

**Introducing  
VB data types,  
variables, constants,  
VB controls and  
arithmetic**

# Visual Basic Data Types

<b>Data type</b>	<b>Prefix</b>	<b>Size</b>	<b>Values</b>
Byte	byt	1 byte	positive integer value from 0 to 255
Short	shr	2 byte	integer from -32,768 to +32,767
Integer	int	4 byte	integer from +/- 2,147,483,647
Long	lng	8 byte	integer from +/- 9,223,372,036,854,775,807
Single	sng	4 byte	single-precision, floating-point number
Double	dbl	8 byte	double-precision, floating-point number
Decimal	dec	16 byte	number with up to 28 significant digits
Char	chr	2 byte	Any single character
Boolean	bln	2 byte	True or False
String	str	(4 byte)	Text - Any number/combination of characters
Date	dtm	8 byte	8 character date: #dd/mm/yyyy#
Object	obj	(4 byte)	An address that refers to an object

# Variables

- A storage location in memory (RAM)
  - Holds data/information while the program is running
  - These storage locations can be referred to by their names
- Every variable has three properties:
  - **Name** - reference to the location - cannot be changed
  - **Value** - the information that is stored - can be changed during program execution, hence the name "variable"
  - **Data Type** - the type of information that can be stored - can be transferred

# **Variable Names**

- Naming Rules Conventions
  - First character must be a letter or underscore
  - Must contain only letters, numbers, and underscores (no spaces, periods, etc.)
  - Can have up to 255 characters
  - Cannot be a VB language keyword
- Naming Conventions
  - Should be meaningful
  - Follow 3 char prefix style - 1st 3 letters in lowercase to indicate the data type
  - After that, capitalize the first letter of each word
  - Example: `intTestScore`

# *Declaring a Variable*

- A variable declaration is a statement that creates a variable in memory
- Syntax:     **Dim VariableName As DataType**
  - Dim (short for Declaration in Memory) - keyword
  - VariableName – The name used to refer to variable
  - As - keyword
  - DataType - one of the many possible keywords to indicate the type of value the variable will contain
- Example:     **Dim intLength as Integer**

# **Declaring and Initializing a Variable**

- A starting or initialization value **may** be specified with the Dim statement
- Good practice to set an initial value unless assigning a value prior to using the variable
- Syntax:
  - Dim *VariableName* As *DataType* = *Value***
    - Just append " = value" to the Dim statement
    - = 5 → assigning a beginning value to the variable
- Example:     **Dim intLength as Integer = 5**

# **Variable Declaration Rules**

- **Variables *MUST* be declared prior to the code where they are used**
- **Declaring an initial value of the variable in the declaration statement is *optional***

# **Default Values for Data Types**

## **Data type value**

## **Default (Initial)**

All numeric types

Zero (0)

Boolean

False

Char

"0"

String or Object

Empty

Date

12:00 a.m. on January 1, 0001



# Constants in VB

Syntax: **Const *CONST\_NAME* As *DataType* = *Value***

Looks like a normal declaration except:

1. **Const** used instead of **Dim**
2. An initialization value is **required**
3. By convention, entire name **capitalized** with underscore characters to separate words

# Assignment Statement

- Syntax: ***variablename = expression***
- Assigns the value of the expression to the variable. (The variable must be on the left and the expression on the right.)
- Example:
  - `intNumber1 = 4`
  - `intNumber2 = 3 * (2 + 2)`
  - `intNumber3 = intNumber1`
  - `IntNumber1 = intNumber1 + 6`

# ***Explicit Type Conversions***

- VB provides a set of functions that perform data type conversions
- These functions will accept a literal, variable name, or arithmetic expression
- The following narrowing conversions require an explicit type conversion
  - Double to Single
  - Single to Integer
  - Long to Integer
- Boolean, Date, Object, String, and numeric types represent different sorts of values and require conversion functions as well

# *The Val Function*

- The *Val function* is a more forgiving means of performing **string** to **numeric** conversions
- Uses the form Val(string)
- If the initial characters form a numeric value, the Val function will return that
- Otherwise, it will return a value of zero

# *The Val Function*

Val Function	Value Returned
◦ Val("34.90")	34.9
◦ Val("86abc")	86
◦ Val("\$24.95")	0
◦ Val("3,789")	3
◦ Val("")	0
◦ Val("x29")	0
◦ Val("47%")	47
◦ Val("Geraldine")	0

# *The ToString Method*

- Returns a string representation of the value in the variable calling the method
- Every VB data type has a *ToString* method
- Uses the form VariableName.ToString
- For example
  - `Dim number as Integer = 123`  
`lblNumber.text = number.ToString`
  - Assigns the string "123" to the text property of the lblNumber control

# Performing Calculations with Variables

## ■ Arithmetic Operators

^	Exponent
*	Multiplication
/	Floating Point Division
\	Integer Division
MOD	Modulus (remainder from division)
+	Addition
-	Subtraction
&	String Concatenation (putting them together)

# **Integer Division Operator**

- The backslash (`\`) is used as an *integer division* operator
- The result is always an integer, created by discarding any remainder from the division

- **Example**

- `intResult = 7 \ 2`      ``result is 3`
- `shrHundreds = 157 \ 100`      ``result is 1`
- `shrTens = (157 - 157 \ 100 * 100) \ 10`  
``result is ?`



# *Special Mod Operator*

- This operator can be used in place of the backslash operator to give the remainder of a division operation

`intRemainder = 17 MOD 3` `result is 2

`dblRemainder = 17.5 MOD 3` `result is 2.5

- Any attempt to use of the `\` or `MOD` operator to perform integer division by zero causes a *DivideByZeroException* runtime error

# Concatenating Strings

- Concatenate: connect strings together
- Concatenation operator: the ampersand (&)
- Include a space before and after the & operator
- Numbers after & operator are converted to strings
- How to concatenate character strings
  - `strFName = "Bob"`
  - `strLName = "Smith"`
  - `strName = strFName & " "` → "Bob "
  - `strName = strName & strLName` → "Bob Smith"
  - `intX = 1        intY = 2`
  - `intResult = intX + intY`
  - `strOutput = intX & " + " & intY & " = " & intResult` → "1 + 2 = 3"

# Self Assignment Operators

- Often need to change the value in a variable and assign the result back to that variable
- For example: `var = var - 5`
- Subtracts 5 from the value stored in var

<b>Operator</b>	<b>Usage</b>	<b>Equivalent to</b>	<b>Effect</b>
<b>+=</b>	<b>x += 2</b>	<b>x = x + 2</b>	Add to
<b>-=</b>	<b>x -= 5</b>	<b>x = x - 5</b>	Subtract from
<b>*=</b>	<b>x *= 10</b>	<b>x = x * 10</b>	Multiply by
<b>/=</b>	<b>x /= y</b>	<b>x = x / y</b>	Divide by
<b>\=</b>	<b>x \= y</b>	<b>x = x \ y</b>	Int Divide by
<b>&amp;=</b>	<b>x &amp;= "."</b>	<b>x = x &amp; "."</b>	Concatenate

# Arithmetic Operator Precedence

- Operator *precedence* tells us the order in which operations are performed
- From highest to lowest precedence:
  - Exponentiation (^)
  - Multiplicative (\* and /)
  - Integer Division (\)
  - Modulus (MOD)
  - Additive (+ and -)
- Parentheses override the order of precedence
- Where precedence is the same, operations occur from left to right

# *All Operators Precedence*

- Parenthesis
- Exponential
- Multiplication / Division
- Integer Division
- MOD
- Addition / Subtraction
- String Concatenation
- Relational Operators ( $<$  ,  $>$  ,  $>=$  ,  $<=$  ,  $<>$ )
- Logical Operators (AND, OR, NOT)

# Precedence Examples

$$6 * 2 ^ 3 + 4 / 2 = 50$$

$$7 * 4 / 2 - 6 = 8$$

$$5 * (4 + 3) - 15 \text{ Mod } 2 = 34$$

intX = 10

intY = 5

intResultA = intX + intY \* 5 'iResultA is 35

iResultB = (intX + intY) \* 5 'iResultB is 75

dResultA = intX - intY \* 5 'dResultA is -15

dResultB = (intX - intY) \* 5 'dResultB is 25