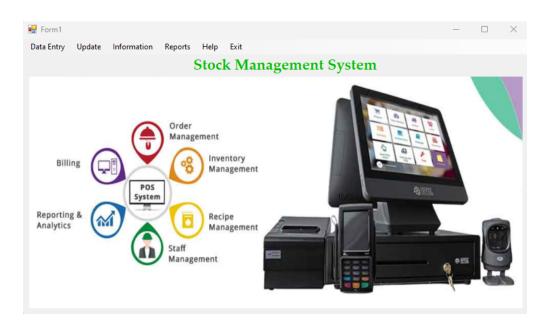# Practical Guide - 2

Let's learn how to work with menus in C#.NET through some exercises.

Practice Exercise - 1

1. Task: Creating a Main menu for a stock management system.

   a) Open a New Project and name it as PracticeEx_1.

   b) Add a Label, a PictureBox and a MenuStrip as follows.

   c) Set the Label Name property as "lblTitle".

   d) Set the PictureBox Image property source to given image (pos_img.png).
      and PictureBox SizeMode property to StretchImage.

   c) Use the following details to fill the MenuStrip.

Data Entry	Update	Information	Reports	Help	Exit
Issues	Ledger	Item Search	Stock value	Help About	To Windows
Receipts		Stock Level	Stock status	Online Help	
Master			Cost reports		

   d) Add a new form and keep its name as Form2.

   e) Type the below code to show above added Form2, once user click on Sub menu Item **Issues** under Data Entry menu.

```
Form2 frmIssues = new Form2();
frmIssues.Show();
```

   f) Write the code to exit when the user click **To Windows** under Exit menu.

```
this.Close();
```

2. Task: Adding moving effect to a control.
      a) Continue the project created in (1).
      b) Add a timer tool to the Form1.
      c) Set the Enable property of timer true and set the interval 30.
      d) Add the below code for the Timer Tick event.

```
lblTitle.Left = lblTitle.Left - 4;
    if (lblTitle.Left < -300)
    {
        lblTitle.Left = 397;
    }
```

      e) Add below code to form load event.
```
lblTitle.Left = 397;
```

      f) Run the program.

3. Task: Adding a ContextMenuStrip to the Form1.
      a) Continue the above project created in (1).
      b) It will provide boxes to write the menu items. Write the following in boxes.
            Issues
            Receipts
            Master
            Item Search
            Stock Level
      c) Then select the form go to the ContextMenuStrip property of the form and select the ContextMenuStrip1.
      d) Run the application and right click on the form. You will see the context menu you created.