## Developing A Name List

In this lesson we will develop a list of names in a list box and then display every $2^{\text {nd }}$ name in another list box. We will use a While Loop to input the names and then a For Loop to display them.

## RGB (red, green, blue)

Virtually any shade can be reproduced using a combination of the colours red, green and blue. Artist mix paint to produce varied shades.
Televisions (pre-digital) use red green and blue tubes in combination to create the various colours and pictures on screen.

In Visual Basic the 3 colours are given a brightness value between 0-255. An rgb setting of ( $0,0,0$, ) displays an absence of colour which is black.


## User Control Over Colours



In this modification we will allow the user to enter values between 0 and 255 for each rgb value.

```
Private Sub btnStart Click(ByVal sender As System.Object,
    Dim r As Integer
    Dim g As Integer
    Dim b As Integer
    r = Val(txtRed.Text)
    g = Val (txtGreen.Text)
    b = Val (txtBlue.Text)
    Me.BackColor = System.Drawing.Color.FromArgb (r, g, b)
End Sub
```



Numeric Up Down Counter


## Increment RGB Value with Button Click

In this example, each time that the button is clicked the red value is incremented by five.

```
Private Sub btnStart_Click(ByVal sender As System.Object, ByVal
    txtRed.Text = r
    r = r + 5
    Me.BackColor = System.Drawing.Color.FromArgb(r, g, b)
End Sub
```



## Don't Go Over 255!



## Add Timer to Fire A Sub()

Button click causes timer to start.

```
Private Sub btnStart_Click(ByVal sender As System.Object, By`
    Timer1.Start()
End Sub
Sub ColourChange()
    txtRed.Text = r
    txtGreen.Text = g
    txtBlue.Text = b
    r =r + 1
    g=g + 1
    b}=\textrm{b}+
    Me.BackColor = System.Drawing.Color.FromArgb(r, g, b)
End Sub
Private Sub Timer1_Tick(ByVal sender As System.Object, ByVal
    ColourChange ()
End Sub
```

| (Name) | Timer1 |
| :--- | :--- |
| Enabled | False |
| GenerateMember | True |
| Interval | $\mathbf{1 0}$ |

Modifiers Friend
Tag

ColourChange() gradually changes rgb values.

Timer fires every 10 milliseconds calling ColourChange().

Program will run until rgb values reach 255 at which point it crashes. Use while statements to constrain values.

## Stop Timer

```
Private Sub Timer1_Tick(ByVal sender
    If (r < 255) Then
        ColourChange ()
    Else
        Timer1.Stop()
    End If
```

End Sub


## Add A $2^{\text {nd }}$ Timer and Reverse Values

```
Private Sub Timer1 Tick(ByVal sender As System.Object, ByVal
    If (r < 255) Then
        ColourChange()
    Else
        Timer1.Stop()
        Timer2.Start()
    End If
End Sub
Sub ColourChangeBack()
    txtRed.Text = r
    txtGreen.Text = g
    txtBlue.Text = b
    r = r - 1
    g = g - 1
    b}=\textrm{b}-
    Me.BackColor = System.Drawing.Color.FromArgb(r, g, b)
End Sub
Private Sub Timer2_Tick(ByVal sender As System.Object, ByVal
    If (r > 0) Then
        ColourChangeBack()
    Else
        Timer2.Stop()
        Timer1.Start()
    End If
End Sub
```


## Psychedelic Programming



