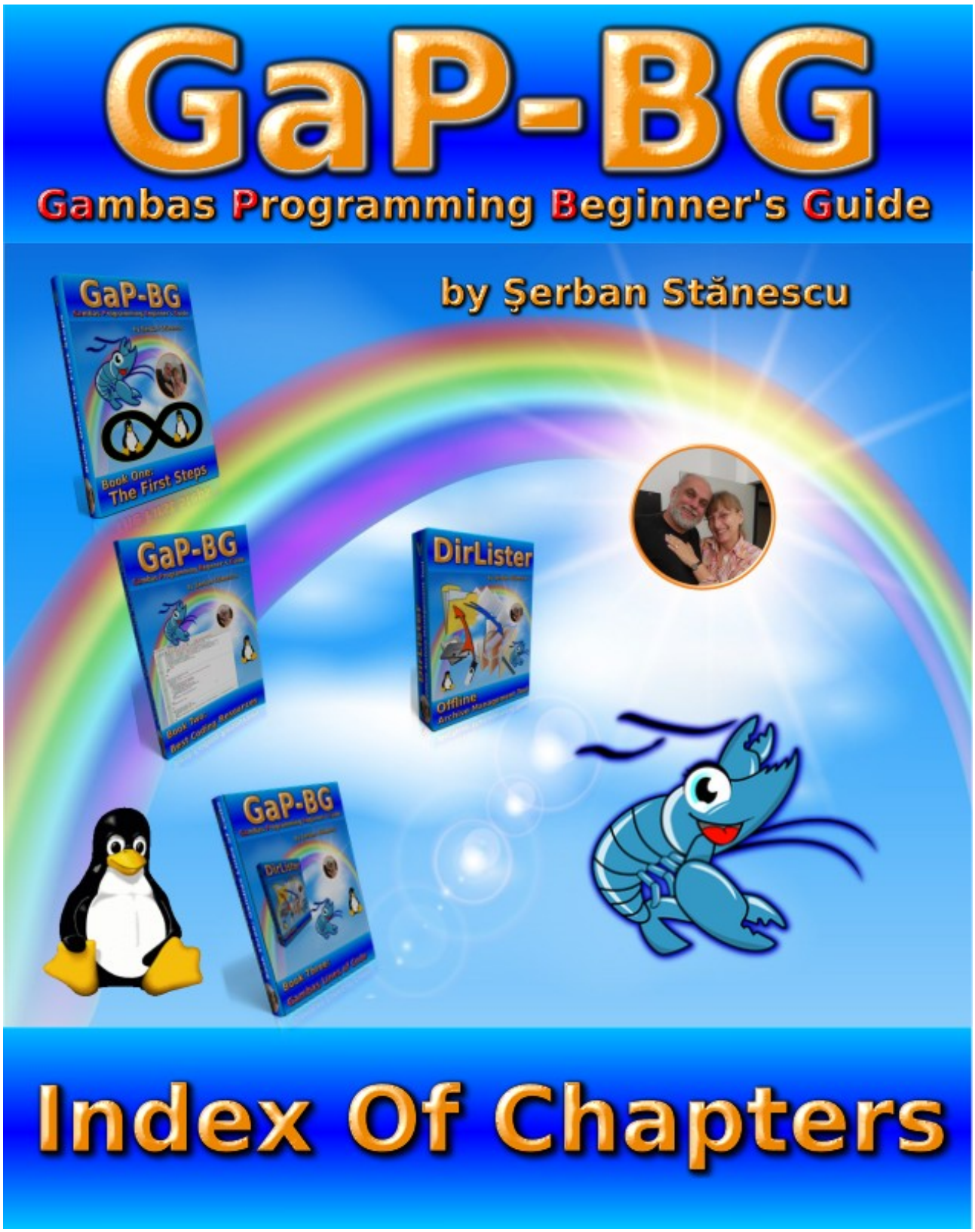
GaP-BG
Gambas Programming Beginner's Guide
by Şerban Stănescu
GaP-BG
Book One:
The First Steps
GaP-BG
DirLister
Offline
GaP-BG
Index Of Chapters

Gambas Programming Beginner's Guide

Index Of Chapters

Contents
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Book One: The First Steps

Index of Chapters

- **Where to start**
- **Where Gambas stands**
- **What would be "The first step"**
- **The Second Step**
- **Communication: Third Step**
- **A wonderful tool: Gambas Classes**
- **About the GaP-BG Project**
- **About this book ***
- **Instead of "Good bye"**
- **Getting to me**

Covered in this book

This book gathers conveniently in one place, all the information regarding the Gambas documentation, available at the time of writing. There are also references to some books and a piece of software that helps you learn the language and get familiar, which is the most important part of the beginning.

A very important part of the first steps, is where you can get help and get connected to other people that use Gambas, where can you ask questions and if this the case, provide answers from your own experience: ***the Forum and the mailing list.***

Download link:

https://forum.gambas.one/download/file.php?id=355

Book Two: Best Coding Resources

Index of Chapters

- Short introduction
- The Robert Imber Video Series
- Gerry Buzolic's Book
- Cogier's Gambas Classes
- The Next Book

Covered in this book

After getting familiar with the language, you'll want to test your skills and write some lines of code. While the available documentation offers some examples, it is still a work in progress and there are many undocumented aspects in the main documentation. This lack of documentation has been filled up to a certain point by the programmers in the Gambas community.

This book covers exactly the resources that help you write Gambas code, studying the enclosed examples or watching the video tutorials.

After this point, you'll be able to write simple applications and combining the various examples — *Gerry Buzolic offered 30 Projects that you can load and run in the Gambas IDE* — you can get further and further with your own application.

The video tutorials cover almost all basic visual controls and the other two resources, combined with the 33 tutorials video series, will offer you all the basic knowledge to write various programs, for various needs.

Download:

https://forum.gambas.one/viewtopic.php?p=2513#p2513

Book Three: Gambas Lines of Code

After having a tour of Gambas language and the tools available, after and getting more comfortable with writing simple applications, you'll want to move from "Which is which and how is how" to assembling a more complex application.

The third book in the series, describes an application I wrote for myself and made available to anyone interested, through Gambas Software Farm: **DirLister**.

This book, describes the first part of DirLister's GUI, how I got there, and how everything is done, "behind the scenes", step by step. The code and the corresponding controls are described so there are some examples on how to use one control or another, how to write the code for various purposes.

Index of Chapters

- **Before we begin**
- **Three fundamental questions**
- **A little about designing an application**
- **The DirLister Application**
- **Why DirLister**
- **The DirLister How**
- **The DirLister What**
- **The Chain of Events**
- **DirLister: Listing directories and files**
- **The listing process**
- **The Listing Procedures**
- **Showing the Results and Saving**

- **The Status Bar**
- **Designing the Help System**
- **Final words**

Covered in this book

All basic needs are covered in this book: Using Global and Local variables; File handling, reading/writing from/into a file and a text control; string manipulation; the use of properties, events and methods of a visual class (control); the use of other classes; how to write an Event Handler. I also created a simple ***StatusBar***, a basic ***File Manager*** and a basic ***Text Editor***. I also wrote a simple "***Save Preferences***" mechanism, a showcase for the [**gb.settings**] component, then another showcase for [**gb**], and some other components, that also contain the **Application** class, among others.

Here is a list of the used classes:

Form; TextArea; TextEdit; TextLabel; Button; RadioButton; Panel (container); TabPanel (container); PictureBox; FileChooser; Dialog; File; Application;

Program Flow Control:

If... Then... Else; Select Case; For... Next; While... Wend.

Commands:

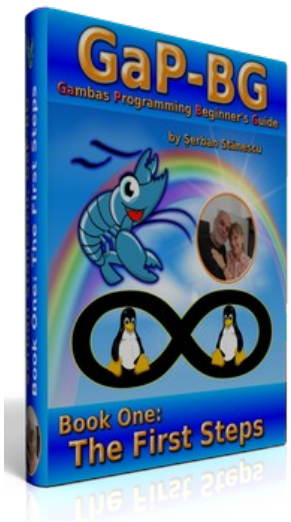
Dir(...); Kill; Exec[...];

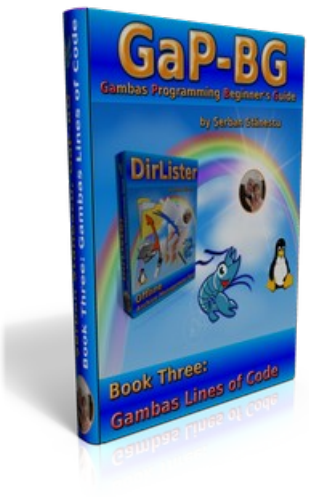
Download:

https://forum.gambas.one/viewtopic.php?p=2519#p2519

eBook Covers

Below, there are the eBook covers so you'll recognize them easier:





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