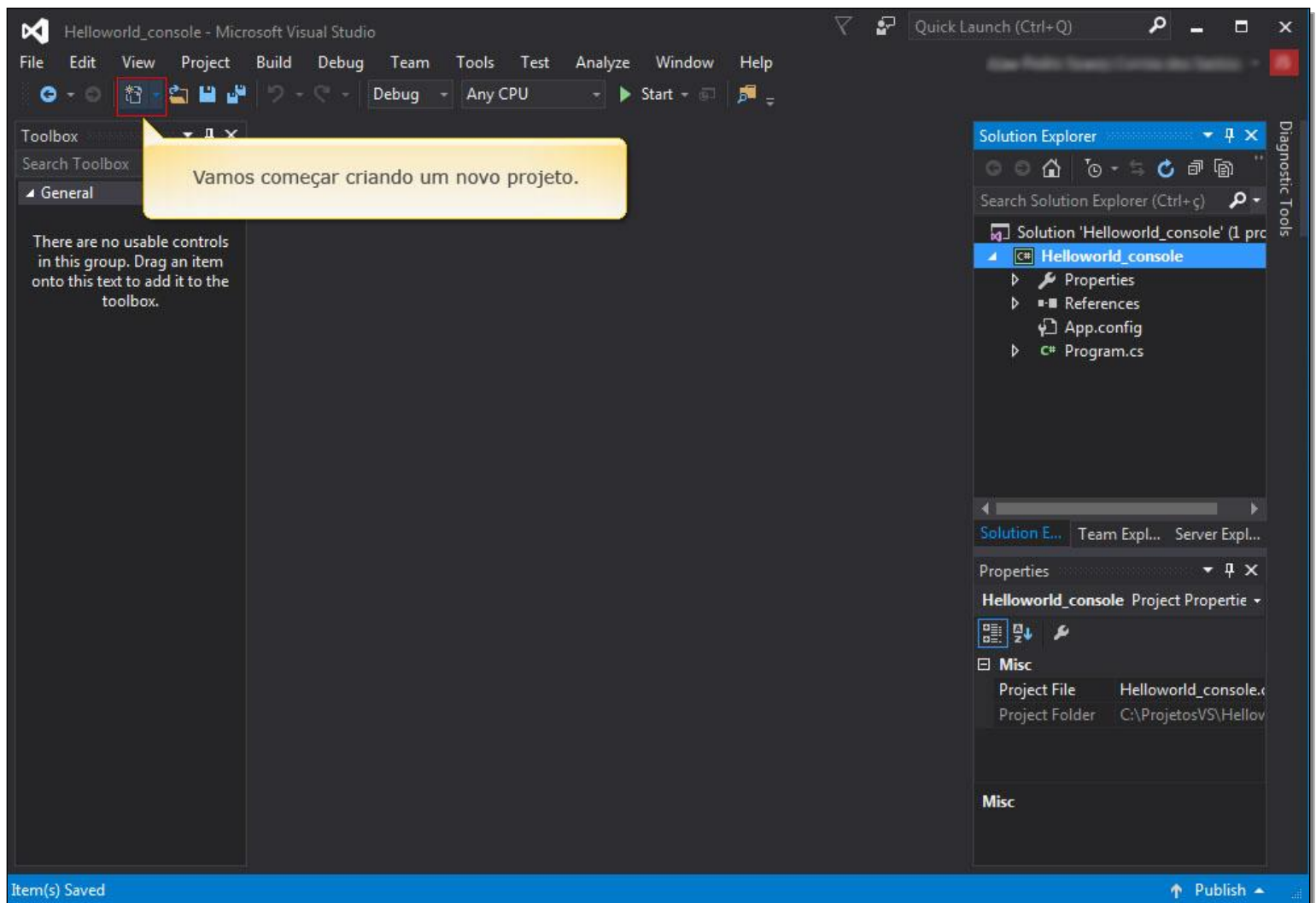
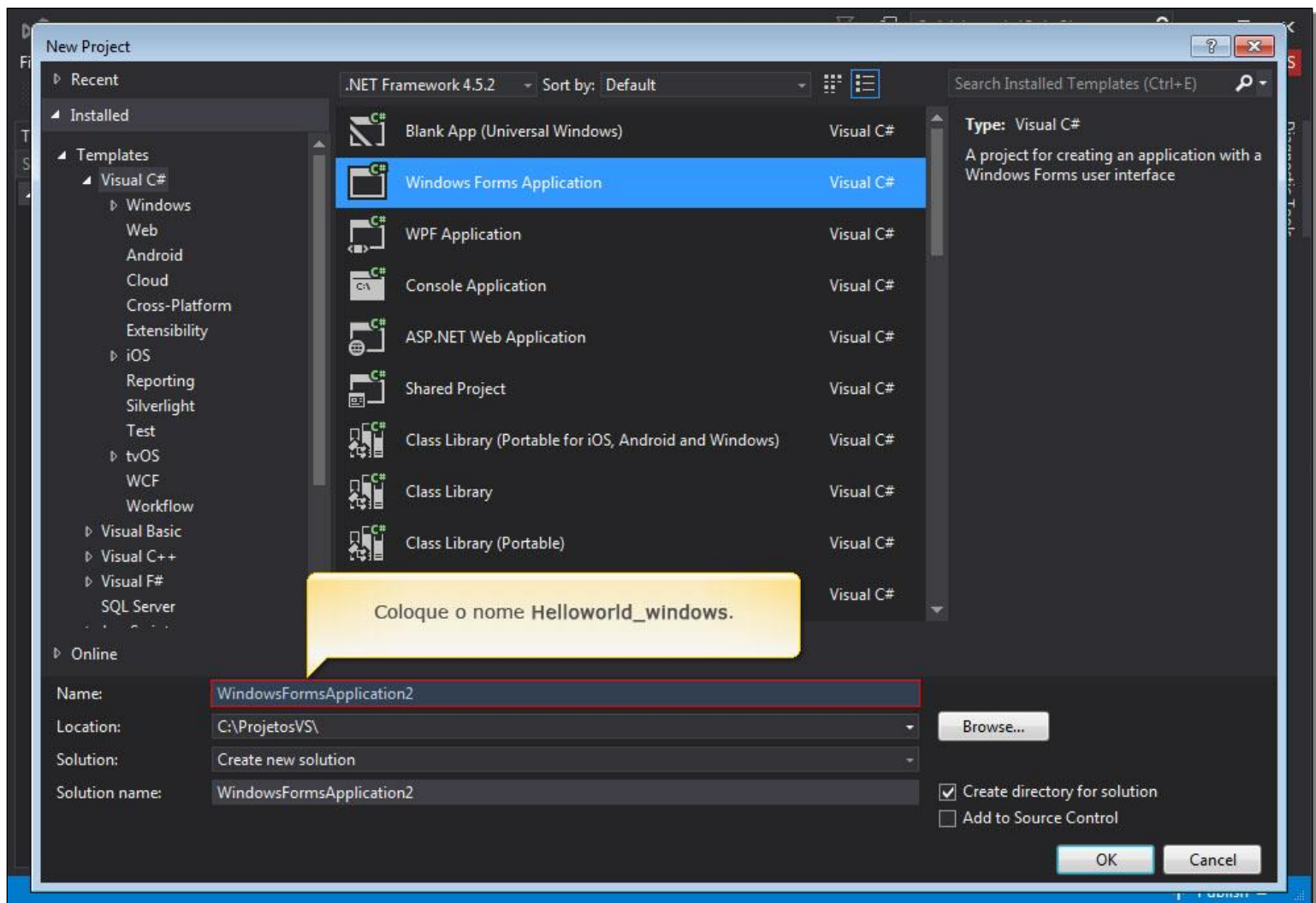
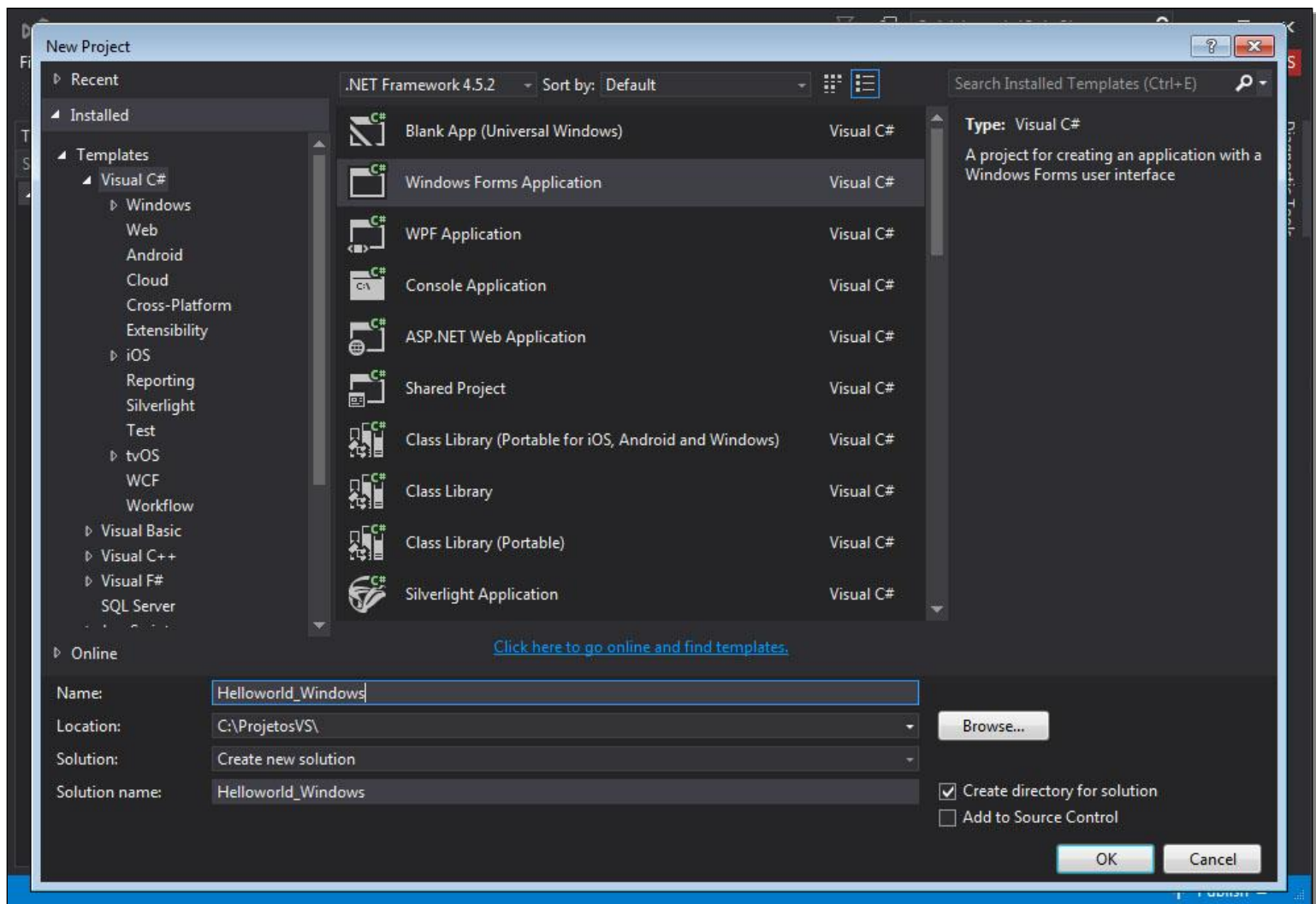
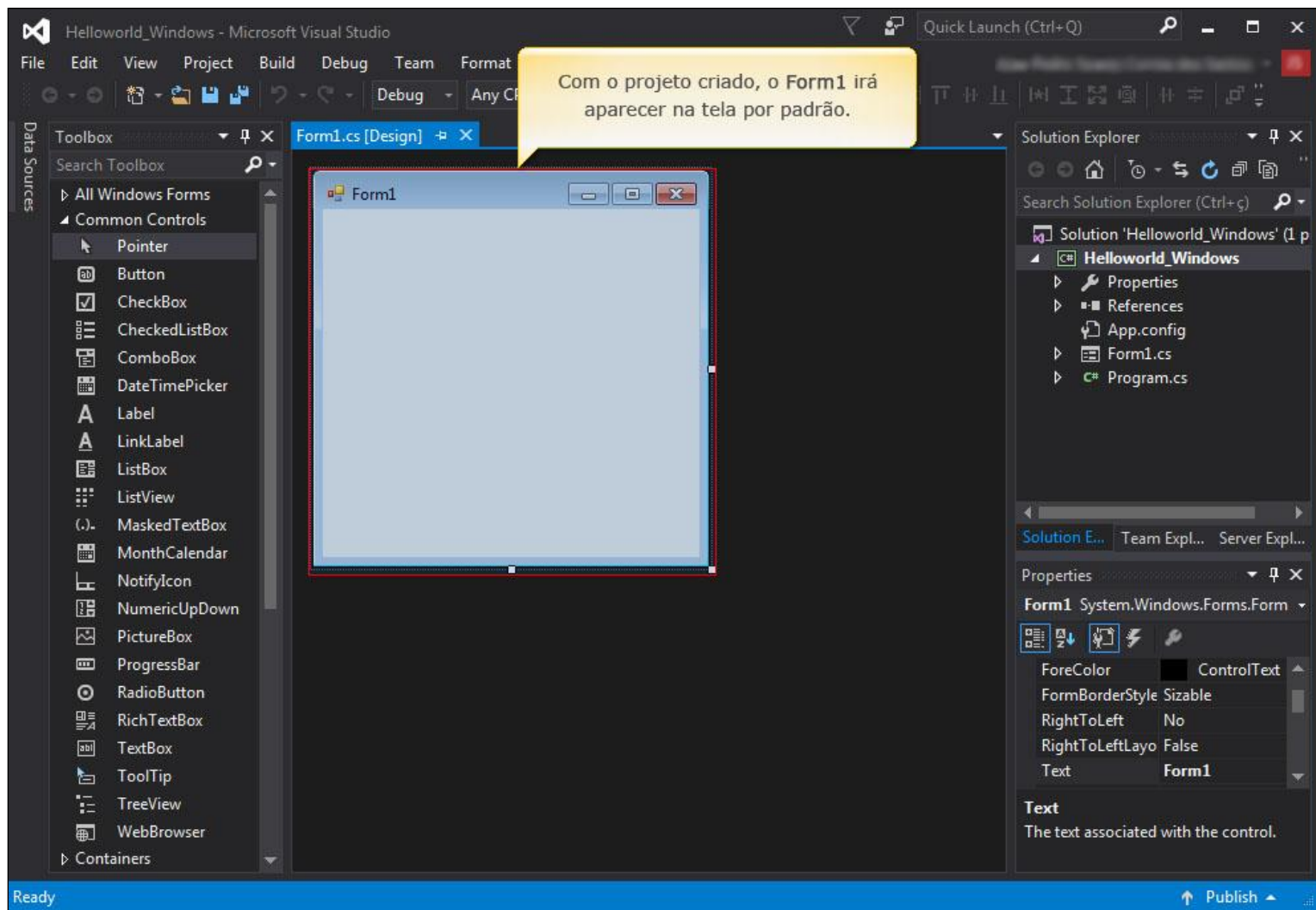


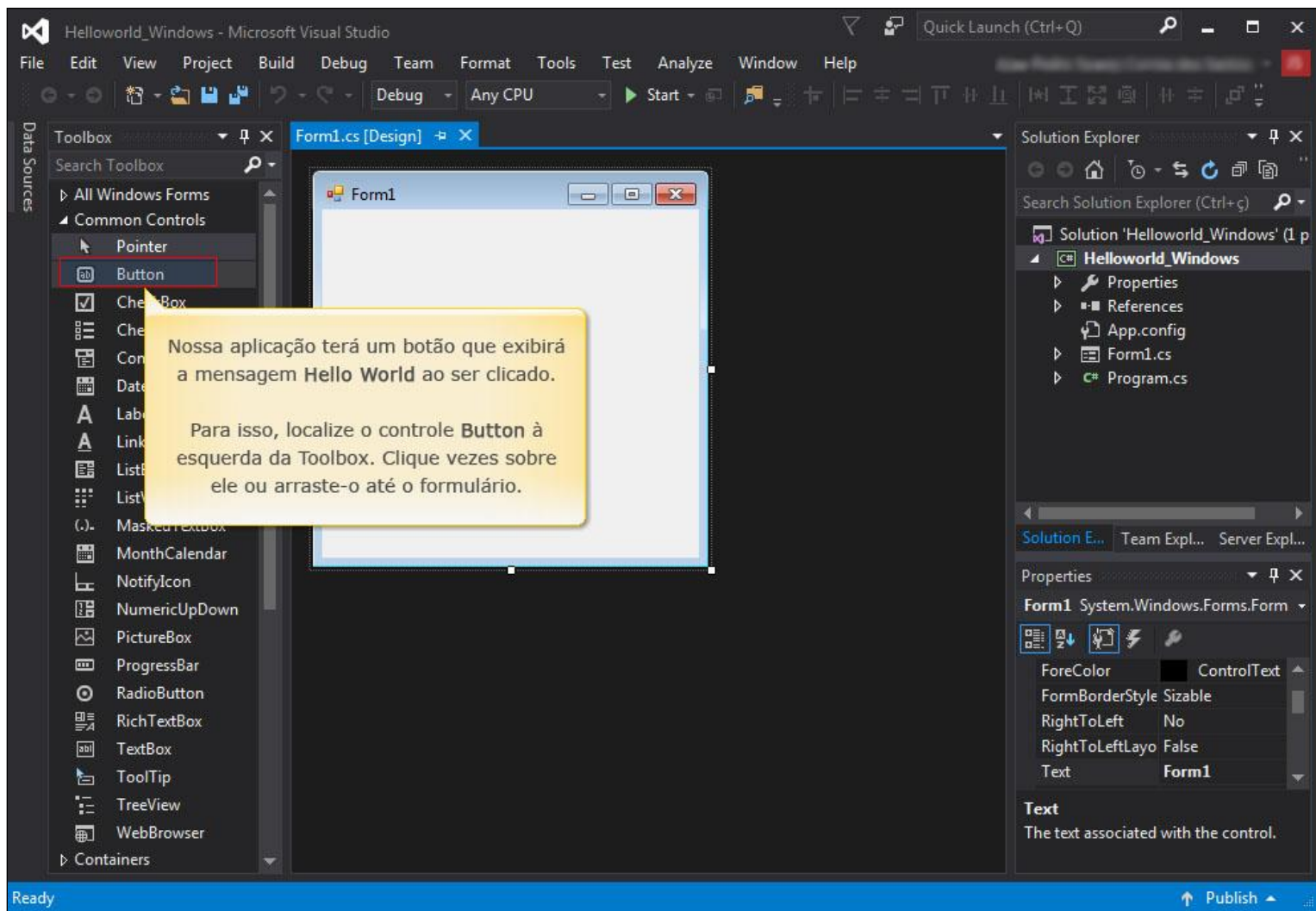
## Usando a Aplicação Windows



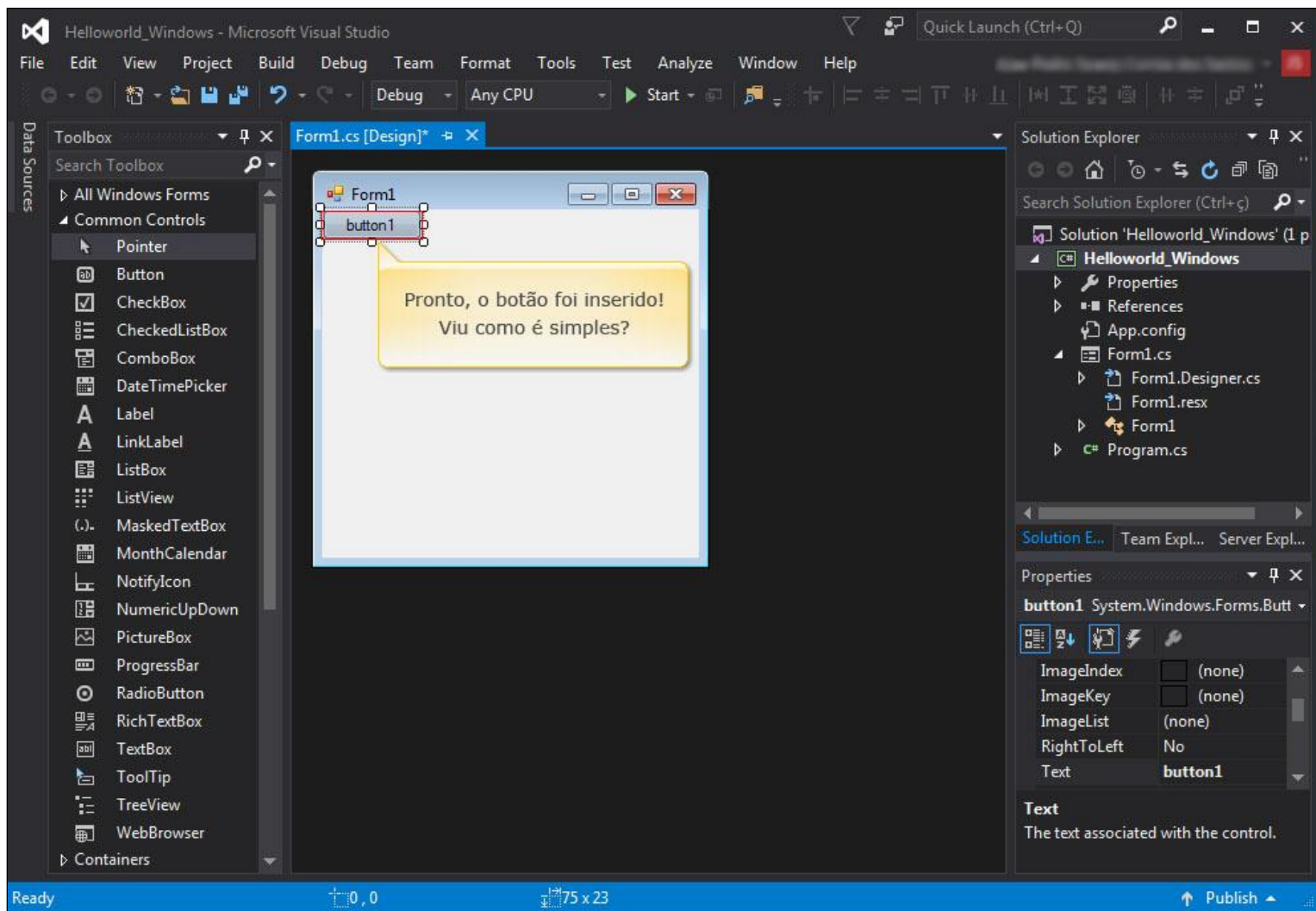


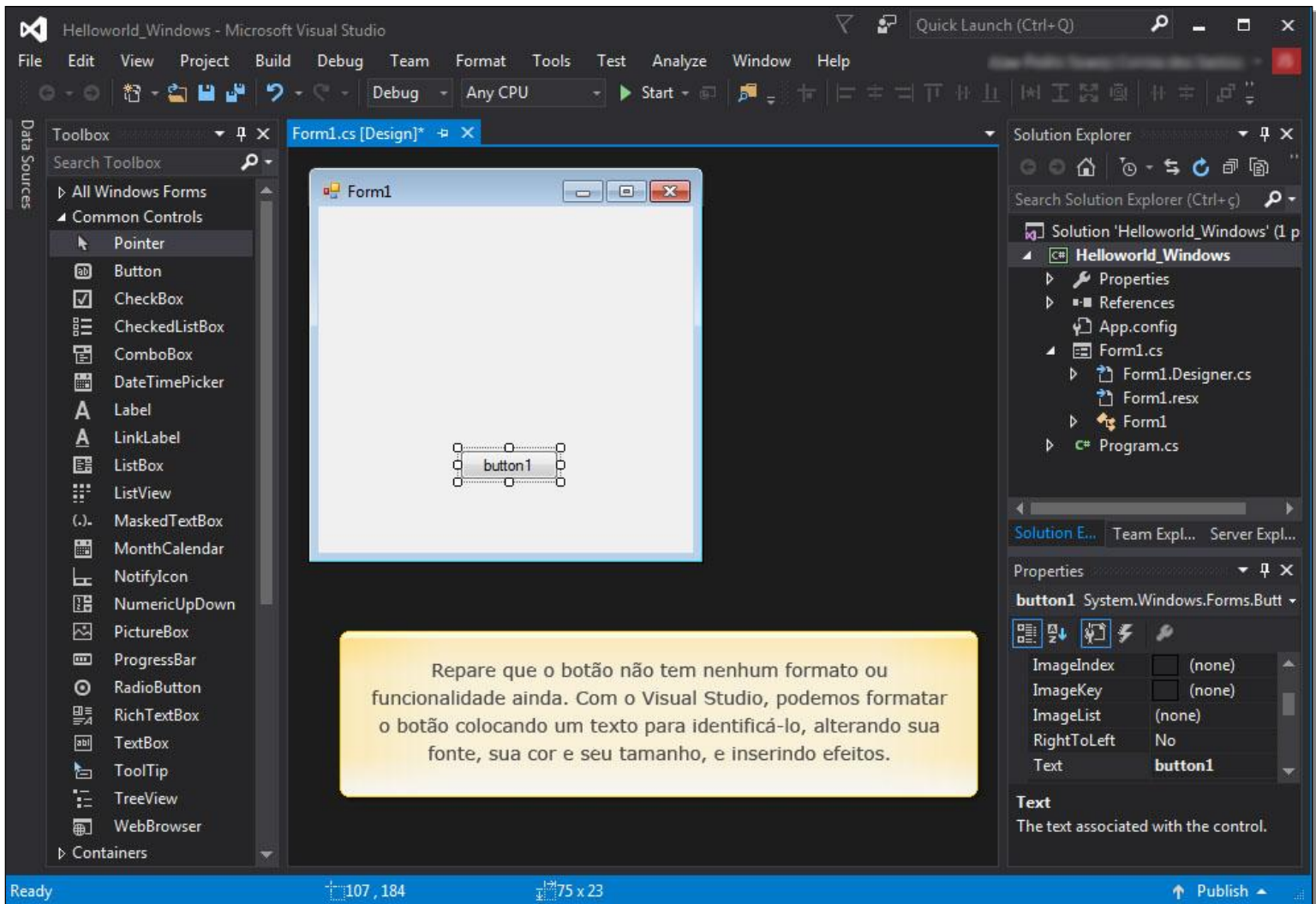












Form1.cs [Design]\*

Form1

button1

Repare que o botão não tem nenhum formato ou funcionalidade ainda. Com o Visual Studio, podemos formatar o botão colocando um texto para identificá-lo, alterando sua fonte, sua cor e seu tamanho, e inserindo efeitos.

Solution Explorer

Search Solution Explorer (Ctrl+G)

Solution 'Helloworld\_Windows' (1 p)

- Helloworld\_Windows
  - Properties
  - References
  - App.config
  - Form1.cs
    - Form1.Designer.cs
    - Form1.resx
  - Form1
  - Program.cs

Properties

button1 System.Windows.Forms.Button

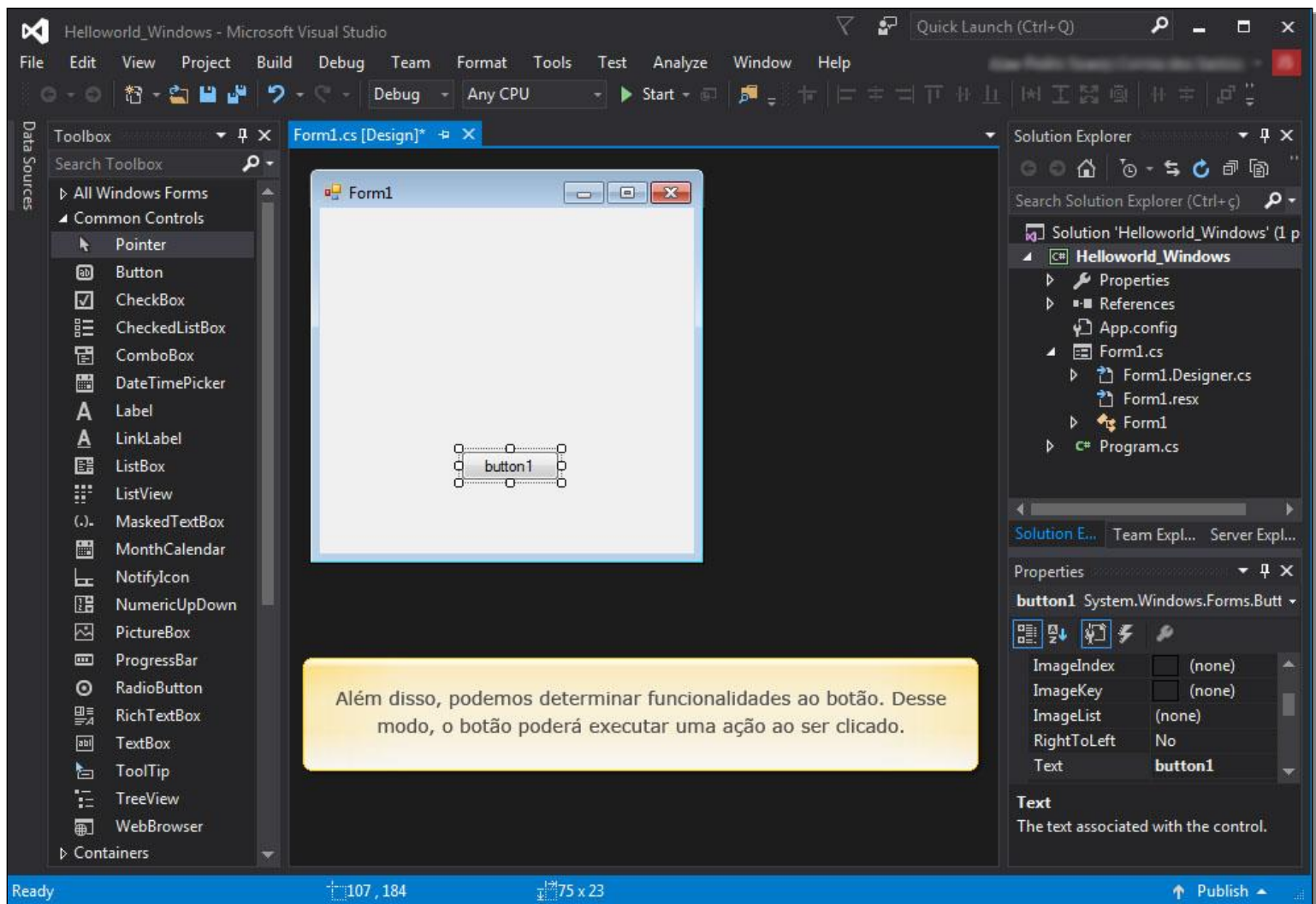
ImageIndex	(none)
ImageKey	(none)
ImageList	(none)
RightToLeft	No
Text	button1

Text

The text associated with the control.

Ready 107,184 75 x 23 Publish





Form1

button1

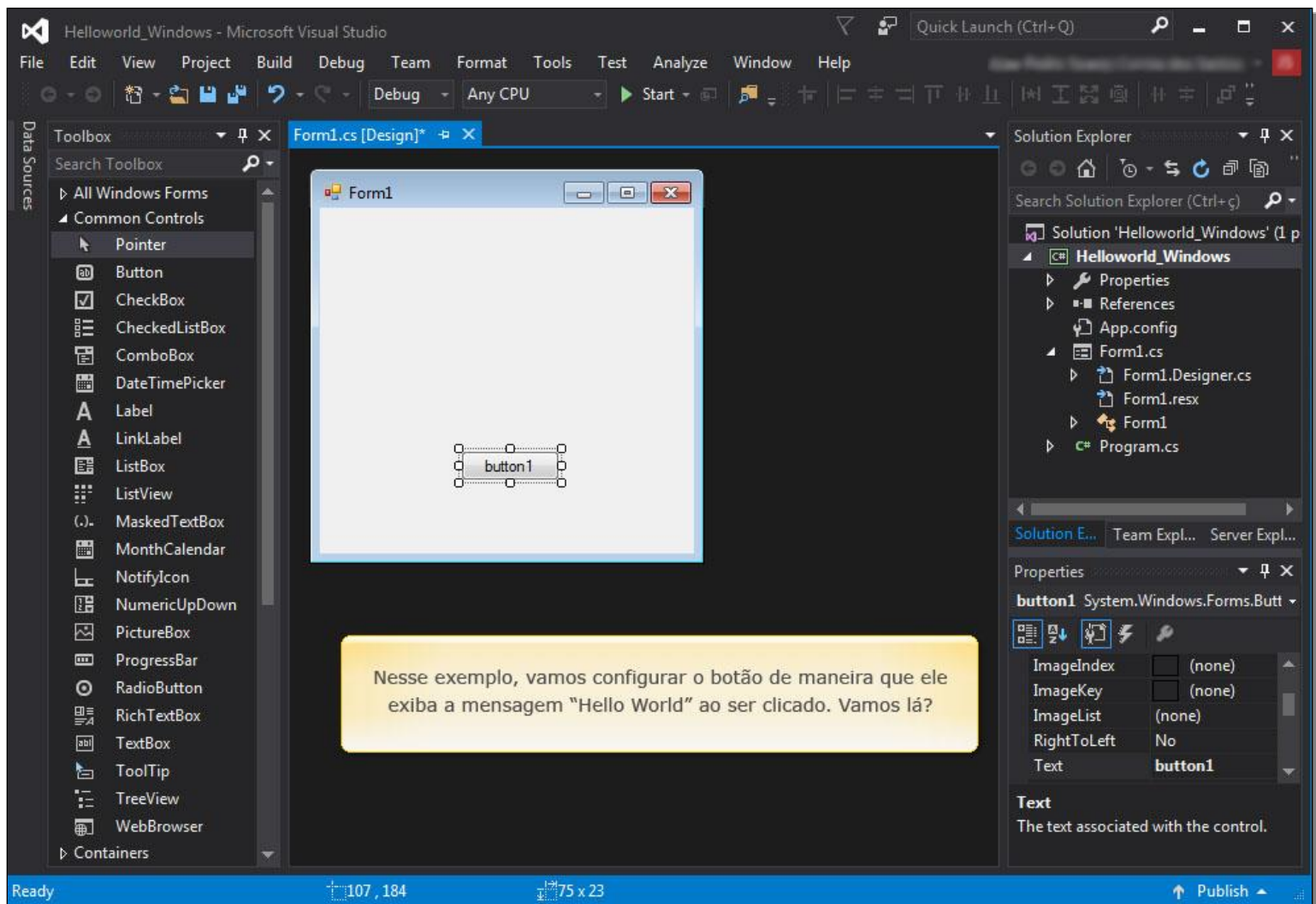
Além disso, podemos determinar funcionalidades ao botão. Desse modo, o botão poderá executar uma ação ao ser clicado.

Properties

Property	Value
ImageIndex	(none)
ImageKey	(none)
ImageList	(none)
RightToLeft	No
Text	button1

Text

The text associated with the control.



Helloworld\_Windows - Microsoft Visual Studio

File Edit View Project Build Debug Team Format Tools Test Analyze Window Help

Quick Launch (Ctrl+Q)

Form1.cs [Design]\*

Form1

button1

Nesse exemplo, vamos configurar o botão de maneira que ele exiba a mensagem "Hello World" ao ser clicado. Vamos lá?

Solution Explorer

Search Solution Explorer (Ctrl+G)

Solution 'Helloworld\_Windows' (1 p)

Helloworld\_Windows

Properties

button1 System.Windows.Forms.Button

ImageIndex (none)

ImageKey (none)

ImageList (none)

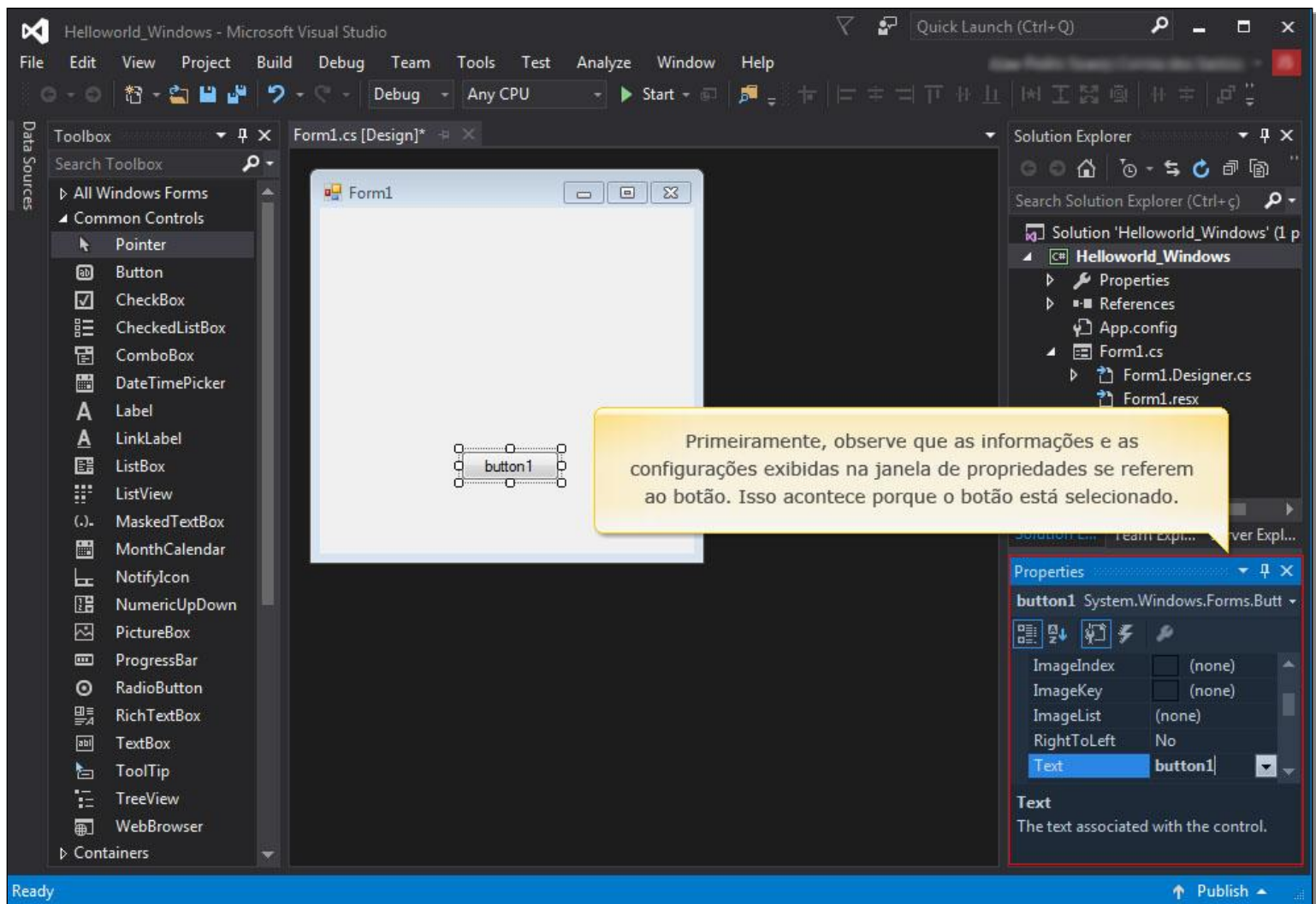
RightToLeft No

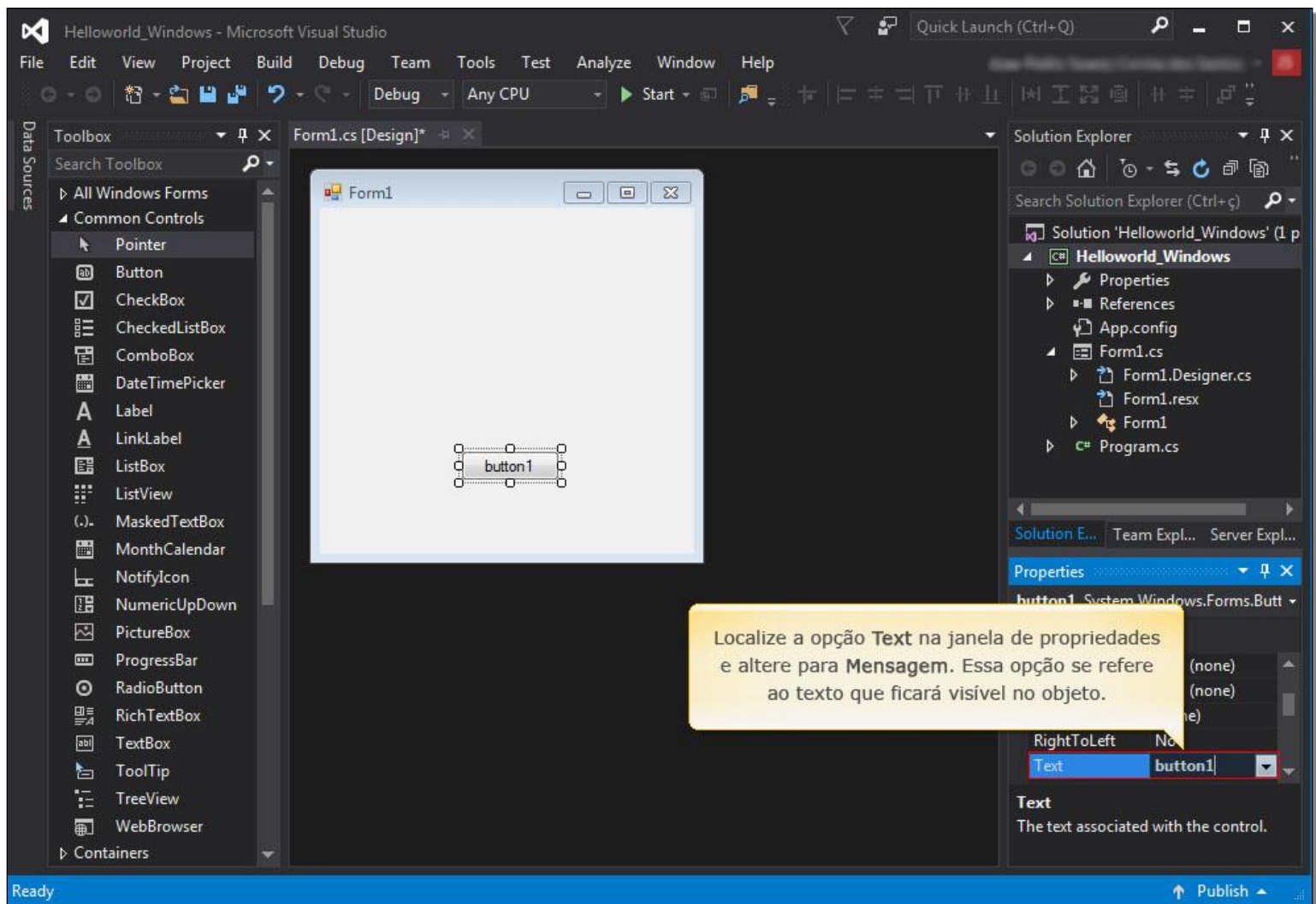
Text button1

Text

The text associated with the control.

Ready 107,184 75 x 23 Publish





The screenshot shows the Microsoft Visual Studio IDE with a project named "Helloworld\_Windows". The main window displays the design view of a Windows Form named "Form1". A button control, labeled "button1", is positioned in the center of the form. The left sidebar contains the "Toolbox" with various Windows Forms controls, including "Pointer", "Button", "CheckBox", "CheckedListBox", "ComboBox", "DateTimePicker", "Label", "LinkLabel", "ListBox", "ListView", "MaskedTextBox", "MonthCalendar", "NotifyIcon", "NumericUpDown", "PictureBox", "ProgressBar", "RadioButton", "RichTextBox", "TextBox", "ToolTip", "TreeView", and "WebBrowser". The right sidebar shows the "Solution Explorer" with the project structure, including "Properties", "References", "App.config", "Form1.cs", "Form1.Designer.cs", "Form1.resx", "Form1", and "Program.cs". Below the Solution Explorer is the "Properties" window, which displays the properties of the selected "button1" control. The "Text" property is highlighted, and a yellow callout box points to it with the text: "Localize a opção Text na janela de propriedades e altere para Mensagem. Essa opção se refere ao texto que ficará visível no objeto." The status bar at the bottom indicates "Ready" and "Publish".

Form1

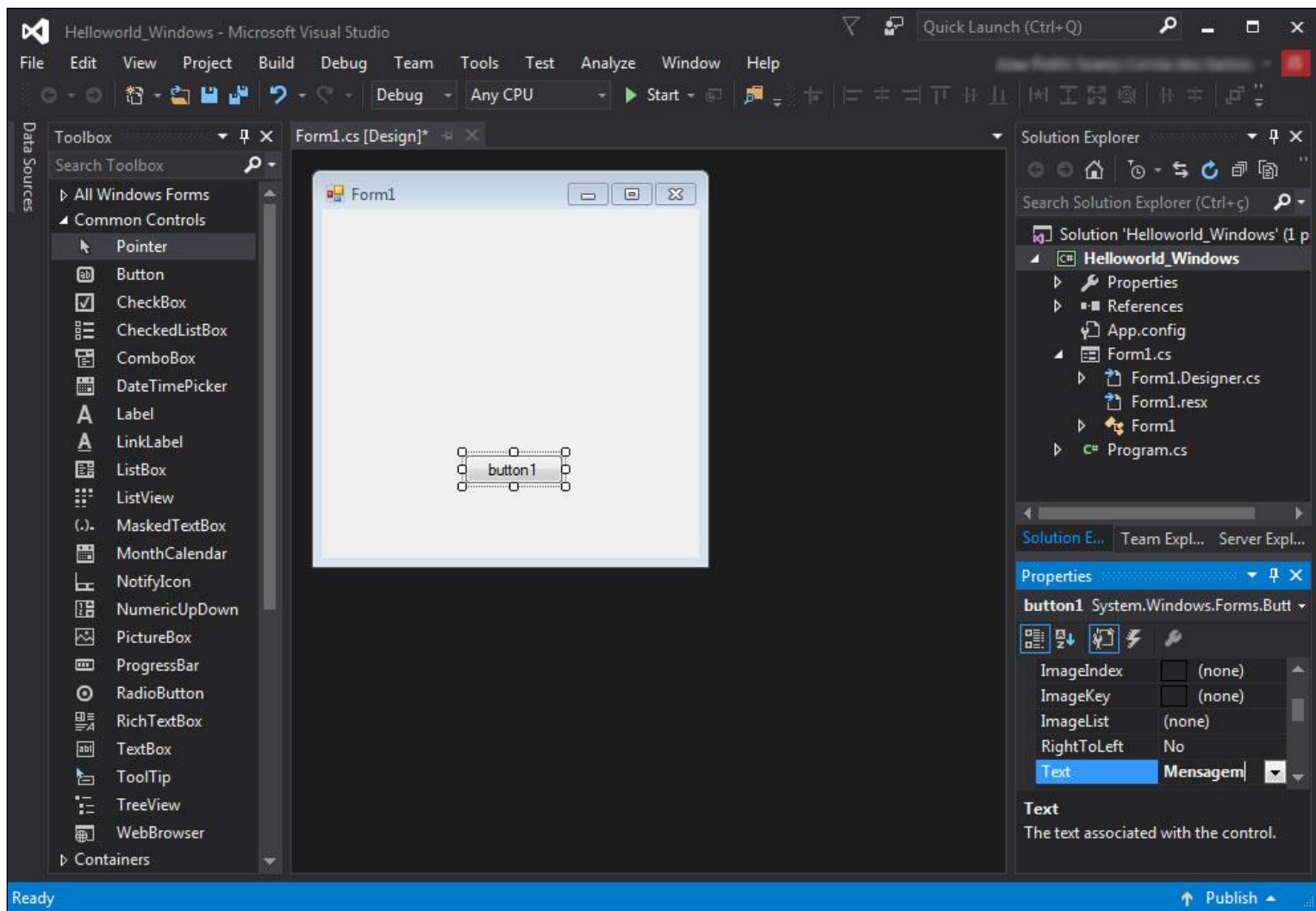
button1

Localize a opção Text na janela de propriedades e altere para Mensagem. Essa opção se refere ao texto que ficará visível no objeto.

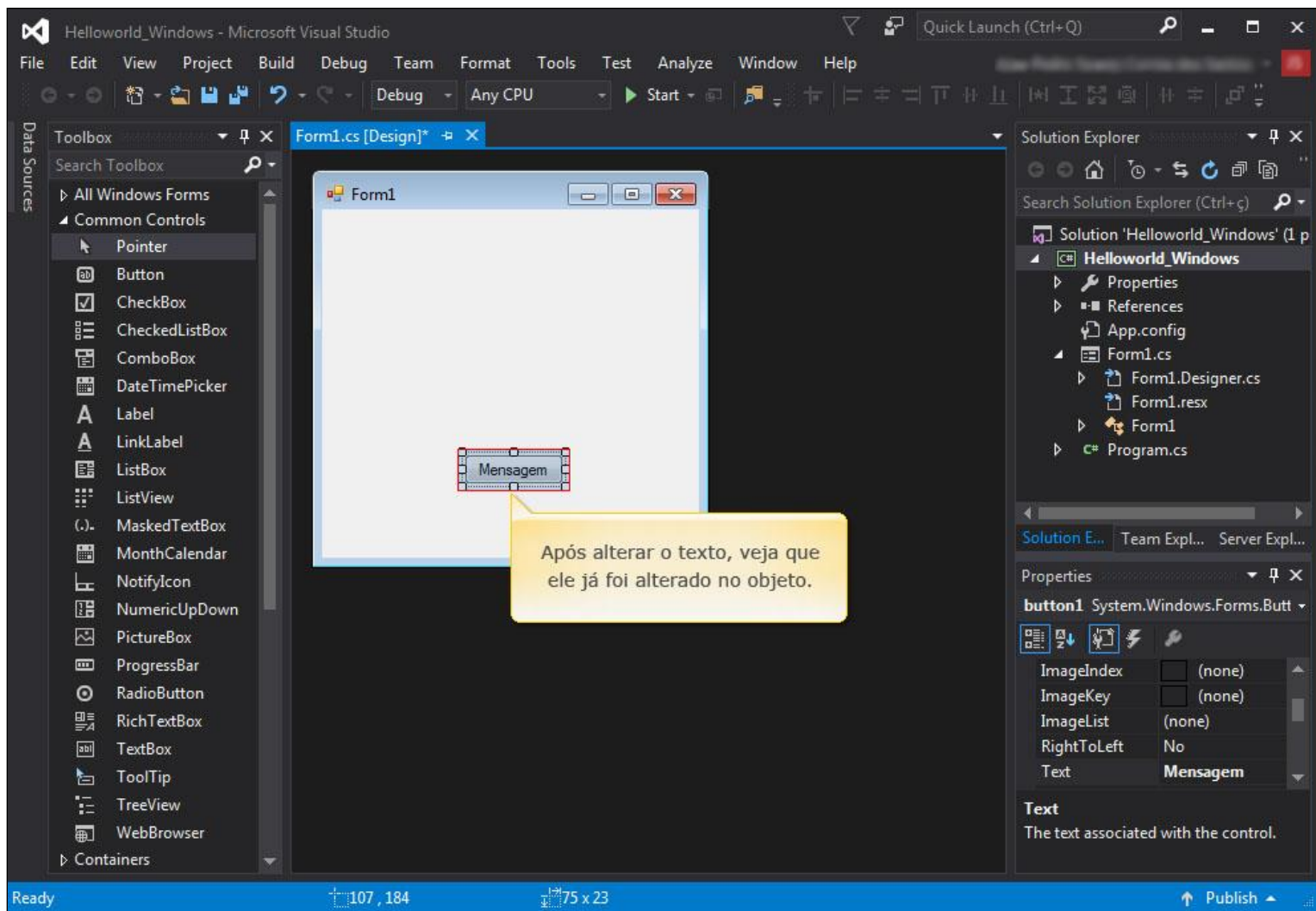
Text

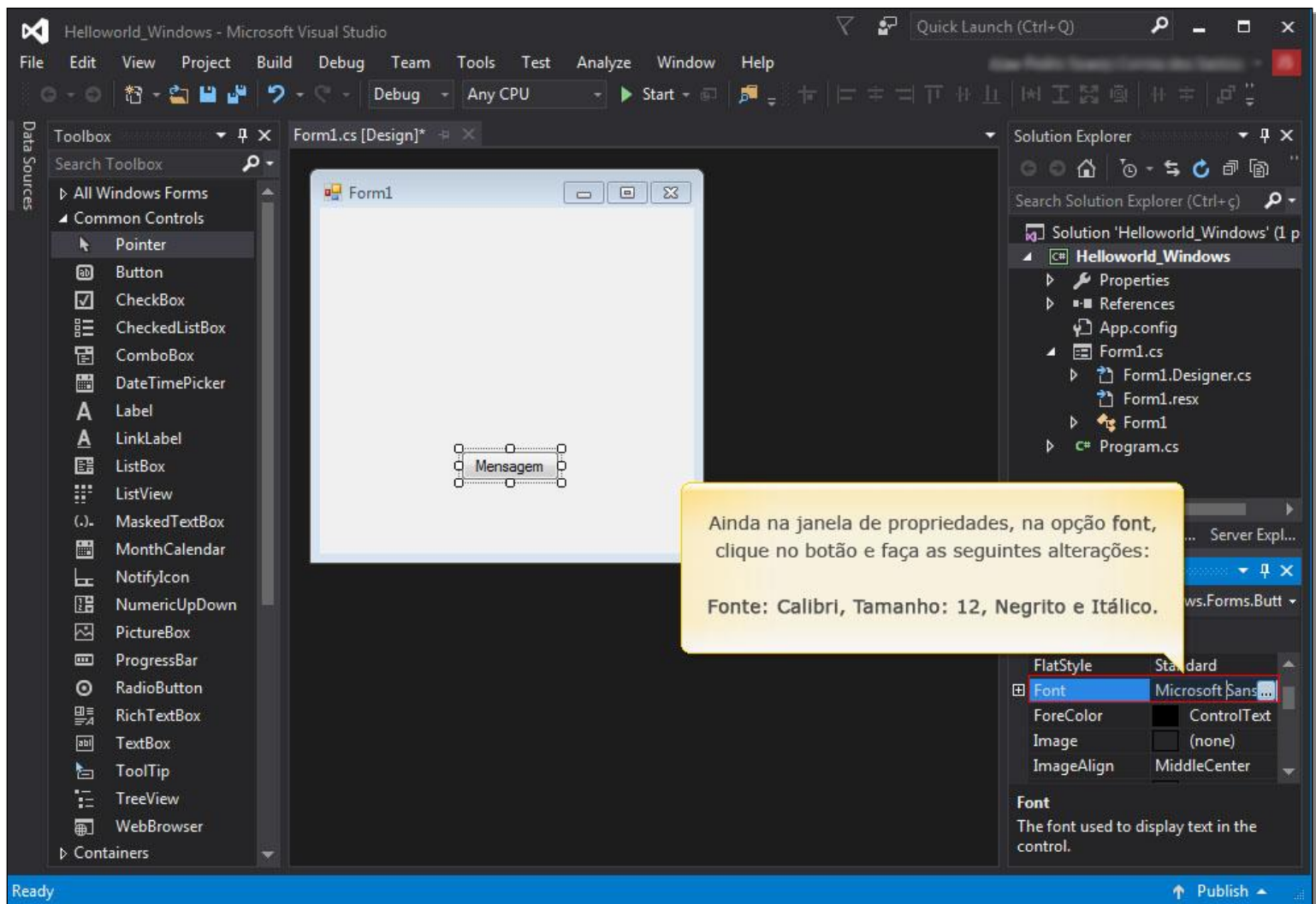
The text associated with the control.

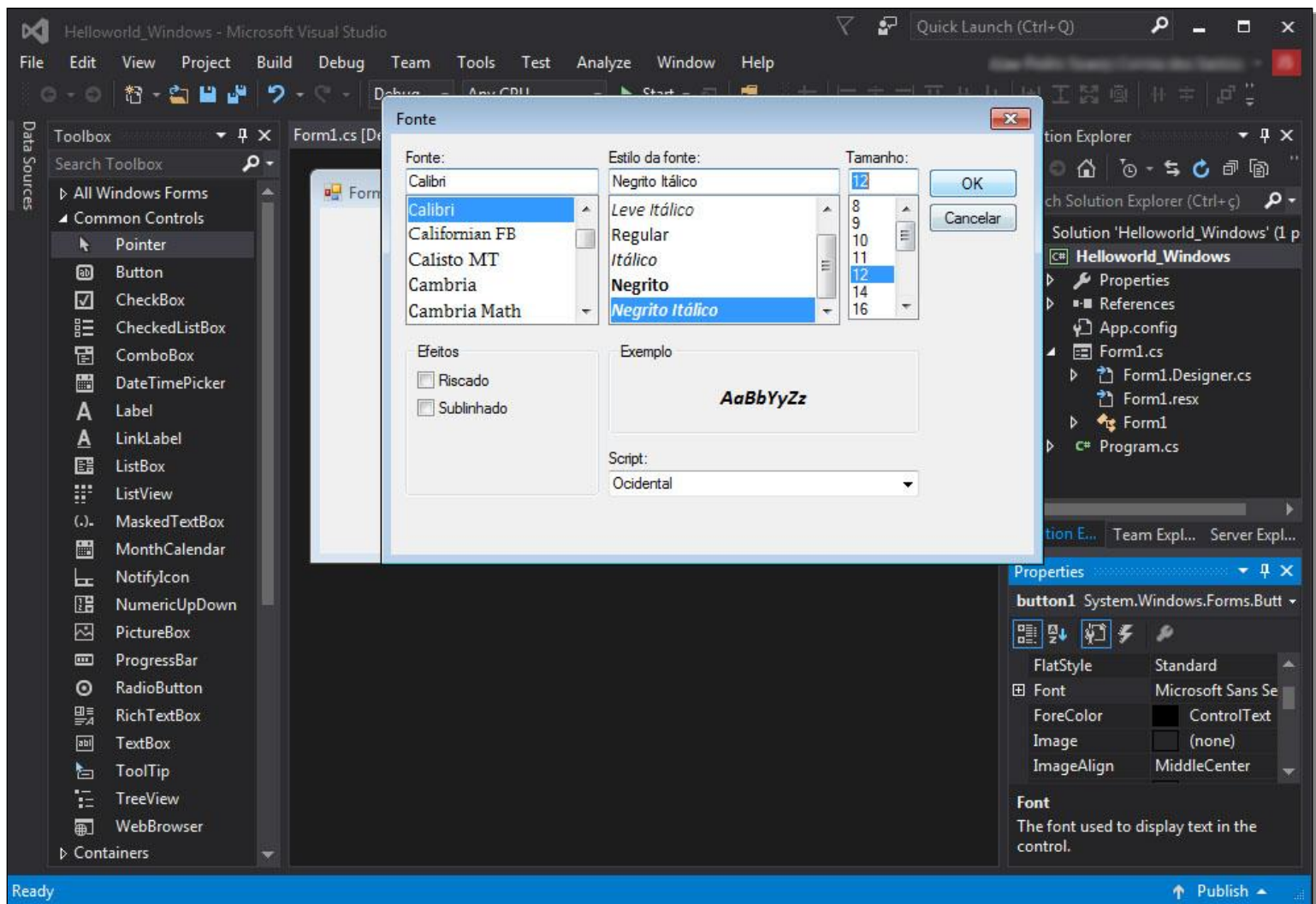


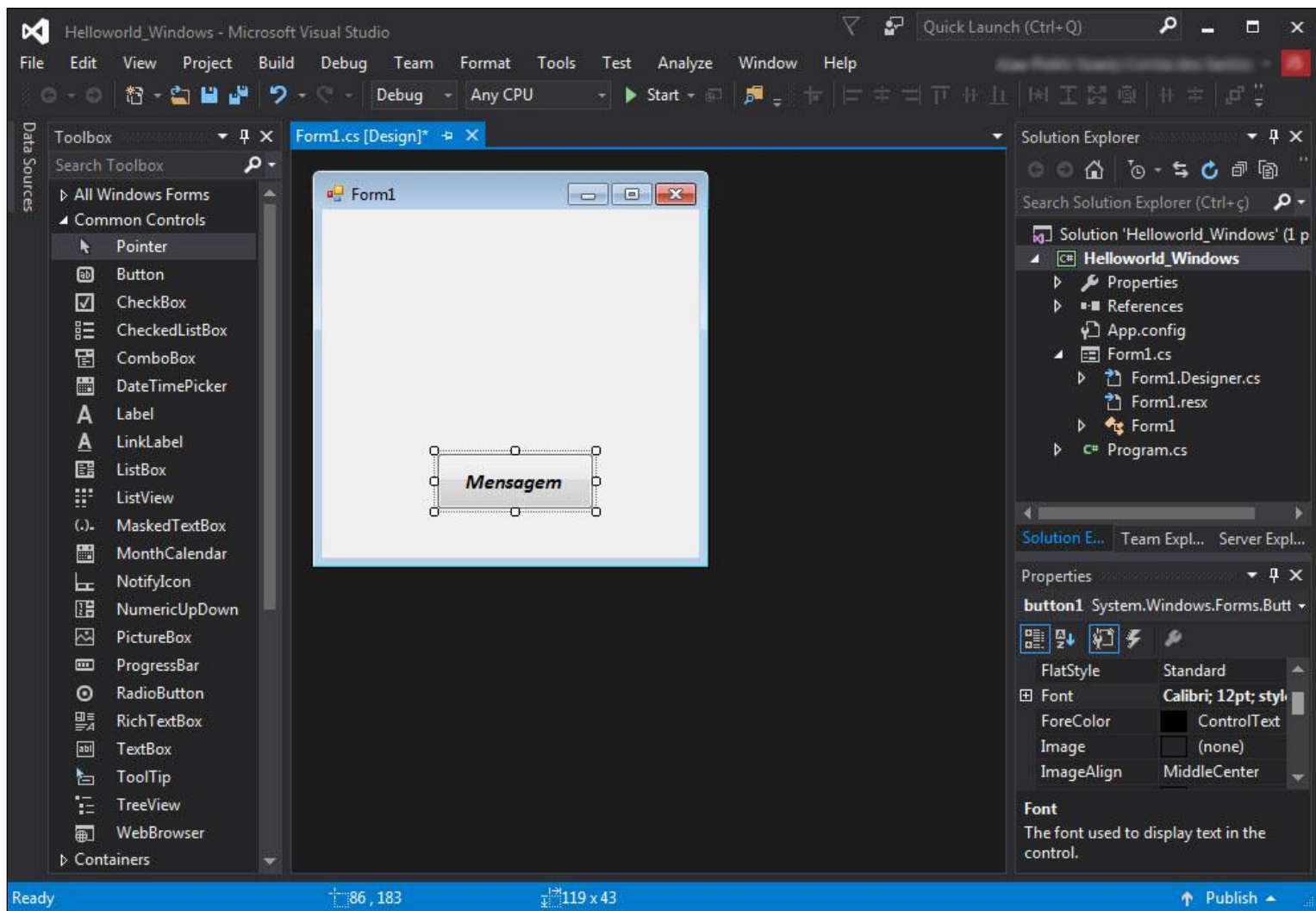




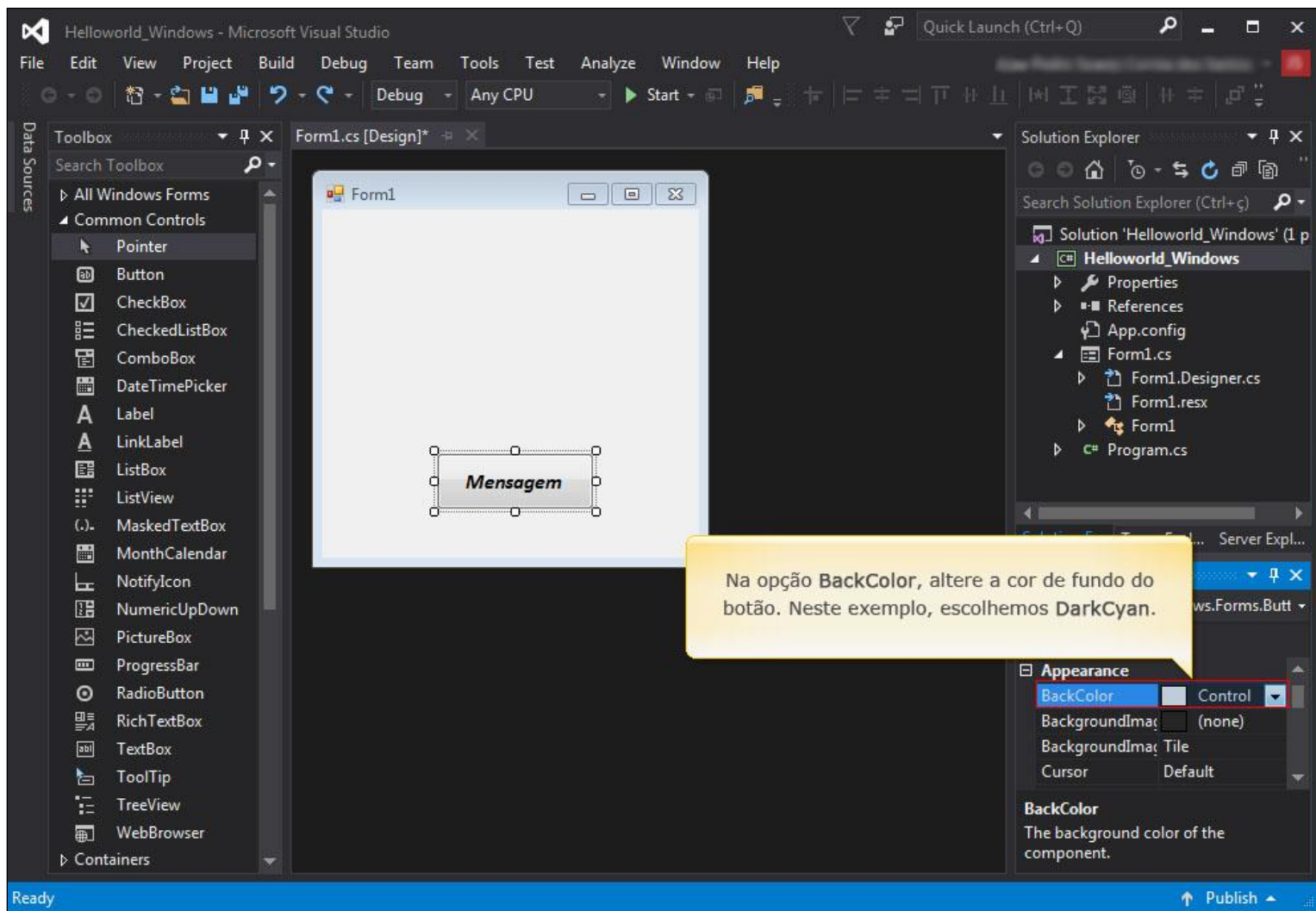




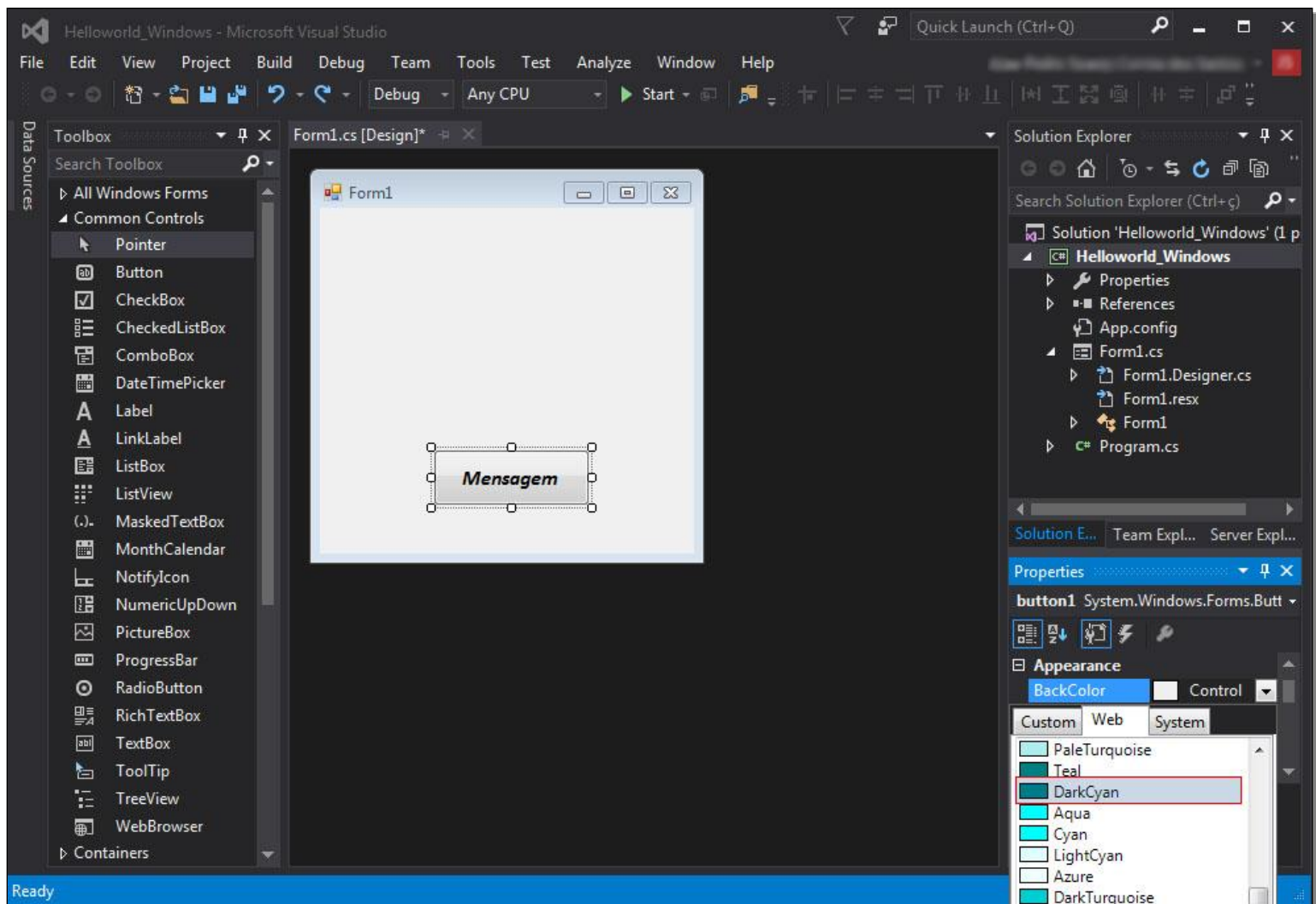


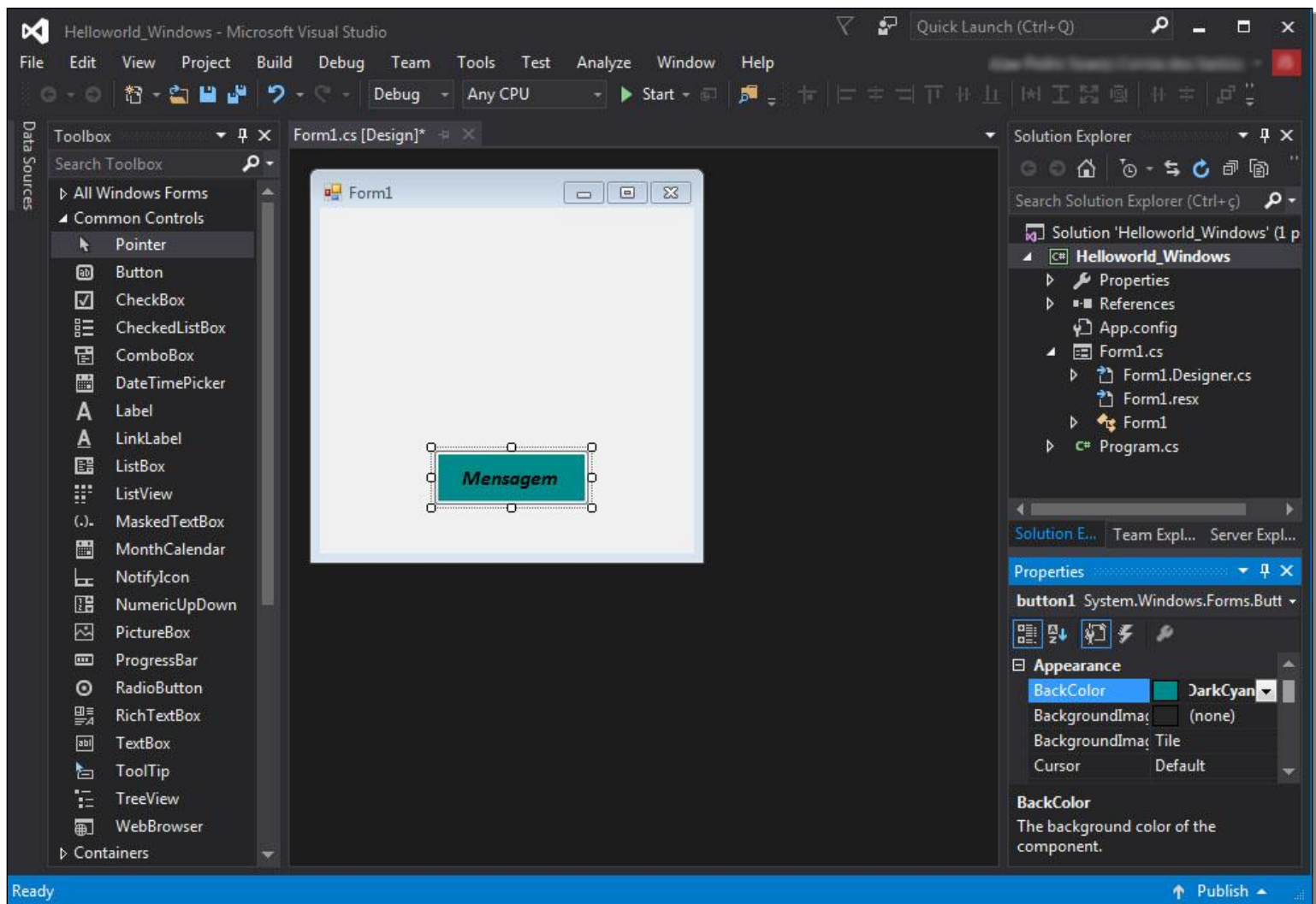


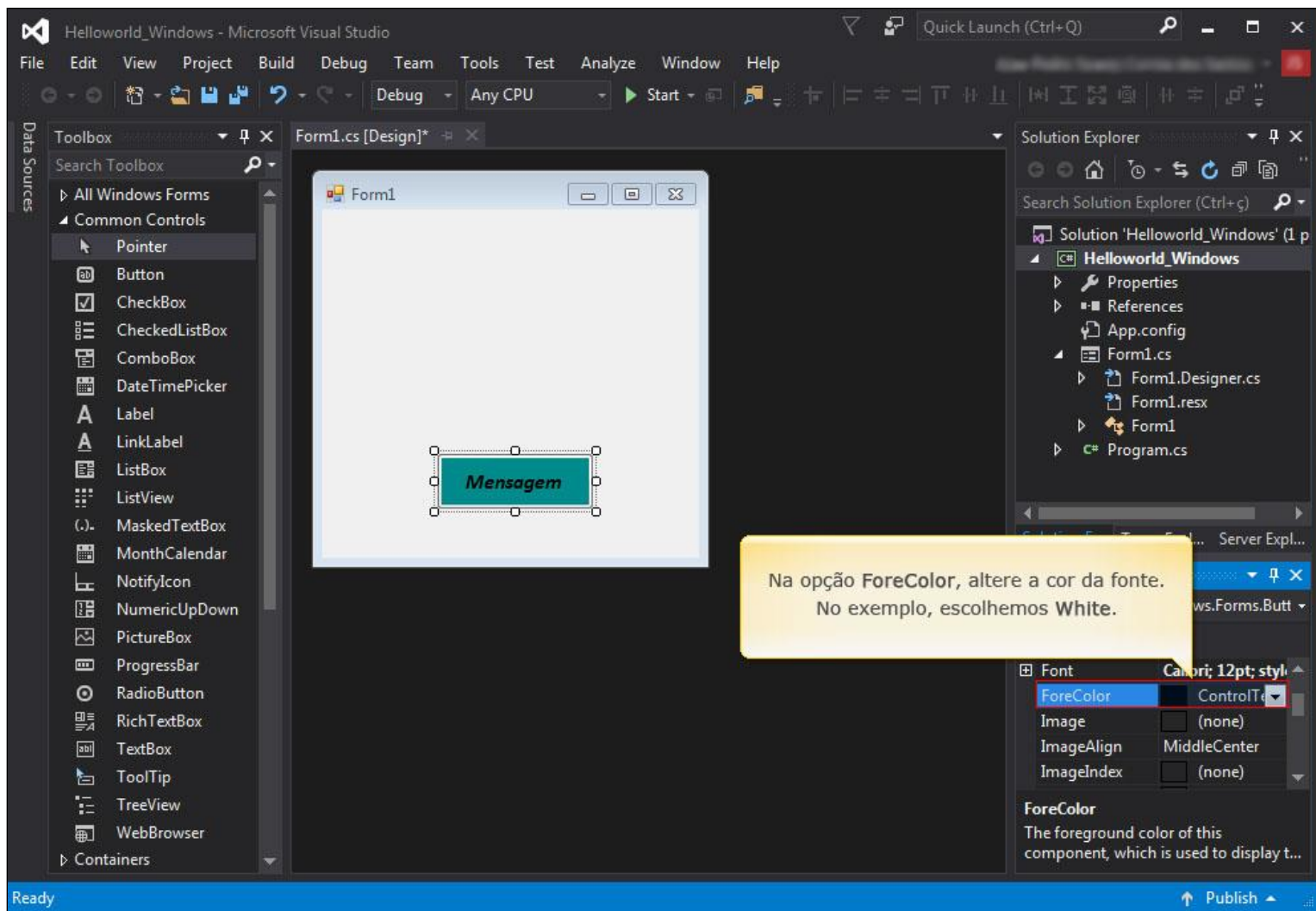


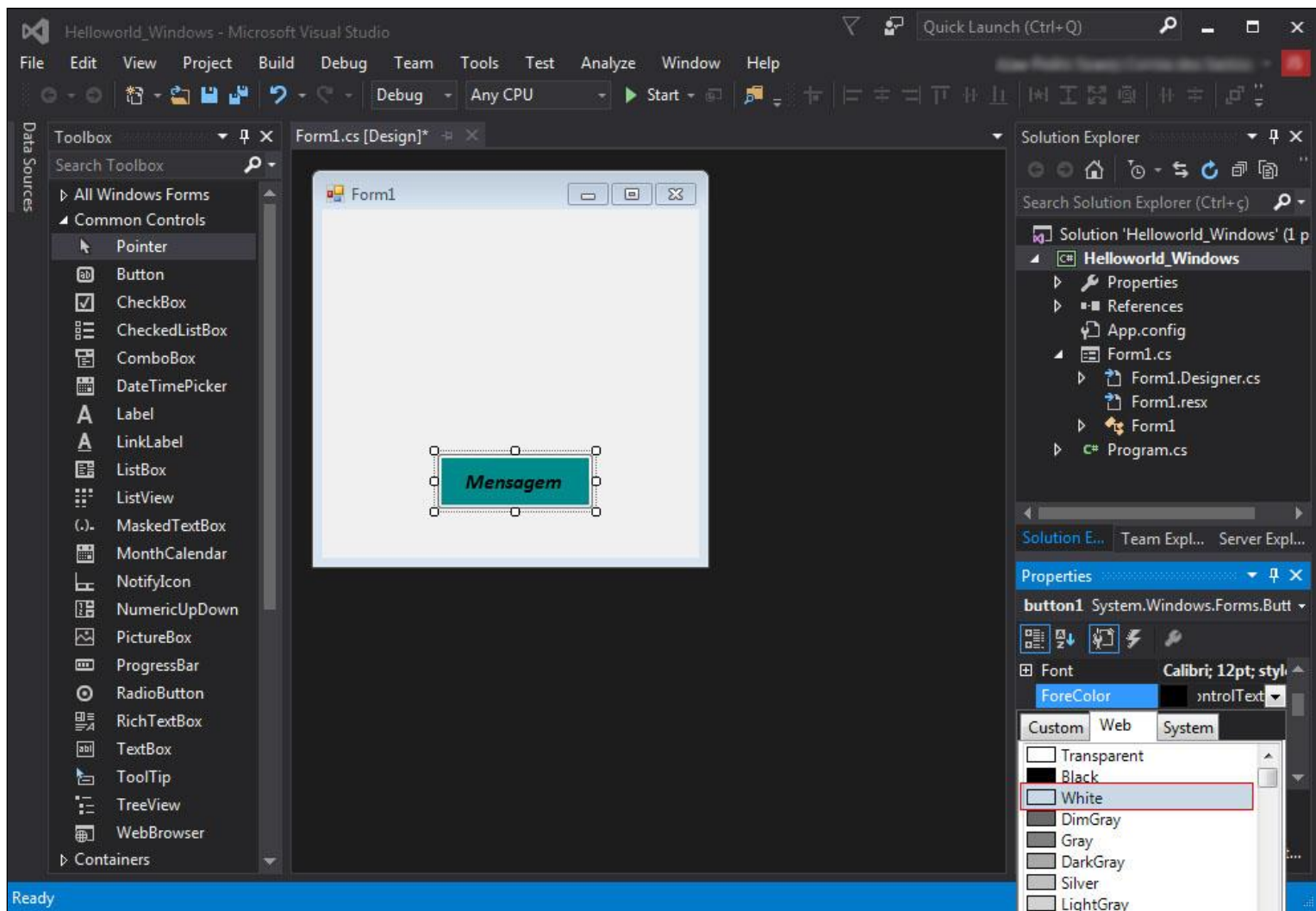


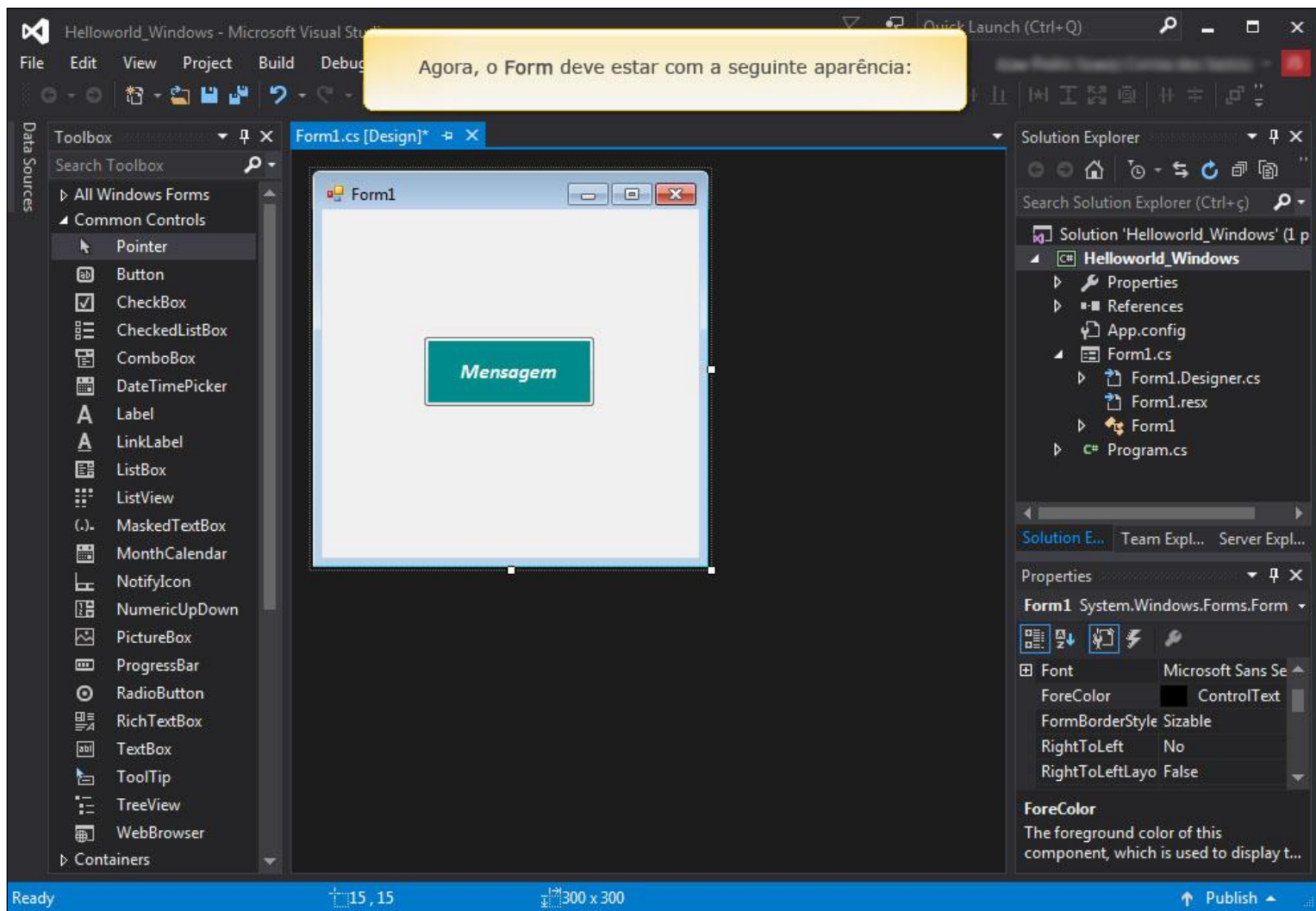




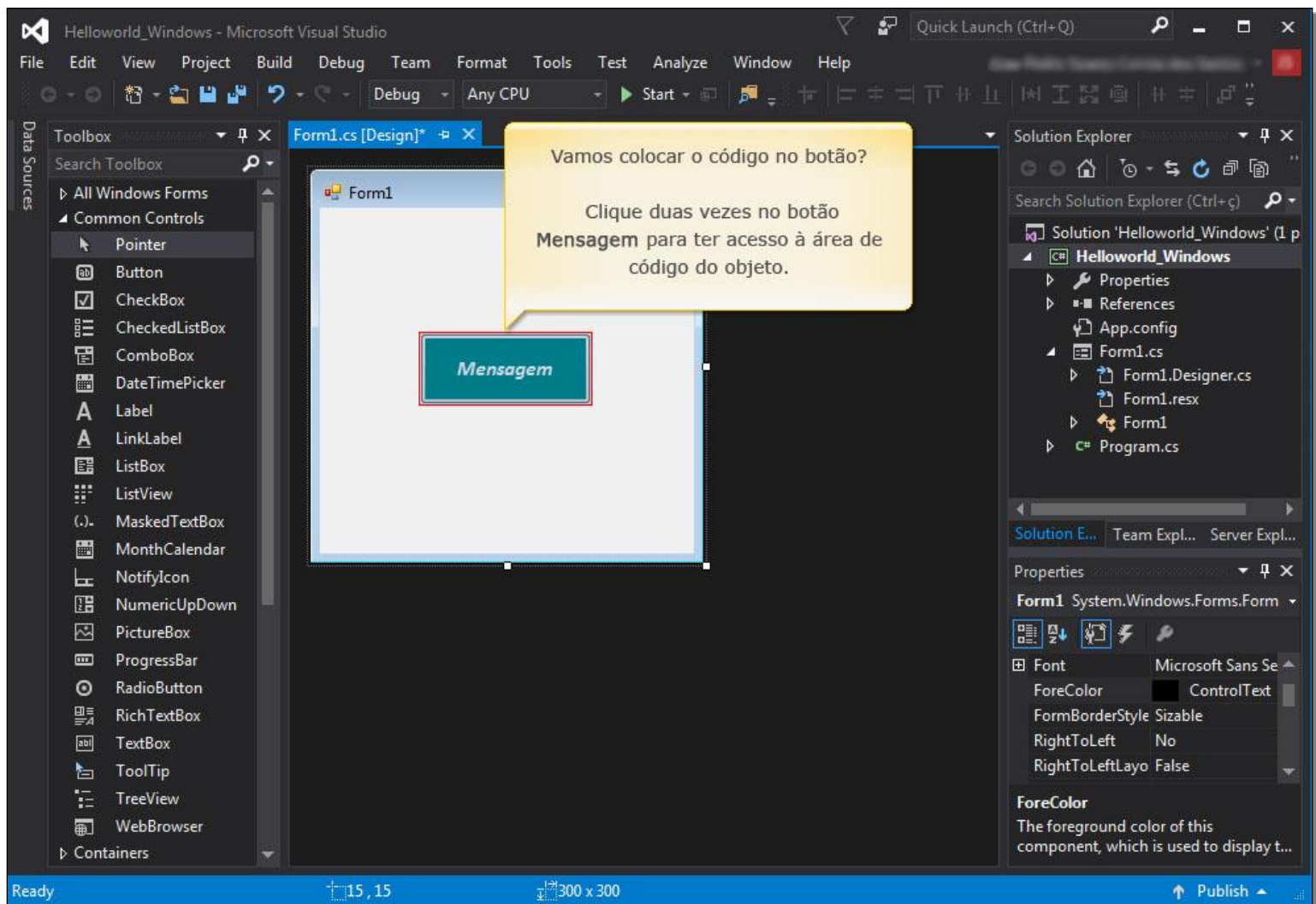


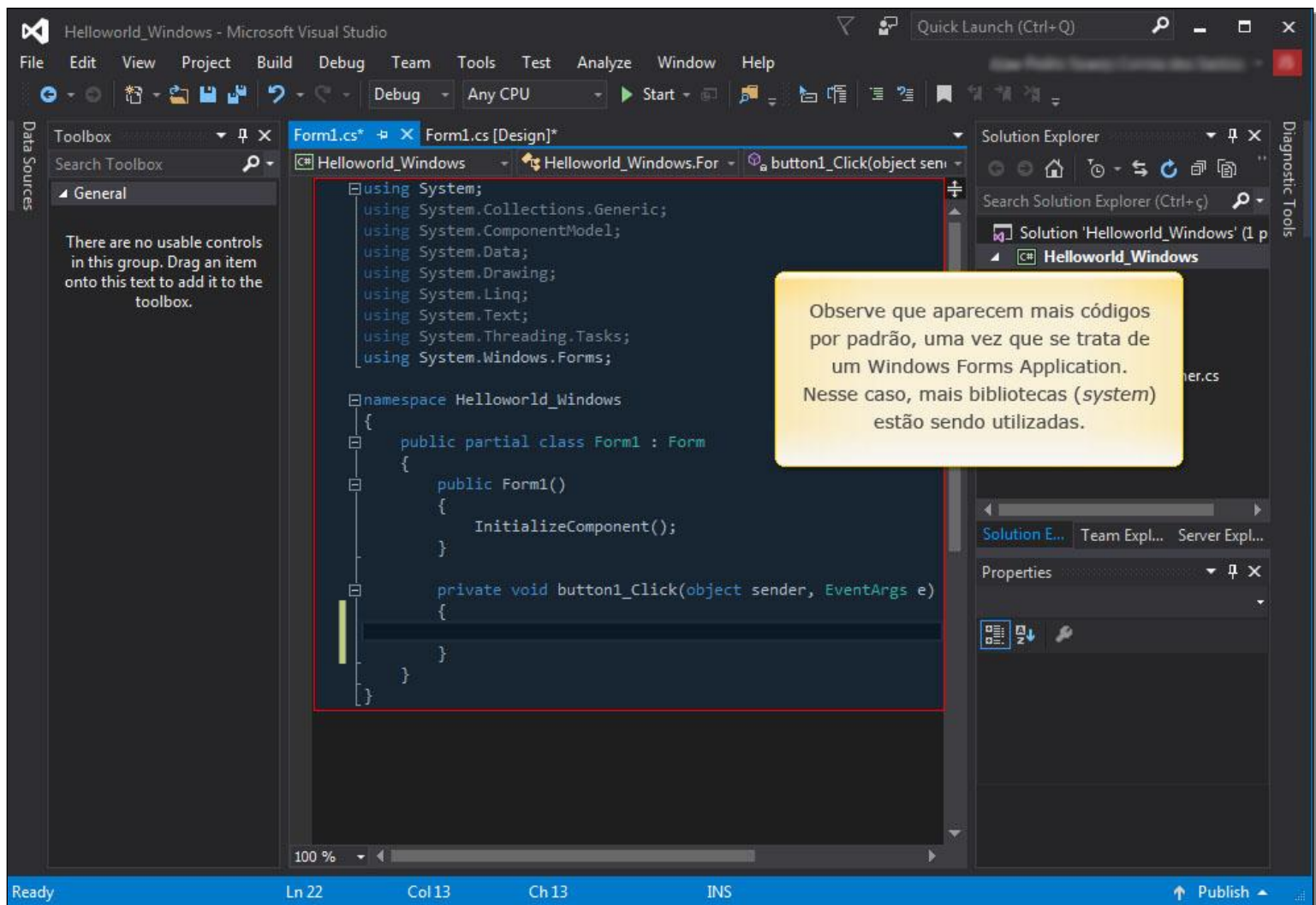












There are no usable controls in this group. Drag an item onto this text to add it to the toolbox.

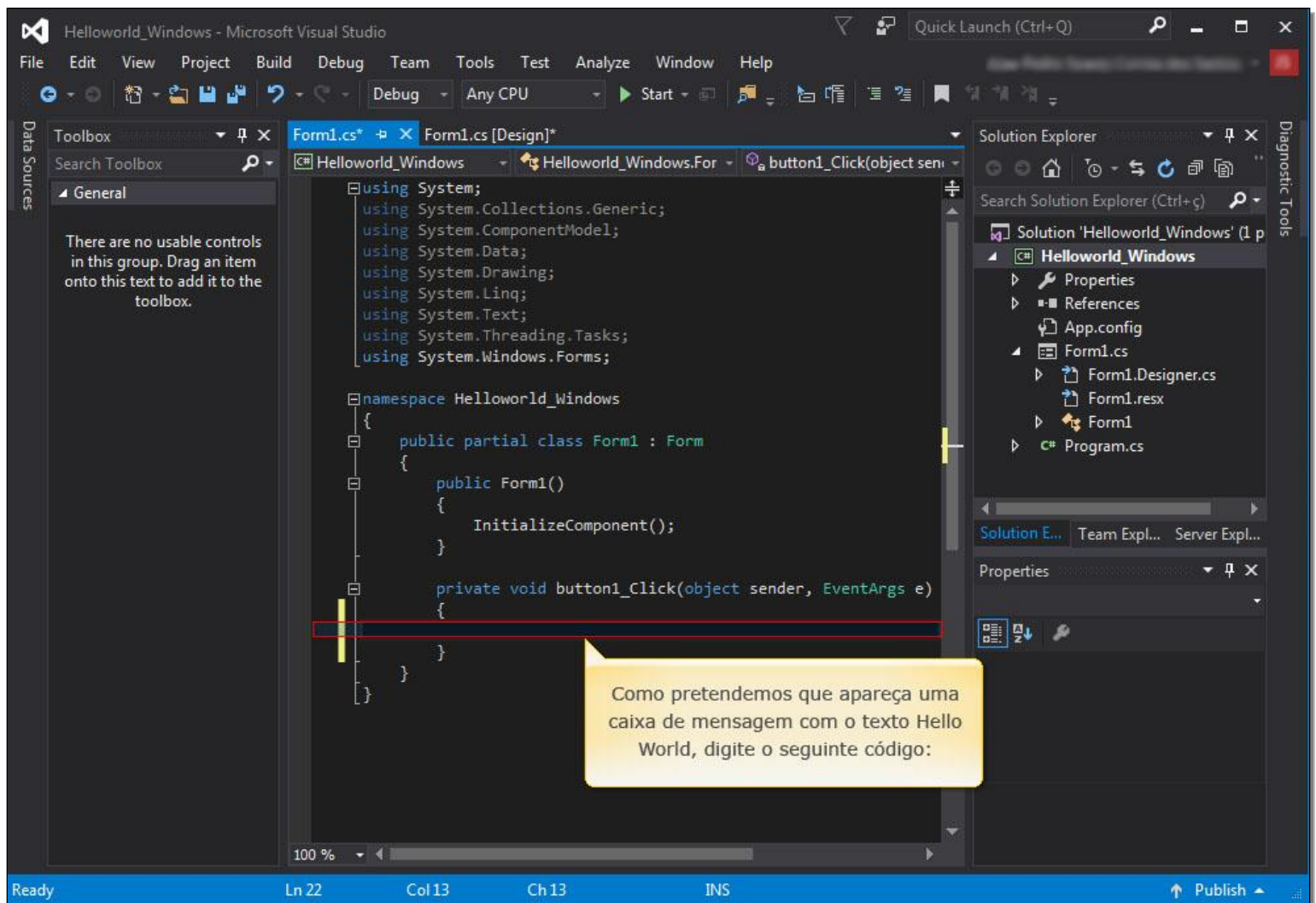
```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace Helloworld_Windows
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
        }
    }
}
```

Observe que aparecem mais códigos por padrão, uma vez que se trata de um Windows Forms Application. Nesse caso, mais bibliotecas (system) estão sendo utilizadas.

Ready    Ln 22    Col 13    Ch 13    INS    Publish



```
MessageBox.Show("Hello World");
```

Seu código ficará da seguinte forma:

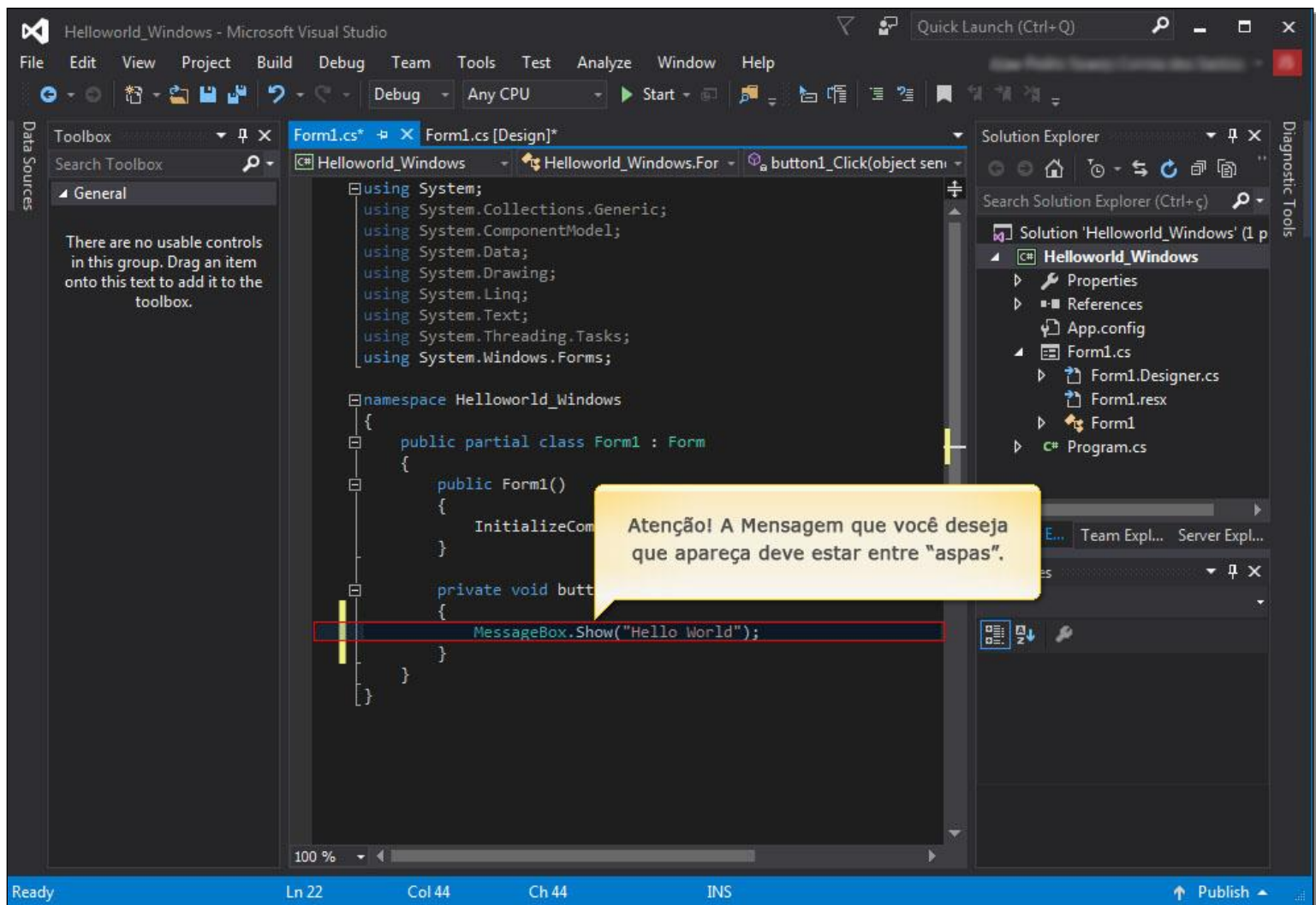
```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace Helloworld_Windows
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            MessageBox.Show("Hello World");
        }
    }
}
```

Ready      Ln 22      Col 44      Ch 44      INS      Publish





Helloworld\_Windows - Microsoft Visual Studio

File Edit View Project Build Debug Team Tools Test Analyze Window Help

Debug Any CPU Start

Form1.cs\* Form1.cs [Design]\*

Helloworld\_Windows Helloworld\_Windows.For button1\_Click(object seni

General

There are no usable controls in this group. Drag an item onto this text to add it to the toolbox.

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace Helloworld_Windows
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            MessageBox.Show("Hello World");
        }
    }
}
```

Atenção! A Mensagem que você deseja que apareça deve estar entre "aspas".

Solution Explorer

Search Solution Explorer (Ctrl+g)

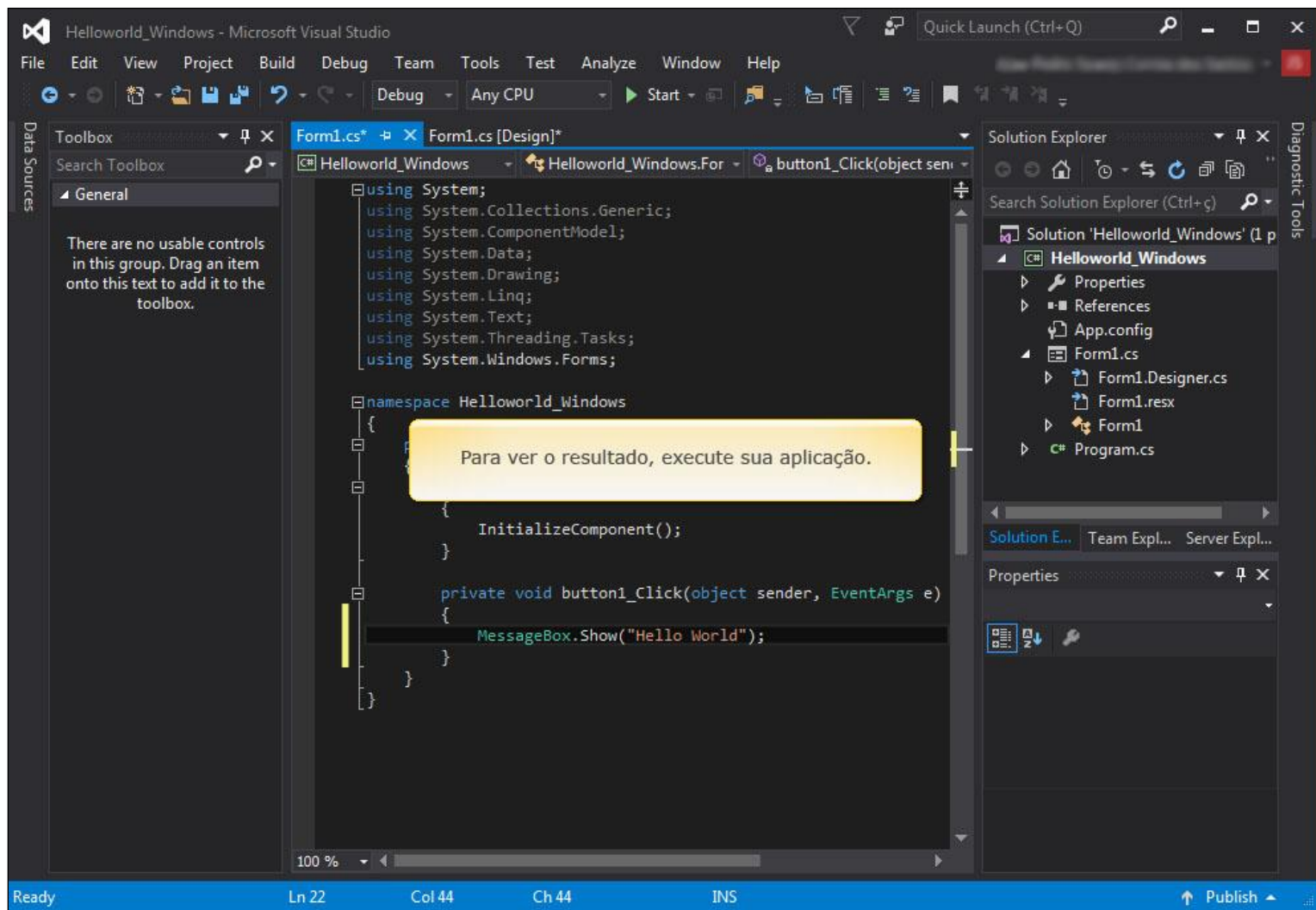
Solution 'Helloworld\_Windows' (1 p

- Helloworld\_Windows
  - Properties
  - References
  - App.config
  - Form1.cs
  - Form1.Designer.cs
  - Form1.resx
  - Form1
  - Program.cs

Team Expl... Server Expl...

Ready Ln 22 Col 44 Ch 44 INS Publish





Helloworld\_Windows - Microsoft Visual Studio

File Edit View Project Build Debug Team Tools Test Analyze Window Help

Debug Any CPU Start

Form1.cs\* Form1.cs [Design]\*

Search Toolbox

General

There are no usable controls in this group. Drag an item onto this text to add it to the toolbox.

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace Helloworld_Windows
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            MessageBox.Show("Hello World");
        }
    }
}
```

Para ver o resultado, execute sua aplicação.

Solution Explorer

Search Solution Explorer (Ctrl+g)

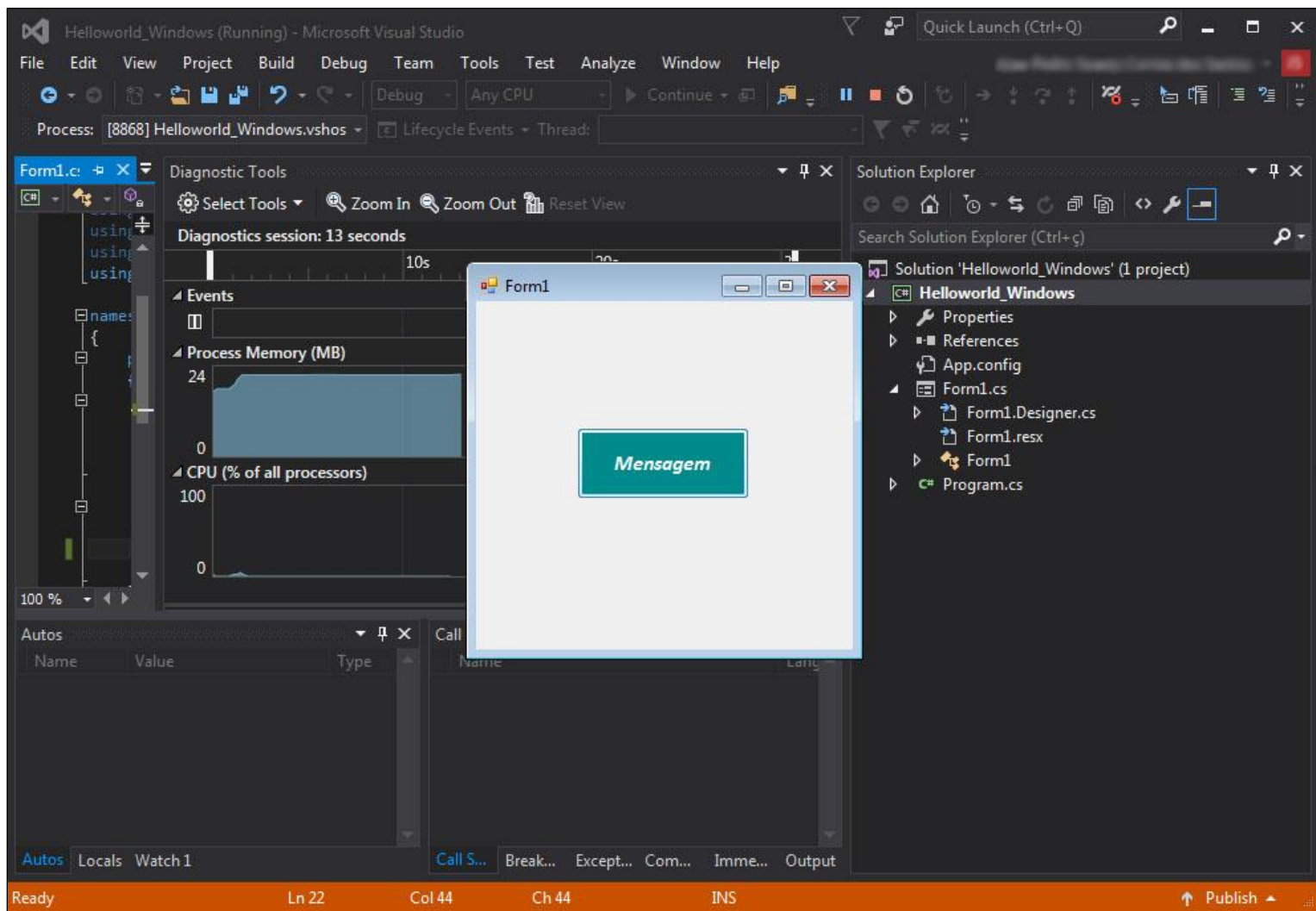
Solution 'Helloworld\_Windows' (1 p)

- Helloworld\_Windows
  - Properties
  - References
  - App.config
  - Form1.cs
    - Form1.Designer.cs
    - Form1.resx
  - Form1
  - Program.cs

Solution E... Team Expl... Server Expl...

Properties

Ready Ln 22 Col 44 Ch 44 INS Publish



The screenshot shows the Microsoft Visual Studio IDE running a C# application. The application window, titled "Form1", is centered and displays the word "Mensagem" in a teal box. The background interface includes the following components:

- Top Bar:** "Helloworld\_Windows (Running) - Microsoft Visual Studio".
- Menu Bar:** File, Edit, View, Project, Build, Debug, Team, Tools, Test, Analyze, Window, Help.
- Toolbox:** Located on the left, showing standard Windows Forms controls.
- Diagnostic Tools:** A window showing performance metrics for a "Diagnostics session: 13 seconds". It includes graphs for "Process Memory (MB)" (peaking at 24 MB) and "CPU (% of all processors)" (peaking at 100%).
- Solution Explorer:** Located on the right, showing the project structure for "Helloworld\_Windows". The files listed are: Properties, References, App.config, Form1.cs, Form1.Designer.cs, Form1.resx, Form1, and Program.cs.
- Autos Window:** Located at the bottom left, showing a table with columns "Name", "Value", and "Type".
- Call Stack Window:** Located at the bottom right, showing a table with columns "Name", "Value", and "Type".
- Status Bar:** At the bottom, showing "Ready", "Ln 22", "Col 44", "Ch 44", "INS", and a "Publish" button.

