

# Programming Sesame With SBasic Beginner-Intermediate Session

## Contents

<b>Why learn to program?</b> .....	<b>2</b>
<b>What does it mean to "program"?</b> .....	<b>2</b>
<b>Do you need advanced degrees in mathematics and/or the ability to cast magical spells to be a programmer?</b> .....	<b>3</b>
<b>Speaking the Language</b> .....	<b>3</b>
<b>Simple Programming Instructions</b> .....	<b>4</b>
Assign a value .....	4
Resolve an expression .....	5
Call another program .....	5
Declare a variable .....	6
<b>Types of programming in Sesame</b> .....	<b>6</b>
Layouts (Forms and Reports) .....	6
Mass Update .....	6
On Application Open.....	6
<b>Using the Program Editor</b> .....	<b>6</b>
<b>A Simple Program</b> .....	<b>10</b>
<b>Control Structures</b> .....	<b>13</b>
Parentheses () .....	14
Curly Braces {} .....	14
If...Then...Else .....	15
While Loop .....	17
For...Next Loops .....	19
Breaking out of Loops.....	21
Nesting Control Structures .....	22
Summary .....	22
<b>Events</b> .....	<b>23</b>
Standard Events .....	23
On Form Events .....	23
On Element Events.....	25
GLOBAL CODE .....	27
Other Events .....	27
<b>Variables</b> .....	<b>28</b>
Variable Types .....	28
Scope .....	30
Global Values .....	34
Initializing Variables .....	34
Element References .....	34
Quotation Marks .....	35
Summary .....	36
<b>Programming Tools</b> .....	<b>37</b>
Style .....	37
Reading SBasic Code .....	37
Using the Programming Guide .....	40
The Quick Reference .....	40
The Detailed Command Documentation .....	40
<b>Debugging Your Code</b> .....	<b>41</b>
Types of Errors .....	41
Syntax Errors .....	41
Logical Errors .....	42
Debugging Techniques.....	42
Summary .....	45
<b>Next Steps</b> .....	<b>45</b>
<b>Appendix 1: Frequently Used SBasic</b> .....	<b>46</b>
<b>Appendix 2: Good Programming Practices in SBasic</b> .....	<b>47</b>
<b>Appendix 3: Debugging Your SBasic Programming</b>	