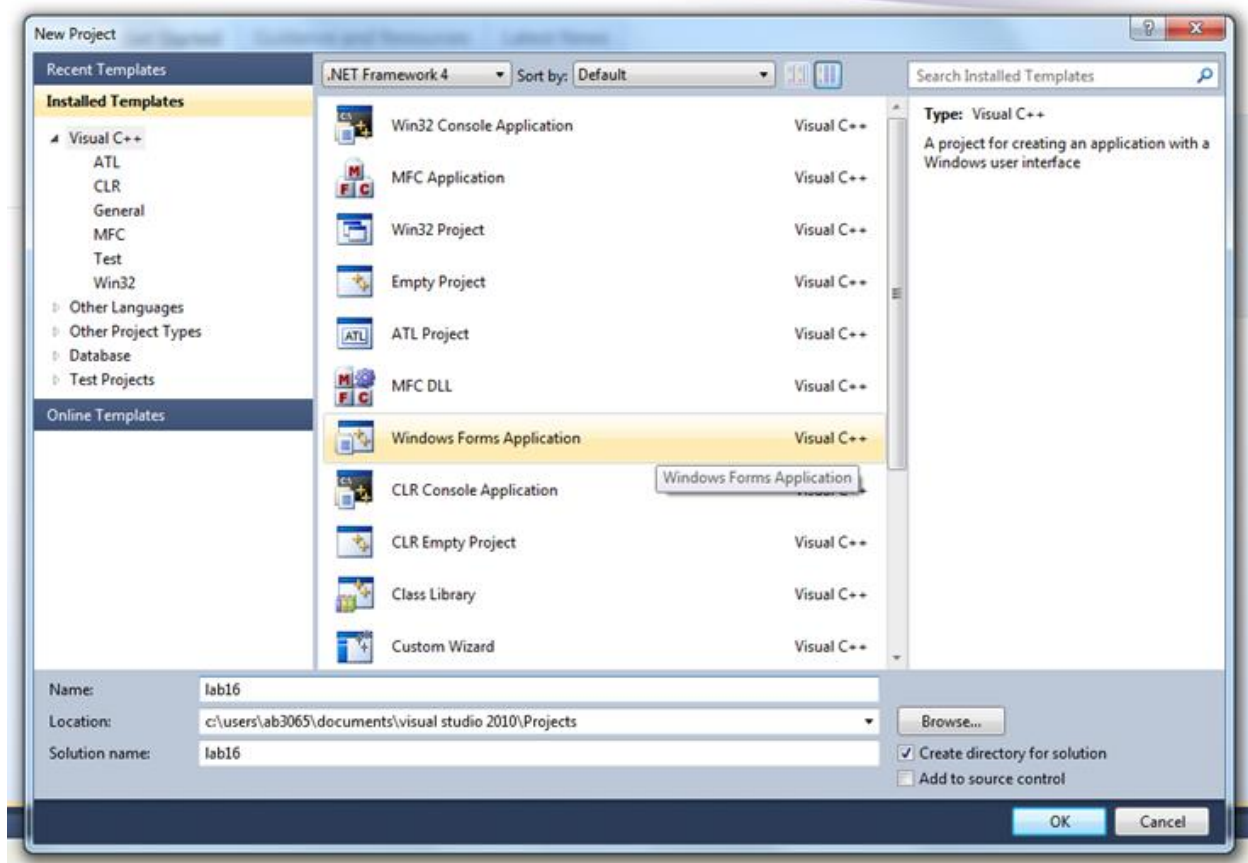


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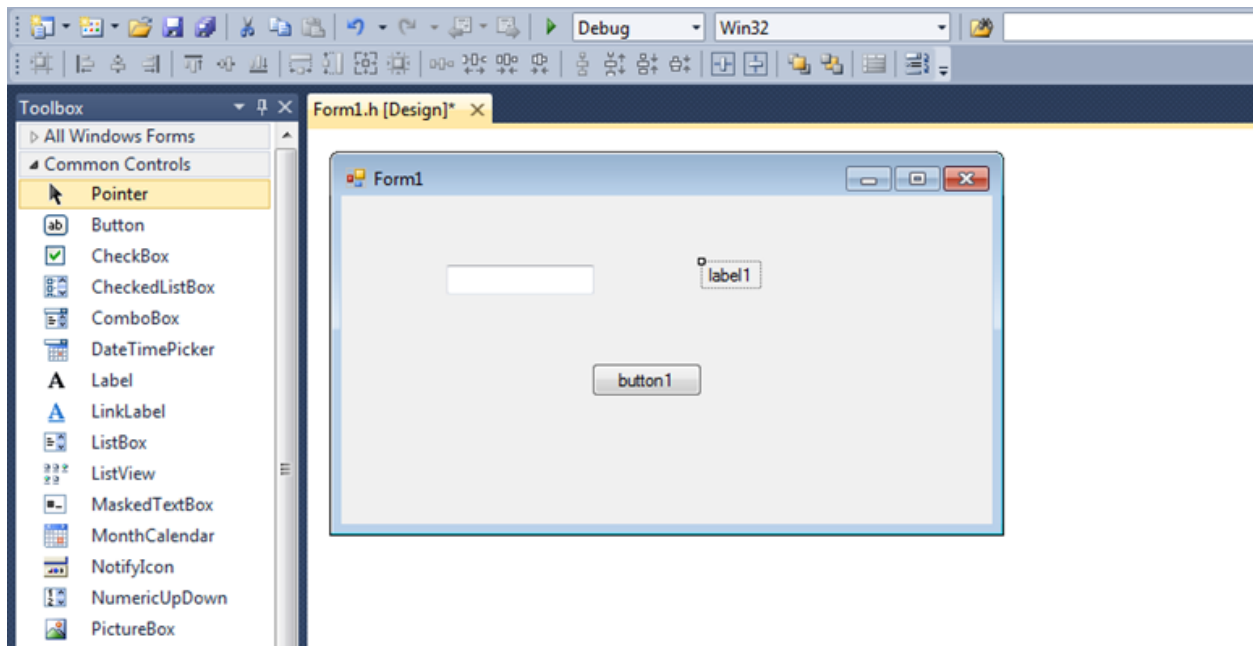
This week you will create your first GUI for your programs. Once you have learnt the basics you can create many things and update your old programs to have a visual interface.

1. Open Visual Studio
2. Create a Winforms Application

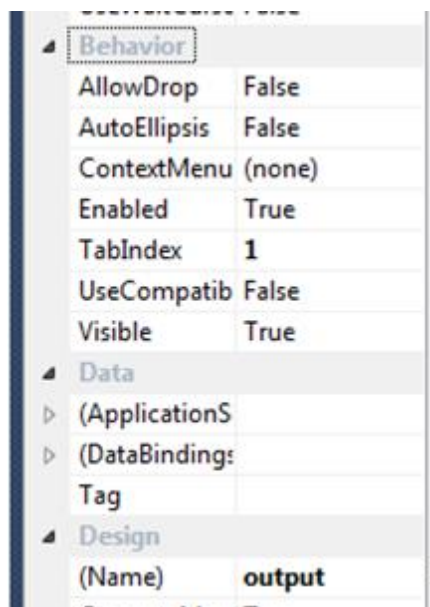
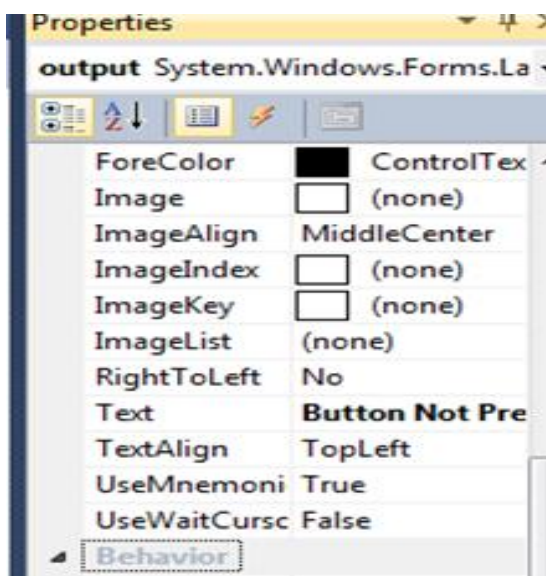


3. Open the toolbox (may be located on the right hand side of the screen in collapsed mode)

4. Drag a TextBox, Label, and Button onto the form



5. Using the properties menu (right click on an object, click properties if not showing), give your items a name(no spaces, like with variables), Also change the label and button text (text Property)



6. Double click the button to create an event handler

```
    }  
#pragma endregion  
private: System::Void button_Click(System::Object^ sender, System::EventArgs^ e) {  
    }  
};  
}
```

7. In your event handler type the following to take the text the user wrote in the text box and put it into the label (don't forget to change it to the names you gave the objects)

```
this->output->Text = this->inputtext->Text;
```

Output = label , inputtext = textbox

8. Compile and run your first program!