# Analysis for creating a control in WF platforms

1. Analyze what are the different types of controls available in WF
2. Analyze how to create a control in WF
3. Analyze about the public properties required for the control
4. Analyze about the methods required for this control
5. Analyze about the events required for this control
6. Analyze how to create VS toolbox image compatible with all .Net Frameworks
7. Analyze how to render the control asynchronously. This may not be required for light-weight components but needed for complex controls that
8. Analyze how to handle errors

# Analysis for Button control

1. Analyze all the essential requirements for a control in WF
2. Analyze the different types of appearance for the button
3. Analyze the different features available in a standard Button control
4. Analyze the limitations of all the features