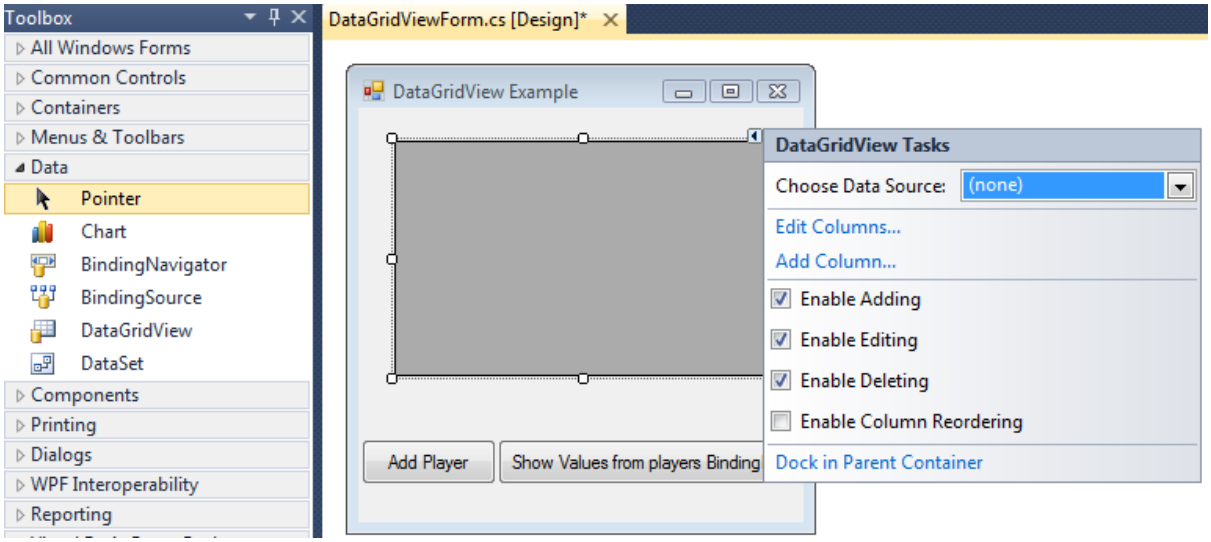
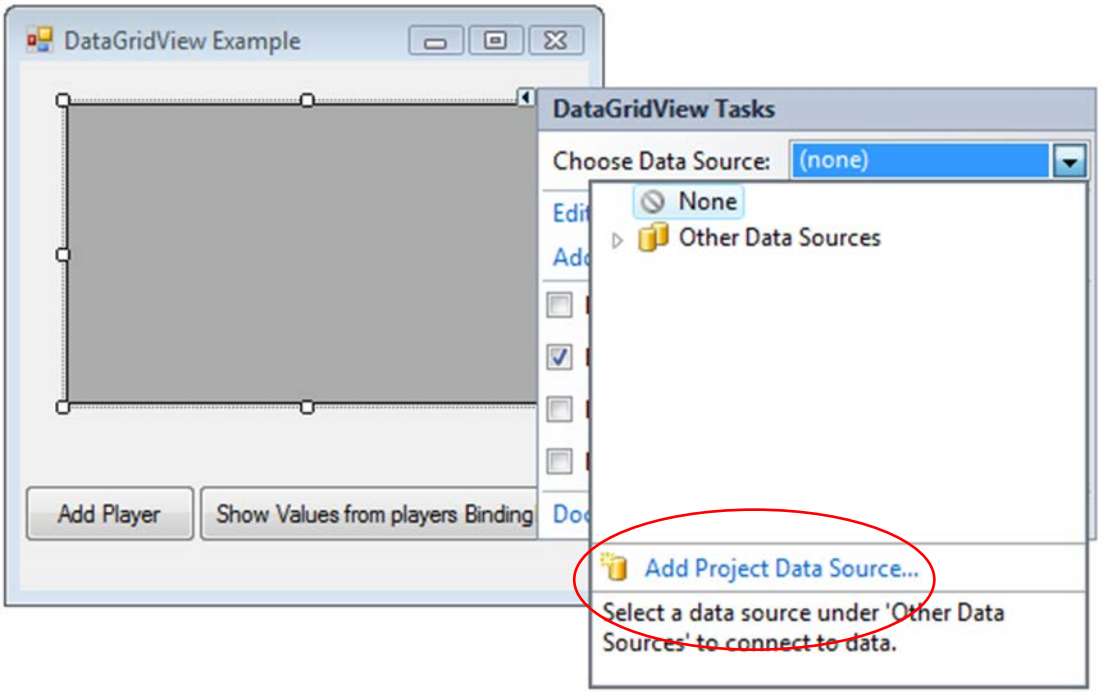
Setting up a DataGridView

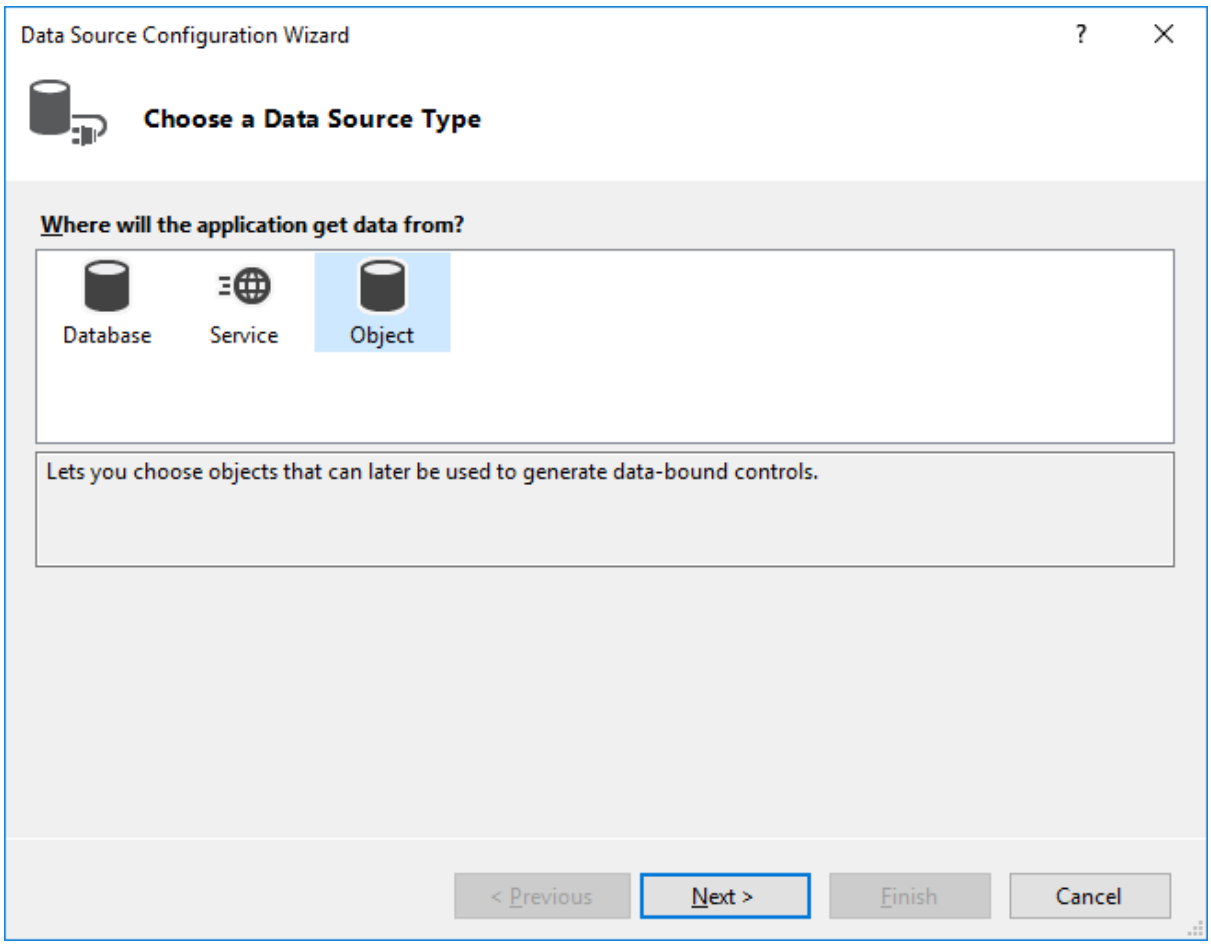
Clicking the right-pointing arrow, opens **the DataGridView Tasks**, uncheck **Enable Adding** and **Enable Deleting** boxes. This will prevent the user adding or deleting data when the GUI is active. Leave **Enable Editing** ticked as this will allow the code to change the values displayed as the game is played.



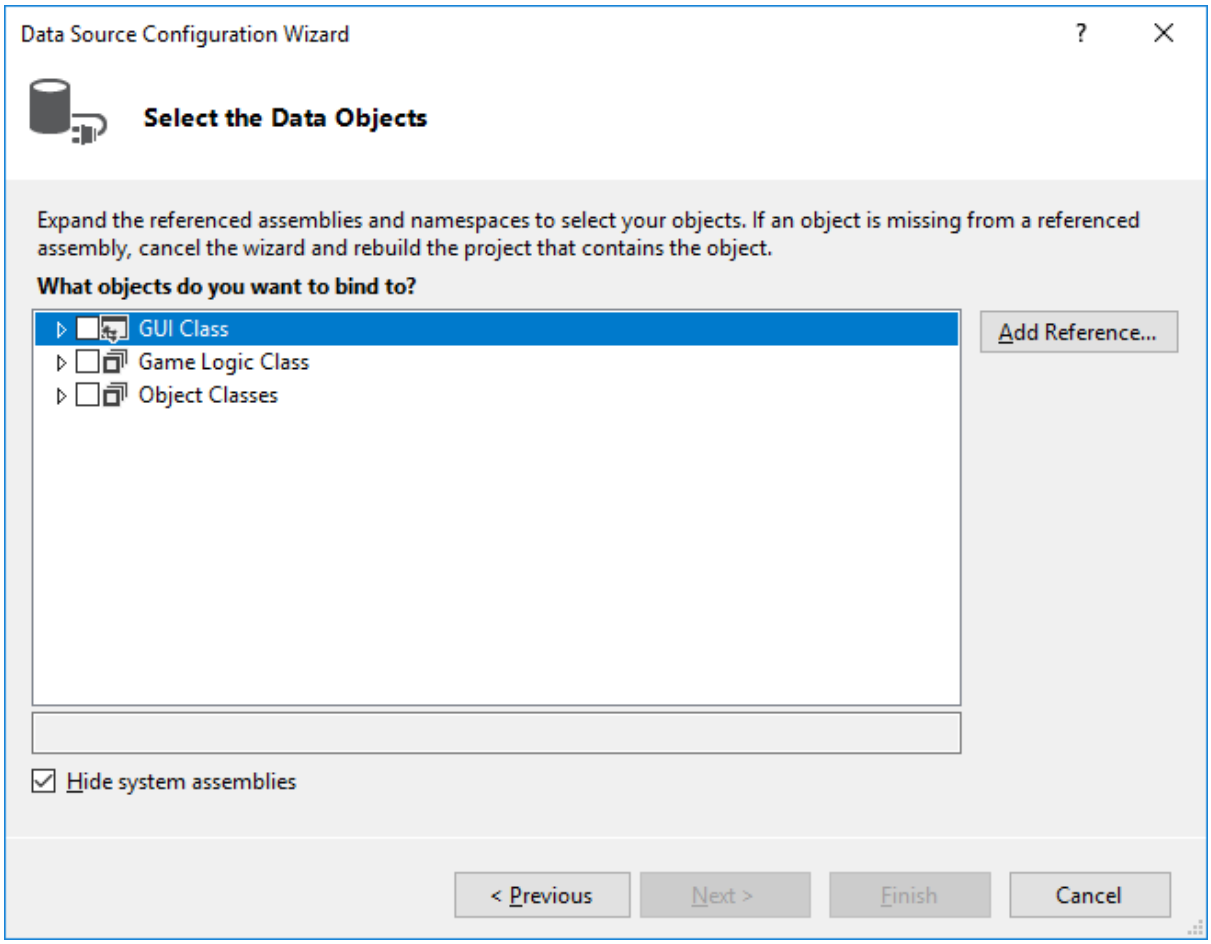
Need to have the DataGridView display data from **Player** objects. Click **on Choose Data Source** combo-box in the **DataGridView Tasks,** and then select add **ProjectDataSource …**



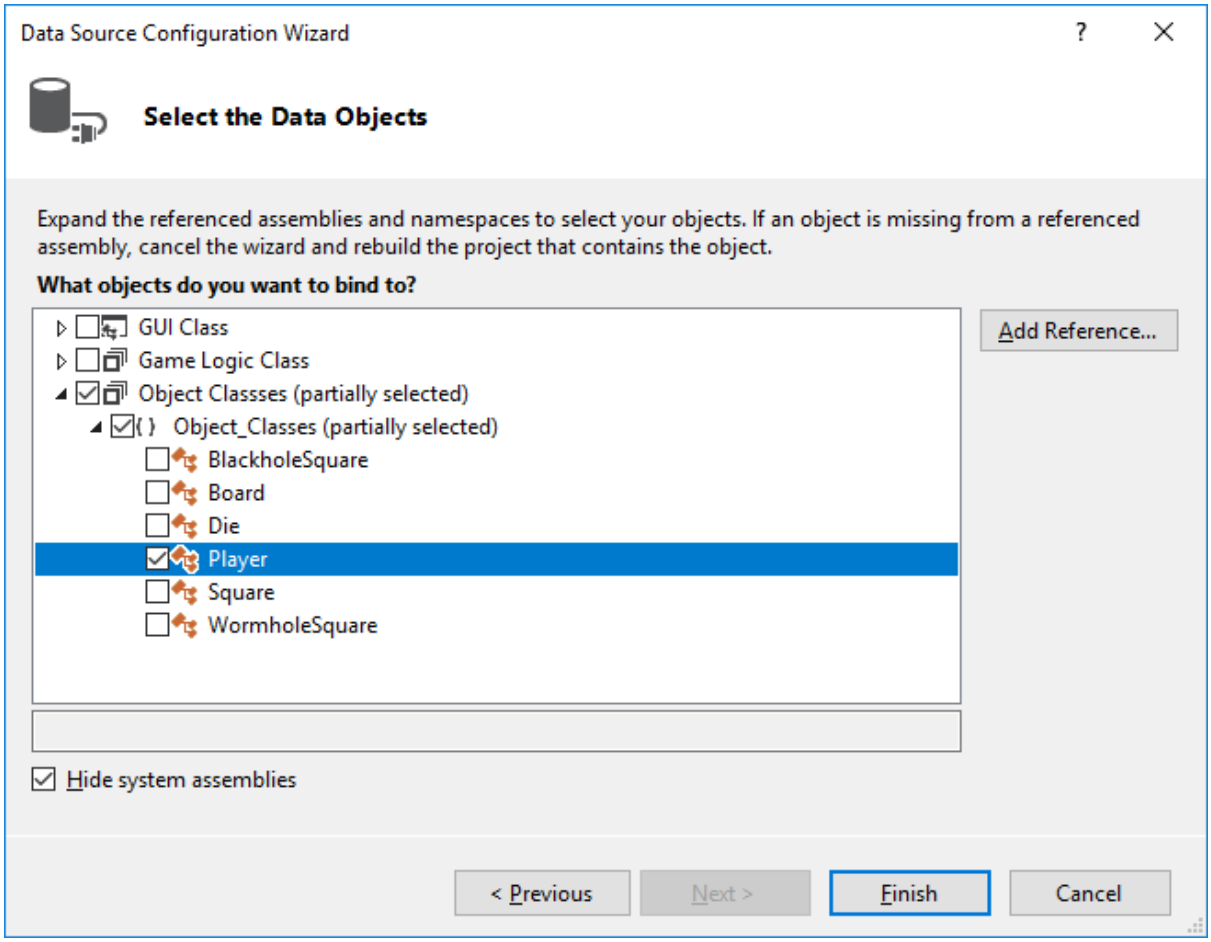
The **Data Source Configuration Wizard** appears, as shown below. Select **Object** and click the **Next** button.



Select the Data Objects window opens.



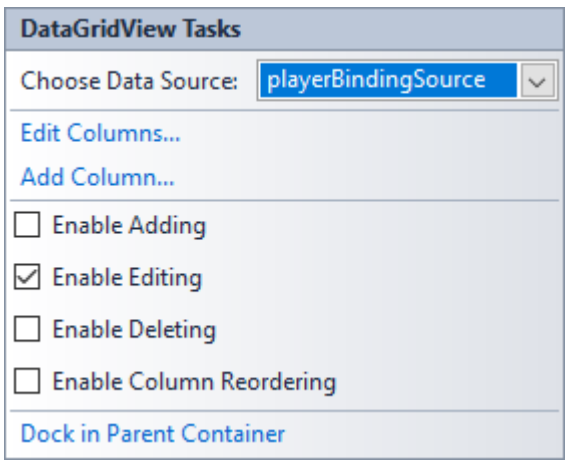
Expand **Object Classes**, and then expand **Object_Classes** and check **Player, (**May have to uncheck the other classes of **Object_Classes**) See next page.



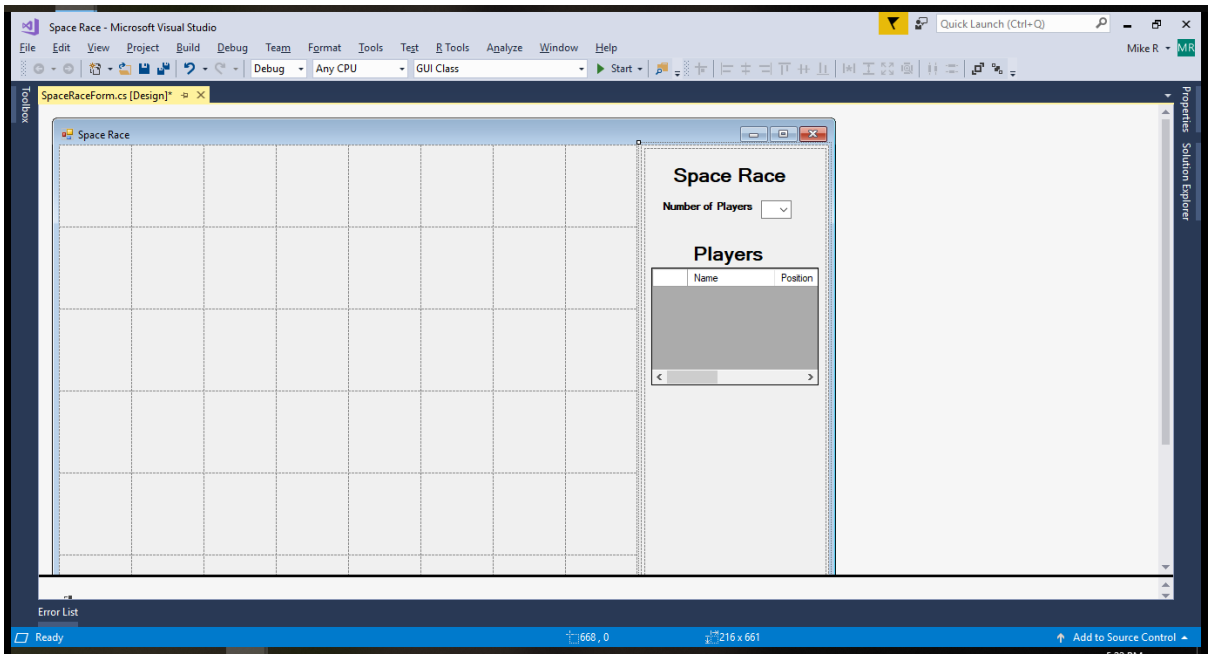
Click **Finish** and wait while the Wizard creates program code for you.

You should then see that three things have changed:

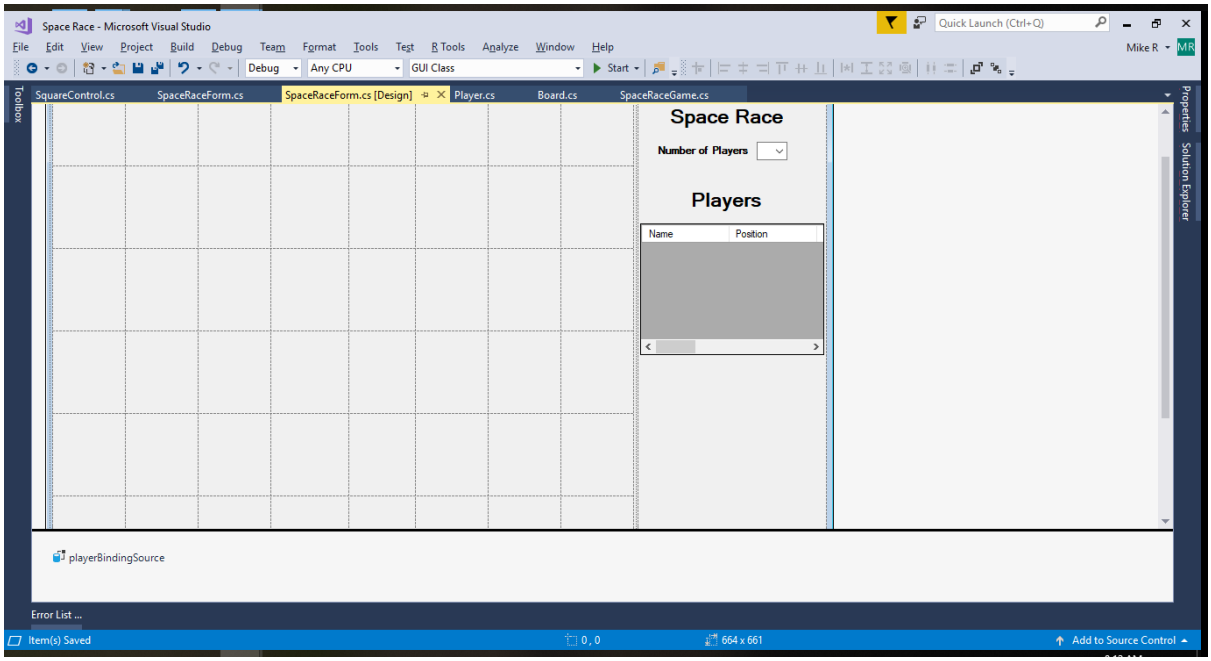
i. There are column headings – Name, Position, etc. – *inside* your **DataGridView** control.
ii. The **Choose Data Source** value is now **playerBindingSource**
iii. The **playerBindingSource** object also appears at the bottom of your Design window, in the component tray, showing that this is a new object that the Wizard has added to your code.



Drag on your **DataGridView** control's borders to fit inside the right-hand panel, do not make your form any bigger.

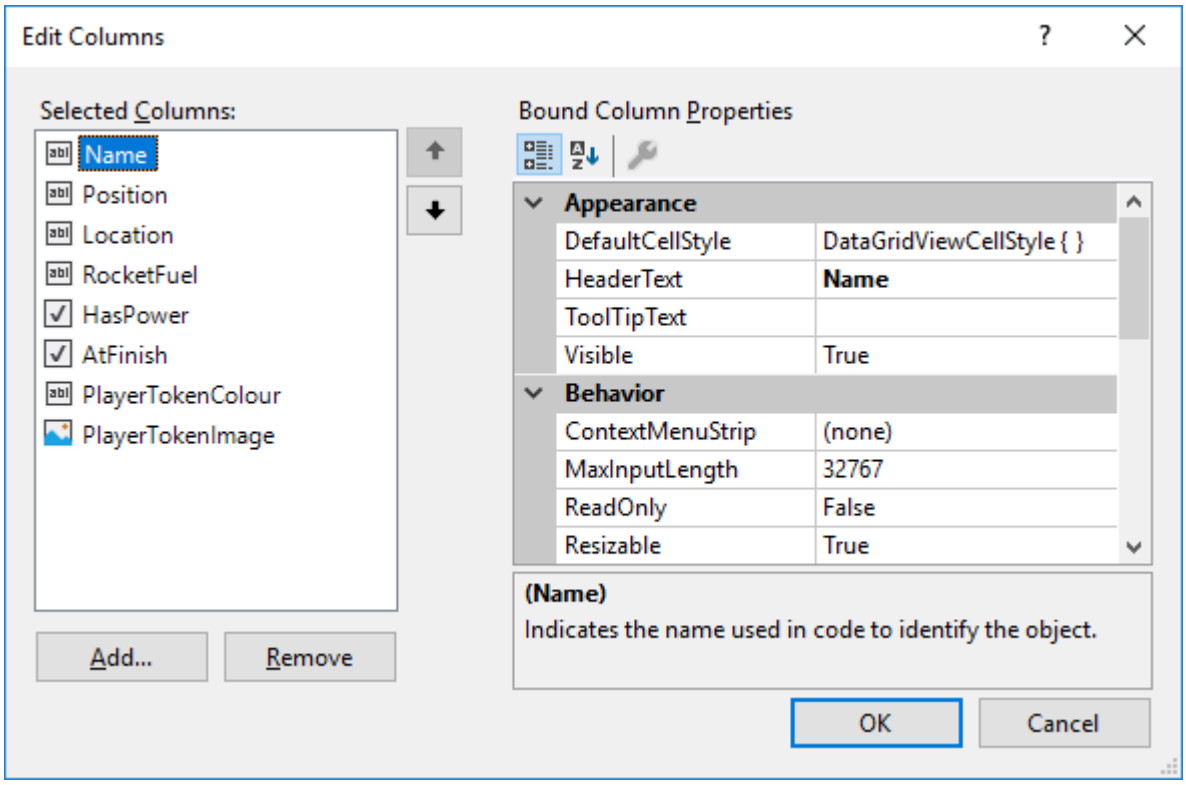


Open the **DataGridView Properties**, change the control's (Name) to **playersDataGridView**, now change the **RowHeadersVisible** property to **False** this removes the "row selection" column on the left-hand side of the control. See screenshot below.



Though we currently cannot see all the properties defined in the **Player** class, the **DataGridView** has a column for each. (If you run the form as it is, move the horizontal slider to the right on the **DataGridView**).

We do not to see all of them, nor do we want to see them the left-to-right order in which they are defined in the **Player** class. To change this, click **Edit Columns…** in the **DataGridView Tasks**.

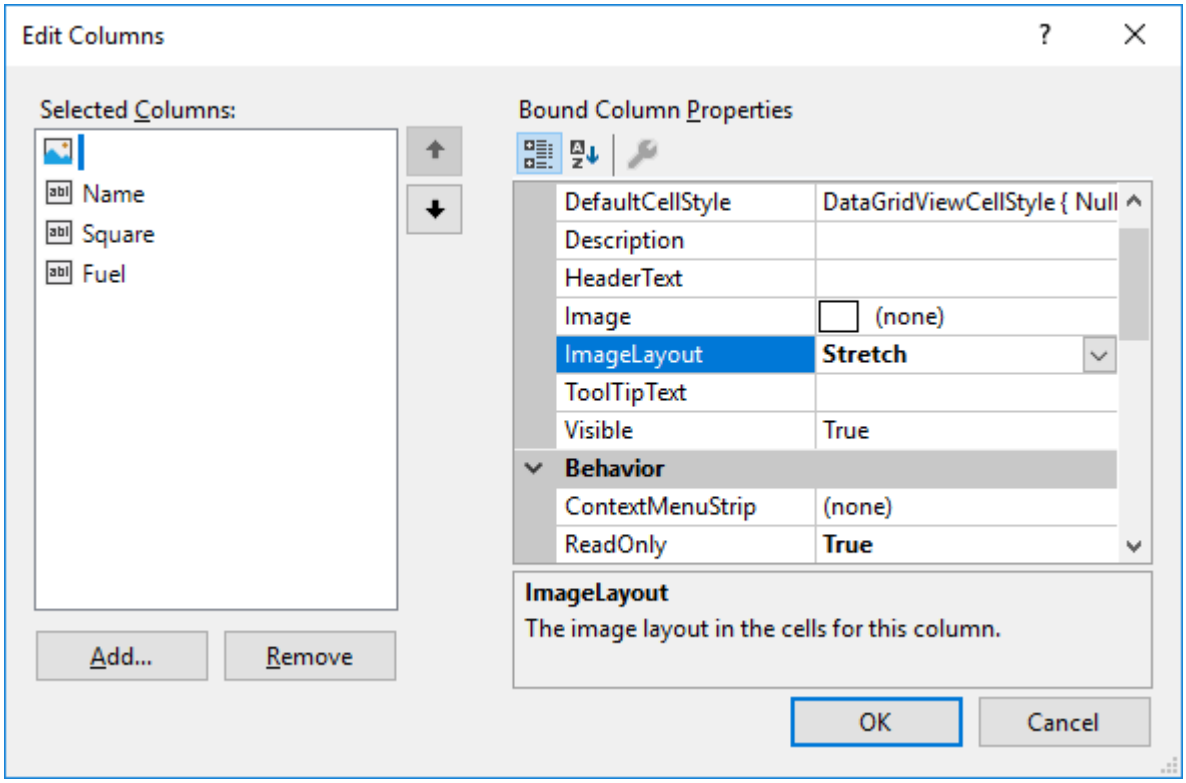


Select **Position** from in **Selected Columns:** window and change its **Header Text** property to **Square.**

Likewise change the **Header Text** of **RocketFuel** to **Fuel.**

Use the **Remove button** to remove **Location, HasPower, AtFinish** and **PlayerTokenColour** from **Selected Columns:**

Use the Up "arrow" button to move **PlayerTokenImage** to the top of the list and delete its **Header Text** value. Also change its **ImageLayout** property from **Normal** to **Stretch** and its **Width** property to **20.**

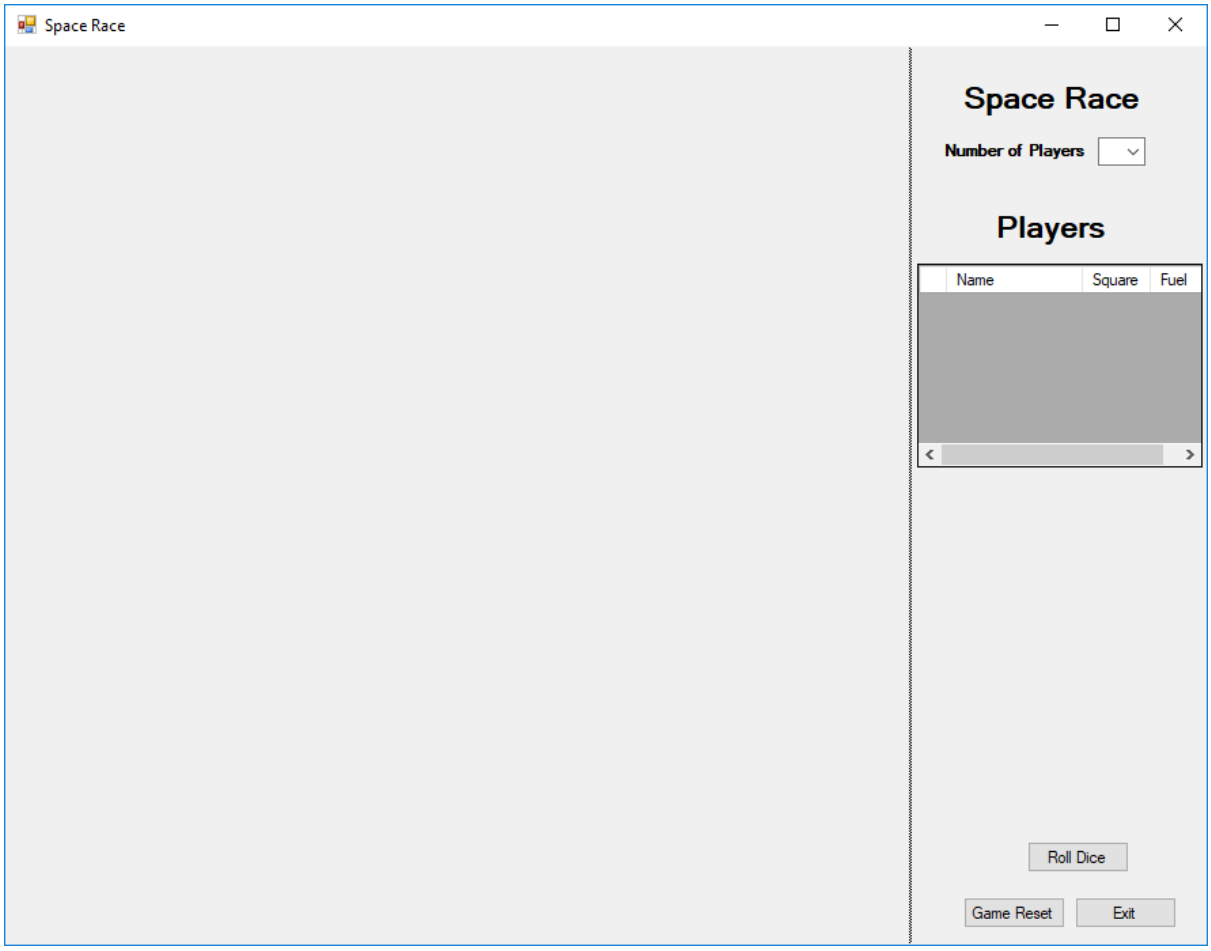


Change the **Width** of both **Square** and **Fuel** to columns to **50**.

Change the **ReadOnly** property of both **Square** and **Fuel** to **True**, this will prevent the user changing these values during the game.

If you run your form now it should look similar to the next screenshot. If it doesn't, read back over this document to check that you have followed the driections given.

Now return to the Part B specification.


Space Race
Space Race
Number of Players
Players
Name
Square
Fuel
Roll Dice
Game Reset
Exit