

# C# Button Control

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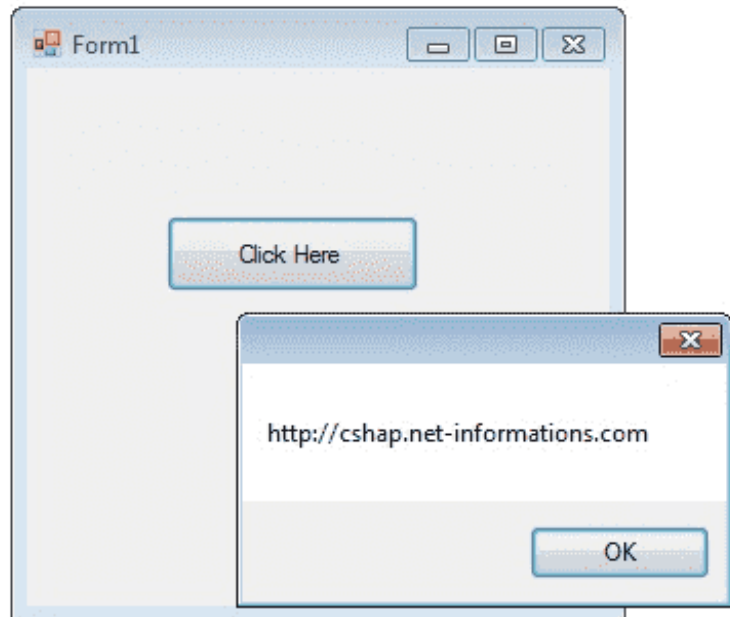
Windows Forms controls are reusable components that encapsulate user interface functionality and are used in client side Windows applications. A button is a control, which is an interactive component that enables users to communicate with an application. The Button class inherits directly from the ButtonBase class. A Button can be clicked by using the mouse, ENTER key, or SPACEBAR if the button has focus.

When you want to change display text of the Button , you can change the Text property of the button.

```
button1.Text = "Click Here";
```

Similarly if you want to load an Image to a Button control , you can code like this

```
button1.Image =
```



```
Image.FromFile("C:\\testimage.jpg");
```

## How to Call a Button's Click Event Programmatically

The Click event is raised when the Button control is clicked. This event is commonly used when no command name is associated with the Button control. Raising an event invokes the event handler through a delegate.

```
<span class="text-node">
    private void Form1_Load(object sender, EventArgs e)
    {
        Button b = new Button();
        b.Click += new EventHandler(ShowMessage);
        Controls.Add(b);
    }
    private void ShowMessage(object sender, EventArgs e)
    {
        MessageBox.Show("Button Click");
    }
</span>
```

The following C# source code shows how to change the button Text property while Form loading event and to display a message box when pressing a Button Control.

```
using System;
using System.Drawing;
using System.Windows.Forms;

namespace WindowsFormsApplication1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_Load(object sender, EventArgs e)
        {
            button1.Text = "Click Here";
        }

        private void button1_Click(object sender, EventArgs e)
        {
            MessageBox.Show("http://cshap.net-informations.com");
        }
    }
}
```