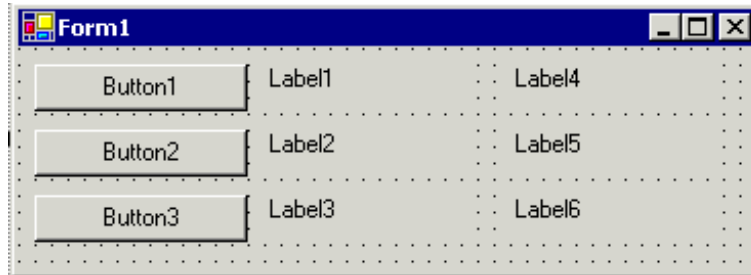


Example 1-1

Stopwatch Application - Drawing Controls

1. Start a new project. The idea of this project is to start a timer, then stop the timer and compute the elapsed time (in seconds).
2. Place three buttons and six labels on the form. Move and size the controls and form so it looks something like this:



3. Save this project (saved in the **Example 1-1** folder in **LearnVBN\VB Code\Class 1** folder). To save, simply click the **Save All** button in the toolbar. Visual Basic .NET does a good job of saving and maintaining all files associated with your projects. You rarely have to worry about the saving tasks.

Example 1-2

Stopwatch Application - Setting Properties

1. Continue with Example 1-1. Set properties of the form, three buttons, and six labels:

Form1:

| | |
|-----------------|-----------------------|
| Name | frmStopWatch |
| FormBorderStyle | Fixed Single |
| StartPosition | CenterScreen |
| Text | Stopwatch Application |

Button1:

| | |
|------|---------------|
| Name | btnStart |
| Text | &Start Timing |

Button2:

| | |
|------|-------------|
| Name | btnEnd |
| Text | &End Timing |

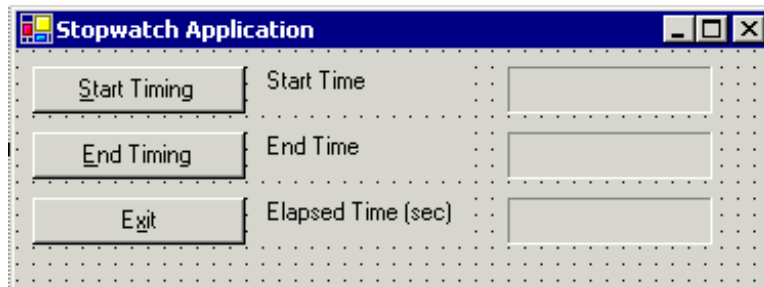
Button3:

| | |
|------|---------|
| Name | btnExit |
| Text | E&xit |

| | | |
|----------------|-----------------------------|----------------------------------|
| Label1: | Text | Start Time |
| Label2: | Text | End Time |
| Label3: | Text | Elapsed Time (sec) |
| Label4: | Name BorderStyle Text | lblStart Fixed3D [Blank] |
| Label5: | Name BorderStyle Text | lblEnd Fixed3D [Blank] |
| Label6: | Name BorderStyle Text | lblElapsed Fixed3D [Blank] |

In the **Text** properties of the three buttons, notice the ampersand (&). The ampersand precedes a button's **access key**. That is, in addition to clicking on a button to invoke its event, you can also press its access key (no need for a mouse). The access key is pressed in conjunction with the **Alt** key. Hence, to invoke 'Start Timing', you can either click the button or press **<Alt>+S**. Note in the button text on the form, the access keys appear with an underscore (_).

2. Your form should now look something like this:



Save this project