

VBScript-Training.com

Outline of Day 1 - Video Tutorials and Demonstrations

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VBScript-Training.com – Day 1 Course Outline

This course includes the following topics and would correspond to probably a one and a half day course if taken in a instructor-lead setting. In a “live” class, the student typically lectures for about an hour, then the students do about one hour of labs.

- Overview
 - WSH, Browser, ASP
 - Jscript, PERL
 - File Extensions
 - Compare VB/Script, VB6, VBA, and VB.NET
 - VB/Script lacks form-based data entry (could use ASP pages)
 - Security considerations – reassigning .vb and .js to Notepad, putting passwords in scripts (encoding)
 - Choosing your editor/development tool
 - How to get WSH and documentation (help files)
- CScript and WScript
 - Wscript – Demo run and file drop, use a bunch of messages to show how annoying pressing enter every time can be, show how to concat many messages in one string variable, then use one msgbox or Wscript.echo
 - CScript – Run same program, show command line arguments
 - CScript options – switching the “default script host”
- Programming Logic
 - General Rules – Continuation, Capitalization, white space, line length, naming conventions (max field size 255)
 - Dim Statement, Constants
 - String Data, Numeric Data, Date/Times
 - Option Explicit
 - Variants and Subtypes
 - Variable Scope
 - Operators and precedence
 - If/then/else
 - Select/Case
 - Arrays
 - 5 types of loops
 - End Statements
 - Subroutine/Functions and Scope/Lifetime
 - ByVal/ByRef
 - Built-In Functions
 - Date/Time: Now, Time, Date, DateDiff
 - String: LCase, UCase, left, right, mid, inStr, inStrRev, Replace, String, ltrim, rtrim, trim
 - Mathematical: Rnd, Round
 - Array related: Join/Split
 - Getting User Input

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- InputBox
- MsgBox
- PopUp
- Error Handling
 - Types of Errors: Syntax/Run-Time, Logic
 - The Err Object
 - On Error Resume Next (On Error GoTo 0)
- Automating non-automated programs with the SHELL object
 - Shell.Run
 - Shell.AppActivate
 - Shell.Sleep
 - Shell.SendKeys
- Writing a program – from conception to completion
 - The Hi-Low Game
 - Starts by writing program specifications (system requirements)
 - Getting “Clean” user-input
 - Random numbers
 - Complex loops
 - User feedback
 - Completed program is 129 lines long
 - Takes about one hour to write and explain

NOTE: There are many other topics usually included in a 3 day VB/Script class. I hope to soon make more topics available on a separate cost subscription. I know that many people are anxiously awaiting for the existing tutorials, so I don't want to keep them waiting.

FUTURE courses may include:

- The FileSystemObject and Related Issues
- ADO – working with SQL Databases
- OOP – Object Oriented Programming
 - Objects, Classes, Active-X, COM-Automation
 - Properties, Methods, Events
 - Scripting Components
- Debuggers
- Windows Logon Scripts
- ADSI – Programming the Active Directory
- Common Admin Tasks
- .WSH and .WSF files
- Scheduling Scripts to Run at Periodic Intervals
- WMI – Windows Management Instrumentation

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Day 1 VBScript Course includes the following Videos with Approximate Times

Topic	Length Min/Sec
Command_Prompt_Options	0:05:38
Concat_Output	0:05:00
Handling_Arguments	0:08:54
Intro>HelloWorld	0:04:55
Classic_ASP	0:09:08
DataTypes	0:12:51
DataTypes_Function	0:03:03
DHTML_Example	0:04:22
Editors	0:07:28
Functions_Date_Time	0:23:12
Functions_String_01	0:07:08
Functions_String_02	0:05:21
General_Rules	0:16:43
IfThenStatement	0:06:13
Loops	0:15:51
Operators	0:10:32
Option_Explicit	0:03:55
Select_Case	0:06:04
SubFunctions_01	0:11:09
SubFunctions_02	0:05:58
Variable_Scope	0:15:02
Versions_of_VB	0:10:30
Arrays_01	0:09:31
Arrays_02	0:21:04
Arrays_03	0:00:01
Getting Input	0:12:10
Error Prevention - Validating Input	0:16:31
Error Handling 01 - On Error Resume Next	0:11:50
Error Handling 02 - Err.Clear	0:07:35
Error Handling 03 - Err.Raise / vbObjectError	0:13:48
Error Handling 04 - Other common errors	0:06:17
.wsf files 01 - Introduction	0:07:03
.wsf files 02 - <jobs> and calling functions	0:14:02
.wsf files 03 - CDATA	0:05:18
.wsf files 04 - Type Library Support	0:08:25
.WSH Files - Example	0:06:07
.WSC Files - Scripting Components	0:02:12
Wscript Methods (Shell/Network)	0:12:52
Wscript Methods (Run, Sleep, SendKeys)	0:12:24
High-Low Game - Part 1	0:12:03
High-Low Game - Part 2	0:16:15

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High-Low Game - Part 3	0:11:12
High-Low Game - Part 4	0:15:39
High-Low Game - Part 5	0:17:46

Total Hours:Minutes:Seconds	7:19:02