



C# GUI (Graphical User Interface)

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LECTURE 16

GUI Introduction

- GUIs are a good example of Object Oriented Programming.
- Graphical User Interface ("Goo-ee") –(GUI).
- Pictorial interface to a program.
- Distinctive "look" and "feel".
- Different applications with consistent GUIs improve productivity.
- GUIs built from components.
- Component: object with which user interacts.
- Examples: Labels, Text Boxes, Buttons, Checkboxes.

Windows Form

Windows Forms is a graphical user interface application programming interface (API) included as a part of Microsoft's .NET Framework. Winform is a library for creating GUI applications.

There are three basic steps in creating user interfaces:

- Adding controls to the design surface.
- Setting initial properties for the controls.
- Writing handlers for specified events.

Form Class

- This is the top-level window class
- This class contains all other controls
- Normally, your top-level form inherits from the Form class

Although the class has numerous methods, most of the time you interact with it via properties and delegates.

Windows Form

Running Demos

Message Dialogue Box

It is used for pop-up messages display.

It can be used for displaying a successful or failure (exception) message to the user.

Syntax:

```
MessageBox.Show("Message");
```

TextBox

This is a single line or multi-line text editor

Multiline:

Get/Set Boolean to make it multiline.

AcceptsReturn – in a multiline box, if true then pressing Return will create a new line. If false then the button referenced by the AcceptButton property of the form, will be clicked.

PasswordChar:

If this is set to a char, then the box becomes a password box.

TextBox

ReadOnly:

If true, the control is grayed out and will not accept user input.

ScrollBars:

Determines which scrollbars will be used: ScrollBar None, Vertical, Horizontal, Both.

TextAlign:

Get/Set HorizontalAlignment.Left, Center, or Right.

TextChanged:

Event raised when the text is changed.

Login Form (Today's Task)
