Delphi (1)

Part I - Foundations

1 Delphi 7 and Its IDE

Editions of Delphi

An Overview of the IDE

The Delphi Editor

The Form Designer

Secrets of the Component Palette

Managing Projects

Additional and External Delphi Tools

The Files Produced by the System

The Object Repository

Debugger Updates in Delphi 7

2 The Delphi Programming Language

Core Language Features

Classes and Objects

Encapsulation

Constructors

Delphi's Object Reference Model

Inheriting from Existing Types

Late Binding and Polymorphism

Type-Safe Down-Casting

Using Interfaces

Working with Exceptions

Logging Errors

Class References

3 The Run-Time Library

The Units of the RTL

Converting Data

What About Currency Conversions?

Managing Files with SysUtils

The TObject Class

4 Core Library Classes

The RTL Package, VCL, and CLX

The TPersistent Class

The TComponent Class

Lists and Container Classes

Streaming

Summarizing the Core VCL and BaseCLX Units

5 Visual Controls

VCL versus VisualCLX

TControl and Derived Classes

Opening the Component Toolbox

Control-Related Techniques

ListView and TreeView Controls

6 Building the User Interface

Multiple-Page Forms

The ToolBar Control

Themes and Styles

The ActionList Component

Toolbar Containers

The ActionManager Architecture

7 Working with Forms

The TForm Class

Direct Form Input

Painting on Forms

Unusual Techniques: Alpha Blending, Color Key, and the Animate API

Position, Size, Scrolling, and Scaling

Creating and Closing Forms

Dialog Boxes and Other Secondary Forms

Creating a Dialog Box

Predefined Dialog Boxes

About Boxes and Splash Screens

Part II - Delphi Object-Oriented Architectures

8 The Architecture of Delphi Applications

The Application Object

From Events to Threads

Checking for a Previous Instance of an Application

Creating MDI Applications

Frame and Child Windows in Delphi

MDI Applications with Different Child Windows

Visual Form Inheritance

Understanding Frames

Base Forms and Interfaces

Delphi's Memory Manager