

Basic Form Controls

Label Controls

A **Label control** is used as a display medium for text on Forms. Label control does not participate in user input or capture mouse or keyboard events.

Properties

After you place a Label control on a Form, the next step is to set properties.

The easiest way to set properties is from the Properties Window.

- **Name** - represents a unique name of a Label control.
Ex. `label1.Name = "label1";`
- **Location, Height, Width, and Size** - The Location property takes a Point that specifies the starting position of the Label on a Form. The Size property specifies the size of the control. You can also use Width and Height property instead of Size property.

Ex. `label1.Location = new Point(20, 150);`

`label1.Height = 40;`

`label1.Width = 300;`

- **Background, Foreground, BorderStyle** - BackColor and ForeColor properties are used to set background and foreground color of a Label respectively.

Ex. `label1.BackColor = Color.Red;`

`label1.ForeColor = Color.Blue;`

You can also set borders style of a Label by using the BorderStyle property. The BorderStyle property is represented by a BorderStyle enumeration that has three values – FixedSingle, Fixed3D, and None. The default value of border style is Fixed3D.

Ex. `label1.BorderStyle = BorderStyle.FixedSingle;`

- **Font** - Font property represents the font of text of a Label control.
Ex. `label1.Font = new Font("Arial", 16);`
- **Text and TextAlign, and TextLength** - Text property of a Label represents the current text of a Label control. The TextAlign property represents text alignment that can be Left, Center, or Right. The TextLength property returns the length of a Label contents.

Ex. `label1.Text = "This is a Label Control";`

`label1.TextAlign = HorizontalAlignment.Left;`

Textbox Controls

A **TextBox** is used to get input from users or it can also be used to display some values to the user.

Properties

- **Text** - `textBox1.Text = "This is a TextBox";`
- **Size** - you can change the width: `textBox1.Width = 250;` or height: `textBox1.Height = 50;`
- **Background/Foreground Color** - `textBox1.BackColor = Color.Blue;` or `textBox1.ForeColor = Color.White;`
- **Maximum Length** - `textBox1.MaxLength = 40;`
- **Read-Only** - `textBox1.ReadOnly = true;`
- **Multiple lines** - `textBox1.Multiline = true;`
- **Password Type** - `textBox1.PasswordChar = '*';` //you can use any character rather than *.

Button Controls

The **button** is very important part of every software. Because we deal every action and event with buttons in any software.

Properties

- **Text** - `button1.Text = "Example Button";`
- **Image** –
`button1.Image = Image.FromFile("C:\\Users\\Jade\\Pictures\\brownImage.jpg");`
- **BackColor** - `button1.BackColor = Color.Aqua;`
- **ForeColor** - `button1.ForeColor = Color.White;`
- **Font** - `button1.Font = new Font(button1.Font.FontFamily, 33);`

Event

- **Click** - This event will occur when end user will click on the button once.
- **Text Changed** - this event occurs when the text of the button is changed. This is the built-in method with the name **_TextChanged**.
- **MouseHover** - this event occurs when user will hover the mouse cursor on the button. This is a built-in event with the name **_MouseHover** after the default name of the button or your desired button named.

MouseLeave - this event is occurring when user will leave the button or move the cursor from the button boundaries.