

A.I.S. Class 22: Outline

- Learning Objectives for Chapter 10
- Chapter 10 Quiz
- Chapter 10 Highlights
- Group Work for Chapter 10
- Group Projects

Learning Objectives for Chapter 10

- In Chapter 10 students will learn:
 - * What events are and how they propagate throughout your application
 - * How actions are recognized and triggered by events
 - * How to write a macro and attach it to a command button that activates the macro

Learning Objectives for Chapter 10

- In Chapter 10 students will learn:
 - * How to write Visual Basic for Applications (VBA) code and attach the code to event procedures
 - * How to create form navigation buttons
 - * How to incorporate small code segments that reside behind a form and that provide data validity, range, and reasonableness checks on form fields

Chapter 10 Quiz

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Implementing the Design

- 1 Create the Access tables required by the design
- 2 Designate the primary keys
- 3 Establish relationships between tables
- 4 Create forms to maintain the tables for each resource and agent
- 5 Create (multi-table) forms for event recording processes
- 6 Create queries to generate desired information
- 7 Develop report formats for the desired reports
- 8 *Build a custom menu system*

Implementing the Design

- *Most importantly, in this chapter you will learn how to implement various forms of input and processing controls within your database applications*

Chapter 10 Highlights

- Code: macros or VBA
- States, events, and event properties
- Creating a Command Button
- Creating a Macro and attaching it to a Command Button
- Creating other form navigation buttons with VBA
- Printing a Macro, Macro Group, or VBA code

Chapter 10 Highlights

- ACCESS events
- Improving navigation buttons
- Buttons for file maintenance
- Creating Menus and attaching to Forms
- Validating user input
- Enforcing business rules
- Managing data

Chapter 10 Highlights

■ DLOOKUP

- * DLookup (expression, domain, criteria)
- * DLookup (attribute, table, row)
- * DLookup (“[OnHand]”, “[tblInventory]”, “[ItemID]=Forms![frmOrder]![fsubOrder].Form! [ItemID]”)
- * [Quantity] >DLookup (“[OnHand]”, “[tblInventory]”, “[ItemID]=Forms![frmOrder]![fsubOrder].Form! [ItemID]”)

Group Work for Chapter 10

■ Exercises 1, 2

Group Projects

- Remember to split your project into two databases
- Ensure that links between the two are working *on the M: Drive!*
- Use Switchboard forms to implement an easy-to-use Menu system

Group Projects

- Top Level – buttons for:
 - * Purchases (or Acquisition)
 - * Conversion (or Production)
 - * Sales (or Revenue)
 - * Exit
- Only Purchases and Exit need to be implemented

Group Projects

- Purchases – buttons for
 - * Enter purchase transactions
 - * Maintain purchase tables
 - * Generate purchase reports
 - * Return to previous Menu

Group Projects

■ Enter transaction – buttons e.g.:

- * Record requisitions
- * Record purchase orders
- * Record goods received
- * Record payments
- or whatever your events are*
- * Return to previous Menu

Group Projects

■ Maintain tables – buttons e.g.:

- * Maintain inventory
- * Maintain cash accounts
- * Maintain vendors
- * Maintain employees
- or whatever your resources and agents are*
- * Return to previous Menu

Group Projects

■ Generate reports

- * Print requisitions
- * Prints purchase orders
- * Print receiving reports
- * Print checks
- * Print cash payments
- * Print vendor lists
- * Print accounts payable
- * Print purchases
- or whatever reports your system needs*
- * Return to previous Menu