Contents

Preface	
About the Author	
About the Technical Reviewer	xx
Acknowledgments	xxi
Introduction	xxiii
Chapter 1 Creating Usable Interfaces	1
Why Worry About the Interface?	2
A Brief History of User Interfaces	3
The Command-Line Era	3
The Question-Answer Model	
The Menu-Driven Model	7
The GUI Era	
Creativity vs. Convention	10
Consistency in .NET	
The "Act-Like-Microsoft" Principle	11
Administrative Utilities	
Know Your Application Type	13
Know Your User	
Handling Complexity	
Segmenting Information	
Inductive User Interface	
Helpful Restrictions	
Restricting the User's Ability to Make a Mistake	
Restricting the User's Choices	
Restricting the User's Imagination	
Programming User Interface for the Web	
The Last Word	21
Chapter 2 Designing with Classes and Tiers	23
Classes and Objects	24
The Roles of Classes	24
Classes and Types	25
More About Objects	28

User Interface Classes in .NET	29
Controls Are Classes	
Controls Contain Other Controls	30
Controls Derive from Other Controls	33
Inheritance and the Form Class	35
The Controls Collection	36
Generating Code with Visual Studio .NET	37
Interacting with a Control	39
The View-Mediator Pattern	40
Smart Controls	42
Smart Forms	43
Encapsulation	44
Use Enumerations and Resource Classes	44
Use Collections	45
Restrain from Sharing Control References	45
Define a Data Transfer Plan	
Use a Central Switchboard	
Create Data-Driven User Interfaces	46
Developing in Tiers	47
Problems with Three-Tier Design	48
Three-Tier Design Consistency	
Fixing Three-Tier Design	
Using the DataSet	52
Other Types of Application	
The Last Word	54
Chapter 3 Control Class Basics	57
The Windows Forms Package	53
The .NET Solution	
The Control Class	
Position and Size	
Color	
Fonts and Text	
Access Keys	
Control Relations	
Focus and the Tab Sequence	
Responding to the Mouse and Keyboard	
A Mouse/Keyboard Example	
Mouse Cursors	
Graphics and Painting	
Low-Level Members	
The Last Word	

Chapter 4 Classic Controls	83
Types of Controls	83
Invisible Controls	
Provider Controls	85
ActiveX Controls	86
Should You Import ActiveX Controls?	89
The Classic Control Gallery	90
Labels	90
LinkLabel	91
Button	94
TextBox	94
CheckBox and RadioButton	96
PictureBox	97
List Controls	97
Other Domain Controls	102
Organizational Controls	104
The Date Controls	105
The DateTimePicker	106
MonthCalendar	108
Menus	111
The Menu Class	112
The MainMenu and ContextMenu Classes	114
The MenuItem Class	
The Visual Studio .NET Menu Designer	
Attaching a Menu	118
Menu Events	
Copying and Cloning a Menu	
Merging a Menu	
Owner-Drawn Menus	
An Owner-Drawn Menu Control	
Drag-and-Drop	
"Fake" Drag-and-Drop	
Authentic Drag-and-Drop	
Validation	
A Validation Example	
Validating with the ErrorProvider	
Validating with Regular Expressions	
The Last Word	142

Chapter 5 Forms	143
The Form Class	143
Form Size and Position	148
Scrollable Forms	152
Showing a Form	154
Custom Dialog Windows	
Form Interaction	158
Form Ownership	161
Windows XP Styles	163
Prebuilt Dialogs	165
Resizable Forms	171
The Problem of Size	171
Minimum and Maximum Size	172
Anchoring	173
Docking	
Splitting Windows	180
Docking with Panels	
Other Split Windows	
Irregularly Shaped Forms	
Shaped Form Content	
Moving Shaped Forms	
Forms with Holes	
Visual Inheritance	
Making an Ancestor Control Available	
Adding an Ancestor Property	
Overriding an Event Handler	
The Last Word	199
Chapter 6 Modern Controls	201
1	
The ImageList	
Dealing with the ImageList in Code	
ListView and TreeView	
Basic ListView	
Advanced ListView Tricks	211
Label Editing	215
Adding Information to a ListView	
Basic TreeView	
TreeView Structure	
TreeView Navigation	
Manipulating Nodes	
Selecting Nodes	226

Advanced TreeView Tricks	228
Node Pictures	
Expanding and Collapsing Levels	230
TreeView Drag-and-Drop	231
Taming the TreeView	235
A Project Tree	
A Data-Aware TreeView	238
Unusual Trees	
Design-Time Support for the Custom TreeView	241
The ToolBar	
Synchronizing the ToolBar	246
The StatusBar	249
Basic StatusBar	
Synchronizing the StatusBar to a Menu	252
The TabControl	254
The NotifyIcon	257
The Last Word	258
Chapter 7 Custom Controls	250
chapter / castom controls	200
Types of Custom Controls	260
Control Projects	261
The Class Library Project	261
Referencing a Custom Control	
The GAC	265
Creating User Controls	269
The Progress User Control	271
The Bitmap Thumbnail Viewer	276
Testing the BitmapViewer	283
BitmapViewer Events	
BitmapViewer Enhancements and Threading	
Inherited Controls	200
Inherited Controls or User Controls?	289
The DirectoryTree Control	290
·	290
Testing the DirectoryTree	290 291
Testing the DirectoryTree	290 291 293
Testing the DirectoryTree	290 291 293
Testing the DirectoryTree	290 291 293 294
Testing the DirectoryTree	

Chapter 8 Design-Time Support for Cust	com Controls309
Control Designer Basics	310
Attributes	310
Basic Serialization	314
The Toolbox Bitmap	316
Resource Files	318
Testing Custom Controls	321
Debugging Design-Time Support	322
Testing for Design Mode	323
The PropertyGrid Control	325
Custom Designers	
Filtering Properties and Events	
Designer Verbs	
Control Designer Notifications	
Data Types and UITypeEditors	335
Using Prebuilt UITypeEditors	337
Custom UITypeEditors	
Licensing Custom Controls	341
Simple LIC File Licensing	341
Custom LIC File Licensing	
Advanced License Providers	
The Last Word	346
Chapter 9 Data Controls	349
Introducing Data Binding	349
Basic Data Binding	350
Simple List Binding	352
Binding Lists to Complex Objects	353
Single-Value Binding	357
ADO.NET Data Binding	360
Multiple Control Binding	363
Updating with Data Binding	365
Formatting Data Before Binding	367
Advanced Conversions	370
Row Validation and Changes	372
Data Binding Exposed	373
Navigation with Data Binding	
Reacting to Record Navigation	376
Creating Master-Detail Forms	377
Creating a New Binding Context	.379

The DataGrid Control	380
DataGrid Relations	
DataGrid Column Mapping	
Creating Custom DataGrid Column Styles	
Encapsulation with Data Controls	
Validating Bound Data	
Data-Aware Controls	
A Decoupled TreeView with Just-in-Time Nodes	
Can There Be a Data-Bound ListView Control?	
The Last Word	
Chapter 10 MDI Interfaces and Workspaces	399
The Story of MDI	399
Types of MDI Applications	
MDI Essentials	
Finding Your Relatives	
Synchronizing MDI Children	
MDI Layout	
Merging Menus	
Managing Interface State	
Document-View Architecture	
A Document-View Ordering Program	
Floating Windows and Docking	
Floating Toolbars	
Dockable Windows	
The Last Word	
Chapter 11 Dynamic User Interface	435
The Case for Dynamic User Interface	435
Creating Controls at Runtime	436
A System Tray Application	438
Using Controls in a Drawing Program	
Dynamic Content	
Localization	
A Dynamic Menu Example	
Data-Driven Programming	
A Data-Driven Pricing Application	
Control Layout Engines	
The SingleLineFlow Layout Manager	
Control Layout Engines As Extender Providers	
The Last Word	161

Chapter 12 GDI+ Basics465
Paint Sessions with GDI+466
Accessing the Graphics Object466
Painting and Refreshing467
Optimizing GDI+ Painting470
Painting and Resizing470
Painting Portions of a Window472
Rendering Mode and Antialiasing475
Double Buffering477
Painting and Debugging480
The Graphics Class481
Coordinate Systems and Transformations
Pens
Brushes
Hit Testing494
Hit Testing Nonrectangular Shapes
The ControlPaint Class
The Last Word500
Chapter 13 GDI+ Controls501
Simple GDI+ Controls501
A Gradient Label502
Improving the GradientLabel's Design-Time Support505
A Marquee Label509
Creating Button Controls512
A Hot Tracking Button
Reconsidering the Vector Drawing Program
Solving the Bounding Problem
A Simple Graphing Control525
The Last Word530

Chapter 14 Help and Application-Embedded Support5	31
The Case for Help5.	31
Types of Help5	
WinHelp5	32
WinHelp 9555	33
HTML Help53	34
MS Help 253	35
Some Help Authoring Tools5.	
Classic Bad Help5	37
Basic Help with the HelpProvider5.	39
Control-Based and Form-Based Help5-	
Invoking Help Programmatically5	
Help Without the HelpProvider54	
Using Database-Based Help5	45
Using Task-Based Help54	46
Creating Your Own Help54	
Application-Embedded Support5	
Affordances55	51
Agents55	
The Last Word55	59
Index50	61