

HIGHER TECHNICAL INSTITUTE

ELECTRICAL ENGINEERING

DIPLOMA PROJECT

INTRODUCTION TO INTERNET BY
USING VISUAL BASIC

E/1151

ZAGANOS STATHIS

JUNE 1998

HIGHER TECHNICAL INSTITUTE

ELECTRICAL ENGINEERING

DIPLOMA PROJECT

**INTRODUCTION TO INTERNET BY
USING VISUAL BASIC**

E.1151

**BY:
ZAGANOS STATHIS**

JUNE 1998

HIGHER TECHNICAL INSTITUTE	PROJECT NO. 2886
----------------------------------	---------------------

**DEVELOPMENT OF AN EDUCATIONAL
PROGRAM FOR THE INTERNET USING THE
VISUAL BASIC**

**BY:
ZAGANOS STATHIS**

**PROJECT SUBMITTED TO THE DEPARTMENT
OF ELECTRICAL ENGINEERING OF HIGHER
TECHNICAL INSTITUTE
NICOSIA-CYPRUS**

**IN PARTIAL FULFILMENT OF THE
REQUIREMENTS FOR THE DIPLOMA OF
TECHISIAN ENGINEERING IN ELECTRICAL
ENGINEERING COURSE**

JUNE 1998

**PROJECT SUPERVISOR:
Mr. S. VOSKARIDES**

HIGHER TECHNICAL INSTITUTE	PROJECT NO. 2886
----------------------------------	---------------------

ACKNOWLEDGEMENTS

I would like to thank my project supervisor Mr. Soteris Voskarides lecturer in the Electrical department in Higher Technical Institute for his helpful quittance and assistance during the execution of this project.

I would like to thank also Mr. Marios Savvides for his helpful advice and help throughout the project.

Finally I would like to thank my very good friend Miss Constantia Koupepidou for her help during the programming of my project.

TABLE OF CONTENTS

	PAGE
INTRODUCTION	1
CHAPTER 1: THE VISUAL BASIC 5	
1.1 INTRODUCTION	3
1.2 COMPONENTS OF VB – MENU	6
1.3 FILES THAT MAKE UP A PROJECT	11
1.4 STEPS FOR CREATING A VB APPLICATION	12
1.4.1 LAYING OUT THE USER INTERFACE	12
1.4.2 SETTING PROPERTIES	13
1.4.3 WRITING THE CODE	13
1.5 VISUAL BASIC EDITIONS	14
1.6 VISUAL BASIC IN RESCUE	15
1.7 USES OF VISUAL BASIC	16
1.8 WHAT IS NEW IN VISUAL BASIC 5	17
CHAPTER 2: INTRODUCTION TO INTERNET	
2.1 INTRODUCTION	26
2.2 INTERNET STREETS OF A CITY	28
2.3 INTERNET FUNCTIONS	30
2.4 COMPONENTS OF THE INTERNET WORLD WIDE WEB	31
2.5 E-MAIL	35
2.6 TELNET	36
2.7 FTP	37

2.8	ARCHIE	38
2.9	E-MAIL DISCUSSION GROUPS	39
2.10	USENET NEWS	40
2.11	GOPHER	42
2.12	FAQ, RFC, FYI	43
2.13	IRC	44
2.14	MUD/MUSH	45
2.15	HYPERTEXT	46
2.16	HOME PAGES ON THE WEB	47
2.17	URL	48
2.18	WEB BROWSER	52
2.18.1	GRAPHICAL	52
2.18.2	TEXT	53
2.19	EXPERIENCE THE WEB	55
2.19.1	MULTIMEDIA	55
2.19.2	PROGRAMMING LANGUAGES	56
2.19.3	REAL TIME COMMUNICATION	58

CHAPTER 3: HOW TO USE THE PROJECT

3.1 THE USE OF THE COMMAND BUTTONS IN THE PROJECT 60

3.2 THE MAIN FORMS OF THE PROJECT 64

CHAPTER 4: LOGIC OF THE PROGRAM

4.1 CREATING PICTURES 72

4.2 USING THE TIMER 74

4.3 WRITING TEXT 75

4.4 ANIMATION 76

4.5 MUSIC 83

CHAPTER 5: PROBLEMS AND CONCLUSIONS

5.1 FINAL CONCLUSIONS 85

5.2 PROBLEM WITH THE PROGRAM 86

APPENDICES:

CODING

PROPERTIES

Introduction

The subject of this project is “Introduction to Internet”. The basic objective of the project, is the development of a system, by displaying pictures, explained by text, the user understands some basic things about Internet.

Visual Basic 5.0 was used for this system. It is a user-friendly system, since it is easy enough for any person to use it and I mean people that do not know anything about computer. Navigation buttons exists in every screen so as to be easy for the user to exit or to see the previous or the next screen. I tried to use signs, rather than words for the navigation buttons.

The chapters below explain some things about Visual Basic and also explain in details how to use this program. I have to say that, in the beginning, I had some difficulties because I did not know anything about Visual Basic. But by working hard and with the help of some friends, I finally achieve to develop that project.