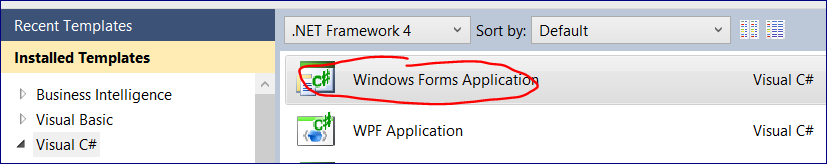
**C# -- Learning Notes**

**Bucky**

<http://thenewboston.org/list.php?cat=15>

<http://www.youtube.com/course?list=EC0EE421AE8BCEBA4A>

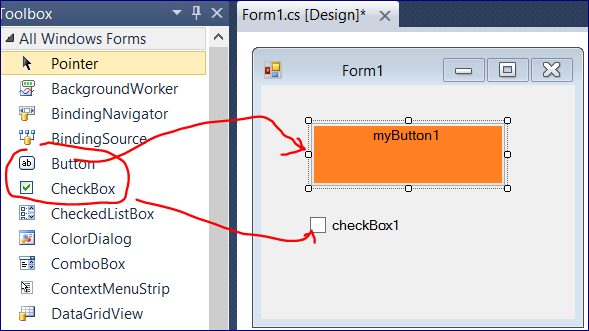
# C# Beginners Tutorial - 1 - Introduction and Installing C# 2010



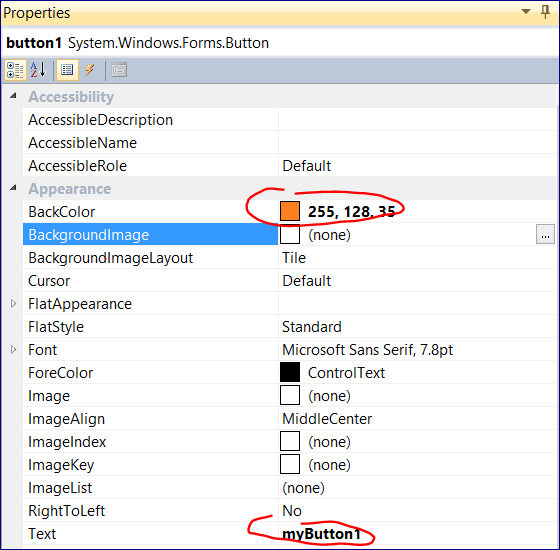
# C# Beginners Tutorial - 2 - Changing Forms Properties

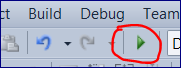
Double click on the control and then adjust the form

Or click once and resize the form as you draw it.



We can adjust properties such as the background

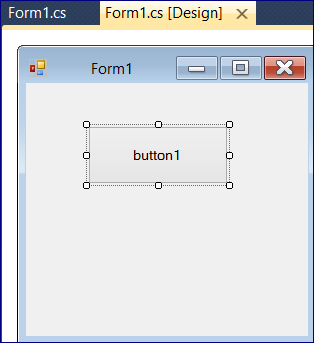


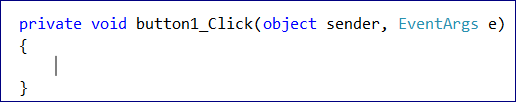
To run the program press F5 or 

To stop debugging press **“Stop”** or **“X”** on the form or **Shift + F5**

# C# Beginners Tutorial - 3 - Showing MessageBoxes

Create a button and double click on it

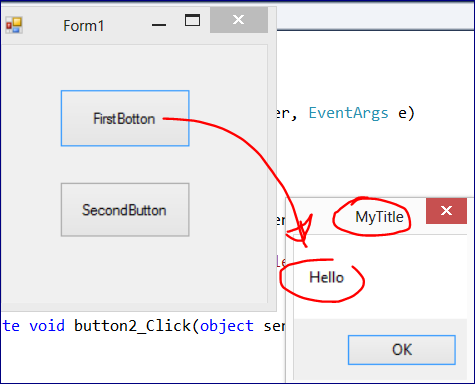




Print in the space between { } for the button1\_click

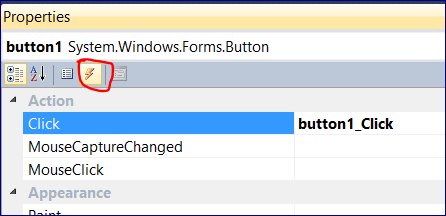
MessageBox.Show("Hello", "MyTitle");

Run the program

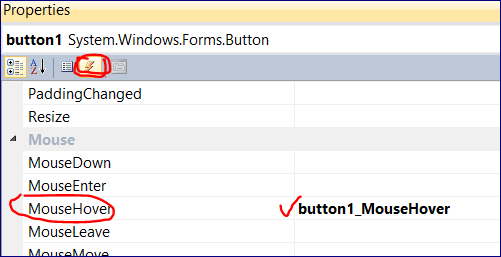


Right Click on Properties for the “FirstButton”

And click the “Event Handler” icon



Find Mouse Hover and double click on the field



private void button1\_Click(object sender, EventArgs e)

{

MessageBox.Show("Hello! You pressed the first button", "MyTitle");

}

private void button2\_Click(object sender, EventArgs e)

{

//MessageBox.Show("HelloAgain", "MyTitle2");

}

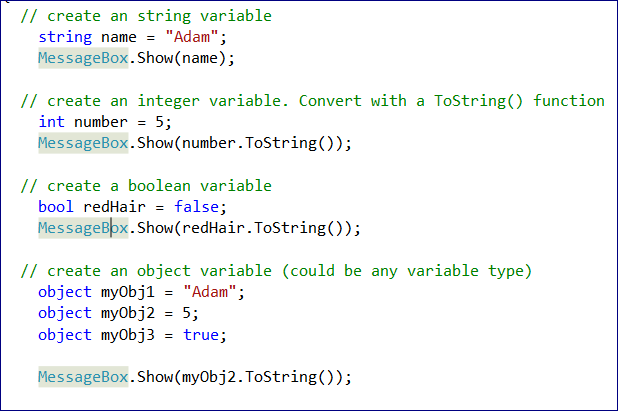
private void button2\_MouseHover(object sender, EventArgs e)

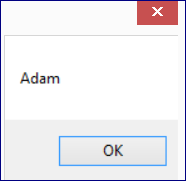
{

MessageBox.Show("You are hovering your mouse over the Second Button");

}

# C# Beginners Tutorial - 4 - Variables

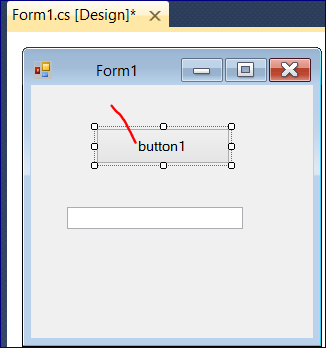




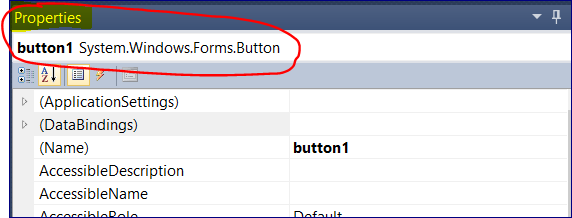
# C# Beginners Tutorial - 5 - Changing Properties With Code

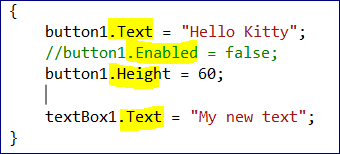
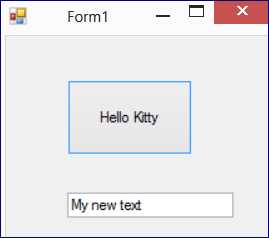
To check the name of the control (e.g. a button)

Click on the button

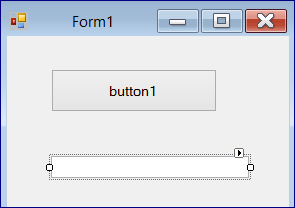


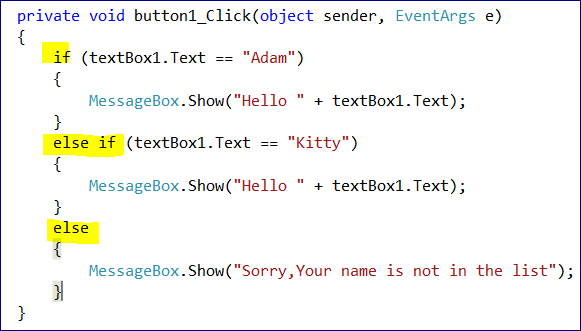
Then in the “Property” window you will see

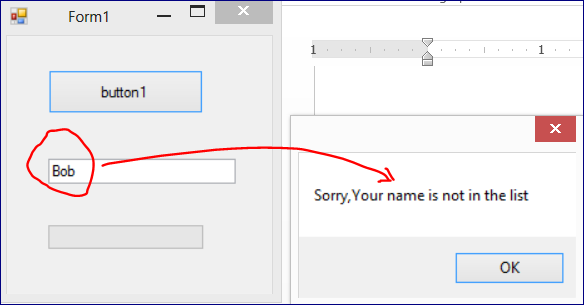




# C# Beginners Tutorial - 6 - If Statements







# C# Beginners Tutorial - 7 - More on If Statements

**We want to check if a user checked a checkbox.**

