**Adding an iOS Background Image to Your Form**

For the purposes of this project class, we’re going to treat the Windows Form like an iPhone. To better illustrate this, we’ll be adding a background image to the form to simulate an iPhone app. You can get the file for this image [here](https://drive.google.com/file/d/1inA0yz2v3bk0DJSDZOhbW1RbNbB3yOd1/view). Download the file to a location accessible on your Windows machine.

The following steps will ensure you have the background image properly placed and your form properly sized for the image.

1. Create a new project.
2. Select Form1 and open the Properties.
3. Find the BackgroundImage property and click ellipsis button that appears to the right when the property is selected. This will open the Select Resource dialog box.
4. Click the Import... button near the bottom left corner. This will open the Open dialog box that will allow you to navigate to the location in which you downloaded the iPhone image.
5. Select the image and click the Open button. This will select the file, close the Open dialog box and return you to the Select Resource dialog box. You should also see part of the image in this dialog box now.
6. Click the OK button. This will set the background image for the form.

You’ll notice that the image may not look right or may not fit into the form correctly. The next steps will fix this.

1. Click the BackgroundImageLayout property, then click the dropdown arrow on the right side of the property.
2. Select Stretch as the setting for this property.
3. Click the AutoScroll property, then click the dropdown arrow on the right side of the property and set it to TRUE.
4. Click the FormBorderStyle property, then click the dropdown arrow on the right side of the property.
5. Select FixedDialog. This will prevent resizing of your form when the application is running.
6. In the Size property for the form, set it to 687, 1351. This will adjust the size of the form and you should have a perfectly fit background image to simulate an iPhone device.

The final thing we’ll need to do is add the code that will guarantee that our form opens to the proper size. Copy the following code into your project:

//Written by Keith Webster. Used with permission. Not to be distributed.

//Place this inside the class space in the form you would like to size.

//Call this method AFTER InitializeComponent() inside the form's constructor.

void HandleClientWindowSize()

{

//Modify ONLY these float values

float HeightValueToChange = 1.4f;

float WidthValueToChange = 6.0f;

//DO NOT MODIFY THIS CODE

int height = Convert.ToInt32(Screen.PrimaryScreen.WorkingArea.Size.Height / HeightValueToChange);

int width = Convert.ToInt32(Screen.PrimaryScreen.WorkingArea.Size.Width / WidthValueToChange);

if (height < Size.Height)

height = Size.Height;

if (width < Size.Width)

width = Size.Width;

this.Size = new Size(width, height);

//this.Size = new Size(376, 720);

}