

# **Visual Foxpro Tutorial 1**

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## **Introduction**

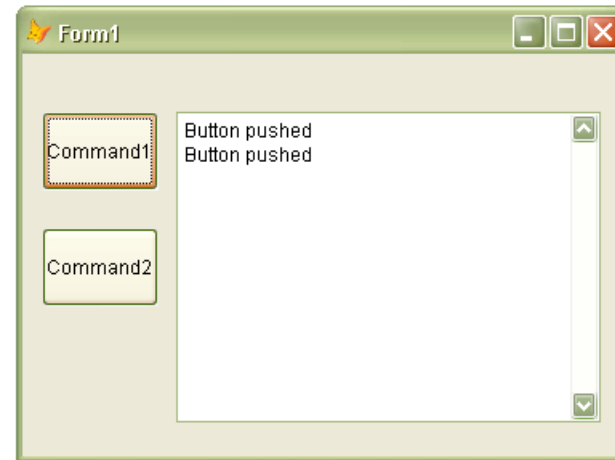
For this project we will make a small application that prints “Button pushed” when you hit a button. The other button will clear the screen.

### **Primary Aim:**

- How to create a new project
- How to create a new form
- Demonstrates how to design a form

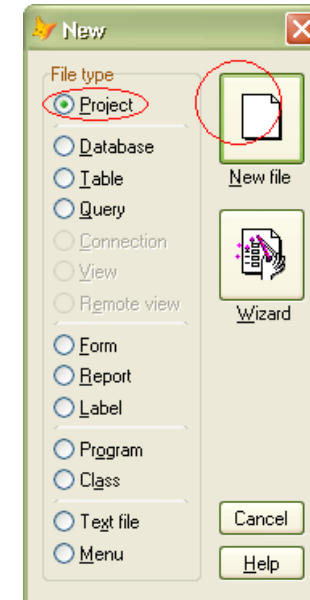
### **Secondary Aim**

- How to program object events

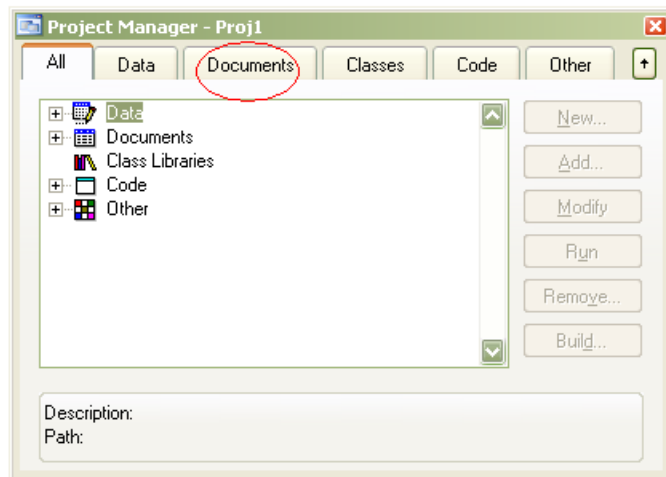


## Section 1, Creating the GUI (Graphical User Interface)

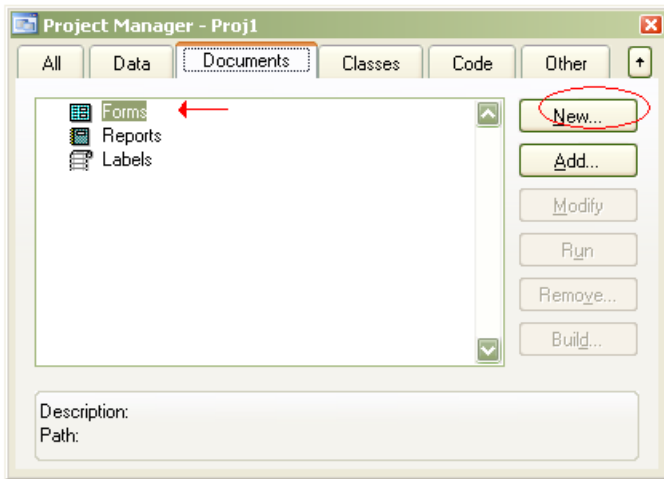
Step 1. Begin by opening FoxPro. Once the program loads select **File -> New**. To the right is a screen capture of the screen. Ensure 'Project' is selected and then click on 'New file'. Note that you will be forced to save your file right away.



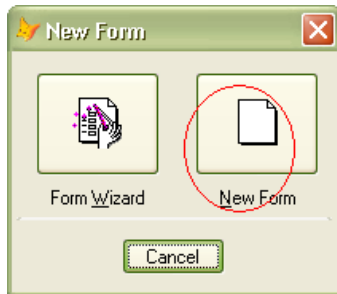
Step 2. If you've created a new FoxPro project successfully you should see the 'Project Manager'. This screen is used to connect all the separate pieces together in order to make a full fledged program. Immediately we will click on 'Documents'.



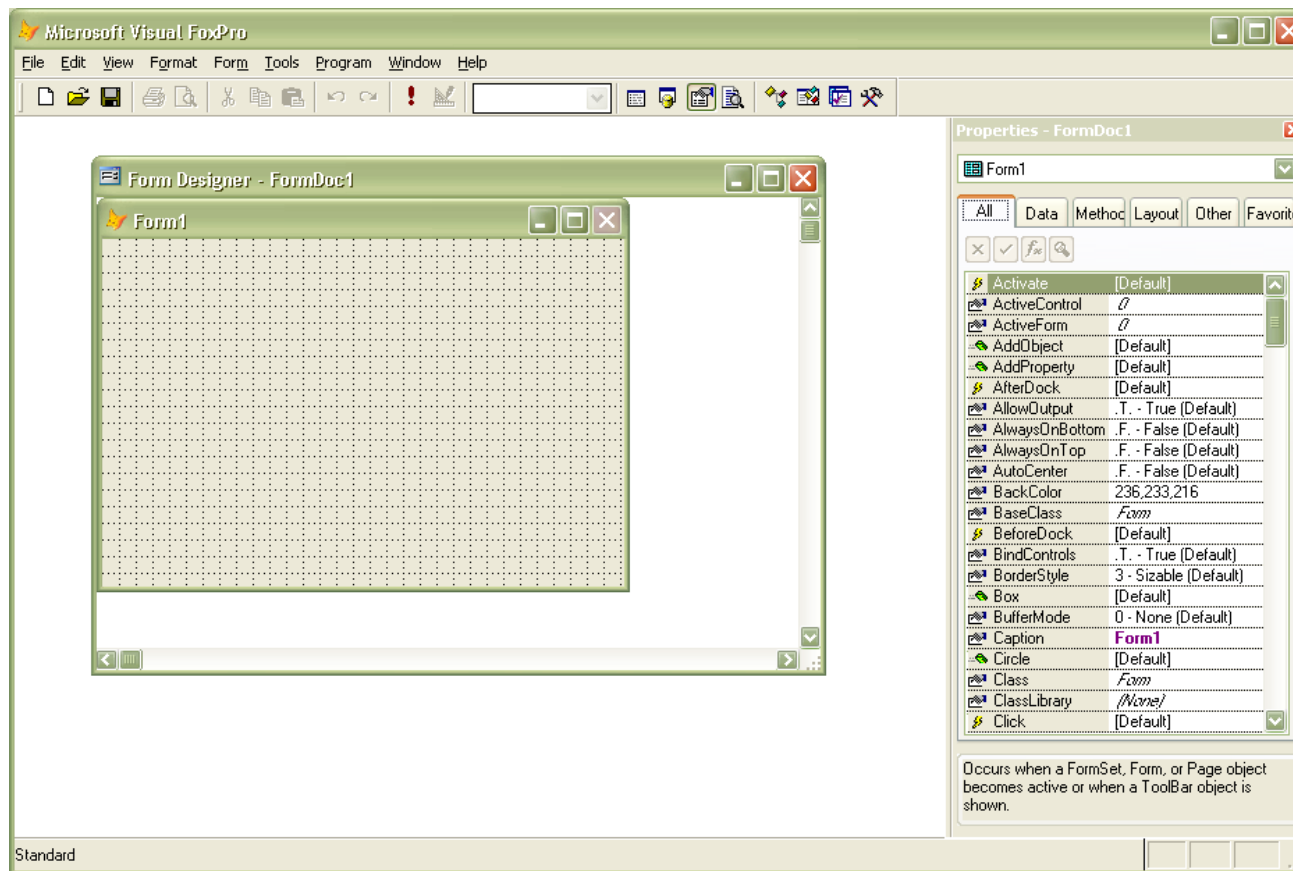
Step 3. Within the 'Documents' tab, make sure 'Forms' is highlighted, and then click on 'New'



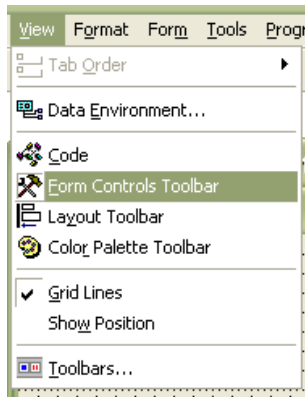
Step 4. We will be making a form from scratch; so click on 'New Form'.



Step 5. Your screen should now look similar to the one below.



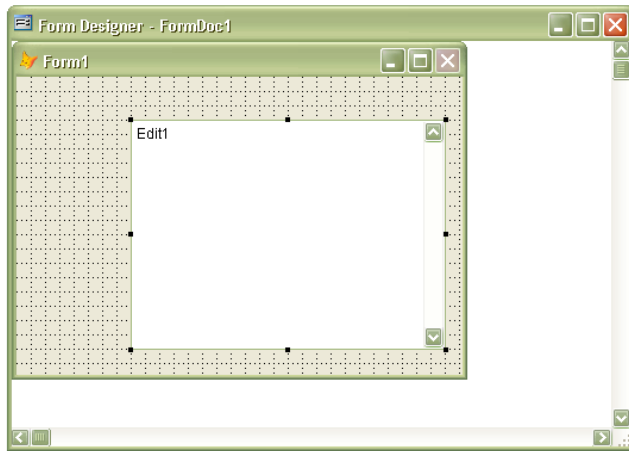
Step 6. If you're lucky you will see the 'Form Controls Toolbars' in your display. If not, you will have to activate it. If you cannot see the Form Controls Toolbar, click on **View -> Form Controls Toolbar**



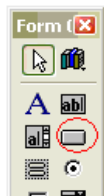
Step 7. Now, we will create a new Editbox. Editboxes are used to display text to the user. To make a new editbox, select the Editbox picture from the Form Controls Toolbar.



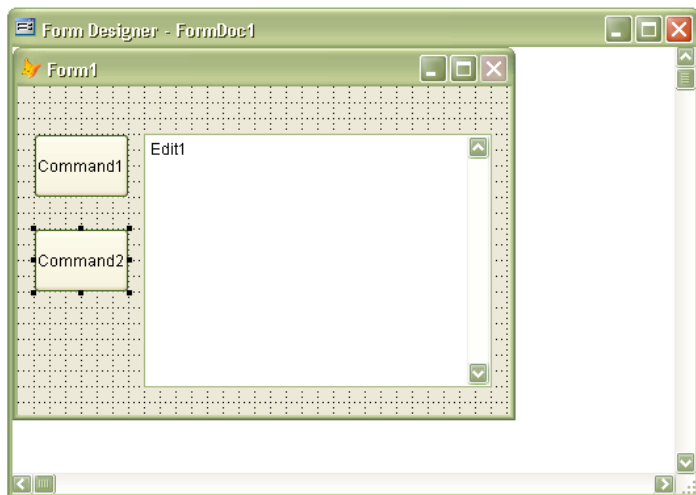
Step 8. Move your cursor to the blank form and draw a box. Upon releasing the mouse button an editbox will be created. For our purposes, make sure not to cover up all the form with the editbox, leave space for some buttons.



Step 9. We now want to create two buttons for users to push. Go over to the 'Form Controls Toolbar' and click on the button icon.

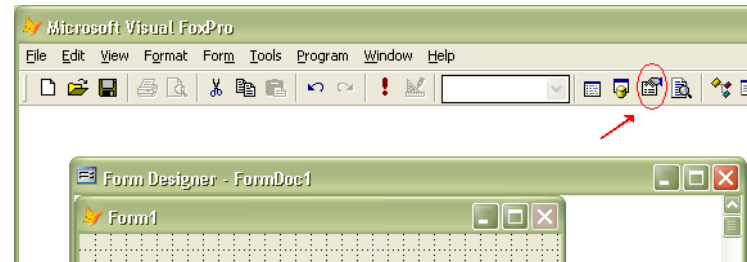


Step 10. Next, draw two separate buttons on the form. Upon completion your form should be similar to the one pictured below.

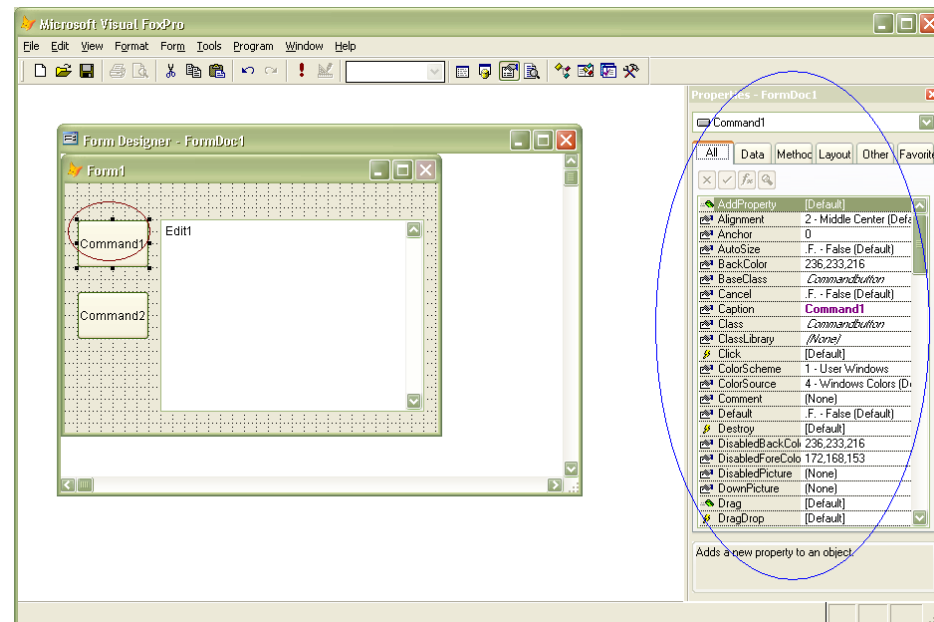


## Part 2. Programming Object Events

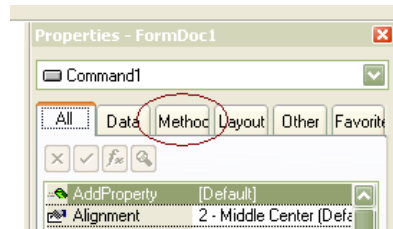
Step 11. We will now require the 'Properties Toolbar'. However, you probably closed it earlier. Click on the button identified below to open and close the 'Properties Toolbar'. Move to the next step with the toolbar open.



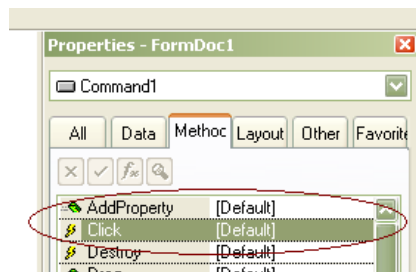
Step 12. Click on the 'Command1' button you made in your new form. Upon clicking it a single time you will see the properties window displays this button's properties. (This is highlighted by the blue circle in the diagram below)



Step 13. We will now switch to the button's Methods. We do this by clicking on the 'Method' tab in the properties toolbar.



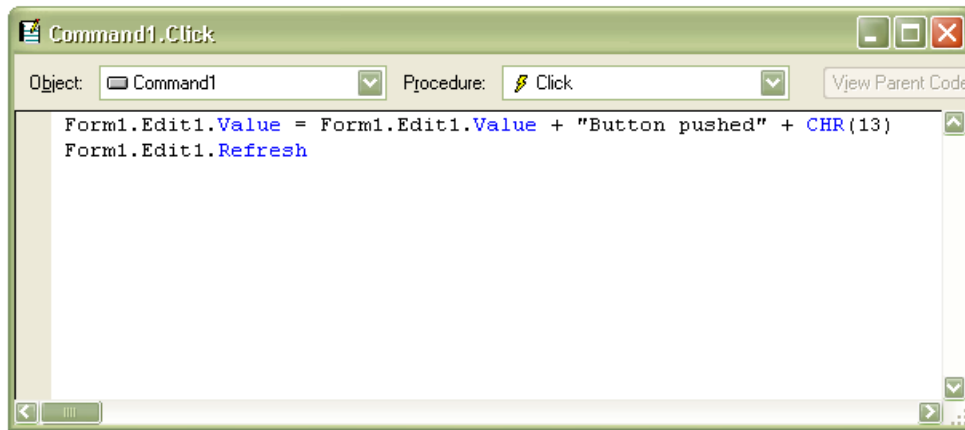
Step 14. Now, double click on the 'Click' method. This will open a window that contains all the programming that is run whenever the 'Command1' button is clicked.



Step 15. Now that the click methods window is open, type in the following code.

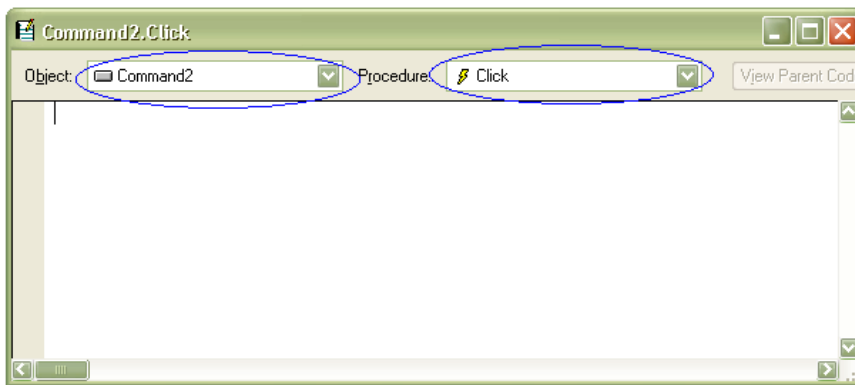
```
Form1.Edit1.Value = Form1.Edit1.Value + "Button pushed" + CHR(13)
Form1.Edit1.Refresh
```

Once complete, the window should appear as follows. You can then close this window.



Step 16. I'm going to speed things up a bit now and skip a few steps. I want you to open the 'Click' method for the 'Command2' button.

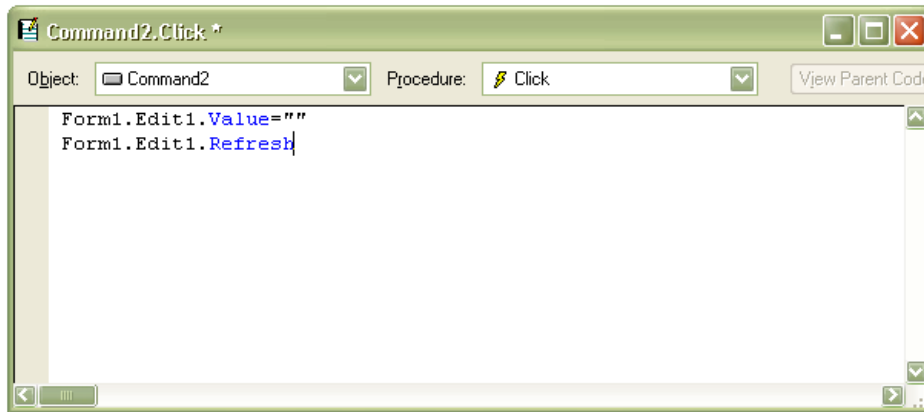
Do this by selecting the Command2 button from the new form you made. Then move your mouse to the properties toolbar on the right hand side of the screen. Select the 'method' tab and then double click on the 'Click' method. If you are successful you will see the following window open. Note the items circled in blue.



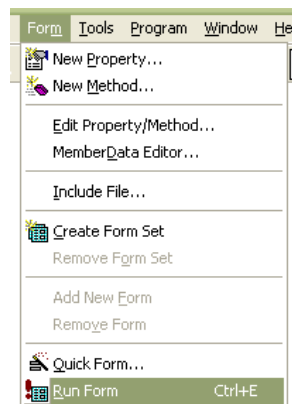
Step 17. We will now make the Command2 button clear all the text stored in the Editbox. Type in the following code.

```
Form1.Edit1.Value=""  
Form1.Edit1.Refresh
```

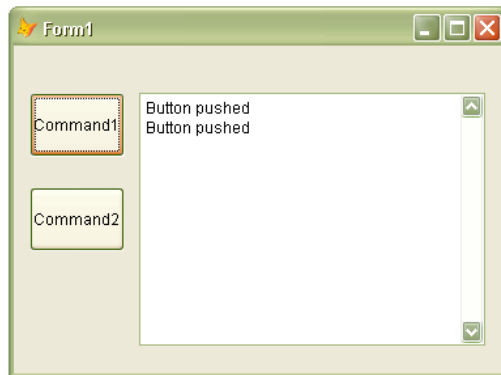
Once complete, your method should look as follows. You may now close this window.



Step 18. We are now finished creating our toy, and are ready to test it. Do this by clicking on your new form (so it is highlighted and active). You can then move your mouse to the toolbar at the very top of the screen and select **FORM -> RUN FORM**



Step 19. You should now see something similar to below. Pushing one of the buttons will print “Button Pushed” while the other button will clear the editbox.



Step 20. Tutorial Complete.