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SE07-02

Kode:

```
3 references
public partial class Form1 : Form
{
    1 reference
    public Form1()
    {
        InitializeComponent();
        SetupUI();
    }

    1 reference
    private void SetupUI()
    {
        this.BackColor = Color.LightGray;

        textBox1.ForeColor = Color.Black;
        textBox1.BackColor = Color.Orange;
        textBox1.TextAlign = HorizontalAlignment.Center;
        textBox1.TextChanged += textBox1_TextChanged;

        button.ForeColor = Color.White;
        button.BackColor = Color.Orange;
        button.Font = new Font("Arial", 10, FontStyle.Bold);
        button.Text = "Submit";
        button.Click += button_Click;

        label1.ForeColor = Color.Black;
        label1.Text = "Klik Saya";
        label1.Click += label1_Click;

        label2.ForeColor = Color.White;
        label2.BackColor = Color.Orange;
        label2.TextAlign = ContentAlignment.MiddleCenter;
        label2.Text = "OUTPUT";
    }

    2 references
    private void textBox1_TextChanged(object sender, EventArgs e)
    {
    }

    2 references
    private void button_Click(object sender, EventArgs e)
    {
        string namaPraktikan = textBox1.Text;
        label2.Text = "Halo " + namaPraktikan;
    }

    2 references
    private void label1_Click(object sender, EventArgs e)
    {
        MessageBox.Show("Label diklik!");
    }
}
```

Program Berbasis Windows Forms Dalam Bahasa c# adalah aplikasi GUI sederhana yang menampilkan Textbox, Button dan label

```
public partial class Form1 : Form
```

public partial class Form1 :Form1 adalah **form utama** dari aplikasi.

Form : Kelas bawaan WinForms yang menjadi dasar GUI.

```
private void SetupUI()
{
    this.BackColor = Color.LightGray;

    textBox1.ForeColor = Color.Black;
    textBox1.BackColor = Color.Orange;
    textBox1.TextAlign = HorizontalAlignment.Center;
    textBox1.TextChanged += textBox1_TextChanged;

    button.ForeColor = Color.White;
    button.BackColor = Color.Orange;
    button.Font = new Font("Arial", 10, FontStyle.Bold);
    button.Text = "Submit";
    button.Click += button_Click;

    label1.ForeColor = Color.Black;
    label1.Text = "Klik Saya";
    label1.Click += label1_Click;

    label2.ForeColor = Color.White;
    label2.BackColor = Color.Orange;
    label2.TextAlign = ContentAlignment.MiddleCenter;
    label2.Text = "OUTPUT";
}
```

Mengubah warna latar belakang (BackColor) → `this.BackColor = Color.LightGray;`

Menyesuaikan warna teks dan latar belakang TextBox → `textBox1.ForeColor = Color.Black;`

membuat teks di tengah (TextBox) → `textBox1.TextAlign = HorizontalAlignment.Center;`

Menambahkan event handler untuk tombol (`button.Click`).

Menambahkan event handler ketika label diklik (`label1.Click`)

```
private void textBox1_TextChanged(object sender, EventArgs e)
```

```
{
```

-Fungsi ini dipanggil setiap kali user mengetik di TextBox.

```
private void button_Click(object sender, EventArgs e)
```

```
{
```

```
    string namaPraktikan = textBox1.Text;
```

```
    label2.Text = "Halo " + namaPraktikan;
```

```
}
```

Mengambil teks dari TextBox (`textBox1.Text`).

Menampilkan teks tersebut di Label2 (`label2.Text`).

Output:

Daniel

BUTTON

Halo Daniel