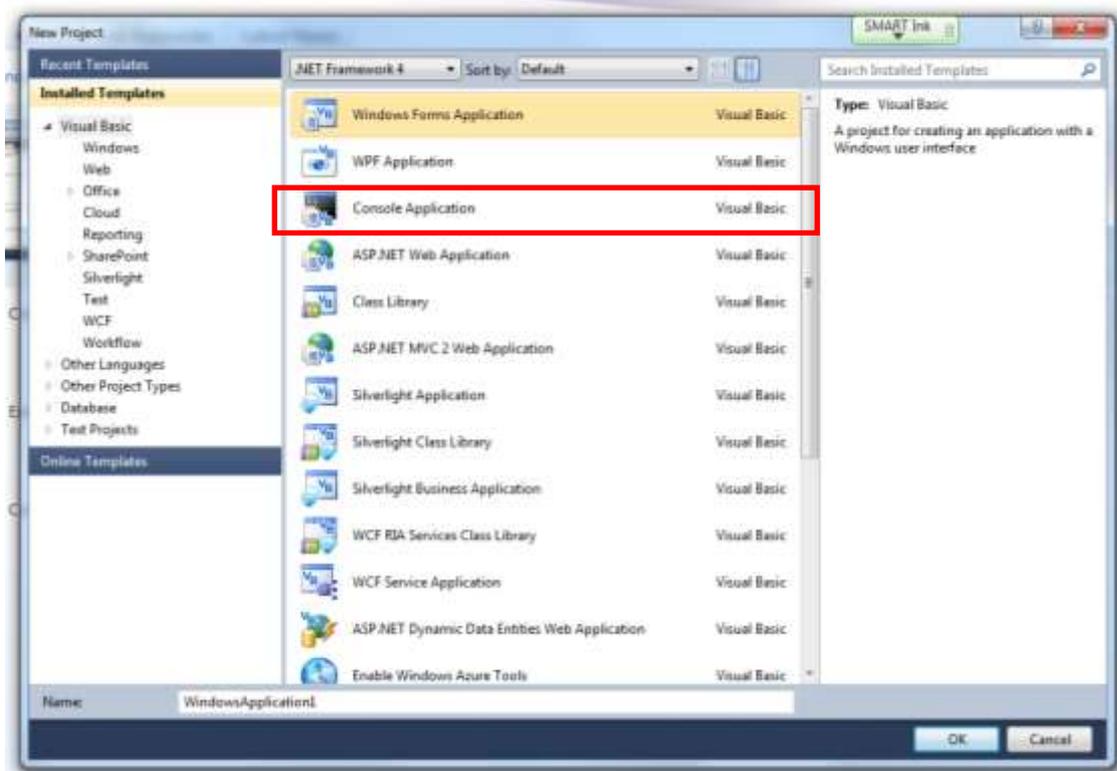


Visual Basic Tutorial #1



Create a new console application

Name it – show my name

Console applications are the easiest to start learning programming, we will move over to GUI or graphical user interface based applications soon.

We need to make sure you understand the nooks and cranny of programming foundation before moving to more complex programming.

As you notice there isn't much code in our application yet.

```
Module Module1
    Sub Main()
    End Sub
End Module
```

4 lines of pure GOLD. Yes I will build my world right here. I can go on and on.

There is one Main function in this program. Functions can be identified by checking the sub Main() and end Sub key words

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Check the examples below to identify different functions

Main function	Sub Main() Programming logic goes in here End sub
Play	Sub Play() Play logic goes in here End Sub
ShootEnemy	Sub ShootEnemy() Shoot the enemy logic goes in here End Sub

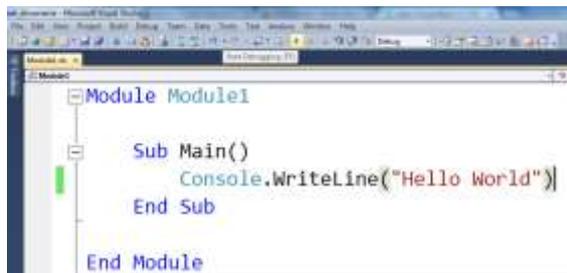
Lets write hello world.

To do that inside the Main() function we will write the following code

```
Console.WriteLine("Hello World")
```

Reminder: console C is capital, write line W and L is capital.

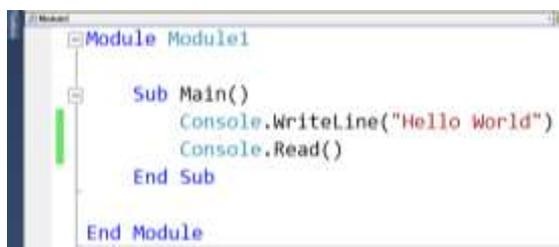
Programming is case sensitive so make sure you write them in appropriate higher and lower case letters.



```
Module Module1
    Sub Main()
        Console.WriteLine("Hello World")
    End Sub
End Module
```

Now click on the debug button.

Note – If a screen jumps open and closes immediately, you will need to add the following lines to the program.



```
Module Module1
    Sub Main()
        Console.WriteLine("Hello World")
        Console.Read()
    End Sub
End Module
```

Now try running it again. It will say hello world to us all.

Now for our next trick.

Lets create and talk to a string

A string is letters that display to the screen. They are widely used and important to learn.

To declare a string in Visual basic we need to do the following

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Dim name As String = "Wade Wilson"

Look at the keywords above. It's very important. We mentioned DIM which basically says we are going to declare a variable now. Then we said NAME which is the name of our current variable then we said AS which sorts a type of variable and finally STRING which is the type of variable this is. After we named it we used an equals sign and inside the double quotations we gave the name Wade Wilson.

Hopefully that explains that.

```
Module Module1
    Sub Main()
        Dim name As String = "Wade Wilson"
        Console.WriteLine("Hello World")
        Console.Read()
    End Sub
End Module
```

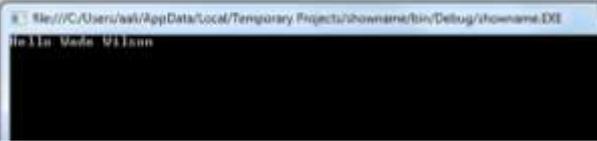
Now we need to say hello to Wade right.

Add the following to the second line.

```
Console.WriteLine("Hello " + name)
```

Try debugging now.

```
Module Module1
    Sub Main()
        Dim name As String = "Wade Wilson"
        Console.WriteLine("Hello " + name)
        Console.Read()
    End Sub
End Module
```



As you can see it says Hello Wade Wilson perfectly in our screen. Now try changing the name to something else and run it again it will do the same.

Now let's add an integer to the console application.

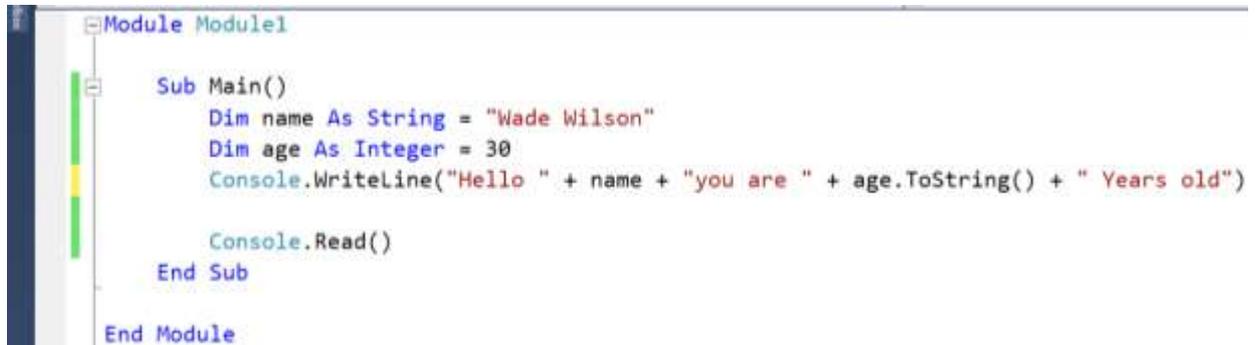
Dim age As Integer = 25

Look at the keywords again. See the similarity. You can see it I know you can, you cheeky bugger you like me to explain it right. Lol

Important thing to remember is Integers can only hold whole numbers, it can't hold any numbers with decimals. That's floats or doubles job we will get to them later.

Lets do another console write line for the age.

```
Console.WriteLine("Hello " + name + "You are " + age.ToString() + "Years Old")
```



```
Module Module1
    Sub Main()
        Dim name As String = "Wade Wilson"
        Dim age As Integer = 30
        Console.WriteLine("Hello " + name + "you are " + age.ToString() + " Years old")

        Console.Read()
    End Sub
End Module
```

You can see that we have used age.toString(). What is that? This is a function which converts numbers to letters so it can be shown to screen. If you want to show some numbers to screen in future this is a error free way to do it.

Now fun the program and see what it can do for you.

Do the following

Create a string variable to include the address of wade Wilson and see if you can show that to screen.

Create 2 more integers to show random numbers on the screen.