# Overview of examples in C#

Every example has a purpose to explain something. The goals is not to have a finished example. The goal is to give a demo of some functionality and techniques.

The exercises are not summed up in order to look at, but are organised by subject. And they are in alfabetic order.

* Abstract
* Aggregation
* Alias
* Anchor
  + 00016-f Anchoring.
* And (AndAlso)
  + 00023-c ShortCircuit.
* Array
  + 00006-p Declaration.
  + 00007-o ForLoop.
  + 00007-q UseNumbers.
  + 00015-a CreateArray.
  + 00015-b ArrayReference.
  + 00015-c PassingArray.
  + 00015-d MultiDimensional.
  + 00015-e ForEach.
  + 00015-f BasicArray.
  + 00015-g ArrayFixed.
  + 00015-h ArrayDynamic.
  + 00015-i NamesAgesArrays.
  + 00015-j SortArray.
  + 00015-k CopyArray.
  + 00015-m Roman Calculator.
  + 00015-n Eliza.
  + 00015-o Array.
  + 00015-p VariableArray.
  + 00015-q ChangeSizeArray.
  + 00015-r Array.
  + 00015-s Array.
  + 00025-c SecretService.
  + 00022-j ValueAndReferenceTypes.
  + 00040-g HeapSize.
  + 00060-a EightBall.
* ArrayList
  + 00015-l BasicArrayList.
* ASP
  + 00005-b SimpleAspx.
* Assembly
  + 00005-c IntermediateLanguageDisassembler.
* Assignment
  + 00006-d VariableAssignment.
  + 00006-f VariableObjects.
  + 00006-g Variables.
  + 00006-l Assignment.
* Background Worker
  + 00060-i BackgroundWorker.
* Base
  + 00102-c Base.
  + 00102-d BaseAndThis.
* Binding
  + 00125-a Binding.
* Button
  + 00002-c Program.
  + 00012-c SimpleControls.
  + 00012-g Dice.
  + 00012-z DoingSomethingFunny.
  + 00013-a MoveIcon.
  + 00013-d MusicExample.
  + 00013-e Counter.
  + 00013-l Button.
  + 00016-a Windows Forms.
  + 00016-b Windows Forms.
  + 00016-c Windows Forms.
  + 00060-b CodeOnlyWPF.
  + 00060-g WindowTracker.
  + 00062-c WPFButton.
* By Reference
  + 00022-j ValueAndReferenceTypes.
* By Value
  + 00022-j ValueAndReferenceTypes;
* Casting
  + 00005-d NetDataType.
  + 00011-d Cast.
* Check Box
  + 00012-f CheckBox.
  + 00013-m CheckBox.
  + 00014-b CheckTheRadio.
  + 00062-d WPFCheckBox.
* Check List Box
  + 00017-p CheckListBox.
* Class
  + 00001-d SimpleProject.
  + 00001-g ModuleExplanation.
  + 00012-g Dice.
  + 00022-j ValueAndReferenceTypes.
  + 00100-a Book.
  + 00101-a MathClass.
  + 00101-c Book.
  + 00101-d Time Version 1.
  + 00101-g Time Version 4.
  + 00101-j Employee.
  + 00101-l UsingConstAndReadonly.
  + 00103-a Inheritance.
  + 00103-b InheritanceConstructors.
  + 00103-d TitleOverride.
  + 00103-f PetShop.
  + 00103-f PetStore.
  + 00103-h FormClassData.
  + 00103-j Serialize.
  + 00104-a Shapes.
  + 00104-b Employee.
  + 00104-c PolymorphicPhone.
  + 00105-a Interface.
  + 00105-b Shapes.
  + 00106-a PersonClass.
  + 00109-f DeckOfCards.
  + 00109-g BetterCard.
  + 00110-c BetterLibrary.
  + 00113-a VisualInheritance.
  + 00113-c InheritanceForm.
  + 00118-c ImplementAnimal.
  + 00118-d ConvertType.
  + 00118-e MoveIt.
  + 00120-c SubInClasses.
  + 00120-d FunctionInClasses.
  + 00120-e ClassExplanation.
  + 00120-f ClassVariations.
  + 00120-g CallByName.
  + 00125-a Binding.
  + 00151-a Serialize.
  + 09999-d Game Character.
  + …
* Class View
* Collection
  + 00040-b TestCollection.
  + 00060-g WindowTracker.
  + 00060-h SingleInstanceApplication.
* Color Dialog
  + 00123-c Color.
* Combo Box
  + 00017-s ComboBox.
  + 00017-t ComboBox.
* Comments
* Compile and Execute
* Composition
  + 00101-h Composition.
  + 00101-i CompositionError.
* Console
  + 00001-a Welcome.
  + 00001-b Hello.
  + 00001-c FirstProgram.
  + 00001-g ModuleExplanation.
  + 00001-h Comparison.
  + 00001-i LookAtVariable.
  + 00002-f Hello.
  + 00002-g ConsoleWriteLine.
  + 00002-j BeepMeUpScotty.
  + 00013-k Calculations.
  + …
* Constant
  + 00101-l UsingConstAndReadonly.
* Convert
  + 00001-h Comparison.
  + 00006-b OptionExplicit.
  + 00006-c OptionStrict.
  + 00006-i Strings.
  + 00006-j ReadLine.
  + 00007-a If.
  + 00007-p Interest.
  + …
* Context Menu
  + 00025-e ContextMenu.
  + 00025-h ContextMenu.
  + 00025-j PopupMenu.
* Customer Controls.
  + 00501-a Custom Text Control.
  + 00501-b cpControlRoundButton.
  + 00501-c ValidationTextBox.
  + 00501-d RequiredFieldForm.
  + 00501-e RichTextBoxKeyWord.
  + 00501-f ListViewSorter.
  + 09999-b MemoryGame.
  + 09999-c TrainGame.
* Data Binding
  + 00060-h SingleInstanceApplication.
* Data Type
  + 00001-f SquareRoot.
  + 00001-i LookAtVariable.
  + 00002-i Output.
  + 00005-d NetDataType.
  + 00006-a Variables.
  + 00006-b OptionExplicit.
  + 00006-c OptionStrict.
  + 00006-d VariableAssignment.
  + 00006-f VariableObjects.
  + 00006-l Assignment.
  + 00009-b ShowCommonTypes.
  + 00021-a Operator.
  + 00021-i PrecisionError.
  + 00022-a DataTypes.
  + 00022-b DataTypes.
  + 00022-i DataType.
  + …
* Database Connection
  + 10001-a SQLConnection.
  + 10001-b Connection.
  + 10001-d Connection WPF.
* DateTime
  + 00021-c DateTime.
  + 00021-d DateTime.
  + 00022-g Birthday.
  + 00022-h Format.
* DateTime Picker
  + 00014-e FilesSince.
  + 00017-e MonthlyCalendar.
* Debug
  + 00001-e OptionExplicit.
  + 00051-a DebugMethods.
  + 00051-b ThrowBackErrorHandling.
  + 00051-c ShowException.
  + 00051-d CustomException.
  + 00051-e ThrowException.
  + 00051-f ShowExceptionFields.
  + 00051-g ShowStackTrace.
  + 00051-h FileDebugMessages.
  + 00051-i TestDebugStatus.
  + 00051-j DebugAssert.
  + 00051-k ThrowBackErrorTrace.
  + 00051-l ThrowBackEventLogging.
  + 00107-a ErrorException.
  + 00107-b PersonList.
  + 00107-c Throw.
  + 00107-d Exception.
* Declaration
  + 00001-f SquareRoot.
  + 00001-i LookAtVariable.
  + 00002-i Output.
  + 00006-d VariableAssignment.
  + 00006-f VariableObjects.
  + 00006-g Variables.
  + 00006-l Assignment.
  + 00006-o LocalVariable.
  + …
* Delegate
  + 00060-g WindowTracker.
  + 00901-a DelegateBubbleSort.
  + 00901-b DelegateMethod.
  + 00901-c DelegateFunction.
  + 00901-d Delegates.
  + 00901-e Delegate.
  + 00901-f UseDelegate.
  + 00901-g Delegate.
  + 00901-h DelegateSort.
  + 00901-i MultipleDelegates.
  + 00901-j OperatorOverload.
* Dependency
  + 00060-c NotCompiledXAML.
* Deconstructor
* Dialog Box
  + 00115-a CommonDialog.
* Drawing
  + 00030-a Pixels.
  + 00030-b Lines.
  + 00030-c Rectangles.
  + 00030-d Paint.
* Enum
  + 00007-m Switch.
  + 00041-a Enum.
* Equals
  + 00102-v OperatorOverload.
* Error Handling
  + 00107-a ErrorException.
  + 00107-b PersonList.
  + 00107-c Throw.
  + 00107-d Exception.
* Error Providor
  + 00017-m ErrorProvider.
* Event
  + 00060-g WindowTracker.
  + 00060-h SingleInstanceApplication.
  + 00060-l EventHandling.
  + 00060-m RoutedEvents.
  + 00106-a PersonClass.
  + 00111-a AddControls.
  + 00111-b AnchorDock.
  + 00111-c ButtonEvent.
  + 00111-d WithEvents.
  + 00111-e StatusEvent.
  + 00111-f Event.
  + 00111-g Event.
  + 00111-h ButtonArray.
  + 00111-i EventHandler.
  + 00111-j AddHandler.
  + 00111-k MultipleEventHandler.
  + 00119-a PatternMaker.
  + 00119-b BetterPatternMaker.
  + 00902-a Event.
  + 00902-b WithEvents.
  + 00902-c ExpandEventArguments.
  + 00902-d Timer.
  + 01008-a MorseCode.
  + 01011-a Camera.
  + 09999-b MemoryGame.
  + 09999-c TrainGame.
* Exceptions
  + 00050-a DivideByZero.
  + 00050-b UsingExceptions.
  + 00050-c Properties.
  + 00050-d Overflow.
  + 00050-e Debug.
  + 00050-f ThrowSystemException.
  + 00050-g ErrorTest.
  + 00050-h OnError.
  + 00050-i RaiseError.
  + 00050-j Exception.
  + 00050-k ExceptionMember.
  + 00050-l Exceptions.
  + 00050-m LoopUntilCorrect.
* File and Folder (Directory)
  + 00301-a MakeDirectory.
  + 00301-b DirectoryExists.
  + 00301-c DeleteDirectory.
  + 00301-d DirectoryInfo.
  + 00301-g UniqueDirectory.
  + 00301-h DirectoryInfo.
  + 00301-i GetParent.
  + 00301-j RootDirectory.
  + 00301-k Temp.
  + 00302-d TodaysFiles.
  + 00302-h FileWatcher.
  + 00303-a ShowLogicalDrives.
  + 00304-a PathInfo.
  + 00306-a WriteBinaryData.
  + 00306-b ReadBinaryData.
* FileOpen Dialog
  + 00014-k Photos.
  + 00017-d ShowRTF.
  + 00025-b Open.
  + 00025-c SecretService.
  + 00025-k ScratchPad.
  + 00014-k Photos.
  + 00032-a Dialog.
  + 00115-b TextBrowser.
* FileSave Dialog
  + 00025-a Save.
  + 00025-b Open.
  + 00025-c SecretService.
  + 00025-k ScratchPad.
  + 00115-b TextBrowser.
* FileStream
  + 00060-c NotCompiledXAML.
* Finalizer
  + 00101-j Employee.
  + 00102-f ThreeDestructors.
  + 00102-r Finalize.
* For …
  + 00002-j BeepMeUpScotty.
  + 00006-p Declaration.
  + 00007-h ForNext.
  + 00007-i ForCounter.
  + 00007-l Loop.
  + 00007-p Interest.
  + 00007-q UseNumbers.
  + 00007-s ExitTest.
  + 00012-g Dice.
  + 00022-q PrimeNumbers.
  + 00031-a LoopingNames.
  + 00031-b LoopingNumbers.
  + 00031-d ForNext.
  + 00031-e LoopIcons.
  + 00040-b TestCollection.
* Foreach …
  + 00007-l Loop.
  + 00007-o ForLoop.
  + 00009-a ShowRoot.
  + 00015-e ForEach.
  + 00015-q ChangeSizeArray.
  + 00040-a ControlCollection.
  + 00040-b TestCollection.
  + 00060-g WindowTracker.
* Friend
* Garbage Collection
  + 00040-g HeapSize.
  + 00102-s GarbageCollector.
  + 00102-t ForceGarbageCollection.
* Group Box
  + 00014-f GroupBox.
* Heap and Stack
  + 00040-g HeapSize.
* HTML
  + 00005-a HTMLPage.
* Hyperlink
  + 00014-i LinkLabel.
  + 00016-d Windows Forms.
  + 00016-e Windows Forms.
* If … Else …
  + 00001-h Comparison.
  + 00007-a If.
  + 00007-j Condition.
  + 00007-k If.
  + 00007-m Switch.
  + 00007-r LazyEvaluation.
  + 00007-s ExitTest.
  + 00013-a MoveIcon.
  + 00013-e Counter.
  + 00022-q PrimeNumbers.
  + …
* Image
  + 00012-f CheckBox.
  + 00012-g Dice.
  + 00013-a MoveIcon.
  + 00013-d MusicExample.
  + 00013-e Counter.
  + 00014-k Photos.
  + 00020-c SlotMachine.
  + 00062-g WPFImage.
* Indexer
  + 00101-p Properties Indexer.
* Inheritance
  + 00001-d SimpleProject.
  + 00103-a Inheritance.
  + 00103-b InheritanceConstructors.
  + 00103-j Serialize.
  + 00113-a VisualInheritance.
  + 00113-c InheritanceForm.
  + 09999-d Game Character.
* Input Box
  + 00016-g LoginControl.
* Input from Keyboard
  + 00001-b Hello.
  + 00001-h Comparison.
* Interaction MsgBox
  + 00005-d NetDataType.
* Interface
  + 00105-a Interface.
  + 00105-b Shapes.
  + 00118-c ImplementAnimal.
  + 00118-d ConvertType.
  + 00118-e MoveIt.
  + 00128-a SortablePoint.
  + 00128-b Point.
  + 09999-d Game Character.
* Internal
* Input Box
  + 00024-a TestInputBox.
  + 00024-b theInput.
  + 00024-c InputBox.
* IsNumeric
  + 00010-w IsNumeric.
  + 00010-x IsNumeric.
* Label
  + 00002-c Program.
  + 00012-c SimpleControls.
  + 00014-g LabelBorders.
  + 00062-a WPFLabel.
* List Box
  + 00017-o ListBox.
  + 00121-a ListBox.
  + 00121-b ListBox.
  + 00121-c ListBox.
  + 00121-d ListBox.
* List View
  + 00017-q ListView.
* Mail
  + 00021-e Mail.
* Math (basic)
  + 00021-f Math.
  + 00022-c CalculationFramework.
  + 00022-d SquareRoot.
* Menu
  + 00025-a Save.
  + 00025-b Open.
  + 00025-c SecretService.
  + 00025-d MainMenu.
  + 00025-f Menu.
  + 00025-g Menu.
  + 00025-i Menu.
  + 00025-k ScratchPad.
* Message Box
  + 00023-a Message.
  + 00023-b MsgBox.
  + 00023-d MessageBox.
  + 00023-e MessageBox.
  + 00023-f CompareMessageBoxWithMsgBox.
* Method
  + 00001-g ModuleExplanation.
  + 00006-b OptionExplicit.
  + 00006-g Variables.
  + 00006-i Strings.
  + 00006-o LocalVariable.
  + 00007-r LazyEvaluation.
  + 00010-a Message.
  + 00010-b Payment.
  + 00010-c Square.
  + 00010-e SubRoutines.
  + 00010-j Overloading.
  + 00010-r Factorial.
  + 00019-a Functions.
  + 00120-a SubExplanation.
  + 00120-b FunctionExplanation.
  + 00120-c SubInClasses.
  + 00120-d FunctionInClasses.
  + 00120-e ClassExplanation.
  + 00120-f ClassVariations.
  + 00120-g CallByName.
  + …
* Modal
  + 00016-h Modal.
* Modeless
  + 00016-i Modeless.
* Namespace
  + 00012-g Dice.
* Null
* Object
* Operator
  + 00001-e OptionExplicit.
  + 00001-h Comparison.
  + 00006-h CentimeterToInch.
  + 00006-l Assignment.
  + 00007-j Condition.
  + 00007-r LazyEvaluation.
  + 00007-t LogicalOperator.
  + 00013-a MoveIcon.
  + 00013-k Calculations.
  + 00021-a Operator.
  + 00102-v OperatorOverload.
  + 00109-h Operator.
  + …
* Or (OrElse)
  + 00023-c ShortCircuit.
* Overloading
  + 00001-i LookAtVariable.
  + 00010-s Overload.
  + 00010-t Overload.
  + 00101-f Time Version 3.
  + 00101-g Time Version 4.
* Overriding
  + 00102-m ToStringOverrides.
  + 00102-v OperatorOverload.
  + 00103-d TitleOverride.
* Parameter
  + 00010-a Message.
  + 00010-b Payment.
  + 00010-c Square.
  + 00010-d ParameterArgument.
  + 00010-f Parameter.
  + 00010-g Parameter.
  + 00010-h ByValByRef.
  + 00010-i Optional.
  + 00010-k ByValue.
  + 00010-l ByRef.
  + …
* Polymorphism
  + 00104-a Shapes.
  + 00104-b Employee.
  + 00104-c PolymorphicPhone.
  + 09999-d Game Character.
* Print Dialog
  + 00122-b PrintText.
  + 00122-c PrintGraphics.
  + 00122-d PrintFile.
  + 00122-e PrintDialog.
  + 00123-h PrintText.
* Private
  + 00010-p Private.
  + 00011-g Private.
  + 00101-d Time Version 1.
  + 00101-e Time Version 2.
  + 00102-q PublicPrivate.
* Progress Bar
  + 00017-g ProgressBar.
  + 00017-k UseProgressBar.
  + 00062-h WPFProgressBar.
* Project
  + 00001-a Welcome.
  + 00001-b Hello.
  + 00001-c FirstProgram.
  + 00001-d SimpleProject.
  + 00001-g ModuleExplanation.
  + …
* Project Reference
  + 00100-a Book.
  + 00101-k Assembly.
  + 09999-d Game Character.
* Property
  + 00100-a Book.
  + 00101-j Employee.
  + 00101-m Properties.
  + 00101-n PersonClass.
  + 00101-o Property.
* Protected
* Public
  + 00101-c Book.
  + 00102-q PublicPrivate.
* Queue
  + 00040-c QueueAndStack.
  + 00040-d QueueExample.
* Radio Button
  + 00002-c Program.
  + 00014-b CheckTheRadio.
  + 00014-j RadioButton.
  + 00062-e WPFRadioButton.
* Random
  + 00012-g Dice.
  + 00020-a Random.
  + 00060-a EightBall.
* Read Only
  + 00101-j Employee.
  + 00101-l UsingConstAndReadonly.
* RichTextFormat
  + 00017-d ShowRTF.
  + 00025-k ScratchPad.
* Routine
  + 00001-g ModuleExplanation.
* Scope
  + 00006-o LocalVariable.
  + 00010-u Scoping.
  + 00011-a VariableScope.
  + 00011-c Scope.
  + 00011-f Locals.
* Scroll Bar
  + 00017-h ScrollBar.
* Setup (Install procedure)
  + 00020-f Setup.
* Serialize
  + 00151-a Serialize.
* Singleton
  + 00114-a Singleton.
* Slider
  + 00062-i WPFSlider.
* Solution
  + 00001-a Welcome.
  + 00001-b Hello.
  + 00001-c FirstProgram.
  + 00001-d SimpleProject.
  + 00001-g ModuleExplanation.
  + …
* Stack
  + 00040-c QueueAndStack.
  + 00040-e StackExample.
  + 00040-f Simple Stack.
* Static
  + 00011-b Static.
  + 00101-b Class.
  + 00101-j Employee.
  + 00102-o SharedMember.
  + 00102-p SharedCountMember.
* Status Bar
  + 00026-a StatusBar.
  + 00027-b ToolBar.
* String
  + 00006-i Strings.
  + 00007-p Interest.
  + 00006-o LocalVariable.
  + 00021-h String.
  + 00022-e StringHandling.
  + 00022-f Concatenate.
  + 00022-s StringHandling.
  + 00029-a StringHandling.
  + 00029-b StringHandling.
* StringBuilder
  + 00021-g StringBuilder.
* Struct
  + 00022-j ValueAndReferenceTypes.
  + 00090-a Structure.
  + 00090-b StructureTest.
  + 00090-c BookStructure.
* Switch …
  + 00007-b SwitchCase.
  + 00007-m Switch.
  + 00007-n SwitchTest.
  + 00013-f SwitchCase.
* Tabs
  + 00017-i TabControl.
* Text Box
  + 00002-c Program.
  + 00012-c SimpleControls.
  + 00017-a TextBox.
  + 00017-b TextBoxInput.
  + 00017-c ShowMemos.
  + 00062-b WPFTextBox.
* Text Block
  + 00062-f WPFTextBlock.
* This
  + 00102-b This.
  + 00102-d BaseAndThis.
* Thread
  + 00014-k Photos.
  + 00060-k Multithreading.
  + 00311-a Thread.
  + 00311-b ThreadSleep.
  + 00311-c SuspendResumeAbort.
  + 00311-g JoinThreads.
  + 00311-h JoinMultipleThreads.
  + 00311-k ProducerConsumer.
  + 00311-m MonitorOrder.
  + 00311-n MonitorProducerConsumer.
* Throw
  + 00060-f PreventSessionEnd.
  + 00107-c Throw.
* Timer
  + 00012-h DigitalClock.
  + 00013-a MoveIcon.
* Tool Bar
  + 00027-a ToolBar.
  + 00027-b ToolBar.
* Tool Tip
  + 00017-n ToolTip.
* ToString
  + 00005-d NetDataType.
  + 00006-i Strings.
* Track Bar
  + 00017-l TrackBar.
* Tree View
  + 00017-j TreeView.
* Type
  + 00009-b ShowCommonTypes.
* Up Down
  + 00014-c DomainUpDown.
  + 00017-f NumericUpDown.
* Url
  + 00014-l UrlCollection.
* Using
  + 00001-f SquareRoot.
  + 00010-a Message.
* Variables
  + 00001-a Hello.
  + 00001-e OptionExplicit.
  + 00001-f SquareRoot.
  + 00001-i LookAtVariable.
  + 00006-f VariableObjects.
  + 00006-g Variables.
  + 00006-m BadVariables.
  + 00006-o LocalVariable.
  + …
* While …
  + 00007-c DoWhile.
  + 00007-g While.
  + 00007-l Loop.
  + 00007-n SwitchTest.
  + 00007-s ExitTest.
  + 00020-a Random.
  + 00031-c FahrenheitToCelsius.
* Windows Form
  + 00001-d SimpleProject.
  + 00001-f SquareRoot.
  + 00002-a FirstForm.
  + 00002-b FirstSolution.
  + 00002-c Program.
  + 00006-e ConstantTester.
  + 00007-s ExitTest.
  + 00012-a Hello.
  + 00012-b ApproachingEarth.
  + 00012-c SimpleControls.
  + 00012-d Maximum.
  + 00012-e Power.
  + 00012-h DigitalClock.
  + 00012-z DoingSomethingFunny.
  + 00013-a MoveIcon.
  + 00013-b CSharp .NET Clock.
  + 00013-c SimpleMath.
  + 00013-d MusicExample.
  + 00013-e Counter.
  + 00013-f SwitchCase.
  + 00014-a Startup.
  + 00014-k Photos.
  + 00015-m Roman Calculator.
  + 00016-j Transparent.
  + 00016-k FormPosition.
  + 00017-u InputControls.
  + 00025-d MainMenu.
  + 00025-e ContextMenu.
  + 00025-k ScratchPad.
  + 00027-a ToolBar.
  + 00027-b ToolBar.
  + 00020-b MathQuiz.
  + 00020-c SlotMachine.
  + 00020-d SlotMachineWins.
  + 00101-g Time Version 4.
  + 00103-h FormClassData.
  + 00201-a MDI.
  + 00201-b BookCollection.
* WPF Form
  + 00001-d SimpleProject.
  + 00002-a FirstForm.
  + 00002-b FirstSolution.
  + 00002-c Program.
  + 00006-e ConstantTester.
  + 00007-p Interest.
  + 00012-a Hello.
  + 00012-b ApproachingEarth.
  + 00012-c SimpleControls.
  + 00012-z DoingSomethingFunny.
  + 00013-c SimpleMath.
  + 00015-m Roman Calculator.
  + 00025-d MainMenu.
  + 00025-e ContextMenu.
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