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
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]![fsupOrder].Form! [ItemID]")
  - [Quantity] > DLookup ("[OnHand]", "[tblInventory]", 
    "[ItemID]=Forms![frmOrder]![fsupOrder].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
Enter transaction – buttons e.g.:

- Record requisitions
- Record purchase orders
- Record goods received
- Record payments
- Return to previous Menu

or whatever your events are
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