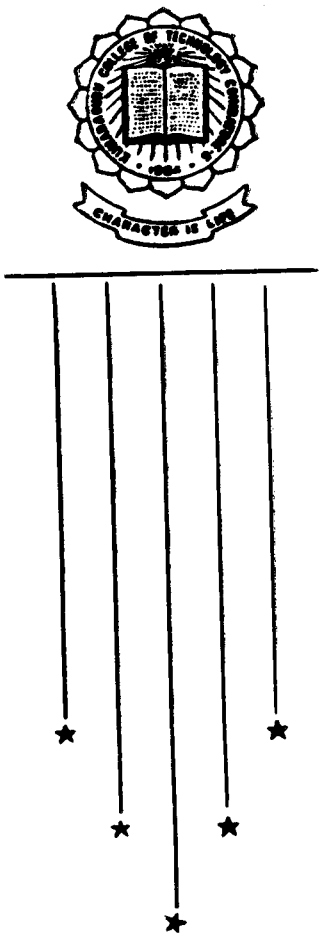
En Vogue - Attire Designing

PROJECT REPORT



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IN PARTIAL FULFILMENT OF THE REQUIREMENTS
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Words can but express in a meager way, our thanks to all lab assistants ,who have put in a lot of efforts in order to give us the right kind of software and other important facilities. Last but not the least we wish to express our humble thanks to the staffs of various departments and ofcourse our fellow classmates who made our lives on campus a cherishable experience which would be indelibly imprinted in our hearts for posterity.

SYNOPSIS

*In today's computer era , every aspect of our lives is associated with the seven letter fantasy – "**COMPUTER**". Hence it is not surprising to find the world of fashion camouflaged by one of man's astounding inventions.*

*Wholesome good looks and sleek Dress sense have become an essential aspect of one's personality. **Fashion Designing** is but a tool that pacifies the unsatisfied mind.*

Ours is but an humble attempt by way of a module ,which is itself a fraction of a vast and diverse field considering the wants and needs of a layman, providing him with an opportunity

1. *By enabling him to opt from a library of designs.*
2. *Allowing him to explore his creative prowess via sketching designs of his own.*
3. *Viewing the end results instantaneously in a graphical environment.*

*Our software has been developed in **visual basic 5.0** because of its innumerable graphical features and it's edge of technical compatibility over its software counterparts.*

INTRODUCTION

*The people of today are dominated by the charm and elegance of the fashion world. Since an expression of flaring outfits and flaunting attitudes is the order of the day , it's high time that people get to design their own clothes, giving expression to their creative prowess rather than running after dress designers. This was exactly what instigated the development of our project called the "**EN VOGUE**" .*

The essential features of our project are listed below ,

1. ***Provision for the user to choose existing designs***
2. ***Provision to create designs of his own.***

*Our initial venture has begun with the **T-SHIRT**. Hence we have separate databases for the sleeve, collar front portions and the images. The user could choose from these databases or explore the vistas of his creative skills through a paint brush module that we have developed our own. He could also choose the kind of material, type of printing, also know the approximate cost of his garment.*

Thus our project essentially caters to the requirements of any garment export concern for better interaction with the customers.

FASHION DESIGNING

"All fashions are charming, or rather relatively charming, each one being a new striving, more or less well conceived, after beauty, an approximate statement of an ideal, the desire for which constantly teases the unsatisfied human mind"

CHARLES BAUDELAIRE.

Since the day man trolled upon the face of the earth , food, clothing, and shelter have been his primary necessities.But through the ages his attitude towards clothing has undergone a great deal of evolution ,thereby instigating the birth of fashion designing, which has transformed clothing from a mere necessity to a cherished possession.

Our project is but an humble endeavour integrating computers and fashion and the result is , " the project of the morrow- EN VOGUE".

WHY VISUAL BASIC ?

VISUAL BASIC *could be considered as a perfect programming language, primarily due to its compatibility and user-friendliness. In addition to its varied features ,visual basic makes programming in windows more efficient and enjoyable.*

USER INTERFACE *:*

User interface has been achieved to near perfection as for as ***VB*** *is concerned. This area has been largely concentrated upon and the results have been outstanding. A visual basic user interface consists of forms and objects. A form is nothing more than a window that appears on the screen. Every visual basic has at least one form , although most programs use several forms. Objects are items that appear in a form such as command buttons, scroll bars and option buttons. An object lets the user give commands to the program.*

WRITING VB CODE :

Writing vb program is unlike writing a C or Pascal program. C and Pascal programmers begin usually by writing code , whereas until now, ***VB*** *programmers have been just doodling on the computer screens creating their user interface. While one is happy with the good look's of his user*

interface the final step involves writing basic commands. At any point of time one could go and alter the appearance of his user interface. The whole purpose of vb code is to tell objects on a form what to do when the user does something. Any time a user presses a key ,moves a mouse, clicks a mouse button, it's called an event . After one has written the basic commands ***VB*** *saves as part of the form stored in the* ***frm*** *file.*

MERITS OF VISUAL BASIC :

Essentially when writing the same program in conventional programming languages , one has to do thrice as much work as a ***VB*** *programmer. What makes conventional languages even tougher to use is that any time you write a code ,it may be full of bugs. Hence one has to look for bugs in the code that displays our user interface , in the code that tells the computer what to do , and in the that tells the user interface how to work.*

With vb one draws the user interface on the screen until it looks exactly one wants it to . From that point on, the interface works perfectly with no chance of bugs wrecking it at the last minute. With ***C++*** *or Pascal, creating a user interface can be frustrating, tedious, and error prone, while with vb it is absolutely cool.*

DATABASE CONCEPTS IN A NUTSHELL

Knowledge *is our understanding of reality that we gather through our senses. The sole purpose of acquiring information is to increase our level of knowledge.*

Data *is the symbols that we use to use to represent information. Data must be manipulated before it can be used as information.*

Databases *are used to store data in an organized fashion. the techniques and data structures employed to organize and manipulate data databases are known as data modelling.According to time databases have undergone a great deal of upgradations till what it is now.*

Entities *usually correspond to a record. for instance an employer record in a database is the representation of an actual person.*

Attributes *usually correspond to a field in a record.The value assigned to an attribute of an entity makes it unique . A domain is a set of values an attribute can have.*

Relationships *involves relating several entities of the same type. In other words it provides among groups of entities.*

There are three types of relationships ,

- *one to one.*
- *one to many.*
- *many to many.*

FEATURES OF DBMS :

CENTRALIZED DATA CONTROL :

If centralized data control is not present , each application accesses a data file that is similar to other data files but may contain additional fields or may be sorted differently, making multiple copies poses the following problems, more storage space needed. Every copy need not be updated.

CENTRALIZATION OF DATA :

A DBMS is a central controller of data. All applications must request data from it. The DBMS is the only facility that accesses data directly. It can perform and control global issues such as ,centralization of data.

- *Data independence.*
- *Data integrity.*

DATA INDEPENDENCE :

Data independence is the separation of applications from data storage and organization details. Since programs do not access data directly program maintenance is decreased .Minute changes , like addition of a field may not affect the database. A DBMS thus promotes data independence.

Data independence can be logical or physical. In case of the former the application is not affected by changes in the organization or logical structure of the data , while the latter is not affected by data storage.

DATA INTEGRITY :

Data integrity refers to everything within the DBMS that affects data accuracy. One of the most important reasons for using DBMS is that it's data integrity control features help to protect data , one of organization's most valuable resources.

We know that reduction of data redundancy improves data integrity by reducing data inconsistency. The four aspects of data integrity are ,

- *Concurrency control.*
- *User authorization.*
- *Data constraints and validation.*
- *Journaling.*

CONCURRENCY CONTROL :

When two or more processes are executed at the same time , they are said to be concurrent . It is controlled by a mechanism called locking.

LOCKING :

The dbms controls when each run unit is allowed to read or write data. Most dbms systems enforce concurrency control by giving access privileges to some units and denying it to others ,which is termed locking.

JOURNALING :

One of the most important distinctions between a dbms and other conventional management systems is the facility for journaling. Journaling provides the following features,

- *A list of changes to be rolled back in case of a deadlock.*
- *A recovery in case of a system crash.*
- *A record for auditing purposes.*

The database is kept in a consistent state whenever possible. However, during a multipart update transaction, the database may be inconsistently for a short time. If the transaction becomes a victim of deadlock or the system crashes at that point of inconsistently the dbms will read the journal and rollback those changes.

ACCESS AT A GLANCE

In other database-management programs, the term database is sometimes used to refer to tables that hold data.

Access uses the term more broadly. An Access database consists of the tables that hold the data and all the related objects, such as queries, forms, and reports that are used to manage the data.

When you open a database, Access displays the Database window, sometimes, called the database container, because it contains all the objects that make up the database.

We can create tables in the design view or the typical wizard. We also have the capability to create Forms. Forms let us control how data is displayed on the screen. We also have an option for printing data using the Reports option.

The power features of Access are:

- *Macros that let you automate and speed up your work; they are also used when you develop applications. A macro is a list of actions. Access performs all the actions in the list when you run the macro. Macros save time for Access users.*

- *Modules that let you write programs in Visual Basic to develop advanced applications. We have a lot of utilities and special techniques present in Access.*

They are listed below,

- *Creating Windows shortcuts.*
- *Using Access utilities to manage databases and their objects.*
- *Using hyperlink data type.*
- *Creating web pages.*
- *Creating indexes based on single or multiple fields.*
- *Working with both embedded and linked OLE objects in Access, tables and queries.*
- *Working with bound and unbound OLE objects in forms and reports.*
- *Attaching a table from another database application so Access and the other applications can use it simultaneously.*
- *Customizing the Access working environment using the Options dialog box.*

To sum up, Access begins with database utilities that let you compact, convert, encrypt, and repair databases, and object utilities that let you rename, delete, cut, copy, and paste.

SYSTEM REQUIREMENTS

PROFILE OF A USER SYSTEM :

The processing power required by a user system is far less compared to one that is used to develop multimedia products. The minimum requirements for a user-oriented multimedia system are listed below ,

- *single or double speed cd-rom drive*
- *8-mb ram and 120-mb hard drive.*
- *486 DX processor.*
- *Microprocessor*
- *Mpc level ii compatibility.*
- *Windows NT or Windows 95 operating system.*
- *13-inch SVGA monitor.*

PROFILE OF DEVELOPER'S SYSTEM :

In order to develop multimedia products ,the system should satisfy the following minimum requirements , which are listed below,8-mb ram and 300-mb hard drive.

- *Pentium processor.*

- *16- bit sound card and amplified speakers.*
- *Windows 95 or windows nt operating systems.*
- *14-inch svga monitor and video ram.*
- *512k secondary cache memory.*

SOFTWARE IMPLEMENTATION :

Our software has been split into definite modules , wherein every module has been further decomposed into numerous forms , which are constituted by a number of frames. In each form ,a number of control buttons have been embedded in order to perform a specific function. The various forms have been sequentially arranged , so that the user views the project in a cascaded fashion. This software has also been enhanced with audio capabilities , so that viewing the project will not be a laborious process , instead the user can enjoy the various aspects of the software without experiencing fatigue.

All the operations have presented in a graphical manner , which enables the ordinary user to comprehend the finer aspects of the software in a better and more efficient manner.

DATABASE DESIGN

TABLE DESCRIPTION

1. BCENTRE :

Field name	field type	comments
bcno	integer	it is a primary key.
Bcname	text	represents file name.
picture	text	represents the bmp location.

This table represents the back portion of the body of the T shirt.

2.BLSLEEVE:

Field name	field type	comments
blsno	integer	it is a primary key.
blsname	text	represents name of file.
blspic	text	represents the bmp address.

This table represents back portion of left sleeve.

3.BRSLEEVE :

Field name	field type	comments
Brsno	integer	it is a primary key.

Brsname	text	represents name of the file.
Brspic	text	represents the bmp address.

This table represents back portion of right sleeve.

4 FCENTER:

Field name	field type	comments
Fno	integer	it is a primary key.
fname	text	represents name of the file.
fpic	text	represents the bmp address.

This table represents front portion of centre of Tshirt

5. FLSLEEVE :

Field name	field type	comments
Flsno	integer	it is a primary key.
flsname	text	represents name of the file.
flspic	text	represents the bmp address.

This table represents front portion of the left sleeve.

6. FRSLEEVE:

Field name	field type	comments
FRsno	integer	it is a primary key.
frsname	text	represents name of the file.
frspic	text	represents the bmp address.

This table represents front portion of the right sleeve.

7. IMAGE PRIMARY :

Field name	field type	comments
Ino	integer	it is a primary key
Iname	text	represents name of the file.

This table represents the primary portion of the image.

8. IMAGE SECONDARY :

Field name	field type	comments
Ino	integer	it is a secondary key .
Isize	integer	represents size of the image
Ipic	text	represents bmp address.

This table represents the detail table of the master table IMAGE PRIMARY.

9. MATERIAL PRIMARY:

Field name	field type	comments
Mno	integer	this is a primary key.
Mname	text	represents name of the file .

This is the master table for material .

10. MATERIAL SECONDARY:

Field name	field type	comments
Mno	integer	it is a primary key.
Mname	text	it is name of the file.
Size	integer	size of material.
Price	integer	price of material.

This is the detail table for material.

11. PRINTING:

Field name	field type	comments
PTNO	integer	it is primary key.
PTNAME	text	name of file representing printing type.
PPRICE	integer	price of printing type.

This table contains details of types of prints.

CONCLUSION

Our sincere attempt to create a custom-made software has been successful and we take great pride in presenting to you "EN VOGUE". This package has been exclusively developed in WINDOWS 95 environment . It also enhances the services of VISUAL BASIC 5.0 along with its native back-end MS ACCESS. In addition to the aforementioned software, multimedia has also been utilized to a considerable extent, in order to add to the finer aspects to our software.

This package reveals the actual contents in a graphical manner, so that the results could be easily digested by the ordinary user ,irrespective of his/her computer credentials. We have also made provisions for beginners to traverse through the software utilizing the help topics . A separate paintbrush has been provided exclusively for inquisitive users , so that they can sketch their own designs.

We are indebted to our computer science and engineering department , our technical staff and last but not the least our classmates for their moral support and encouragement . We have only words to express our gratitude and heartfelt thanks to their innumerable services rendered.

FUTURE ENHANCEMENTS

Our software deals with a small section of the fashion world, whose boundary is unlimited. The possibilities of renovation infinite , the scope for enhancements innumerable . We are but imbibed at the sheer magnitude of its expansion . With the advent of computers , designing attires and even outdoor shopping will become a thing of the past . The technology available today has the capability of delivering this unique art at the doorsteps of the ordinary layman . Virtual reality , Internet ,Multimedia are few among the lot of software that can be utilized not only to improve the efficiency of the software , but also promise to make fashion designing an enjoyable endeavor rather than a complex and tiresome routine.

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- ***INTRODUCTION TO DBMS***
  - *C.J.Date*

- ***MULTIMEDIA APPLICATIONS USING VB 4.0***
  - *Michael Regelski*

- ***VISUAL BASIC ANIMATION PROGRAMMING***
  - *Lee Adams*

Coding

```
Option Explicit
Dim no, k, j, w, message, X As Integer
Dim xstart, ystart, x1, y1 As Single
Dim xprevious, yprevious, c, c1, f, d, xold, yold As Single
Dim openfile As String
Dim cutbmp, copybmp, pastebmp, picture3drawwidth, picture3drawstyle,
picture3fillstyle As Integer
Dim copywidth, copyheight As Integer
Dim txtbox As TextBox
Dim drawstring As String
Dim printtext As Boolean
Dim pich, picw, picx, picy, pw As Single
Dim fach, facw, bc As Single


Private Sub MDIForm_Load()
  Text1.Visible = False
  cutbmp = False
  copybmp = False
End Sub

Private Sub Command1_Click()
  pich = Picture1.Height
  picw = Picture1.Width
  Picture1.Visible = False
  Picture1.Height = pich + fach
  Picture1.Width = picw + facw
  Picture1.Visible = True
End Sub

Private Sub Form_Load()
  Picture1.Visible = True
End Sub

Private Sub ptcopy_Click()
  copybmp = True
  no = 11
End Sub

Private Sub ptcut_Click()
  cutbmp = True
  no = 11
End Sub
```

```
Private Sub ptexit_Click()
  paintform.Hide
End Sub

Private Sub ptnew_Click()
  Toolbar1.Buttons(1).Value = tbrUnpressed
  Toolbar1.Buttons(2).Value = tbrUnpressed
  Toolbar1.Buttons(3).Value = tbrUnpressed
  Toolbar1.Buttons(4).Value = tbrUnpressed
  Toolbar1.Buttons(5).Value = tbrUnpressed
  Toolbar1.Buttons(6).Value = tbrUnpressed
  Toolbar1.Buttons(7).Value = tbrUnpressed
  Toolbar1.Buttons(8).Value = tbrUnpressed
  Toolbar1.Buttons(9).Value = tbrUnpressed
  Toolbar1.Buttons(10).Value = tbrUnpressed
  Toolbar1.Buttons(11).Value = tbrUnpressed
  Toolbar1.Buttons(12).Value = tbrUnpressed
  no = 0
  Picture1.Picture = LoadPicture()
  openfile = ""
 End Sub

 Private Sub ptopen_Click()
   Toolbar1.Buttons(1).Value = tbrUnpressed
   Toolbar1.Buttons(2).Value = tbrUnpressed
   Toolbar1.Buttons(3).Value = tbrUnpressed
   Toolbar1.Buttons(4).Value = tbrUnpressed
   Toolbar1.Buttons(5).Value = tbrUnpressed
   Toolbar1.Buttons(6).Value = tbrUnpressed
   Toolbar1.Buttons(7).Value = tbrUnpressed
   Toolbar1.Buttons(8).Value = tbrUnpressed
   Toolbar1.Buttons(9).Value = tbrUnpressed
   Toolbar1.Buttons(10).Value = tbrUnpressed
   Toolbar1.Buttons(11).Value = tbrUnpressed
   Toolbar1.Buttons(12).Value = tbrUnpressed
   no = 0
   CommonDialog1.Filter = "Images|*.bmp;*.gif;*.jpg"
   CommonDialog1.DefaultExt = "BMP"
   CommonDialog1.ShowOpen
   If CommonDialog1.filename = "" Then Exit Sub
   paintform.Picture1.Picture = LoadPicture(CommonDialog1.filename)
   openfile = paintform.CommonDialog1.filename
   paintform.Picture1.Picture = Picture1.Picture
  End Sub
```

```
Private Sub ptpaste_Click()
  pastebmp = True
End Sub

Private Sub ptpnt_Click()
  MsgBox "THE GIVEN APPLICATION IS A REPLICA OF A CONVENTIONAL
PAINTBRUSH"
End Sub

Private Sub ptsave_Click()
  If openfile <> "" Then
  Picture1.AutoRedraw = True
  SavePicture paintform.Picture1.Image, openfile
  Else
  Picture1.AutoRedraw = True
  CommonDialog1.Filter = "Images|*.bmp"
  CommonDialog1.DefaultExt = "BMP"
  CommonDialog1.ShowSave
  If CommonDialog1.filename = "" Then Exit Sub
  SavePicture paintform.Picture1.Image, CommonDialog1.filename
  openfile = CommonDialog1.filename
  End If
End Sub

Private Sub ptsaveas_Click()
  Picture1.AutoRedraw = True
  CommonDialog1.Filter = "Images|*.bmp"
  CommonDialog1.DefaultExt = "BMP"
  CommonDialog1.ShowSave
  If CommonDialog1.filename = "" Then Exit Sub
  SavePicture paintform.Picture1.Image, CommonDialog1.filename
  openfile = CommonDialog1.filename
End Sub


Private Sub Toolbar1_ButtonClick(ByVal Button As ComctlLib.Button)
  Select Case Button.Key
  Case Is = "lns"
  no = 1
  Picture1.MousePointer = 2
  Case Is = "cir"
  no = 2
  Picture1.MousePointer = 10
  Case Is = "txt"
  no = 3
```

```
Picture1.MousePointer = 10
paintform.Picture1.AutoRedraw = True
drawstring = InputBox("enter the string")
Label1.Caption = drawstring
Label1.ForeColor = c
MsgBox (Label1.ForeColor)
printtext = True
Case Is = "eraser"
no = 4
Picture1.MousePointer = 12
d = Picture1.BackColor
Case Is = "frhand"
no = 5
Picture1.MousePointer = 99
X = 0
Case Is = "fill"
 no = 6
 Picture1.MousePointer = 99
pw = InputBox("INPUT THE PAINT WIDTH")
Case Is = "color"
 no = 7
CommonDialog1.Color = paintform.Picture1.FillColor
CommonDialog1.Flags = cdlCCRGBInit
CommonDialog1.ShowColor
 paintform.Picture1.FillColor = CommonDialog1.Color
 c = CommonDialog1.Color
Case Is = "width"
no = 8
message = InputBox(" enter the width between 1 to 15")
w = message
Case Is = "decpic"
pich = Picture1.Height
picw = Picture1.Width
Picture1.Visible = False
Picture1.Height = pich - fach
Picture1.Width = picw - facw
Picture1.Visible = True
Case Is = "incpic"
 pich = Picture1.Height
picw = Picture1.Width
Picture1.Visible = False
Picture1.Height = pich + fach
Picture1.Width = picw + facw
Picture1.Visible = True
Case Is = "chpic"
 no = 100
```

```
Picture1.MousePointer = 15
Case Is = "chback"
CommonDialog1.Color = paintform.Picture1.FillColor
CommonDialog1.Flags = cdlCCRGBInit
CommonDialog1.ShowColor
paintform.Picture1.FillColor = CommonDialog1.Color
Picture1.AutoRedraw = True
Picture1.DrawMode = 10
Picture1.BackColor = CommonDialog1.Color
c1 = CommonDialog1.Color
End Select
End Sub

Private Sub picture1_MouseDown(Button As Integer, Shift As Integer, X As Single, Y
As Single)
  If Button <> 1 Then Exit Sub
  If no = 1 Then
  xstart = X
  ystart = Y
  xprevious = xstart
  yprevious = ystart
  Picture1.DrawMode = 7
  End If
  If no = 2 Then
  xstart = X
  ystart = Y
  xprevious = xstart
  yprevious = ystart
  Picture1.DrawMode = 2
  End If
  If no = 5 Then
  xold = X
  yold = Y
  End If
  If no = 3 Then
  Label1.Left = X
  Label1.Top = Y
  End If
  If no = 100 Then
  Picture1.Visible = False
  pich = Picture1.Height
  picw = Picture1.Width
  picx = X
  picy = Y
  End If
  If copybmp Or cutbmp Then
```

```
    xstart = X
    ystart = Y
    xprevious = xstart
    yprevious = ystart
    picture3drawwidth = paintform.Picture1.DrawWidth
    picture3drawstyle = paintform.Picture1.DrawStyle
    picture3fillstyle = paintform.Picture1.FillStyle
    paintform.Picture1.DrawWidth = 1
    paintform.Picture1.DrawStyle = 0
    paintform.Picture1.FillStyle = 1
    End If
   If pastebmp Then
   Picture1.PaintPicture Picture3.Image, X, Y, copywidth, copyheight, 0, 0, copywidth,
copyheight, &HCC0020
    xprevious = X
    yprevious = Y
    Exit Sub
    End If
    End Sub


Private Sub Picture1_MouseMove(Button As Integer, Shift As Integer, X As Single, Y
As Single)
  If Button <> 1 Then Exit Sub
  If w > 1 Then
  paintform.Picture1.DrawWidth = w
  Else
  Picture1.DrawWidth = 1
  End If
  If no = 1 Then
  paintform.Picture1.AutoRedraw = True
  paintform.Picture1.DrawMode = 6
  Picture1.AutoRedraw = True
  paintform.Picture1.Line (xstart, ystart)-(xprevious, yprevious), c
  paintform.Picture1.Line (xstart, ystart)-(X, Y), c
  xprevious = X
  yprevious = Y
  End If
  If no = 2 Then
  paintform.Picture1.AutoRedraw = True
  Picture1.DrawMode = 6
  paintform.Picture1.Circle (xstart, ystart), Sqr((xprevious - xstart) ^ 2 + (yprevious -
ystart) ^ 2), c
  paintform.Picture1.Circle (xstart, ystart), Sqr((X - xstart) ^ 2 + (Y - ystart) ^ 2), c
```

```
xprevious = X
yprevious = Y
End If
If no = 3 Then
Label1.Left = X
Label1.Top = Y
Picture1.MousePointer = 99
End If
If no = 5 Then
paintform.Picture1.AutoRedraw = True
Picture1.DrawMode = 13
X = X + 1
If X = 1 Then
Picture1.PSet (X, Y), c
xold = X
yold = Y
End If
If X > 1 Then
paintform.Picture1.Line (X, Y)-(xold, yold), c
xold = X
yold = Y
End If
End If
If no = 4 Then
Picture1.DrawWidth = 6
Picture1.PSet (X, Y), d
End If
If no = 6 Then
Picture1.AutoRedraw = True
Picture1.DrawMode = 13
Picture1.DrawWidth = pw
Picture1.PSet (X, Y), c
End If
If no = 3 Then
Label1.Left = X
Label1.Top = Y
End If
If copybmp Or cutbmp Then
Picture1.DrawMode = 13
paintform.Picture1.Line (xstart, ystart)-(xprevious, yprevious), QBColor(15), B
paintform.Picture1.Refresh
paintform.Picture1.Line (xstart, ystart)-(X, Y), QBColor(15), B
xprevious = X
yprevious = Y
End If
```

```
    If pastebmp Then
    paintform.Picture1.PaintPicture Picture3.Image, xprevious, yprevious, copywidth,
copyheight, 0, 0, copywidth, copyheight, &H660046
    paintform.Picture1.PaintPicture Picture3.Image, X, Y, copywidth, copyheight, 0, 0,
copywidth, copyheight, &HCC0020
    End If
    If no = 100 Then
    If picx > X And picy > Y Then
    Picture1.Height = pich + (Y - picy)
    Picture1.Width = picw + (X - picx)
    End If
    If picx < X And picy < Y Then
    Picture1.Height = pich - (picy - Y)
    Picture1.Width = picy - (picx - X)
    End If
    Picture1.Visible = True
    End If
    End Sub


Private Sub Picture1_MouseUp(Button As Integer, Shift As Integer, X As Single, Y As
Single)
   If w > 1 Then
   Picture1.DrawWidth = w
   Else
   Picture1.DrawWidth = 1
   End If
   If no = 1 Then
    paintform.Picture1.AutoRedraw = True
    Picture1.DrawMode = 13
    paintform.Picture1.Line (xstart, ystart)-(X, Y), c
    End If
    If no = 2 Then
    paintform.Picture1.AutoRedraw = True

    Picture1.DrawMode = 13
 ' paintform.Picture1.Circle (xstart, ystart), Sqr((xprevious - xstart) ^ 2 + (yprevious -
 ystart) ^ 2)
    paintform.Picture1.Circle (xstart, ystart), Sqr((X - xstart) ^ 2 + (Y - ystart) ^ 2), c
 End If
   If no = 3 Then
   'Picture1.MousePointer = 99
    paintform.Picture1.AutoRedraw = True
    paintform.Picture1.CurrentX = X
    paintform.Picture1.CurrentY = Y
    paintform.Picture1.Print Label1.Caption
```

```
Label1.Visible = False
printtext = False
End If
If no = 5 Then
X = 0
End If
If no = 100 Then
If picx > X And picy > Y Then
Picture1.Height = pich + (Y - picy)
Picture1.Width = picw + (X - picx)
End If
If picx < X And picy < Y Then
Picture1.Height = pich - (picy - Y)
Picture1.Width = picy - (picx - X)
End If
Picture1.Visible = True
End If

 If copybmp Then
 paintform.Picture1.AutoRedraw = True
 Picture1.Line (xstart, ystart)-(xprevious, yprevious), , B
 paintform.Picture1.Refresh
 If X > xstart Then x1 = xstart Else x1 = X
 If Y > ystart Then y1 = ystart Else y1 = Y
 Picture3.PaintPicture paintform.Picture1.Image, 0, 0, Abs(X - xstart), Abs(Y - ystart),
x1, y1, Abs(X - xstart), Abs(Y - ystart), &HCC0020
 copybmp = False
 Picture1.DrawWidth = picture3drawwidth
 Picture1.DrawStyle = picture3drawstyle
 Picture1.FillStyle = picture3fillstyle
 copywidth = Abs(X - xstart)
 copyheight = Abs(Y - ystart)
 Exit Sub
 End If
 If cutbmp Then
 paintform.Picture1.AutoRedraw = True
 copywidth = xstart - X
 copyheight = ystart - Y
 If X > xstart Then x1 = xstart Else x1 = X
 If Y > ystart Then y1 = ystart Else y1 = Y
 Picture3.PaintPicture Picture1.Image, 0, 0, Abs(X - xstart), Abs(Y - ystart), x1, y1,
Abs(X - xstart), Abs(Y - ystart), &HCC0020
 paintform.Picture1.Line (X, Y)-Step(copywidth, copyheight),
paintform.Picture1.BackColor, BF
 cutbmp = False
 Picture1.DrawWidth = picture3drawwidth
```

```
    Picture1.DrawStyle = picture3drawstyle
    Picture1.FillStyle = picture3fillstyle
    copywidth = Abs(X - xstart)
    copyheight = Abs(Y - ystart)
Exit Sub
End If
    If pastebmp Then
    paintform.Picture1.AutoRedraw = True
    paintform.Picture1.PaintPicture Picture3.Image, X, Y, copywidth, copyheight, 0, 0,
copywidth, copyheight, &HCC0020
    pastebmp = False
Exit Sub
End If
End Sub

Private Sub Toolbar1_MouseDown(Button As Integer, Shift As Integer, X As Single, Y
As Single)
   Toolbar1.Buttons(1).Value = tbrUnpressed
   Toolbar1.Buttons(2).Value = tbrUnpressed
   Toolbar1.Buttons(3).Value = tbrUnpressed
   Toolbar1.Buttons(4).Value = tbrUnpressed
   Toolbar1.Buttons(5).Value = tbrUnpressed
   Toolbar1.Buttons(6).Value = tbrUnpressed
   Toolbar1.Buttons(7).Value = tbrUnpressed
   Toolbar1.Buttons(8).Value = tbrUnpressed
   Toolbar1.Buttons(9).Value = tbrUnpressed
   Toolbar1.Buttons(10).Value = tbrUnpressed
   Toolbar1.Buttons(11).Value = tbrUnpressed
   Toolbar1.Buttons(12).Value = tbrUnpressed
   no = 0
 End Sub
```

```
Public no As Integer
Private Sub Combo1_Change()


 Dim db As Database
 Dim rs As Recordset
 Set db = OpenDatabase("databse.mdb")
 SQL = "select * from mats where mats=" & no & " and matss='" & Combo2.Text & " ' "
 Set rs = db.OpenRecordset("mats")
 With rs
  .Edit
  rs.Fields(2) = Text2.Text
  .Update
  End With
  'db.Execute (update MATS set matprice=" & text2.text & "where mats=" & NO & "
and matss='" & Combo2.Text & " ' ;" )
End Sub

Private Sub Combo2_Click()
   Dim db As Database
   Dim rs As Recordset
  Set db = OpenDatabase("databse.mdb")
  SQL = "select * from mats where matss ='" & Combo2.Text & "' and mats=" & no & " "
   Set rs = db.OpenRecordset(SQL)
   Text1.Text = rs.Fields(2)
 End Sub

 Private Sub Combo2_GotFocus()
   Dim dbs As Database
   Dim rss As Recordset
   Dim db As Database
   Dim rs As Recordset
   Set dbs = OpenDatabase("databse")
   SQL = "select matpno from matp where matpname='" & Combo1.Text & "'"
   Set rss = dbs.OpenRecordset(SQL)
   no = rss.Fields(0)
   'MsgBox (no)
   Set db = OpenDatabase("databse.mdb")
   Set rs = db.OpenRecordset("select * from MATS where MATS =" & MATFORM2.no
 & " ")
   rs.MoveFirst
   Do While Not (rs.EOF)
   Combo2.AddItem rs!matss
   rs.MoveNext
   Loop
  End Sub
```

```
Private Sub Command1_Click()
  Unload MATFORM2
  MATFORM1.Show
End Sub

Private Sub Command2_Click()
  Unload MATFORM2
  MATFORM2.Show
End Sub

Private Sub Form_Load()
  Dim db As Database
  Dim rs As Recordset
  If MATFORM1.Combo1.Text = "VIEW MATERIAL PRICE" Then
  Set db = OpenDatabase("databse.mdb")
  SQL = "select *from matp"
  Set rs = db.OpenRecordset(SQL)
  rs.MoveFirst
  Do While Not (rs.EOF)
  Combo1.AddItem rs!MATPNAME
   rs.MoveNext
   Loop
   End If
 End Sub
```

```
Dim no As Integer
Private Sub Combo2_Click()
Dim db As Database
Dim rs As Recordset


  Set db = OpenDatabase("databse.mdb")
  SQL = "select * from mats where mats =" & no & " and matss='" & Combo2.Text & "'
"
  Set rs = db.OpenRecordset(SQL)
  Text1.Text = rs.Fields(2)
  End Sub

Private Sub Combo2_GotFocus()
  Dim db As Database
  Dim rs As Recordset
  Dim dbs As Database
  Dim rss As Recordset
  Set db = OpenDatabase("databse.mdb")
  SQL = "select * from matp where matpname='" & Combo1.Text & "'"
  Set rs = db.OpenRecordset(SQL)
  no = rs.Fields(0)
  Set dbs = OpenDatabase("databse.mdb")
  SQL = "select * from mats where mats=" & no & " "
  Set rss = dbs.OpenRecordset(SQL)
   rss.MoveFirst
  Do While Not (rss.EOF)
  Combo2.AddItem rss!matss
  rss.MoveNext
  Loop
  End Sub


Private Sub Command1_Click()
  Dim db As Database
  Dim rs As Recordset
  Set db = OpenDatabase("databse.mdb")
  Set rs = db.OpenRecordset("mats")
  SQL = "select * from mats where mats=" & no & " and matss='" & Combo2.Text & "' "
  Set rs = db.OpenRecordset(SQL)
  With rs
  .Edit
  rs.Fields(2) = Text2.Text
  .Update
  End With
End Sub
```

```
Private Sub Command2_Click()
  Unload MATFORM4
  MATFORM1.Show
End Sub

Private Sub Command3_Click()
  Unload MATFORM4
  MATFORM4.Show
End Sub

Private Sub Form_Load()
  Dim db As Database
  Dim rs As Recordset
  Set db = OpenDatabase("databse.mdb")
  SQL = "select * from matp"
  Set rs = db.OpenRecordset(SQL)
  rs.MoveFirst
  Do While Not (rs.EOF)
  Combo1.AddItem rs!MATPNAME
  rs.MoveNext
  Loop
End Sub
```

```
Dim openfile As String
Dim no As Single
Dim pich, picw, picx, picy As Single


Private Sub Toolbar1_ButtonClick(ByVal Button As ComctlLib.Button)
  Select Case Button.Key
  Case "open"
  CommonDialog1.Filter = "Images|*.bmp;*.gif;*.jpg"
  CommonDialog1.DefaultExt = "BMP"
  CommonDialog1.ShowOpen
  If CommonDialog1.filename = "" Then Exit Sub
  Picture1.Picture = LoadPicture(CommonDialog1.filename)
  openfile = CommonDialog1.filename
  Picture1.Picture = Picture1.Picture
  Case "picv"
  no = 5
  Case "copy"
  If Picture1.Picture = none Then
  MsgBox ("image not selected or opened")
  Else
  Picture2.Picture = LoadPicture()
  Picture2.PaintPicture Picture1.Picture, 0, 0, _
  Picture1.ScaleWidth, Picture1.ScaleHeight, 0, 0, _
  Picture1.ScaleWidth, Picture1.ScaleHeight, &HCC0020
  End If
  Case Is = "fliph"
  If Picture1.Picture = none Then
  MsgBox ("image not selected or opened")
  Else
  Picture2.Picture = LoadPicture()
  Picture2.PaintPicture Picture1.Picture, 0, 0, _
  Picture1.ScaleWidth, Picture1.ScaleHeight, Picture1.ScaleWidth, _
  0, -Picture1.ScaleWidth, Picture1.ScaleHeight, &HCC0020
  End If
  Case "flipv"
  If Picture1.Picture = none Then
  MsgBox ("image not selected or opened")
  Else
  Picture2.Picture = LoadPicture()
  Picture2.PaintPicture Picture1.Picture, 0, 0, _
  Picture1.ScaleWidth, Picture1.ScaleHeight, 0, _
  Picture1.ScaleHeight, Picture1.ScaleWidth, -Picture1.ScaleHeight, &HCC0020
  End If
  Case "save"
  If Picture2.Picture = None Then
```

```
' MsgBox ("image not flipped cannot save")
'Else
If Picture2.Picture = none Then
MsgBox ("copy or flip image not available")
Else
Picture2.AutoRedraw = True
CommonDialog1.Filter = "Images|*.bmp"
CommonDialog1.DefaultExt = "BMP"
CommonDialog1.ShowSave
If CommonDialog1.filename = "" Then Exit Sub
SavePicture Picture2.Image, CommonDialog1.filename
openfile = CommonDialog1.filename
End If
'End If
Case "exit"
Unload flipform1
 mainform.Show
 End Select
End Sub

Private Sub Toolbar1_Click()
  Toolbar1.Buttons(1).Value = tbrUnpressed
  Toolbar1.Buttons(2).Value = tbrUnpressed
  Toolbar1.Buttons(3).Value = tbrUnpressed
  Toolbar1.Buttons(4).Value = tbrUnpressed
  Toolbar1.Buttons(5).Value = tbrUnpressed
  Toolbar1.Buttons(6).Value = tbrUnpressed
 End Sub
```

```
Public lpic1, lpic2, lpic3 As String
Dim pics As String
Dim pich, picw As Single
Public opic2, opic3, opic4 As Boolean
Dim pic2x, pic2y, pic3x, pic3y, pic4x, pic4y As Long


Private Sub Command1_Click()
  Picture1.AutoRedraw = True
  pic2x = Picture2.Top
  pic2y = Picture2.Left
  pic3x = Picture3.Top
  pic3y = Picture3.Left
  pic4x = Picture4.Top
  pic4y = Picture4.Left
  Picture1.PaintPicture Picture3.Picture, Picture3.Top, Picture3.Left, _
  Picture3.ScaleWidth, Picture3.ScaleHeight, 0, 0, _
  Picture3.ScaleWidth, Picture3.ScaleHeight, &HCC0020
  'Picture1.PaintPicture Picture2.Picture, Picture3.Top + (pic3x - pic2x), Picture3.Left +
(pic3y - pic3x), _
  'Picture2.ScaleWidth, Picture2.ScaleHeight, 0, 0, _
  'Picture2.ScaleWidth, Picture2.ScaleHeight, &HCC0020
  Picture1.AutoRedraw = True
  CommonDialog1.Filter = "Images|*.bmp"
  CommonDialog1.DefaultExt = "BMP"
  CommonDialog1.ShowSave
  If CommonDialog1.filename = "" Then Exit Sub
  SavePicture Picture1.Image, CommonDialog1.filename
  openfile = CommonDialog1.filename
 End Sub


 Private Sub Form_DragDrop(Source As Control, X As Single, Y As Single)
   Source.Move X, Y
 End Sub

 Private Sub Form_DragOver(Source As Control, X As Single, Y As Single, State As
 Integer)
   Source.Move X, Y
 End Sub

 Private Sub Form_Load()
   If FCENTER.sel = True Then
   If FCENTER.selpic = "FRONT CENTER" Then
   Picture2.Visible = True
   If opic3 = True Then
```

```
Picture3.Visible = True
Picture3.Picture = LoadPicture(mainform.lpic2)
End If
If opic4 = True Then
Picture4.Visible = True
Picture4.Picture = LoadPicture(mainform.lpic3)
End If
Picture2.Picture = LoadPicture(mainform.lpic1)
End If
If FCENTER.selpic = "FRONT LEFT SLEEVE" Then
Picture3.Visible = True
If opic2 = True Then
Picture2.Visible = True
Picture2.Picture = LoadPicture(mainform.lpic1)
End If
If opic4 = True Then
Picture4.Visible = True
Picture4.Picture = LoadPicture(mainform.lpic3)
End If
Picture3.Picture = LoadPicture(mainform.lpic2)
FCENTER.sel = False
End If
If FCENTER.selpic = "FRONT RIGHT SLEEVE" Then
If opic2 = True Then
Picture2.Visible = True
Picture2.Picture = LoadPicture(mainform.lpic1)
End If
If opic3 = True Then
Picture3.Visible = True
Picture3.Picture = LoadPicture(mainform.lpic2)
End If
Picture4.Visible = True
Picture4.Picture = LoadPicture(mainform.lpic3)
FCENTER.sel = False
End If
End If
End Sub


Private Sub MNEW_Click()
  Picture1.Picture = LoadPicture("")
  Picture2.Picture = LoadPicture("")
  Picture3.Picture = LoadPicture("")
  Picture4.Picture = LoadPicture("")
  opic2 = False
  opic3 = False
```

```
opic4 = False
End Sub

Private Sub Toolbar1_ButtonClick(ByVal Button As ComctlLib.Button)
Select Case Button.Key
Case Is = "pbrush"
paintform.Show
Case Is = "seldb"
Unload mainform
Form2.Show
Case Is = "instdb"
INTFORM1.Show
Case Is = "flip"
flipform1.Show
Case Is = "viewdb"
viewf.Show
Case Is = "material"
MATFORM1.Show
Case Is = "printing"
PRINTFORM1.Show
End Select
End Sub
```

```
Dim done As Boolean
Dim SB, MB, LB, XLB, XXLB As Boolean
Dim no As Integer
Dim ALREADY As Boolean
Private Sub Command1_Click()
Dim db As Database
Dim rs As Recordset


 Set db = OpenDatabase("databse.mdb")
 Set rs = db.OpenRecordset("MATP")
 With rs
 If ALREADY = False Then
 .AddNew
  !MATPNO = Text1.Text
  !MATPNAME = Text2.Text
  .Update
  End If
  End With
  Set rs = db.OpenRecordset("MATS")
  With rs
  .AddNew
  !mats = Text1.Text
  !matss = Combo1.Text
  !matprice = Text3.Text
  .Update
  End With
End Sub

Private Sub Command2_Click()
  Unload MATFORM3
  MATFORM1.Show
End Sub

Private Sub Command3_Click()
  Unload MATFORM3
  MATFORM3.Show
End Sub


Private Sub Text2_LostFocus()
  Dim db As Database
  Dim rs, rss, rst, raj As Recordset
  SB = False
  MB = False
  LB = False
```

```
XLB = False
XXLB = False
Set db = OpenDatabase("databse.mdb")
SQL = "select * from matp"
Set rss = db.OpenRecordset("select max(matpno)+1 from matp")
Set rs = db.OpenRecordset(SQL)
rs.MoveFirst
Do Until rs.EOF
If rs.Fields(1) = Text2.Text Then
Set rst = db.OpenRecordset("select matpno from matp where matpname='" &
Text2.Text & "' ")
Text1.Text = rst.Fields(0)
no = rst.Fields(0)
done = True
ALREADY = True
Exit Do
End If
rs.MoveNext
Loop
If done = False Then
Text1.Text = rss.Fields(0)
End If
If done = True Then
'MsgBox (Text1.Text)
SQL = "SELECT * FROM MATS WHERE MATS =" & no & " "
Set raj = db.OpenRecordset(SQL)
raj.MoveFirst
Do Until raj.EOF
If raj.Fields(1) = "S" Or raj.Fields(1) = "s" Then
SB = True
' MsgBox (SB)
End If
If raj.Fields(1) = "L" Or raj.Fields(1) = "l" Then
LB = True
'MsgBox (LB)
End If
If raj.Fields(1) = "M" Or raj.Fields(1) = "m" Then
MB = True
'MsgBox (MB)
End If
If raj.Fields(1) = "XL" Or raj.Fields(1) = "xl" Then
XLB = True
'MsgBox (XLB)
End If
If raj.Fields(1) = "XXL" Or raj.Fields(1) = "xxl" Then
XXLB = True
```

```
'MsgBox (XXLB)
End If
raj.MoveNext
Loop
End If
If SB = False Then
Combo1.AddItem ("S")
End If
If LB = False Then
Combo1.AddItem ("L")
 End If
If MB = False Then
Combo1.AddItem ("M")
End If
If XLB = False Then
Combo1.AddItem ("XL")
End If
If XXLB = False Then
Combo1.AddItem ("XXL")
End If
End Sub
```

```
Public sel As Boolean
Public selpic As String
Private Sub Command1_Click()
Form1.Show
End Sub

Private Sub Command2_Click()
  Unload FCENTER
  Unload Form2
  Form2.Show
End Sub

Private Sub Command3_Click()
  Dim db As Database
  Dim rs As Recordset
  Set db = OpenDatabase("databse.mdb")
  If Form2.Combo1.Text = "FRONT CENTER" Then
  FCENTER.selpic = "FRONT CENTER"
  SQL = "select * from fcenter where fcname ='" & FCENTER.Combo1.Text & "'"
  Set rs = db.OpenRecordset(SQL)
  mainform.lpic1 = rs.Fields(1)
  MsgBox (mainform.lpic1)
  FCENTER.sel = True
  mainform.opic2 = True
  Unload FCENTER
  Unload Form2
  mainform.Show
  End If
  If Form2.Combo1.Text = "FRONT LEFT SLEEVE" Then
  FCENTER.selpic = "FRONT LEFT SLEEVE"
  SQL = "select * from flsleeve where flsname ='" & FCENTER.Combo1.Text & "'"
   Set rs = db.OpenRecordset(SQL)
  mainform.lpic2 = rs.Fields(2)
  MsgBox (mainform.lpic2)
  FCENTER.sel = True
  mainform.opic3 = True
  Unload FCENTER
  Unload Form2
  mainform.Show
  End If
  If Form2.Combo1.Text = "FRONT RIGHT SLEEVE" Then
  FCENTER.selpic = "FRONT RIGHT SLEEVE"
  SQL = "select * from frsleeve where frsname ='" & FCENTER.Combo1.Text & "'"
  Set rs = db.OpenRecordset(SQL)
  mainform.lpic3 = rs.Fields(2)
  MsgBox (lpic2)
```

```
  FCENTER.sel = True
  mainform.opic4 = True
  Unload FCENTER
  Unload Form2
  mainform.Show
  End If
End Sub

Private Sub Form_Load()
  FCENTER.sel = False
  Dim db As Database
  Dim rs As Recordset
  Set db = OpenDatabase("databse.mdb")
  If Form2.Combo1.Text = "FRONT CENTER" Then
  SQL = "select *from fcenter"
  Set rs = db.OpenRecordset(SQL)
  rs.MoveFirst
  Do While Not (rs.EOF)
  Combo1.AddItem rs!fcname
  rs.MoveNext
  Loop
  End If
  If Form2.Combo1.Text = "BACK CENTER" Then
  SQL = "select *from bcenter"
  Set rs = db.OpenRecordset(SQL)
  rs.MoveFirst
  Do While Not (rs.EOF)
  Combo1.AddItem rs!bcname
  rs.MoveNext
  Loop
  End If
  If Form2.Combo1.Text = "FRONT COLLAR" Then
  SQL = "select *from fcollar"
  Set rs = db.OpenRecordset(SQL)
  rs.MoveFirst
  Do While Not (rs.EOF)
  Combo1.AddItem rs!fconame
  rs.MoveNext
  Loop
  End If
  If Form2.Combo1.Text = "BACK COLLAR" Then
  SQL = "select *from bcollar"
  Set rs = db.OpenRecordset(SQL)
  rs.MoveFirst
  Do While Not (rs.EOF)
   Combo1.AddItem rs!bconame
```