

Those tiny buttons--we've all seen them when searching for fonts, clip-art, midis--anytime a large amount of data needs to be narrowed down to make a selection easier. It's always best to follow common conventions because the user immediately has an idea of what to do and what to expect.

Trying to zero-in on a selection in a listbox containing a large amount of data is difficult. The scroll arrows are too slow and the scroll slider is too fast and jerky. Once the number of items is filtered and reduced the scrollbar action becomes much smoother.

The entire generated list of names is loaded into masterList\$() and everytime a letter is selected all 5,000 names are parsed and the names are placed into displayList\$ and displayed. It shows how fast Liberty Basic can work with 'giant' strings.

Each time the masterList\$() is parsed the filtered results are accurately counted. When the report is generated the count for each letter is stored in nameCount() and a running tally is assigned to totalNames.

I have illustrated how to send messages to the user directly into the listbox. Personally, I find the overuse of Notice and Dialog_Modal annoying. People need to know that something IS happening so they don't start clicking buttons to make it do something. Updated messages are also sent to the 'faux' statusbar, created using only native Liberty Basic controls. (The status bar idea is only one of the many great tips shared by the Liberty Basic community on conforums, yahoogroups and the fantastic newsletters.)

So many times when trying out a program I've spent a lot of time entering data only to find it didn't do what I expected or worse--the data simply evaporated. A random data generator is a handy item to keep in the tool box. It can be easily modified. For those more serious about randomization the generated report should give an indication of the usefulness/limitation of the algorithm used.

Enjoy and modify as you wish :-) -

[JamesRedifer](#)

```
' ALPHABET BUTTONS 5000
' "Quit" subs by Janet Terra
' Random name generator inspired by the "Buzz phrase generator" by JohnnyD

Dim masterList$(5000)
Dim displayList$(5000)
Dim nameCount(26)

Global sortem$, report

displayList$(1) = "  Generating 5000 names" 'Always explain the delay
displayList$(2) = "    and loading arrays."
displayList$(3) = "      Please wait!"
```

```
Nomainwin
Stylebits #main, 0, _WS_MAXIMIZEBOX, 0, 0
WindowWidth = 230
WindowHeight = 400
UpperLeftX=int((DisplayWidth-WindowWidth)/2)
UpperLeftY=int((DisplayHeight-WindowHeight)/2)

Menu #main, "&File", "E&xit", quitByMenu

Listbox #main.namesList, displayList$(, showName, 15, 5, 195, 248
Button #main.showAll, "Show All", show5K, UL, 15, 292, 60, 25
Button #main.addAll, "Report", showReport, UL, 83, 292, 60, 25
Button #main.exit, "Quit", quit, UL, 150, 292, 60, 25

Button #main.A, "A", sel, UL, 15, 255, 15, 15
Button #main.B, "B", sel, UL, 30, 255, 15, 15
Button #main.C, "C", sel, UL, 45, 255, 15, 15
Button #main.D, "D", sel, UL, 60, 255, 15, 15
Button #main.E, "E", sel, UL, 75, 255, 15, 15
Button #main.F, "F", sel, UL, 90, 255, 15, 15
Button #main.G, "G", sel, UL, 105, 255, 15, 15
Button #main.H, "H", sel, UL, 120, 255, 15, 15
Button #main.I, "I", sel, UL, 135, 255, 15, 15
Button #main.J, "J", sel, UL, 150, 255, 15, 15
Button #main.K, "K", sel, UL, 165, 255, 15, 15
Button #main.L, "L", sel, UL, 180, 255, 15, 15
Button #main.M, "M", sel, UL, 195, 255, 15, 15

Button #main.N, "N", sel, UL, 15, 270, 15, 15
Button #main.O, "O", sel, UL, 30, 270, 15, 15
Button #main.P, "P", sel, UL, 45, 270, 15, 15
Button #main.Q, "Q", sel, UL, 60, 270, 15, 15
Button #main.R, "R", sel, UL, 75, 270, 15, 15
Button #main.S, "S", sel, UL, 90, 270, 15, 15
Button #main.T, "T", sel, UL, 105, 270, 15, 15
Button #main.U, "U", sel, UL, 120, 270, 15, 15
Button #main.V, "V", sel, UL, 135, 270, 15, 15
Button #main.W, "W", sel, UL, 150, 270, 15, 15
Button #main.X, "X", sel, UL, 165, 270, 15, 15
Button #main.Y, "Y", sel, UL, 180, 270, 15, 15
Button #main.Z, "Z", sel, UL, 195, 270, 15, 15

TextboxColor$ = "buttonface"
Textbox #main.statusLabel, 1, 323, 47, 20
Stylebits #main.statusLabel, _ES_READONLY, 0, 0, 0
```

```
Textbox #main.status, 48, 323, 173, 20
Stylebits #main.status, _ES_READONLY, 0, 0, 0

Open "Alphabet Buttons 5000" For Window As #main
Print #main, "Trapclose quit"
Print #main.namesList, "Font Courier_New 9"
Print #main.namesList, "singleclickselect"
Print #main.showAll, "!Font Arial_10"
Print #main.addAll, "!Font Arial_10"
Print #main.exit, "!Font Arial_10"
Print #main.statusLabel, "!font arial 8";
Print #main.statusLabel, "Status:"
Print #main.status, "!font arial 8";
Print #main.status, "Loading....."

Call gerenateNames$
Sort masterList$( ), 1, 5000
Call show5K handle$
Wait

Sub show5K handle$
report = 0
For x = 1 To 5000
    displayList$(x) = masterList$(x) 'copy contents of masterList$
() to displayList$( )
Next x
Print #main.namesList, "reload"
Print #main.status, "Displaying 5000 names."
End Sub

Sub showName handle$
Print #main.namesList, "selection? selected$"
If report <> 1 Then Print #main.status, "Name: "; selected$
End Sub

Sub showReport handle$
Redim displayList$(5000)
displayList$(1) = " Counting names and" 'Always explain the delay
displayList$(2) = " preparing report."
displayList$(3) = " Please wait!"
Print #main.namesList, "reload"
Print #main.status, "Preparing report....."

report = 1 'Set flag to prevent display of report lines in status
bar.
totalNames = 0
```

```
reference$ = "A B C D E F G H I J K L M N O P Q R S T U V W X Y Z"
For x = 1 to 26
    numNames = 0
    sortem$ = word$(reference$, x)
    For y = 1 To 5000
        If left$(masterList$(y),1) = sortem$ Then numNames = numNames + 1
    Next y
    nameCount(x) = numNames
    totalNames = totalNames + numNames
Next x

Redim displayList$(5000)
displayList$(1) = "          REPORT"
For x = 1 to 13
    displayList$(x+1) = "  " + word$(reference$, x) + " = " + Str$(nameCount(x)) + _
        "          " + word$(reference$,x+13) + " = " + Str$(nameCount(x+13))
Next x
displayList$(15) = "    TOTAL NAMES = " + Str$(totalNames)
Print #main.namesList, "reload"
Print #main.status, "Displaying report."
End Sub

Sub filterList handle$
    report = 0
    numNames = 0
    Redim displayList$(5000)
    For x = 1 To 5000
        If left$(masterList$(x),1) = sortem$ Then
            displayList$(x) = masterList$(x)
            numNames = numNames + 1
        End If
    Next x
    Print #main.namesList, "reload"
    Print #main.status, "Displaying "; numNames; " ("; sortem$; ") names."
End Sub

Sub quit handle$
    Close #main
    End
End Sub

Sub quitByMenu
```

```
    Call quit "#main"
End Sub

' Generate 5,000 fictitious names
Sub gerenateNames$
    a1$ = "A B C D E F G H I J K L M N O P Q R S T U V W X Y Z"
    a2$ = "b d ck l m n p r sh t v"
    b1$ = "ally exter orbin echell alker olthar insero omestad etcher
ashen anovich ordemberg atwood "
    b2$ = "eston arlington eckenstein obuano auld orlique ahr ikowski
oster inston inland arroll anettel"
    b3$ = b1$ + b2$
    c$ = "Alice John Penny George Mary Bill Ann Tom Lucy David Jane Ju
an Wendy Xavier Ruth Bob Cora Leon "
    d$ = "Laura Steve Nancy Matt Kelly Peter Joanne Ivan Betty Lewis C
athy Patrick Phyllis Paul Helen Keith"
    e$ = c$ + d$

    For x = 1 To 5000
        f$ = word$(a1$,int(rnd(1)*26)+1," ") 'pick first letter of sur
name
        If f$ = "A" Or f$ = "E" Or f$ = "I" Or f$ = "O" Or f$ = "U" Th
en 'if vowel, add consonant
            f$ = f$ + word$(a2$,int(rnd(1)*11)+1," ")
        End If
        g$ = word$(b3$,int(rnd(1)*26)+1," ") 'pick remainder of surnam
e
        h$ = word$(e$,int(rnd(1)*34)+1," ") 'pick first name
        i$ = left$(word$(a1$,int(rnd(1)*26)+1," "),1) 'pick middle in
itial
        masterList$(x) = f$ + g$ + ", " + h$ + " " + i$ 'assign full n
ame to masterList$()
    Next x
End Sub

Sub sel handle$
    sortem$ = word$(handle$,2,"."): Call filterList handle$
End Sub
```