

COMP 3602

C# Application Development

Week Seven - Online



This Week's Learning Outcomes



ToolTip Class

Lives in System.Windows.Forms Namespace

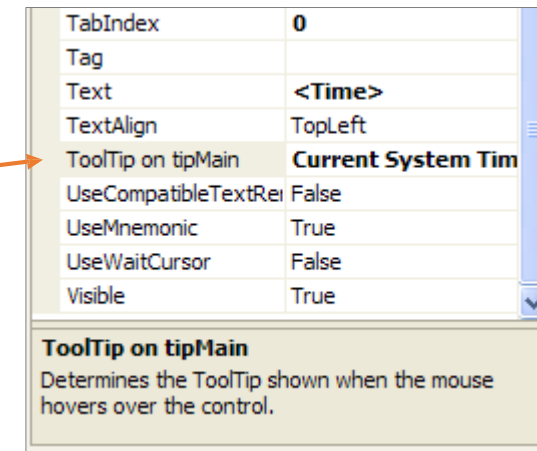
Adding a ToolTip to a Form, Adds a ToolTip Property to Each Visible Component on that Form

SetToolTip Method to Change ToolTip Text

GetToolTip Method to Read ToolTip Text

See Sample Project

Details at link below:

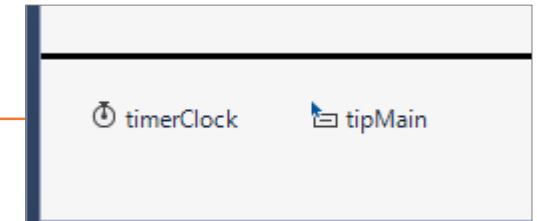


The ToolTip Text can be set or altered by calling the SetToolTip method and passing the control and the Text you want displayed

```
21 labelTimeDisplay.Text = DateTime.Now.ToString("h:mm:ss tt");
22 timerClock.Interval = 1000;
23 timerClock.Enabled = true;
24 tipMain.SetToolTip(labelTimeDisplay, "Current System Time");
25 tipMain.SetToolTip(buttonStartStop, "Stop the Display Timer");
```

[ToolTip Info on MSDN](#)

Dragging a ToolTip control on to the design surface places it in the Component Tray



Timer Class

Lives in System.Windows.Forms Namespace

Start() Method Starts the Timer

Stop() Method Stops the Timer

Interval Property sets Timer Interval (in ms)

Fires the Tick Event Every Interval

See Sample Project

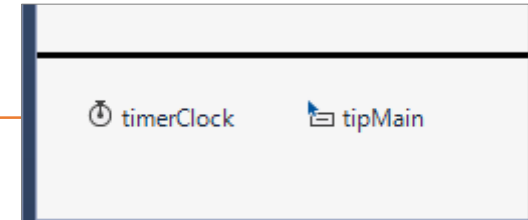
Details at link below:

```
28 1 reference  
29 private void timerClock_Tick(object sender, EventArgs e)  
30 {  
31     labelTimeDisplay.Text = DateTime.Now.ToString("h:mm:ss tt");  
32 }
```

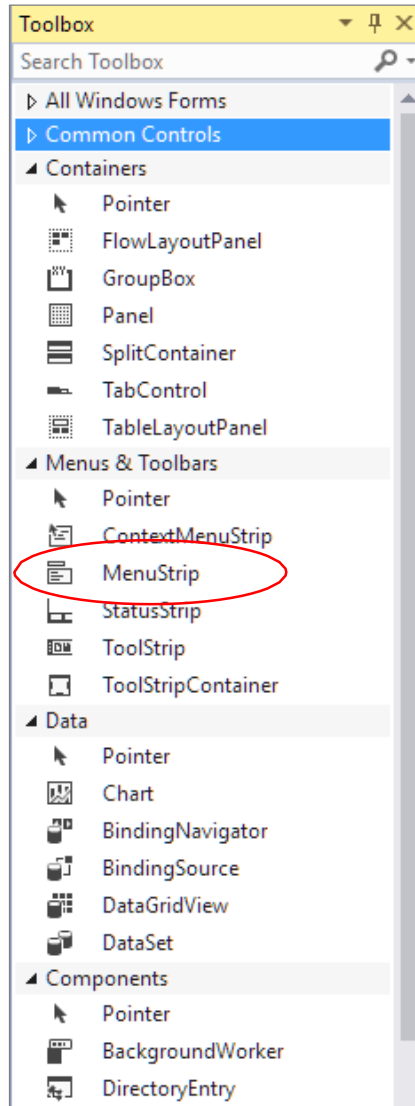
Timer Tick EventHandler

[Timer Info on MSDN](#)

Dragging a Timer control on to the design surface places it in the Component Tray



MenuStrip Class



Inheritance Hierarchy

Object

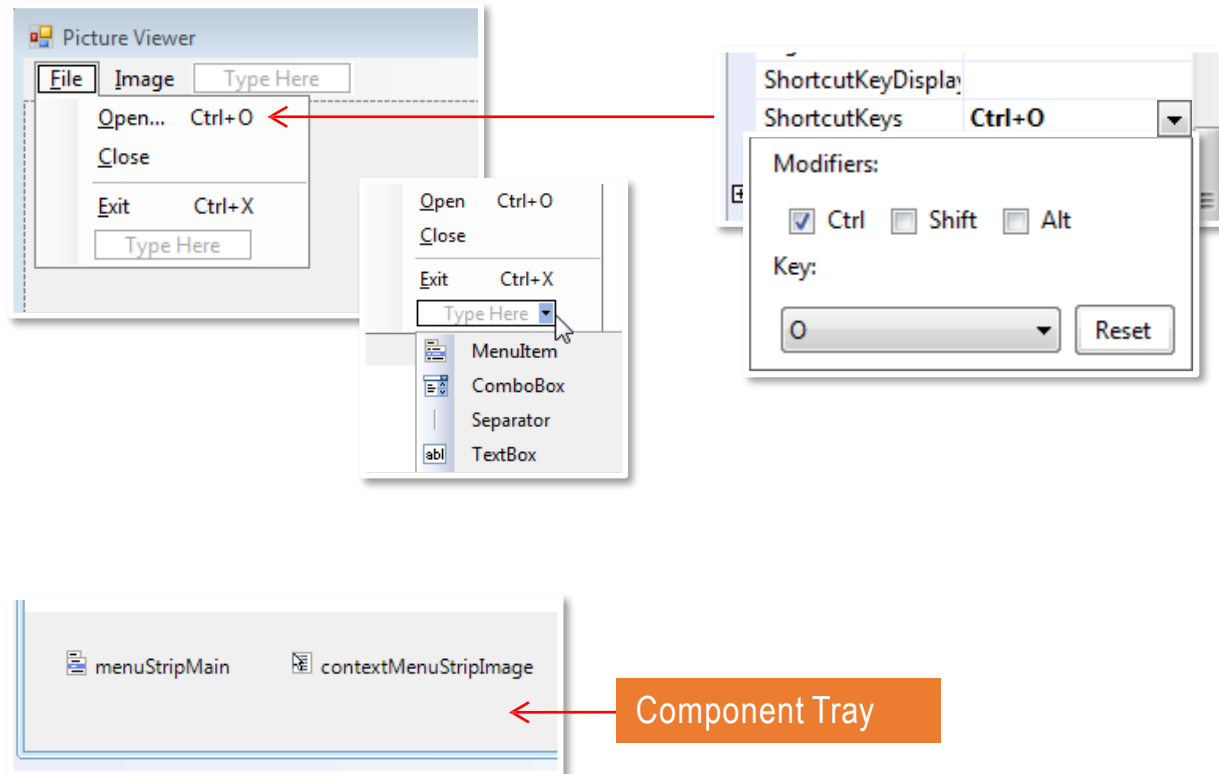
...

Control

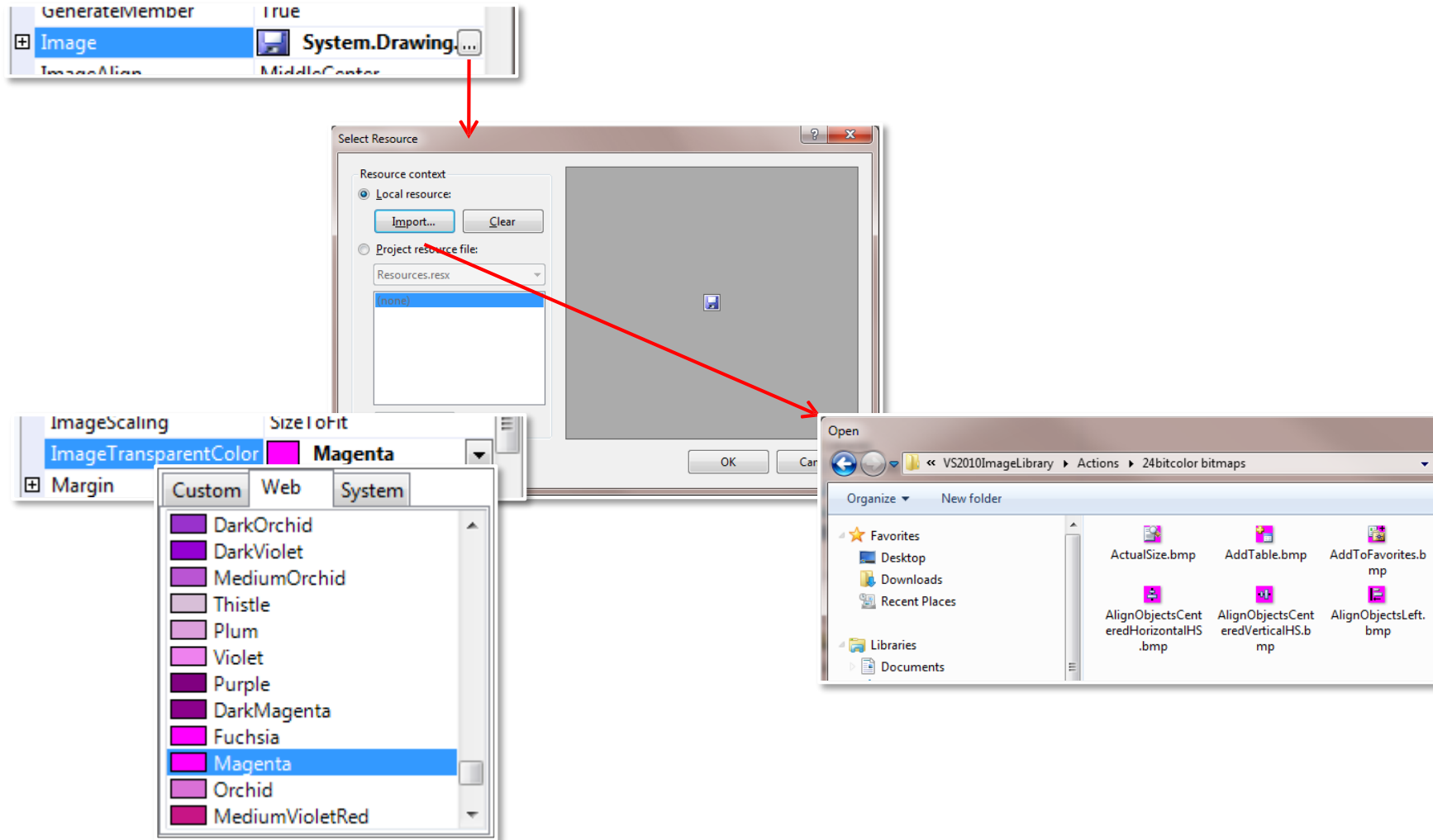
ScrollableControl

ToolStrip

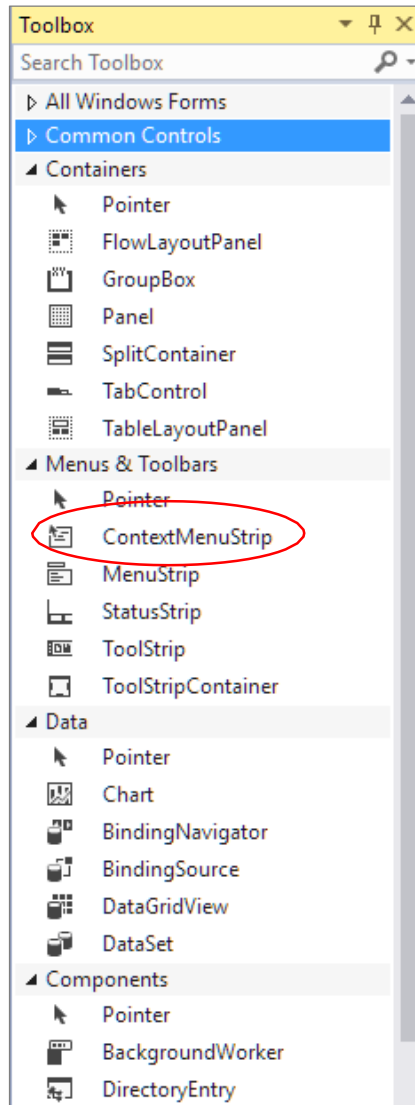
MenuStrip



MenuStrip Class – Adding Images



ContextMenuStrip Class



Inheritance Hierarchy

Object

...

Control

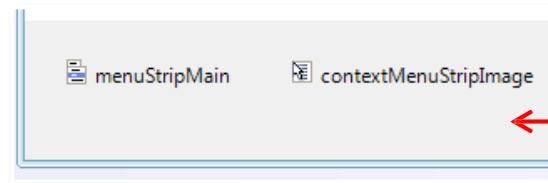
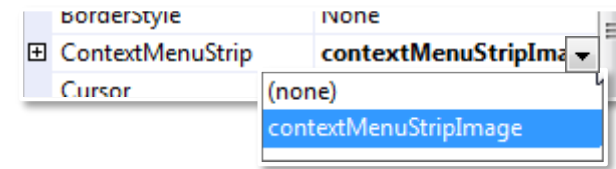
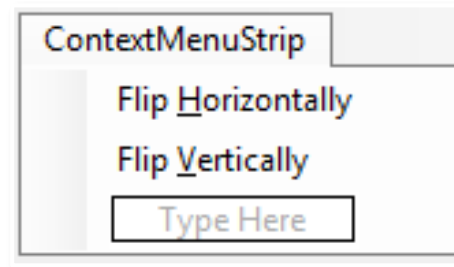
ScrollableControl

ToolStrip

ToolStripDropDown

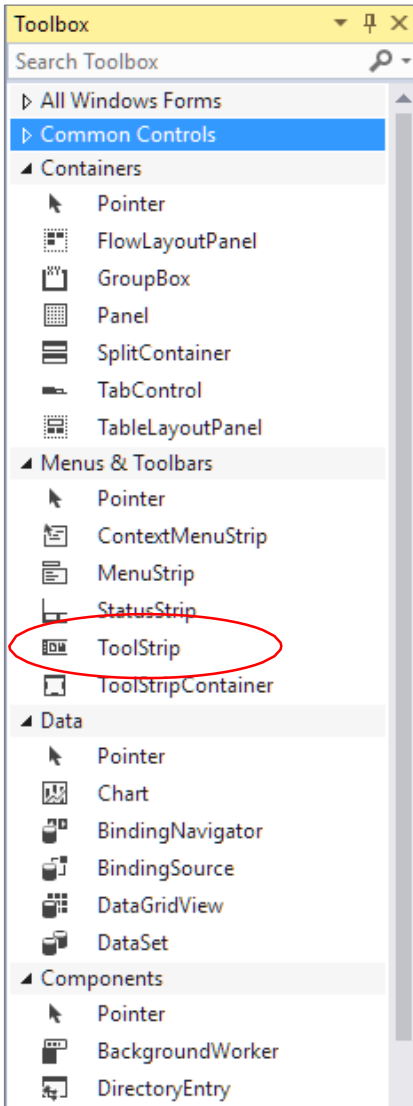
ToolStripDropDownMenu

ContextMenuStrip



Component Tray

ToolStrip Class



Inheritance Hierarchy

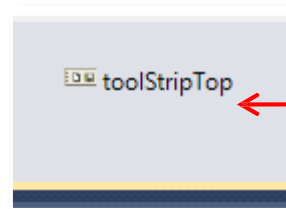
Object

...

Control

ScrollableControl

ToolStrip

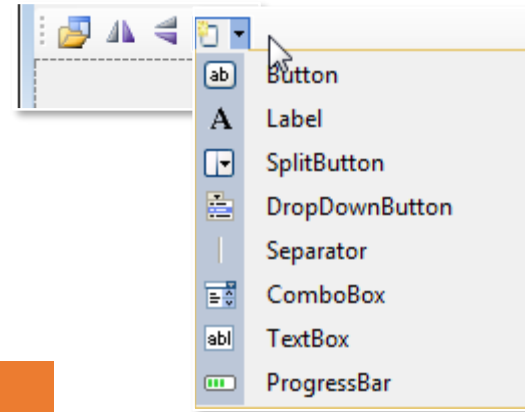


Component Tray

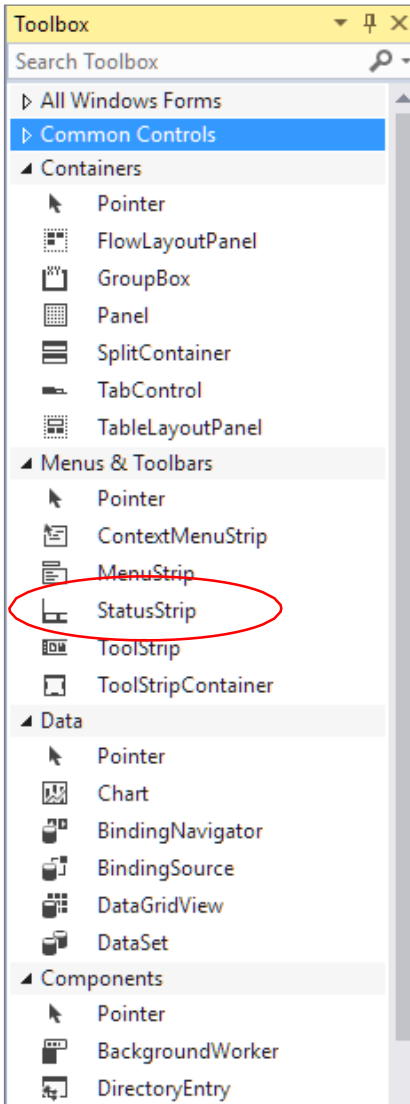
ToolStrip Designer

Click the ComboBox and select from the list of items to build yourToolBar

Right Click on the ToolStrip and select Edit Items to set Properties on each Item



StatusStrip Class



Inheritance Hierarchy

Object

...

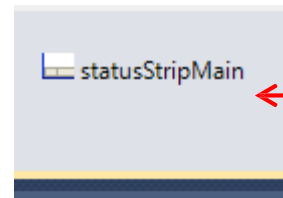
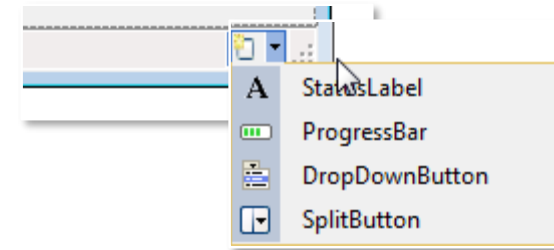
Control
ScrollableControl
ToolStrip
StatusStrip

StatusStrip Designer
Click the ComboBox and select from the list of items to build your StatusBar

Right Click on the StatusStrip and select Edit Items to set Properties on each Item



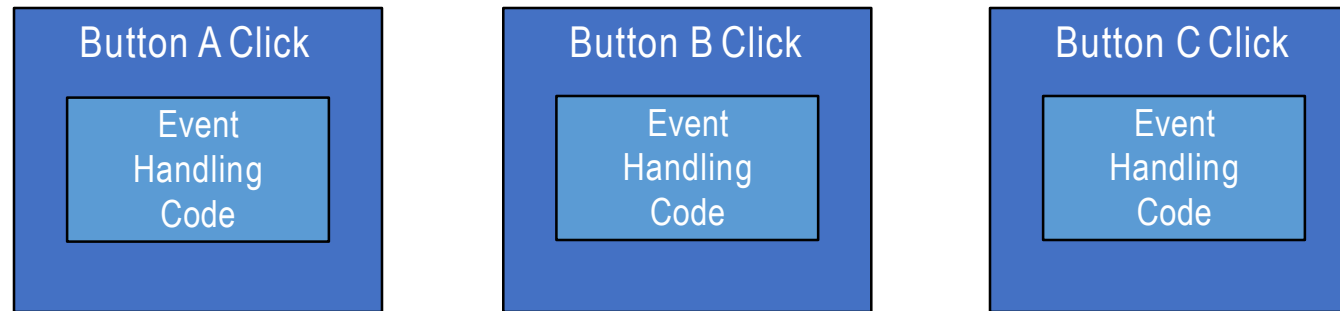
The StatusBar above contains two Labels. The left Label is of fixed width and the right Label has its Spring Property set to true to fill the remaining space



Component Tray

Multiple Event Sources – Same Code

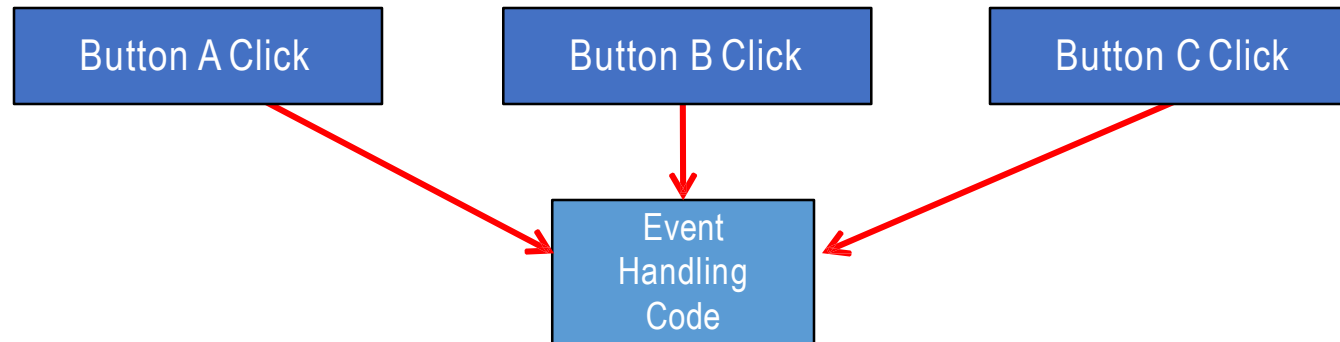
Option A – Replicate Code in Each Event Handler



Results in code duplication – poor maintainability

Multiple Event Sources – Same Code

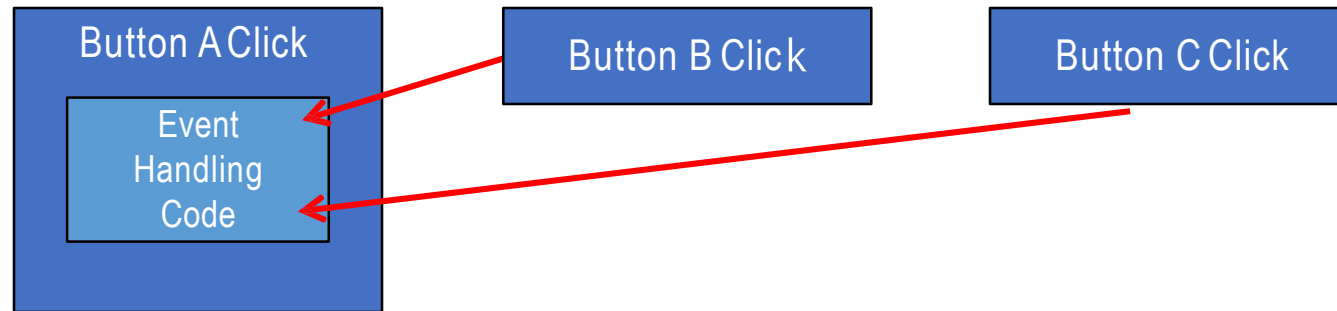
Option B – Call a Common Method from Each Event Handler



No code duplication – unnecessary method

Multiple Event Sources – Same Code

Option C – Link Event Handlers



No code duplication – no unnecessary methods