Practical Guide 03

Exercise 01

1. Open a new project and name it as PracticalLesson01

2. Drag a label and a command button to the form and design the interface as given in the Figure 1.1.
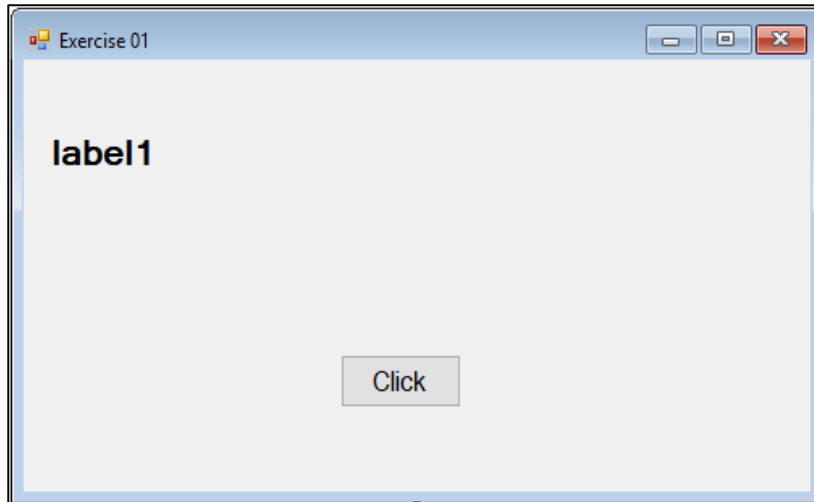

Figure 1.1

3. Change the properties of the controls as given in the Table 1.1

Control	Property
Form1	Text = Exercise 01
label1	Name = lblDisplay
button1	Name = btnClick Text = Click

Table 1.1

4. Double click the button in the design view and type the code given below

```csharp
private void btnClick_Click(object sender, EventArgs e)
        {
            lblDisplay.Text = "Welcome to Visual Programming C#";
        }
```

5. Run the application by pressing F5 or "Start" icon.

Exercise 02

1. Add a new form to the project

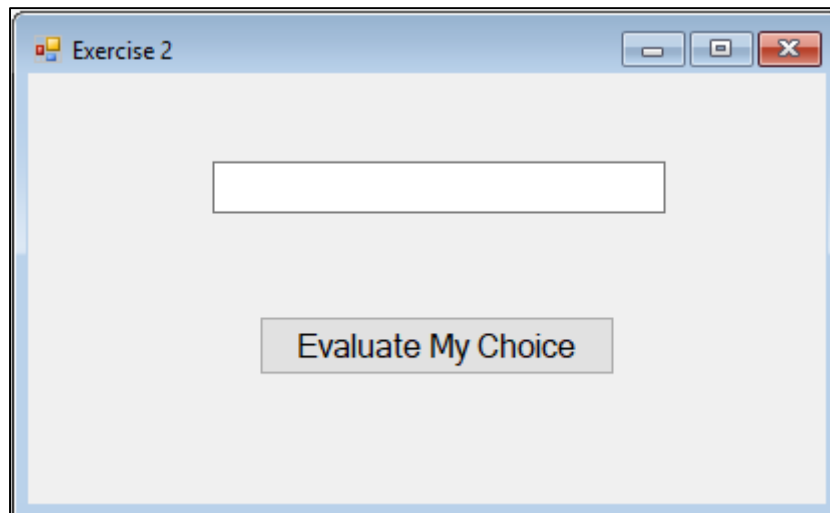2. Drag and drop a Textbox and a button. Design the interface as given in Figure 1.2.

Figure 1.2

3. Change the properties of the controls as given in the Table 1.2.

Control	Property
Form2	Text = Exercise 02
textBox1	Name = txtInput
button1	Name = btnEvaluate Text = Evaluate My Choice

Table 1.2

4. Double click the button and type the below code.

```
string language1;

 language1 = txtInput.Text;

if (language1 == "Visual Programming" || language1 == "VISUAL PROGRAMMING")
 {
     MessageBox.Show("We have a winner");
 }
 else
 {
     MessageBox.Show(language1 + " is not a bad choice");
 }
```

5. Run the application.

Exercise 03

1. Add a new form to the project.

2. Drag and drop a button and a combo box. Design the interface as given in Figure 1.3.
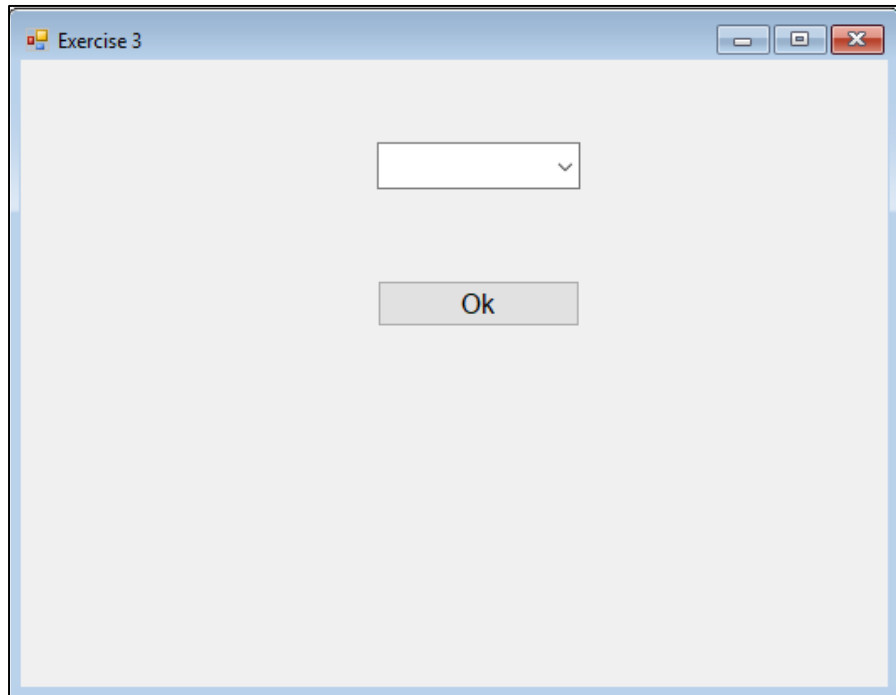
Figure 1.3

3. Change the properties of the controls as given in the Table 1.3.

Control	Property
Form3	Text = Exercise 03
comboBox1	Name = cmbCity
button1	Name = btnEvaluate Text = Ok
label1	Name = lblDisplay

Table 1.3

4. Double click the button and type the below code.

```
lblDisplay.Text = "You have selected " + cmbCity.SelectedItem;
```

5. Run the application.

Exercise 04

1. Add a new form to the project.

2. Drag and drop 2 buttons and a label to the form.

3. Add a fontDialog and colorDialog controls to the form.

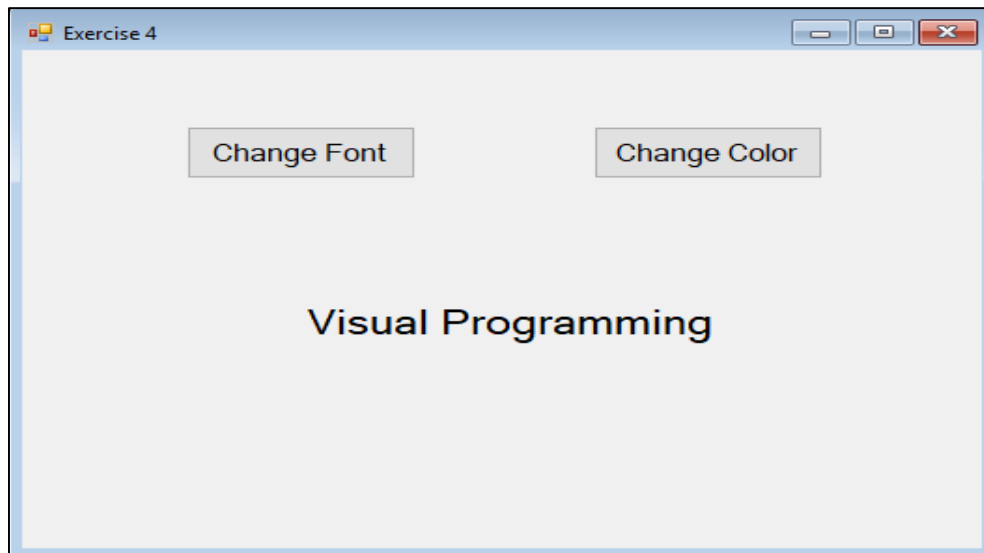4. Design the interface as given in Figure 1.4.

Figure 1.4

5. Change the properties of the controls as given in the Table 1.4.

Control	Property
Form4	Text = Exercise 04
label1	Name = lblShow Text = Visual Programming
button1	Name = btnFont Text = Change Font
Button2	Name = btnColor Text = Change Color

Table 1.4

6. Double click the button "Change Font" and type the code below

```
fontDialog1.ShowDialog();
lblShow.Font = fontDialog1.Font;
```

7. Double click the button "Change Color" and type the code below.

```
colorDialog1.ShowDialog();
lblShow.ForeColor = colorDialog1.Color;
```

8. Run the application.

Exercise 05

1. Add a new form to the project.

2. Drag and drop a button and a progress bar to the form. Design the interface as given in Figure 1.5.
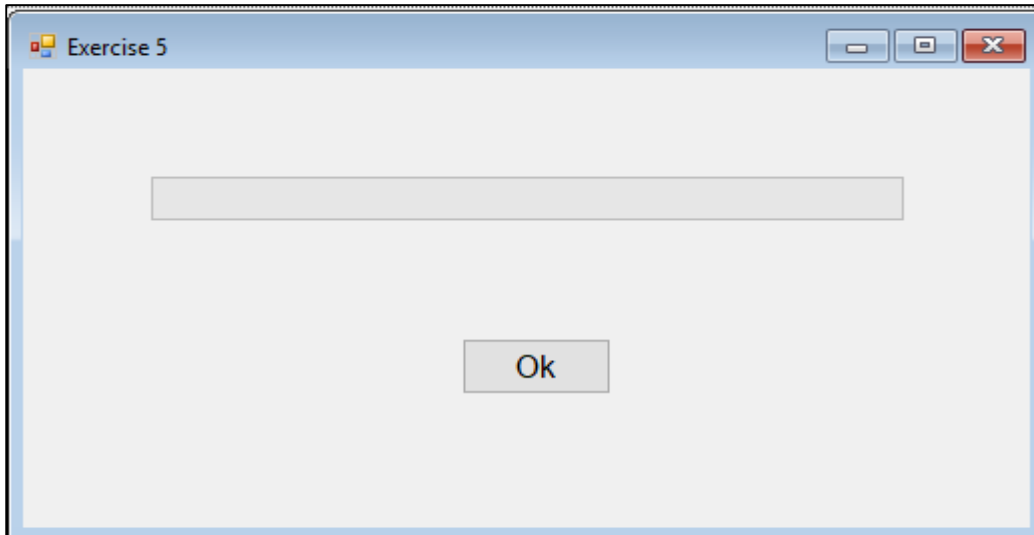
Figure 1.5

3. Change the properties of the controls as given in the Table 1.5.

Control	Property
Form5	Text = Exercise 05
button1	Name = btnOk Text = Ok

Table 1.5

4. Double click the "Ok" button and type the code below

```
int intvalue = 0;
    progressBar1.Maximum = 10000;
    do
    {
        progressBar1.Value = intvalue;
        intvalue = intvalue + 1;
    } while (intvalue != 10000);
```

5. Run the application.

Exercise 06

1. Add a new form to the project.

2. Drag and drop a button and a Checked List Box to the form. Design the interface as given in Figure 1.6.
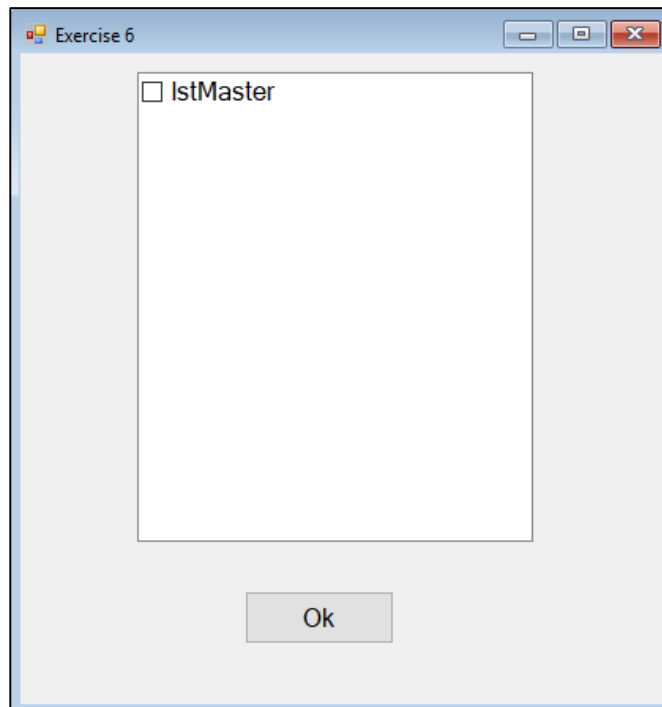
Figure 1.6

3. Change the properties of the controls as given in the Table 1.6.

Control	Property
Form6	Text = Exercise 06
button1	Name = btnOk Text = Ok
checkedListBox	Name = lstMaster

Table 1.6

4. Click on the Checked List Box Control and go to the properties. There under the Behavior category, there is a property "CheckOnClick". Set that property to true.

5. Double click on the form to write the code we need to run at the form load. Type the code inside the Form6_Load event.

```csharp
private void Form6_Load(object sender, EventArgs e)
{
    lstMaster.Items.Add("Germany");
    lstMaster.Items.Add("France");
    lstMaster.Items.Add("United Kingdom");
    lstMaster.Items.Add("Italy");
    lstMaster.Items.Add("Spain");
    lstMaster.Items.Add("Switzerland");
    lstMaster.Items.Add("Netherlands");
    lstMaster.Items.Add("Greece");
    lstMaster.Items.Add("Poland");
    lstMaster.Items.Add("Austria");
}
```

6. Double click the "Ok" button and type the code below.

```csharp
int x, y;
```

```
        y = 0;
        x = lstMaster.CheckedItems.Count - 1;

        do
        {
            MessageBox.Show(lstMaster.CheckedItems[y].ToString());
            y = y + 1;
        } while(y <= x);
```

7. Run the application.

Exercise 07

1. Add a new form to the project.

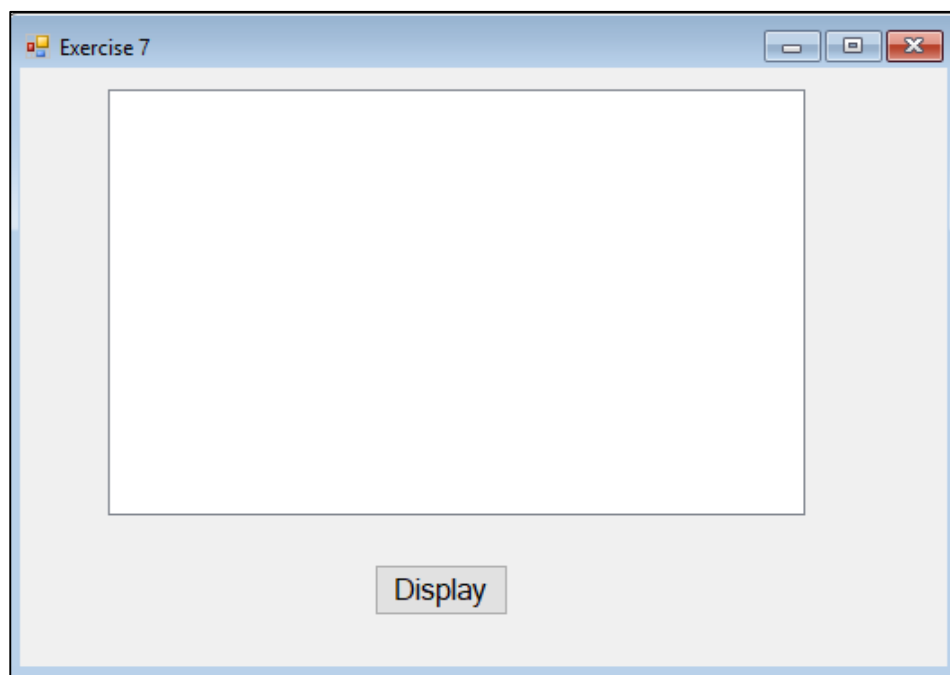2. Drag and drop a button and a TreeView to the form. Design the interface as given in Figure 1.7.

Figure 1.7

3. Change the properties of the controls as given in the Table 1.7.

Control	Property
Form7	Text = Exercise 07
button1	Name = btnDisplay Text = Display

Table 1.7

4. Double click the "Display" button and type the code below.

```
TreeNode cnode, cnode1;

    treeView1.Nodes.Clear();

    cnode = treeView1.Nodes.Add("Managing Director");
    cnode.Nodes.Add("Accountant");
    cnode.Nodes.Add("Engineer");
```

7

```
cnode.Nodes.Add("Adminitrator");
cnode.Nodes.Add("Auditor");
cnode.Nodes.Add("Stores Manager");

cnode1 = cnode.Nodes[0];
cnode1.Nodes.Add("Asst Accountant");
cnode1.Nodes.Add("Accountant Asst");
cnode1.Nodes.Add("Cashier");

cnode1 = cnode.Nodes[1];
cnode1.Nodes.Add("Engineering Asst");
cnode1.Nodes.Add("Draughtman");

cnode1 = cnode.Nodes[2];
cnode1.Nodes.Add("Transport Officer");
cnode1.Nodes.Add("Leave Cleark");

cnode1 = cnode.Nodes[3];
cnode1.Nodes.Add("Audit Cleark");

cnode1 = cnode.Nodes[4];
cnode1.Nodes.Add("Store Keeper");
cnode1.Nodes.Add("Store Cleark");
cnode1.Nodes.Add("Store Worker");

cnode.Expand();
```

5. To add an image to the bullets, double click the form and write the code below. Here first you have to save an image at a certain location and get the name and the path of the image.

```
imageList1.Images.Add(Image.FromFile("G:\\MOODLE_2\\Visual Studio\\bullet.jpg"));
treeView1.ImageList = imageList1;
```

6. Run the application.

Exercise 08

1. Add a new form to the project.

2. Drag and drop a button and a Rich Text Box to the form. Design the interface as given in Figure 1.8.
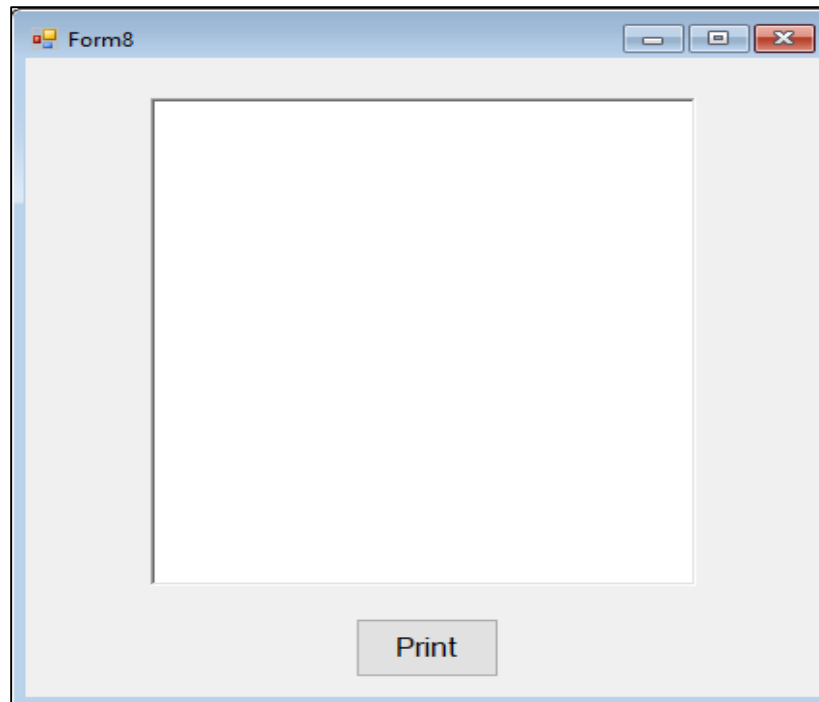

Figure 1.8

3. Change the properties of the controls as given in the Table 1.8.

Control	Property
Form8	Text = Exercise 08
button1	Name = btnPrint Text = Print

Table 1.8

4. Double click the "Print" button and type the code below.

```
        richTextBox1.Clear();
        richTextBox1.SelectedText = "Sri Lankan Cities" + Environment.NewLine +
Environment.NewLine;
        richTextBox1.SelectedText = "Colombo" + Environment.NewLine;
        richTextBox1.SelectedText = "Kandy" + Environment.NewLine;
        richTextBox1.SelectedText = "Galle" + Environment.NewLine;
        richTextBox1.SelectedText = "Ampara" + Environment.NewLine;
        richTextBox1.SelectedText = "Ratnapura" + Environment.NewLine;
```

5. Run the application.