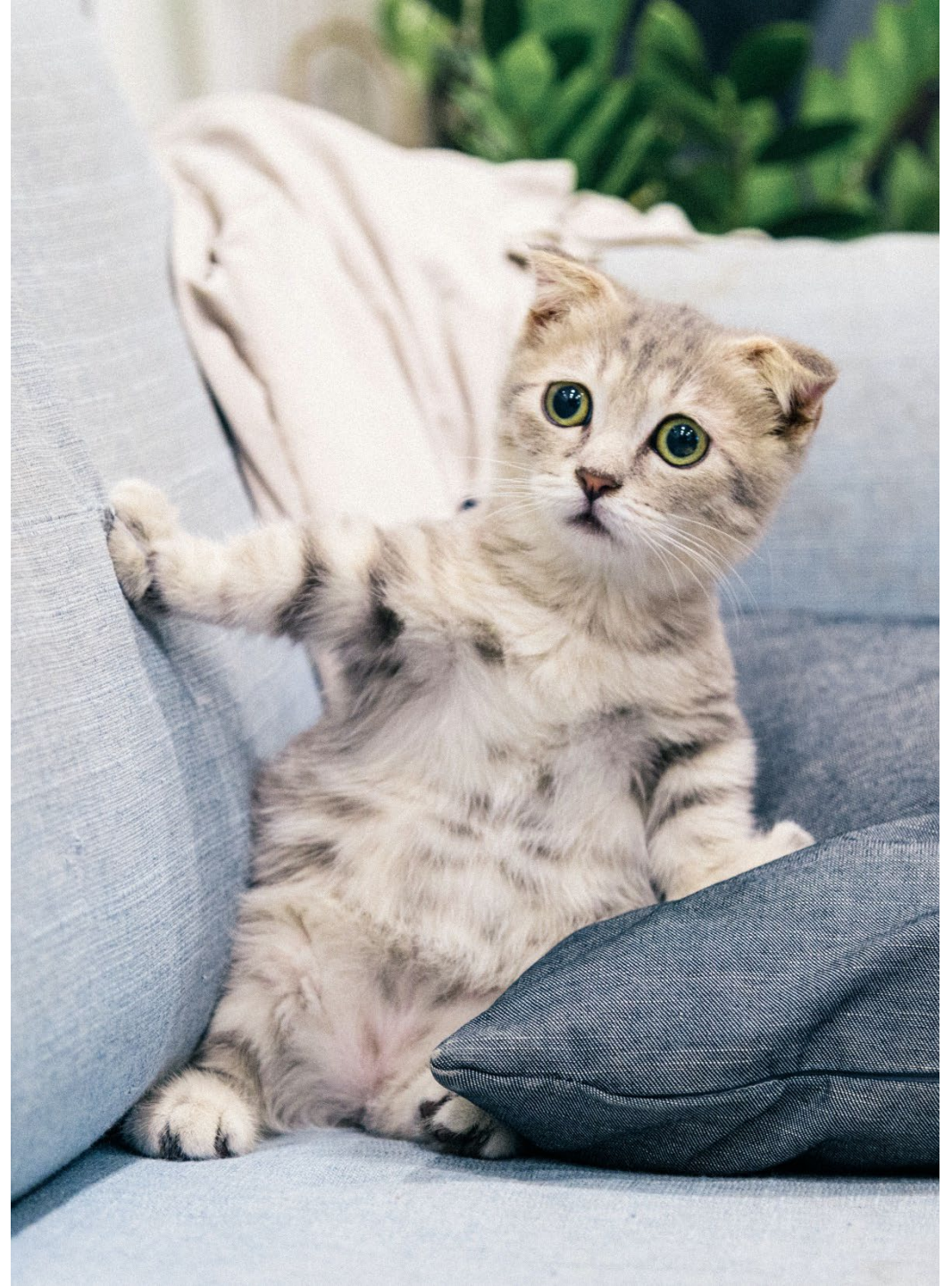


COMP 3602

C# Application Development

Week Ten - Online



This Week's Learning Outcomes



CheckBox Class

CheckBox has an integrated Label which is set with the Text Property. A Mnemonic will fire the CheckedChanged (default) event and toggle the checkmark on and off

The Checked property is of type bool and can be set by assigning a bool value to it or by the user clicking the Checkbox.

The CheckState property is a 3 value enum that can be set by assigning an enum value to it. The Indeterminate state can only be set programmatically.

The CheckAlign property is used to place the relative position of the integrated label to the box

CheckAlign	MiddleLeft
Checked	False
CheckState	Unchecked
ContextMenuStrip	Unchecked
Cursor	Checked
Dock	Indeterminate
Enabled	True

CausesValidation	True
CheckAlign	MiddleLeft
Checked	<input type="checkbox"/>
CheckState	<input type="checkbox"/>
ContextMenuStrip	<input type="checkbox"/>
Cursor	<input type="checkbox"/>
Dock	<input type="checkbox"/>
Enabled	True

☒ RadioButtons and CheckBoxes

☒ Status

Status

☒ Checked

☐ Unchecked

☐ Indeterminate

☒ RadioButtons and CheckBoxes

☐ Status

Status

☐ Checked

☒ Unchecked

☐ Indeterminate

☒ RadioButtons and CheckBoxes

☐ Status

Status

☐ Checked

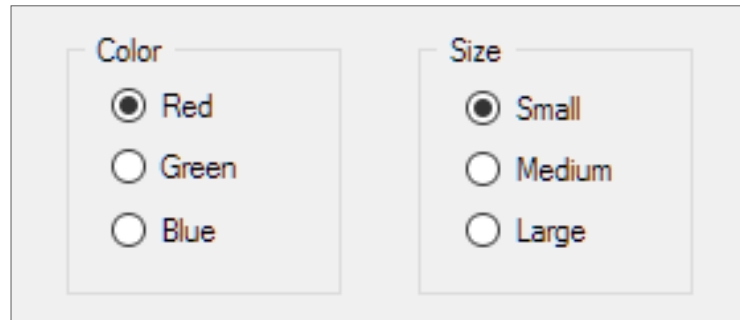
☐ Unchecked

☒ Indeterminate

RadioButton and GroupBox Classes

Text Property

RadioButton has an integrated Label which is set with the Text Property. A Mnemonic will set its Checked Property to true and uncheck all other RadioButtons in its group



RadioButton Groups

Place RadioButtons in separate GroupBoxes (or other Container class) to create isolated interlocking RadioButton Groups

Panel Class

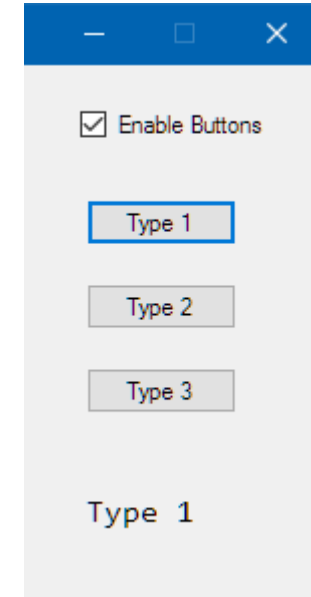
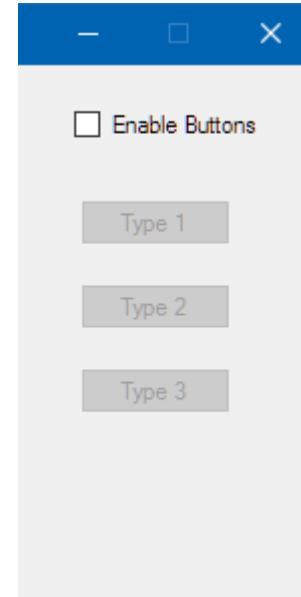
Enabled

Can enable every child object in a Panel with a single line of code

```
52 1 reference private void checkBoxButtonsEnable_CheckedChanged(object sender, EventArgs e)
53  {
54      panelButtons.Enabled = checkBoxButtonsEnable.Checked;
55      labelButtonResult.Text = string.Empty;
56  }
57
```

Visibility

Default settings render a Panel object invisible at runtime



GUI Controls

When you place a new Control on a Form, it inherits several Property values from its underlying container:

- Visible
- Enabled
- Font
- ForeColor
- Others...

