**Events**

When the user or computer does something, this can trigger an event to happen. Examples of events include:

* Clicking on buttons,
* Forms loading,
* Mouse movements and more.

When an event it triggered the instruction within that event run. Each object has its own events. Code is run when an event, that the code is assigned to, is triggered.

An event is a signal that informs an application that something important has occurred. For example, when a user clicks a control on a form, the form can raise a**Click** event and call a procedure that handles the event. Events also allow separate tasks to communicate.

'Pluchino

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'Hello World with mouse enter and mouse leave

Public Class Form1

Private Sub Button1\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click

Label1.Text = "Hello World"

End Sub

Private Sub Button2\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button2.Click

Close()

End Sub

Private Sub Label1\_MouseEnter(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label1.MouseEnter

Label1.Text = "The Mouse is Over Me"

End Sub

Private Sub Label1\_MouseLeave(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Label1.MouseLeave

Label1.Text = "The Mouse Left Me"

End Sub