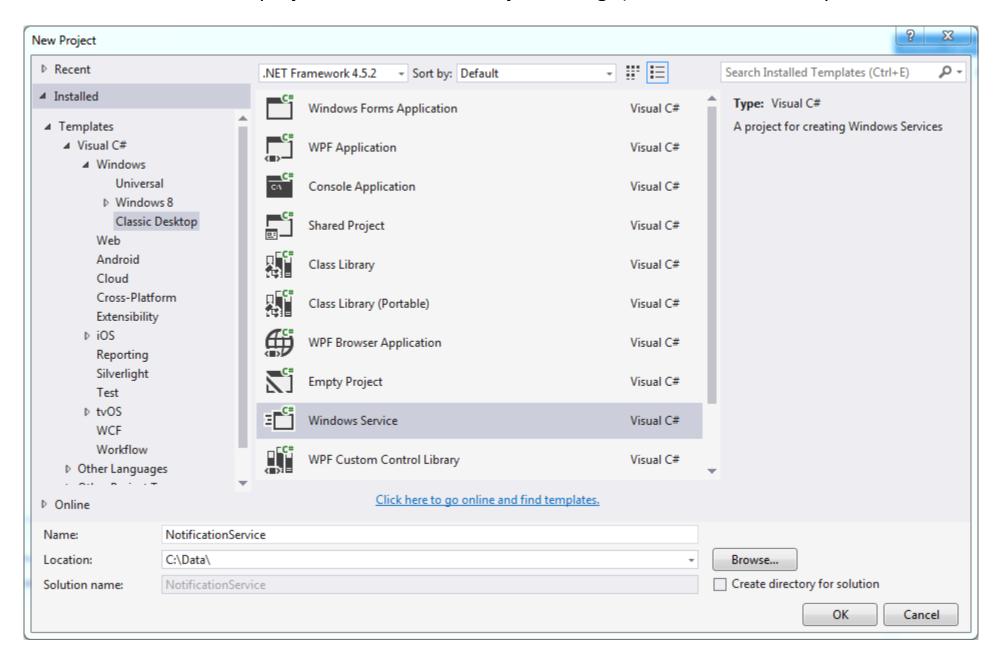
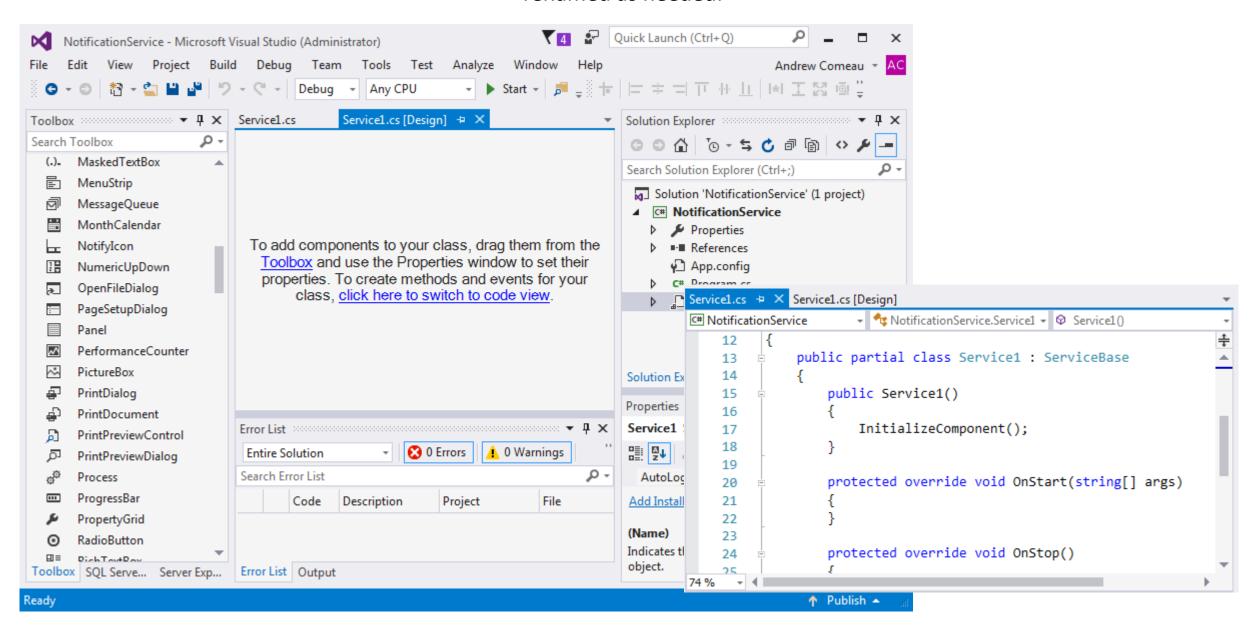
Create a new Windows Service project from the New Project dialog. (C# \rightarrow Classic Desktop \rightarrow Windows Service)



The Service1 class inherits from ServiceBase and overrides its OnStart / OnStop methods. This service can be renamed as needed.



You can use the OnStart and OnStop methods to instruct the service on what actions to take at both points.

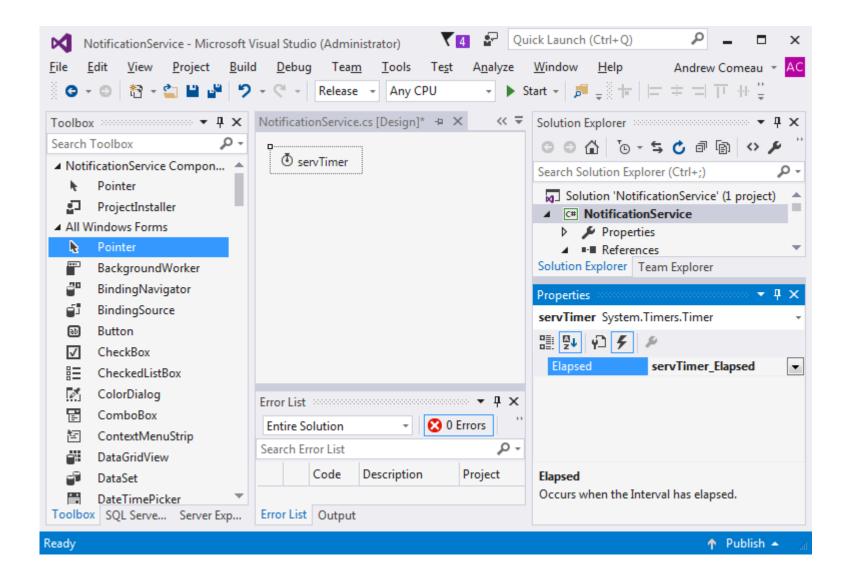
```
NotificationService.Designer.cs*
                              NotificationService.cs* + X ProjectInstaller.cs [Design]
                                                                                 NotificationService.cs [Design]*
C# NotificationService

    NotificationService.NotificationService

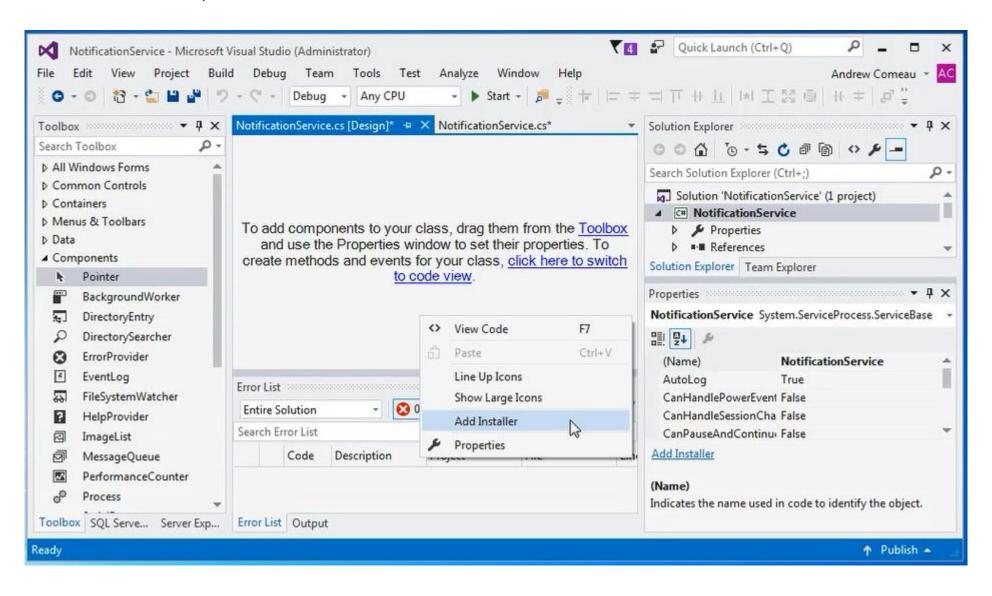
→ SendNotificationMail()

    16
                   public NotificationService()
    17
    18
                        InitializeComponent();
    19
    20
    21
                   protected override void OnStart(string[] args)
    22
    23
                       SendNotificationMail();
    24
    25
    26
    27
                   static void SendNotificationMail()
    28
                       MailMessage msg = new MailMessage();
    29
                       SmtpClient mailClient = new SmtpClient("mail.
                                                                                   ..com", 587);
    30
                       NetworkCredential emailCred = new NetworkCredential("user", "pass");
    31
    32
    33
                        try
    34
    35
                            mailClient.EnableSsl = true;
                            mailClient.Credentials = emailCred;
    36
                            msg.From = new MailAddress("acomeau@gmail.com");
    37
```

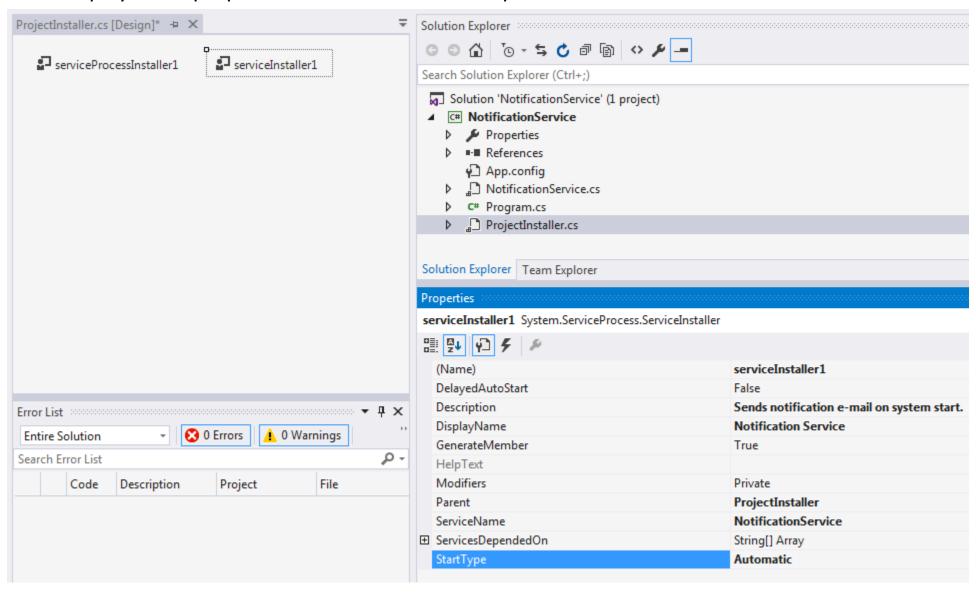
You can also use controls like the Timer (System.Timers.Timer) to have the service carry out events periodically.



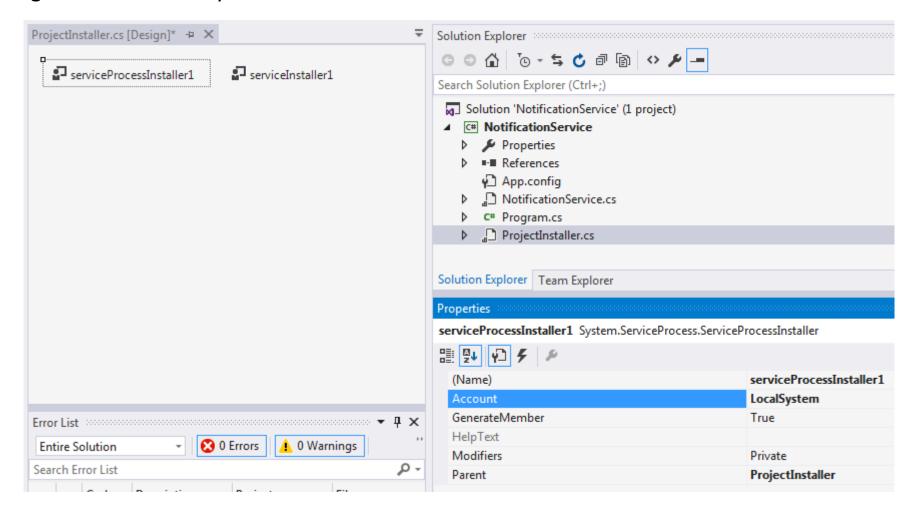
Once you've added all the necessary functions to the service, you will need to add an Installer class in order to install the service within Windows. From the Designer View context menu, select Add Installer.



The ProjectInstaller class is added to your project and contains two installers. Select the one called serviceInstaller1. Change the ServiceName, Description, StartType and DisplayName properties. See below for examples.

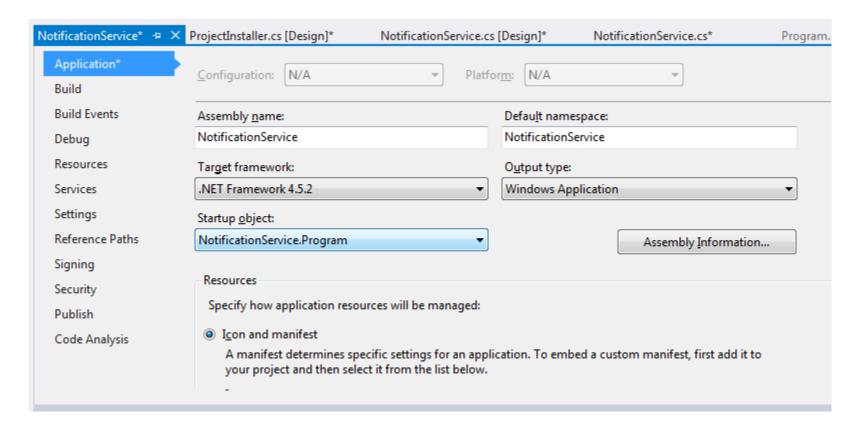


Under the serviceProcessInstaller1 installer, change the Account property to LocalSystem or LocalService account. The LocalSystem has greater permissions so it's a good idea to see if your service works with the LocalService account first.

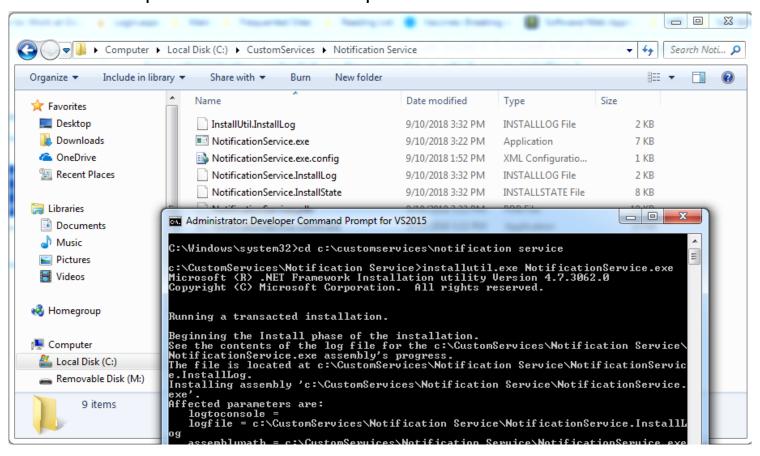


In the Properties panel for your project, select the Application table and then set the Startup object to the Program object within your project.

Then choose the Build \rightarrow Build Solution menu option or press F6 to build the project.



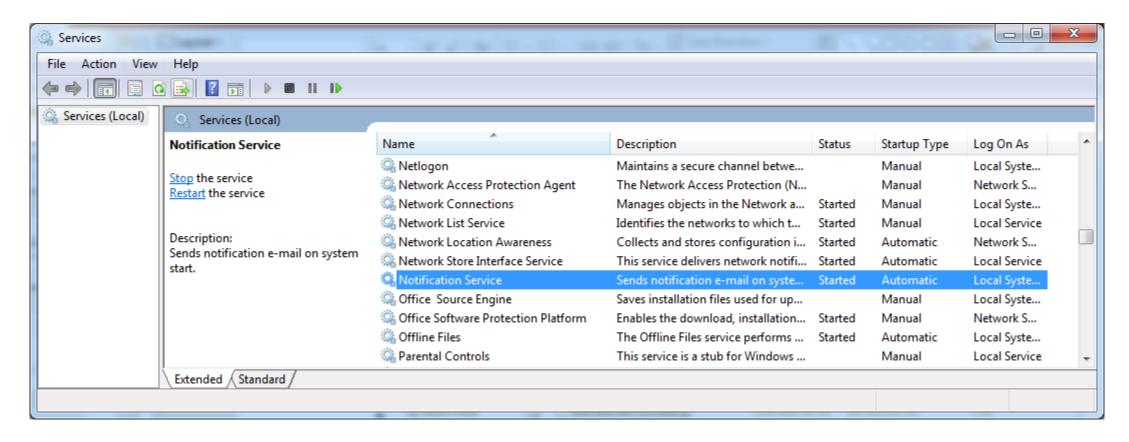
When you install your service in Windows, it's best to copy the build files to a deployment directory. Open the Developer command prompt in Administrator mode, navigate to that directory and enter the command installutil.exe < Your EXE Name > as shown below. The installation process will run and report on its success or failure.



To uninstall a service, navigate back to the directory and run the command

installutil.exe -u < Your EXE Name>

If the installation is successful, you will be able to see your service in the Windows Services panel. You can right-click on it and set some of the extra properties as well as starting and stopping it.



For more details and another example service you can create, see the Microsoft site:

https://docs.microsoft.com/en-us/dotnet/framework/windows-services/walkthrough-creating-a-windows-service-application-in-the-component-designer