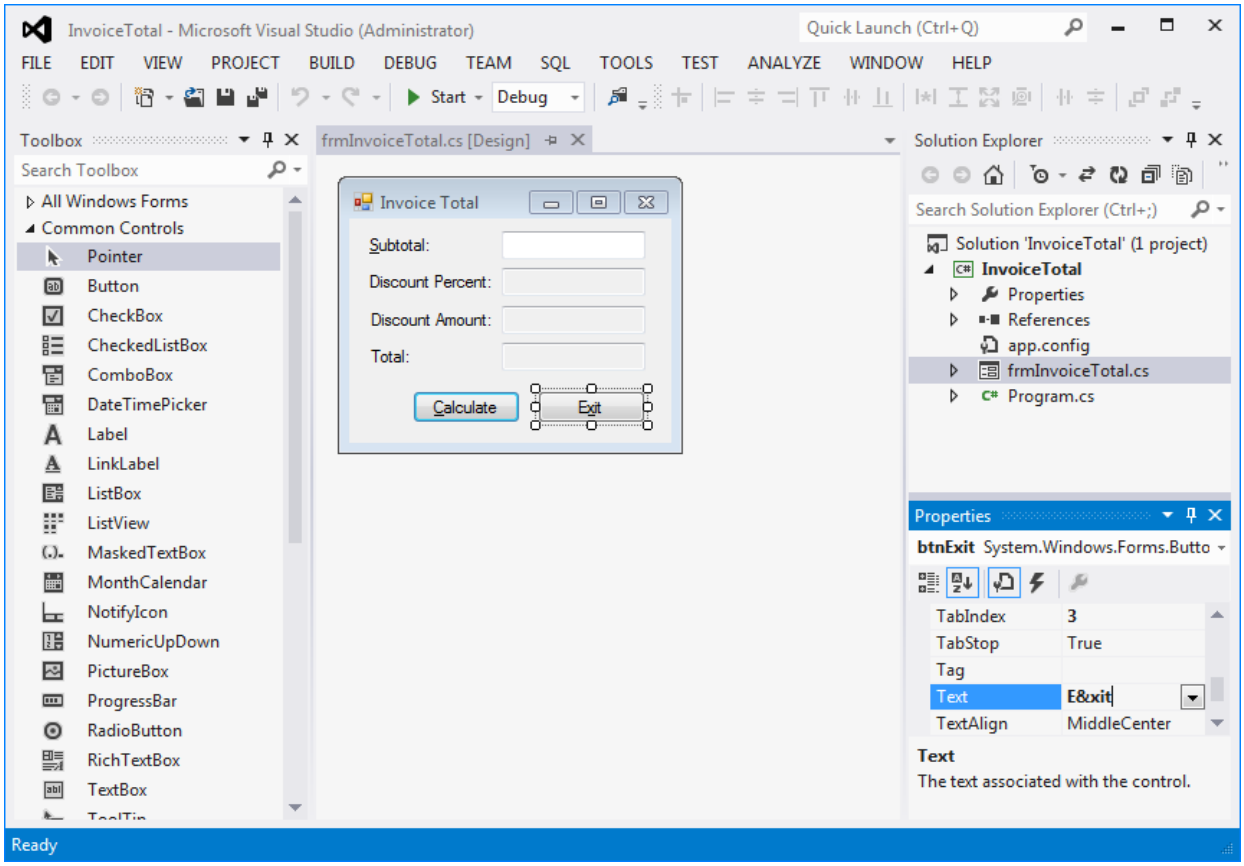
Design a Windows Forms application

A form after the properties have been set



The Name property

- Sets the name you use to identify a control in your C# code.
- Can be changed to provide a more descriptive and memorable name for forms and controls that you will refer to when you write your code (such as text boxes and buttons).
- Doesn't need to be changed for controls that you won't refer to when you write your code (such as most labels).
- Can use a three-letter prefix to indicate whether the name refers to a form (frm), button (btn), label (lbl), or text box (txt).

The Text property

- Sets the text that's displayed on the form or control.
- For a form, the Text value is displayed in the title bar. For controls, the Text value is displayed directly on the control.
- For a text box, the Text value changes when the user types text into the control, and you can write code that uses the Text property to get the text that was entered by the user.

Other properties for forms

Property	Description
AcceptButton	Identifies the button that will be activated when the user presses the Enter key.
CancelButton	Identifies the button that will be activated when the user presses the Esc key.
StartPosition	Sets the position at which the form is displayed. To center the form, set this property to CenterScreen.

Other properties for controls

Property	Description
Enabled	Determines whether the control will be enabled or disabled.
ReadOnly	Determines whether the text in some controls like text boxes can be edited.
TabIndex	Indicates the control's position in the tab order, which determines the order in which the controls will receive the focus when the user presses the Tab key.
TabStop	Determines whether the control will accept the focus when the user presses the Tab key to move from one control to another. Some controls, like labels, don't have the TabStop property.
TextAlign	Sets the alignment for the text displayed on a control.

How to adjust the tab order

- *Tab* order refers to the sequence in which the controls receive the *focus* when the user presses the Tab key. You should adjust the tab order so the Tab key moves the focus from one control to the next in a logical sequence.
- Each control has a TabIndex property that indicates the control's position in the tab order. You can change this property to change a control's tab order position.
- If you don't want a control to receive the focus when the user presses the Tab key, change that control's TabStop property to False.
- Label controls don't have a TabStop property so they can't receive the focus.

How to set access keys

- *Access keys* are shortcut keys that the user can use in combination with the Alt key to quickly move to individual controls on the form.
- You use the Text property to set the access key for a control by placing an ampersand immediately before the letter you want to use for the access key.
- Since the access keys aren't case sensitive, &N and &n set the same access key.
- When you set access keys, make sure to use a unique letter for each control.
- You can't set the access key for a text box. However, if you set an access key for a label that immediately precedes the text box in the tab order, the access key will take the user to the text box.

How to set the Enter and Esc keys

- The AcceptButton property of the form sets the button that will be activated if the user presses the Enter key.
- The CancelButton property of the form sets the button that will be activated if the user presses the Esc key. This property should usually be set to the Exit button.
- You set the AcceptButton or CancelButton values by choosing the button from a drop-down list that shows all of the buttons on the form. So be sure to create and name the buttons you want to use before you attempt to set these values.