

MESSAGE BOX

- A message box is a predefined dialog box that displays a message for the user. A message can be displayed to alert the user to invalid data or as a reminder of options required for an application to continue.
- The MessageBox object includes a Show() function for displaying a message box and is used in a statement that takes the form:

```
MessageBox.Show("Message");
```

- To display a message box with specified text, a caption in the title bar and an OK button.

```
MessageBox.Show("Message" , "Caption");
```

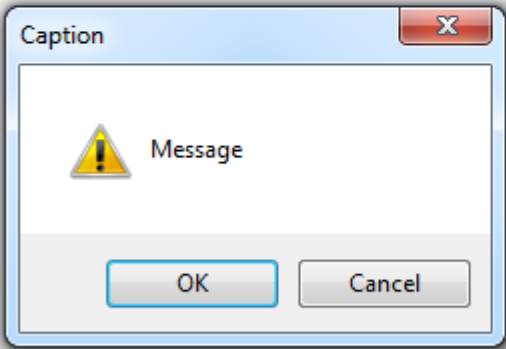
- To display a message box with specified text, a caption, and one or more specific buttons.

```
MessageBox.Show("Message", "Caption", MessageBoxButtons.OKCancel);
```

- To display a message box with specified text, a caption, buttons, and an icon.

```
... "Caption", MessageBoxButtons.OKCancel, MessageBoxIcon.Exclamation);
```

- In all these statements, *Message* is the text to display in the message box, *Caption* determines what appears in the title bar of the message box, *Buttons* determines which buttons the user sees, and *Icon* determines what icon (if any) appears in the message box.



MESSAGE BOX BUTTONS

MESSAGE BOX ICONS

MessageBoxButtons	Buttons Displayed
OK	<div>OK</div>
OKCancel	<div>OKCancel</div>
RetryCancel	<div>RetryCancel</div>
YesNo	<div>YesNo</div>
YesNoCancel	<div>YesNoCancel</div>
AbortRetryIgnore	<div>AbortRetryIgnore</div>

MessageBoxIcon	Icon
Asterisk	
Error	
Exclamation	
Hand	
Information	
None	
Question	
Stop	
Warning	

SETTING THE DEFAULT BUTTON

- Along with displaying the appropriate buttons, you can instruct the message box to set a default button for you. This allows the user to read the message and press the Enter key to invoke the action for the default button without having to click the button itself with the mouse.

```
... MessageBoxIcon.Exclamation, MessageBoxDefaultButton.Button2);
```

Member Name Description

- **Button1** Specifies that the first button should be the default button.
- **Button2** Specifies that the second button should be the default button.
- **Button3** Specifies that the third button should be the default button.