# C# Build Desktop Application

## Per te bere qe ne klikimin e nje buttoni te hapet nje faqe tjeter

*Ne rastin konkret eshte butoni* ***Logout*** *i I cili njihet si btnlogout*

private void btnlogout\_Click(object sender, EventArgs e)

{

this.Hide();

LoginForm login = new LoginForm();

login.Show();

}

## (METHOD)Per te bere qe me ane te KeyBoard Enter ose Esc (escape) te logohemi direkt, pa qene nevoja per te shtypur Login Button.

Per arsyjen qe te mos perserisim vetveten shpesh, Do krijojme nje metode (**METHOD**)

*Ne rastin tone do krijojme nje method e cila mer user name dhe pasword, i shpres si variable perkatesisht* ***string id = txtUserID.Text;*** *,* ***id*** *eshte emri i variablit.* ***string*** *eshte lloji.* ***txtUserID*** *eshte name*

private void Login()

{

string id = txtUserID.Text;

string pass = txtPassword.Text;

if (id == "ruxhino" && pass == "123456")

{

this.Close();

Form1 f = new Form1();

f.Show();

}

else

{

MessageBox.Show("ID or Password eshte keq");

}

}

Ne klikim te butonit me emer btnlogin te therritet metoda e mesiperme

private void btnlogin\_Click(object sender, EventArgs e)

{

Login();

}

Ne rast se duam qe te heqim userid dhe passwordin, , krijojme formen

private void ResetMyForm()

{

txtUserID.Text = "";

txtPassword.Text = "";

}

Kur shtypim butonin reset

private void btnReset\_Click(object sender, EventArgs e)

{

ResetMyForm();

}

Kur duam te perdorim Enter ose ESC (Escape) nga tastjera

private void txtPassword\_KeyPress(object sender, KeyPressEventArgs e)

{

if(e.KeyChar == (char)Keys.Enter)

{

Login();

}

if (e.KeyChar == (char)Keys.Escape)

{

ResetMyForm();

}

}

## Per te marre informacion nga textbox ne rastin e sign up forms qe kan emer, mbiemer, email address etj...

Ne fillim krijohen **static variables ose** **static atribute** per kete klase. Ose ne rastin e methods ne mund te krijojme metoda statike(static methods).

public static string fName;

public static string lName;

public static string emailAddress;

public static Boolean sms;

public static Boolean reports;

public static Boolean transactions;

Ne klikim te butonit sign up, te gjitha te dhenat e ruajtura ne formen sign up me te dhanat si: emer, mbiemer, email , te ruhen ne nje dritare te re new form.

private void btnSignUp\_Click(object sender, EventArgs e)

{

fName = textFirstName.Text;

lName = textLastName.Text;

emailAddress = textEmail.Text;

c.Show();

}

Ku **c.Show();** nuk eshte gje tjeter vetem **Confirmation c = new Confirmation();** 🡪Confirmation eshte emri i dritares se re ose new form e cila ka te printuara vlerat e marra nga SignUp form.

Ne GroupBox-in ku ka CheckBox, behet ndryshimi i labelit per cdo selektim checkboxi.

private void chkSms\_CheckedChanged(object sender, EventArgs e)

{

if(chkSms.Checked)

{

sms = true;

lblSMSMessage.Text = "Services Changes may apply.";

}

else

{

sms = false;

lblSMSMessage.Text = ".....";

}

}

private void chkReports\_CheckedChanged(object sender, EventArgs e)

{

if (chkReports.Checked)

{

reports = true;

}

else

{

reports = false;

}

}

private void chkTransReport\_CheckedChanged(object sender, EventArgs e)

{

if(chkTransReport.Checked)

{

transactions = true;

lblTransReportMessage.Text = "Service charges may Aplay for Transactions";

}

else

{

transactions = false;

lblTransReportMessage.Text = ".....";

}

}

## Te dhenat nga nje forme ne nje tjeter

Nga nje forme ne nje forme tjeter veprohet nepermjet variablave te cilat jane bere publike pak me siper te cilat jan ne faqen SignUP.csDDF

public static string fName;

public static string lName;

public static string emailAddress;

Keto jan variabla publik. Dhe per ti aksesuar nga nje form ne nje tjeter perdorim

**EmerFaqje(forme).EmerVariabli**(i cili gjendet ne ate forme)

SignUP.fName

SignUP.lName

SignUP.emailAddress

Ketyre u vishen vlerat sipas emrit qe kane labe-lat

lblFName.Text = SignUP.fName;

lblLName.Text = SignUP.lName;

lblEmailAdd.Text = SignUP.emailAddress;

## Data Time Picker

lblDateTime.Text = dtpicker.Value.ToString(); **lblDateTime** eshte emri i labelist qe shfaq time. **dtpicker** eshte emri i DataTimePicker i marre nga Toolbox. **ToString**  eshte menyra se si do shfaqet data time.