WEEK 4 LAB EXERCISE 2

LAB DESCRIPTION

In this lab, we learn and apply the following concepts:

- Mouse-Event Handling
- MouseEventArgs and EventArgs objects
- Mouse events: MouseUp, MouseDown, MouseMove, MouseHover, MouseEnter & MouseLeave

GETTING STARTED

To complete this lab you do not need any previous lab solution.

LAB STEPS

1. Start a new project with Windows Form Application template called MyPaint.

2. Add a Panel control to your form and dock it in Parent Container

    a. Set name to pnlCanvas

    b. Change the BackColor of the panel to White

    c. Set BorderStyle to FixedSingle

3. Create variable of type color called brushColor

4. Create Boolean variable called brushDown

5. Create integer variable for brushSize

6. Add a MouseDown event for pnlCanvas to set BrushDown to true

7. Add a MouseUp event for pnlCanvas to set BrushDown to false

8. Add a MouseMove event for pnlCanvas

    a. Use CreateGraphics method of pnlCanvas to create a graphics objects

    b. Use the graphic object's FillEllipse method to draw an ellipse using

        i. brushColor

    ii.   X coordinate passed by MouseEventArgs

    iii.   Y coordinate passed by MouseEventArgs

    iv.   brushSize for Height and Width

9. Add **ToolStrip** control to your form

10. Add **Erase All** Button to ToolStrip as a Text button and implement the event handler.

    a. Use Graphics. Clear()

11. Add Five color buttons to set background color of the graphic.

    a. Should change the color of the graphic on MouseHover event

    b. Only apply the color to the background when clicked

12. Add **font color** Button to ToolStrip as a Text button and implement the event handler.

    a. Show the font dialog and set the brushColor on selection.

13. Add a combo box to ToolStrip to set the BrushSize