

Contents

Chapter 1

Introduction 1-1

What is C++Builder?	1-1
Where to find information	1-1
Online Help	1-2
Printed documentation	1-4
Developer support services	1-4
Typographic conventions	1-4

Chapter 2

A tour of the environment 2-1

Starting C++Builder	2-1
Using toolbars, menus, and keyboard shortcuts	2-2
Placing components on a form	2-3
Changing component appearance and behavior	2-4
Working with events	2-5
Viewing and editing code	2-5
Viewing form files	2-6
Browsing with the editor	2-6
Exploring code	2-7
Managing projects	2-7
Creating to-do lists	2-8
Designing data modules	2-8
Setting project and environment options	2-9
Getting help	2-10
Help with coding	2-11
Debugging applications	2-12
Exploring databases	2-13
Templates and the Object Repository	2-14

Chapter 3

Creating a text editor—a tutorial 3-1

Starting a new application	3-1
Setting property values	3-3
Adding objects to the form	3-3
Adding support for a menu and a toolbar	3-6
Adding actions to the action list	3-8
Adding standard actions to the action list	3-10
Adding images to the image list	3-11
Adding a menu	3-13
Clearing the text area (optional)	3-15
Adding a toolbar	3-16
Writing event handlers	3-17
Creating an event handler for the New command	3-17

Creating an event handler for the Open command	3-19
Creating an event handler for the Save command	3-21
Creating an event handler for the Save As command	3-22
Creating an event handler for the Exit command	3-23
Creating a Help file	3-24
Creating an event handler for the Help Contents command	3-25
Creating an event handler for the Help Index command	3-26
Creating an About box	3-27
Completing your application	3-29

Chapter 4

Creating a database application—a tutorial 4-1

Starting a new application	4-1
Setting property values	4-2
Adding objects to the form	4-2
Connecting to a database	4-4
Adding support for a menu and a toolbar	4-6
Adding a menu	4-7
Adding a toolbar	4-9
Displaying images	4-10
Adding text and memo objects	4-12
Writing an event handler	4-13

Chapter 5

Customizing the environment 5-1

Organizing your work area	5-1
Docking tool windows	5-1
Arranging menus and toolbars	5-4
Customizing desktop settings	5-5
Setting default project options	5-5
Specifying default projects and forms	5-5
Setting tool preferences	5-6
Customizing the Code editor	5-6
Customizing the Form Designer	5-6
Setting ClassExplorer options	5-7
Customizing the Component palette	5-7
Arranging the Component palette	5-8
Installing components	5-8
Adding ActiveX controls	5-8

Creating component templates	5-8
Customizing the Help system	5-9

Chapter 6

Programming with C++Builder 6-1

Development tools and features	6-1
Using the VCL	6-1
Exception handling	6-2
Database connectivity and utilities	6-3
BDE Administrator	6-3
SQL Explorer (Database Explorer)	6-3
Database Desktop.	6-4

Data Dictionary	6-4
Types of development projects	6-4
Applications and servers	6-4
DLLs	6-4
Custom components and packages	6-5
Frames	6-5
COM and ActiveX.	6-5
Type libraries.	6-6
Deploying applications.	6-6
Internationalizing applications	6-6

Index I-1