

while other programs have a simple appearance.

A Visual Basic user interface consists of forms and objects. A form is nothing more than a window that appears on the screen. Most Visual Basic programs have at least one form, although most programs use several ~~for~~ forms.

Objects are items that appear on a form, such as a command button, scroll bar, option button or check box. An object enables the user to give commands to our program.

* Define Properties - After we create a form and draw some objects on the form, the next step is to define the properties of each form and object. An object's properties determine the object's name, color, size, location and appearance on the screen.

Different objects have different properties. Each time we draw an object on a form, Visual Basic assigns default property values, which define a generic object that nobody, can really use.