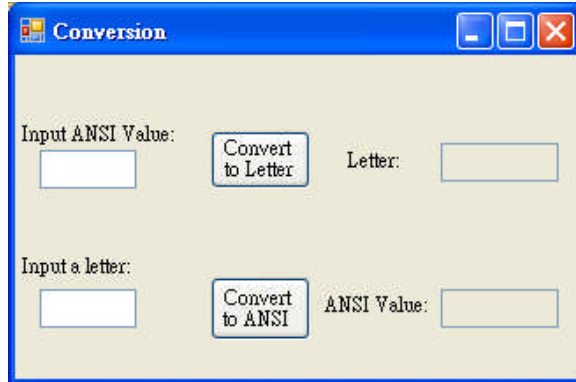


Lab sheet 5.1: ANSI Values

ANSI Values

Requirement:

1. Create the interface as follow.



OBJECT	PROPERTY	SETTING
frmDemo	Text	Conversion
lblInputANSI	Text	Input ANSI Value
txtInputANSI		
btnLetter	Text	Convert to Letter
lblOutputLetter	Text	Letter
txtOutputLetter		
lblInputLetter	Text	Input a Letter
txtInputLetter		
btnANSI	Text	Convert to ANSI
lblOutputANSI	Text	ANSI Value
txtOutputANSI		

2. Click and type the following code into the “Convert to Letter” button.

```
Private Sub btnLetter_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles
    btnLetter.Click
        Dim a As Integer
        a = CInt(txtInputANSI.Text)
        txtOutputLetter.Text = Chr(a)
    End Sub
```

3. Click and type the following code into the “Convert to Letter” button.

```
Private Sub btnANSI_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles
    btnANSI.Click
        Dim b As String
        b = txtInputLetter.Text
        txtOutputANSI.Text = Asc(b)
    End Sub
```

4. Type an ANSI value in the txtInputANSI textbox
5. Type a letter in the txtInputLetter textbox.
6. Click “Convert to Letter” button and then “Convert to ANSI” button.

7. The results are displayed in the txtOutputLetter textbox and txtOutputANSI textbox respectively.

The screenshot shows a Windows application window titled "Conversion". It contains two main sections for user input and conversion:

- Top Section:** Labeled "Input ANSI Value:" with a text box containing "65". To its right is a button labeled "Convert to Letter". Further right, labeled "Letter:", is a text box containing "A".
- Bottom Section:** Labeled "Input a letter:" with a text box containing "A". To its right is a button labeled "Convert to ANSI". Further right, labeled "ANSI Value:", is a text box containing "65".

The "Convert to ANSI" button is highlighted with a dashed border, indicating it is the active or selected option.