

C# APPLICATIONS

An application makes the computer a useful tool by enabling the user to perform a specific task. A Windows application has a graphical user interface, or GUI (sometimes pronounced “goeey”). The interface is what appears on the screen when the application is running.

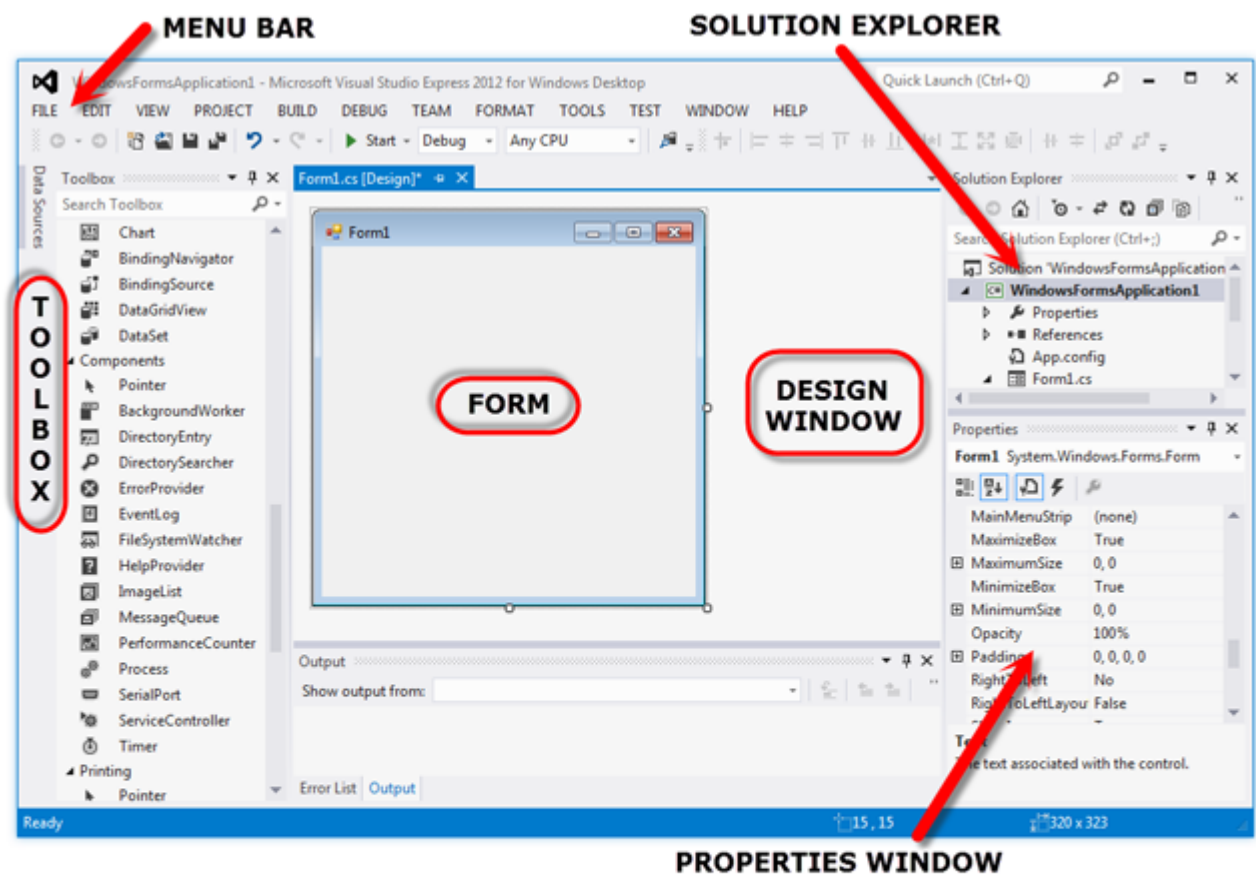
A C# GUI includes a form (window), labels, buttons, and other control objects that the user can make choices with the mouse rather than having to type everything. For example, the C# application interface below contains a form and a label.



C# Express Windows applications are **event-driven**, meaning the application executes code in response to an event. An *event* can be an interaction from the user, such as a button click.

C# IDE

C# applications are created in an **integrated development environment** or IDE.

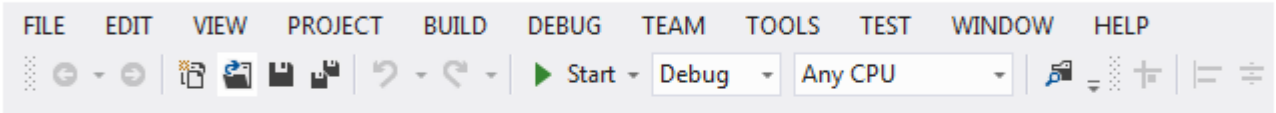


The IDE initially provides these standard facilities:

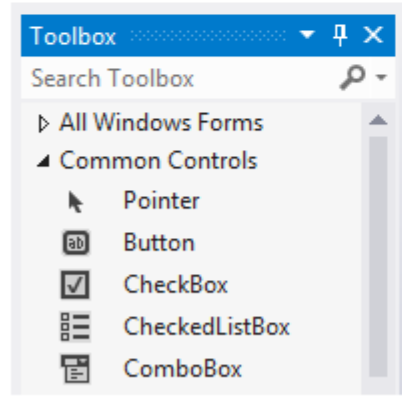
- Menu Bar
- ToolBox
- Properties Window
- Solution Explorer
- Design Window

MENU BAR

The Menu Bar include buttons for many of the most common commands used in C#, such as Open Project, Run program, and Stop program. It also contains buttons that display the Properties window, the toolbox, and other elements in the C# development environment.

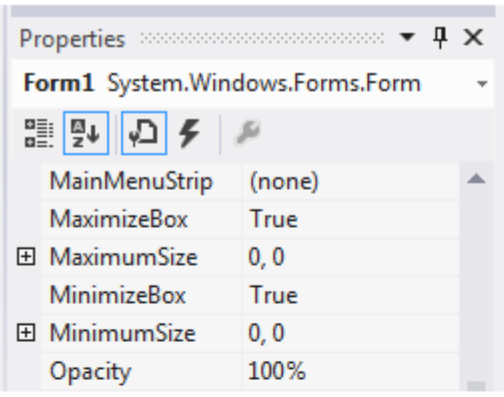


TOOLBOX



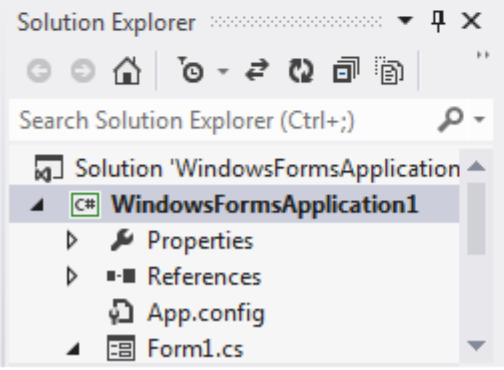
The Toolbox contains drag-and-drop controls and components to create your Windows applications. Using the toolbar, you can add pictures, buttons, words and different types of objects that display information. Adding controls to Windows Forms is as easy as clicking and dragging the control onto the form.

PROPERTY WINDOW



The Property Window enables you to view and change the properties and events of components in your application. Each component has its own list of properties.

SOLUTION EXPLORER



The Solution Explorer window is where you can view and access all the forms or files for your project. It's also used to switch between the Design and the Code windows.