EUP Experiment 4

⚠ OUTDATED, YOU CAN COPY THEORY PART

Aim

Designing of Windows Form using custom controls.

Theory

Difference between Classic and Custom Controls:

- **Classic Controls**: Standard controls provided by .NET Framework with predefined appearance and behavior. Limited customization options.
- **Custom Controls**: User-defined controls that extend functionality and appearance, allowing more customization and control over display and behavior.

ProgressBar

A control that visually represents the progress of a task.

Properties:

- Value
- Minimum
- Maximum
- Step
- Style

Events:

- ValueChanged
- Click
- Paint
- MouseEnter
- MouseLeave

ListView

A control that displays a list of items with optional icons.

Properties:

- View
- FullRowSelect
- Sorting
- MultiSelect
- CheckBoxes

Events:

- ItemSelectionChanged
- ItemChecked
- ColumnClick
- SelectedIndexChanged
- ItemActivate

ImageList

A control that holds a collection of images for use in other controls like ListView and TreeView.

Properties:

- Images
- ImageSize
- ColorDepth
- TransparentColor
- Tag

Events:

None

TreeView

A control that displays a hierarchical collection of items (nodes).

Properties:

- Nodes
- SelectedNode
- CheckBoxes
- ImageList
- ShowLines

Events:

- AfterSelect
- BeforeExpand
- BeforeCollapse
- NodeMouseClick
- NodeMouseDoubleClick

MenuStrip and StatusStrip

- MenuStrip: A control that provides a menu bar for Windows Forms.
- StatusStrip: A control that provides a status bar at the bottom of a form.

Properties:

- MenuStrip:
 - Items
 - Dock
 - RenderMode
 - BackColor
 - ForeColor
- StatusStrip:
 - Items
 - Dock
 - RenderMode
 - BackColor
 - ForeColor

Events:

- MenuStrip:
 - ItemClicked
 - ItemAdded
 - ItemRemoved
 - Paint
 - Resize

• StatusStrip:

- ItemClicked
- ItemAdded
- ItemRemoved

- Paint
- Resize

Conclusion

Hence, we successfully performed the Designing of Windows Form using custom controls.