views creating updatable views using the with check option clause and recursive view In Chapter 4 you will learn statements operators and clauses including select order by select distinct limit fetch in between postgresql like is null alias joins inner join postgresql left join self join full outer join cross join natural join group by having intersect operator except operator grouping sets cube and rollup In Chapter 5 you will learn postgresql trigger aggregate and string functions including creating the first trigger in postgresql managing postgresql trigger aggregate functions avg function max function min function sum function postgresql concat function ascii function trim function length function substring function regexp_matches function regexp_replace function replace function to_number function and to_char function

The Best Guide to Database Programming with Java GUI, PostgreSQL, and SQL Server Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-13 This book offers the straightforward practical answers you need to help you

do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In chapter two you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter four you will create a PostgreSQL database named Bank and its tables In chapter five you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter six you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter seven you create a table named Client_Data which has seven columns client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter eight you will be taught how to create a SQL Server database named Crime and its tables In chapter nine you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter ten you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eleven you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter twelve you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns

police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter thirteen you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java PostgreSQL SQL Server programmer

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