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At this point, you should have completed the first week. If you skimmed or skipped chapters in the first week, it will be okay to continue into Week Two. There is one exception: If you are not familiar with libraries, you should read Day 7.

On Day 8, you will begin using BIOS functions. BIOS functions are detailed along with what they can do. The functions presented on Day 8 will be the first that you will be able to add to your own library.

On Day 9, you replace several of the functions that you may have created on Day 4. These new functions will not only be more flexible, but they will also eliminate the need for external drivers such as ANSI.SYS. These text graphics functions will be used in later chapters for creating a full-fledged application.

On Days 10 and 11, you will create a multitude of functions. Many of these functions will be used in the application that will be developed starting on Day 12.

WEEK

AT A GLANCE

8

9

10

11

12

13

14

Functions included in these chapters will do such tasks as scrolling, clearing the screen, hiding the cursor, and more.

On Day 12, you will begin the process of developing applications. Before coding your application, you should begin with some preparation. Several methods of preparation exist. In addition to the preliminary steps, there are methods for the entire process of developing an application. Day 12 provides an overview of several different methodologies that can be employed in developing an application.

Day 13 begins the process of coding an application. This will most likely be the day that is the most fun of the second week. The concepts behind developing an entry and edit screen are covered. In addition, you will be presented with all the code necessary for creating an entry and edit screen. Many of the functions created in Days 8 through 11 will be used.

The week ends with menus and action bars being added to your application. Day 14 provides an overview of using menus and action bars. In addition, you are guided in adding menus to the front of your application. Action bars are also added to your entry and edit screen.

The third week is dedicated mostly to continuing the development of the application started in the second week. Reporting, incorporating help, testing, and more will all be presented. At the end of the third week, you will have a complete understanding of all aspects of application development.

This is where you're headed. For now, you should continue to take things one day at a time starting with Day 8.



Warning: Although skipping days in Week One was okay, you cannot skip days in Week Two or Week Three.