



Button				
	Represents a Windows button control.	Represents a Windows button control.		
button1	Important Properties:			
	Text	Sets the Button's Text (i.e. \$textbox1.Text = "Name")		
	DialogResult	The dialog-box result produced in a modal form by click the button. None, OK, Cancel, Abort, Retry, Ignore, Yes, No		
	Image	The image that will be displayed on the button		
	Enabled	Indicates whether the button is enabled.		
	Important Events:			
	Click	Occurs when the button is 'clicked'		
CheckBox				
	Represents a Windows CheckBox.	Represents a Windows CheckBox.		
checkbox1	Important Properties:			
	Checked	Indicates whether the checkbox is in the checked state (i.e. \$checkbox1.Checked = \$true)		
	CheckAlign	Determines the location of the checkbox inside the control		
	TextAlign	The alignment of the text that will be displayed on the control.		
	Important Events:			
	CheckedChanged	Occurs whenever the Check property is changed		
CheckedListBox				
	Displays a ListBox in which a check box is displayed to the left of each item.			
	Important Properties:			
Check Item 1	CheckOnClick	Indicates if the check box should be toggled with the first chick on an item		
Check Item 2 Check Item 3	CheckedItems	Collection of checked items in the list		
Crieck item 3	Items	Lists of Items in the CheckedListBox (i.e. \$checkedlistbox1.Items.Add("Checked", \$true) )		
	MultiColumn	Indicated whether the ListBox supports multiple columns.		
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**Important Events:** 

**ItemCheck** 

Occurs when the checked state of an item changes.



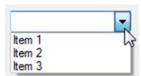
### ColorDialog



Represents a common dialog box that displays available colors along with controls that enable the user to define custom colors.

Important Properties:	
AllowFullOpen	Indicates whether the user can use the dialog box to define custom colors.
Color	The color selected by the user.
FullOpen	Indicates whether the controls used to create custom colors are visible when the dialog box is opened
ShowHelp	Indicates whether the dialog box displays a Help button.
Important Events:	
HelpRequest	Occurs when the user clicks the Help button.
🕬 Important Methods:	
ShowDialog	Shows the FolderBrowser. Check the return value for "OK". (i.e. if( $f$ folderbrowserdialog1.ShowDialog() -eq "OK"){ $f$ folderBrowserDialog1.SelectedPath} )

## ComboBox

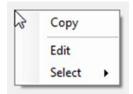


Represents a Windows combo box control.

Important Properties:	
DropDownStyle	Controls the appearance and functionality of the combo box Values: Simple, DropDown, DropDownList
Items	The items in the combo box (i.e. \$combobox.Items.Add("New Item"))
SelectedItem	Gets the selected item in the list
SelectedText	The text that is selected in the editable portion of a ComboBox.
Sorted	Specifies whether items in the list portion of the combo box are sorted.
AutoCompleteSource	The source of complete strings used for automatic completion
AutoCompleteMode	Indicates the text completion behavior of the combo box.
AutoCompleteCustomSource	The autocomplete custom source, which is a custom StringCollection used when the AutoCompleteSource is CustomSource.
Important Events:	
SelectedIndexChanged	Occurs when the value of the SelectedIndex property changes



### ContextMenuStrip



Represents a shortcut menu.

Important Properties:	
Items	Collection of items to display in the ContextMenu
ShowCheckMargin	Indicates whether space for a check mark is shown on the left edge of the ToolStripMenuItem.
ShowImageMargin	Indicates whether space for an image is shown on the left edge of the ToolStripMenuItem.
ShowItemToolTips	Indicates whether ToolTips are to be displayed on ToolStrip items.
Items	Collection of items to display in the ContextMenu
Important Events:	
Closed	Occurs when the ContextMenuStrip has closed.
Opening	Occurs when the DropDown is opening.
ItemClicked	Occurs when a menu item is clicked.
🕬 Important Methods:	
Close	Closes the ContextMenuStrip control.
Show	Displays the context menu.
Notes:	

To add a ContextMenuStrip to a control, set the control's "ContextMenuStrip" property to the desired ContextMenuStrip.

### **Context Menu Item Types:**

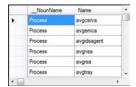
MenuItem - Is a selectable option displayed on a ContextMenuStrip.

ComboBox - Displays a combo box on a ContextMenuStrip.

TextBox - Displays a text box in a ContextMenuStrip which allows the user to enter text.

Separator - A static line used to group the drop-down items of the ContextMenuStrip control.

### **DataGridView**



Displays data in a customizable grid.

Important Properties:	
AllowUsersToAddRows	Indicates whether the option to add rows is displayed to the user.
AllowUserToDeleteRows	Indicates whether the user is allowed to delete rows from the DataGridView.
AllowUserToOrderColumns	Indicates whether manual column repositioning is enabled.



DataGridView (Continued)		
	AllowUserToResizeColumns	Indicates whether users can resize columns.
	AllowUserToResizeRows	Indicates whether users can resize rows.
	AutoSizeColumnsMode	Indicates how column widths are determined.  AllCells, AllCellsExceptHeader, DisplayedCells, DisplayedCellsExceptHeader, None, ColumnHeader, Fill
	AutoSizeRowsMode	Indicates how row heights are determined. AllCells, AllCellsExceptHeader, AllHeaders, DisplayedCells, DisplayedCellsExceptHeaders, DisplayedHeaders, None
	ColumnCount	The number of columns displayed in the DataGridView.
	ColumnHeadersHeightSizeMode	Indicates whether the height of the column headers is adjustable and whether it can be adjusted by the user or is automatically adjusted to fit the contents of the headers.  EnableResizing, DisableResizing, AutoSize
	ColumnHeadersVisible	Indicates whether the column header row is displayed.
	Columns	Gets a collection that contains all the columns in the control.
	CurrentCell	Gets or sets the currently active cell.
	CurrentCellAddress	Gets the row and column indexes of the currently active cell.
	CurrentRow	Gets the row containing the current cell.
	DataMember	The name of the list or table in the data source for which the DataGridView is displaying data.
	DataSource	The data source that the DataGridView is displaying data for. Use to automatically build the grid. The data must be in correct format.
	Item	Provides an indexer to get or set the cell located at the intersection of the column and row with the specified indexes.
	MultiSelect	Indicates whether the user is allowed to select more than one cell, row, or column of the DataGridView at a time.
	NewRowIndex	Gets the index of the row for new records.
	ReadOnly	Indicates whether the user can edit the cells of the DataGridView control.
	RowCount	The number of rows displayed in the DataGridView.
	RowHeadersVisible	Indicates whether the column that contains row headers is displayed
	RowHeadersWidthSizeMode	Indicates whether the width of the row headers is adjustable and whether it can be adjusted by the user or is automatically adjusted to fit the contents of the headers.  EnableResizing, DisableResizing, AutoSizeToAllHeaders, AutoSizeToDisplayedHeaders, AutoSizeToFirstHeader



DataGridView (Continued)

Rows	Gets a collection that contains all the rows in the DataGridView control.
SelectedCells	Gets the collection of cells selected by the user.
SelectedColumns	Gets the collection of columns selected by the user.
SelectedRows	Gets the collection of rows selected by the user.
SelectionMode	Indicates how the cells of the DataGridView can be selected. CellSelect, FullRowSelect, FullColumnSelect, RowHeaderSelect, ColumnHeaderSelect
ShowCellErrors	Indicates whether to show cell errors.
ShowCellToolTips	Indicates whether or not ToolTips will show when the mouse pointer pauses on a cell.
ShowEditingIcon	Indicates whether or not the editing glyph is visible in the row header of the cell being edited.
ShowRowErrors	Indicates whether row headers will display error glyphs for each row that contains a data entry error.
SortedColumn	Gets the column by which the DataGridView contents are currently sorted. If the DataGridView is not sorted this property will return null.
SortOrder	Indicates whether the items in the DataGridView control are sorted in ascending or descending order, or are not sorted. ( None, Ascending, Descending )
VirtualMode	Indicates whether you have provided your own data-management operations for the DataGridView control
Important Events:	
CellBeginEdit	Occurs when edit mode starts for the selected cell.
CellClick	Occurs when any part of a cell is clicked.
CellDoubleClick	Occurs when the user double-clicks anywhere in a cell.
CellEndEdit	Occurs when the current cell changes in the DataGridView control or when the control receives input focus
CellToolTipTextNeeded	Occurs when a cell's ToolTip text is needed.
CellValidated	Occurs after the cell has finished validating.
CellValidating	Occurs when a cell loses input focus, enabling content validation.
CellValueChanged	Occurs when the value of a cell changes.
CellValueNeeded	Occurs when the VirtualMode property of the DataGridView control is true and the DataGridView requires value for a cell in order to format and display the cell.



DataGridView (Continued)		
	CellValuePushed	Occurs when the VirtualMode property of the DataGridView control is true and a cell value has changed and requires storage in the underlying data source.
	ColumnDividerDoubleClick	Occurs when the user double-clicks a divider between two columns.
	ColumnHeaderMouseClick	Occurs when the user clicks a column header.
	ColumnHeaderMouseDoubleClick	Occurs when a column header is double-clicked.
	CurrentCellChanged	Occurs when the CurrentCell property changes.
	NewRowNeeded	Occurs when the VirtualMode property of the DataGridView is true and the user navigates to the new row at the bottom of the DataGridView.
	RowDividerDoubleClick	Occurs when the user double-clicks the divider between two rows.
	RowHeaderMouseClick	Occurs when the user clicks within the boundaries of a row header.
	RowHeaderMouseDoubleClick	Occurs when a row header is double-clicked.
	SelectionChanged	Occurs when the current selection changes.
	SortCompare	Occurs when the DataGridView compares two cell values to perform a sort operation.
	Sorted	Occurs when the DataGridView control completes a sorting operation.
	UserAddedRow	Occurs when the user has finished adding a row to the DataGridView control.
	UserDeletedRow	Occurs when the user has finished deleting a row from the DataGridView control.
	UserDeletingRow	Occurs when the user deletes a row from the DataGridView control.
	🕬 Important Methods:	
	AutoResizeColumn	Adjusts the width of the specified column to fit the contents of all its cells, including the header cell.
	AutoResizeColumns	Adjusts the width of all columns to fit the contents of all their cells, including the header cells.
	AutoResizeRow	Adjusts the height of the specified row to fit the contents of all its cells including the header cell.
	AutoResizeRows	Adjusts the heights of all rows to fit the contents of all their cells, including the header cells.
	CancelEdit	Cancels edit mode for the currently selected cell and discards any changes.
	CommitEdit	Commits changes in the current cell to the data cache without ending edit mode.



DataGridView (Conti	

Notes:	
Column Types:	
DataGridViewTextBoxColumn	Displays editable text information in each cell of the column.
DataGridViewButtonColumn	Displays a button-like user interface (UI) in each cell of the column.
DataGridViewCheckBoxColumn	Displays a check box user interface (UI) in each cell of the column.
DataGridViewComboBoxColumn	Displays a combo box in each cell of the column.
DataGridViewImageColumn	Displays a graphic in each cell of the column.
DataGridViewLinkColumn	Displays a link in each cell of the column.

Use the Columns property's Add method to add new columns.

## **Import Shared Column Properties:**

AutoSizeMode
The mode by which the column automatically adjusts its width.

HeaderText
The caption text on the column's header cell.

MinimunWidth
The minimum width, in pixels, of the column.

Resizable
Indicates whether the column is resizable.

SortMode
The sort mode for the column.

ToolTipText
The text used for ToolTips.

## Accessing a Cell in the Grid:

\$cell = \$dataGridView1.Rows[\$RowIndex].Cells[\$ColumnIndex]

Use the Rows property's Add method to add new rows.

## DataGridViewRow

## **Import Row Properties:**

Cells
Gets the collection of cells that populate the row.

IsNewRow
Indicates whether the row is the row for new records.

IsRow
Indicates whether the band represents a row.

Selected
Indicates whether the row is selected.



DataGridView (	

DataGridViewCell	
Import Cell Properties:	
ColumnIndex	Gets the column index for this cell.
EditedFormattedValue	Gets the current, formatted value of the cell, regardless of whether the cell is in edit mode and the value has not been committed.
FormattedValue	Gets the value of the cell as formatted for display.
FormattedValueType	Gets the type of the formatted value associated with the cell.
RowIndex	Gets the index of the cell's parent row.
Selected	Indicates whether the cell has been selected.
ToolTipText	The ToolTip text associated with this cell.
Value	The value associated with this cell.
ValueType	The data type of the values in the cell.

### DateTimePicker



Represents a Windows control that allows the user to select a date and a time and to display the date and time with a specified format.

important Properties:	
Format	Determines whether dates and times are displayed using standard or custom formatting Long, Short, Time, Custom
CustomFormat	The custom date/time format string.
MaxDate	The maximum date that can be selected
MinDate	The minimum date that can be selected
ShowCheckBox	Deteremines whether a check box is displayed in the control. When the box is unchecked, no value is selected.
ShowUpDown	Indicates whether a spin box rather than a drop-down calendar is displayed for modifying the control value.
Value	The current date/time value for the DataTimePicker
Important Events:	
ValueChanged	Occurs when the 'Value' property changes

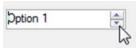


## DateTimePicker (Continued)

Notes:	
Format strings for CustomFormat:	
Format string	Description
d	The one- or two-digit day.
dd	The two-digit day. Single-digit day values are preceded by a 0.
ddd	The three-character day-of-week abbreviation.
dddd	The full day-of-week name.
h	The one- or two-digit hour in 12-hour format.
hh	The two-digit hour in 12-hour format. Single digit values are preceded by a 0.
Н	The one- or two-digit hour in 24-hour format.
нн	The two-digit hour in 24-hour format. Single digit values are preceded by a 0.
m	The one- or two-digit minute.
mm	The two-digit minute. Single digit values are preceded by a 0.
М	The one- or two-digit month number.
MM	The two-digit month number. Single digit values are preceded by a 0.
MMM	The three-character month abbreviation.
MMMM	The full month name.
s	The one- or two-digit seconds.
ss	The two-digit seconds. Single digit values are preceded by a 0.
t	The one-letter A.M./P.M. abbreviation (A.M. is displayed as "A").
tt	The two-letter A.M./P.M. abbreviation (A.M. is displayed as "AM").
у	The one-digit year (2001 is displayed as "1").
уу	The last two digits of the year (2001 is displayed as "01").
уууу	The full year (2001 is displayed as "2001").



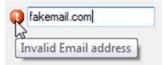
### DomainUpDown



Represents a Windows spin box (also known as an up-down control) that displays string values.

Represents a Windows spiri box (also	o known as an up-uown control) that displays string values.
Important Properties:	
Items	The allowable values of the DomainUpDown.
ReadOnly	Indicates whether the text can be changed by the use of the up or down buttons only.
SelectedItem	The selected item based on the index value of the selected item in the collection.
Sorted	Indicates whether the item collection is sorted.
Text	The initial value. The text displayed in the spin box.
TextAlign	The alignment of the text in the spin box.
UpDownAlign	The alignment of the up and down buttons on the spin box.
Wrap	Indicates whether the collection of items continues to the first or last item if the user continues past the end of the list.
Important Events:	
SelectedItemChanged	Occurs when the SelectedItem property has been changed.
🕬 Important Methods:	
DownButton	Displays the next item in the object collection.
UpButton	Displays the previous item in the collection.

## **ErrorProvider**



Provides a user interface for indicating that a control on a form has an error associated with it.

Important Properties:	
Icon	The icon used to indicate an error.
BlinkRate	The rate at which the error icon flashes.
BlinkStyle	Indicates when the error icon flashes.
important Methods:	
SetError	Sets the error description string for the specified control.
SetIconAlignment	Sets the location where the error icon should be placed in relation to the control.
SetIconPadding	Sets the amount of extra space left between the specified control and the error icon.



## ErrorProvider (Continued)

Notes:	
When an ErrorProvider is added to the designer, all other controls will add the following dynamic design properties:	
Error on ErrorProvider	Sets the error description string for the specified control.
IconAlignment on ErrorProvider	Sets the location where the error icon should be placed in relation to the control.
Error on ErrorProvider	Sets the amount of extra space left between the specified control and the error icon.

## FlowLayoutPanel



Represents a panel that dynamically lays out its contents horizontally or vertically.

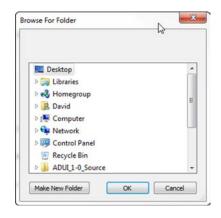
important Properties:	
FlowDirection	Specifies the direction in which controls are laid out. ( LeftToRight, TopDown, RightToLeff, BottomUp )
Notes:	

Child Control will have a dynamic design property called "FlowBreak":

FlowBreak

Indicates to the FlowLayoutPanel control to stop laying out controls in the current flow direction and wrap to the next row or column.

## FolderBrowserDialog



## Prompts the user to select a folder

Prompts the user to select a loider	
Important Properties:	
Description	The string that is displayed above the tree view control in the dialog box. This string can be used to specify instructions to the user.
RootFolder	The location of the root folder from which to start browsing. Only the specified folder and any subfolders that are beneath it will appear in the dialog
ShowNewFolderButton	Include the New Folder Button in the dialog box
SelectedPath	The path of the folder first selected in the dialog or the last one selected by the user
🕬 Important Methods:	
ShowDialog	Shows the FolderBrowser. Check the return value for "OK". (i.e. if( $f$ folderbrowserdialog1.ShowDialog() -eq "OK"){ $s$ folderBrowserDialog1.SelectedPath})
	OK / ( +3elected atti - +10idel bi owsel bialog1.3elected atti)



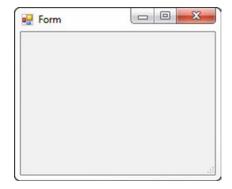
### **FontDialog**



Prompts the user to choose a font from among those installed on the local computer.	
Important Properties:	
AllowScriptChange	Indicates whether the user can change the character set specified in the Script combo box to display a character set other than the one currently displayed.
Color	The selected font color.
Font	The selected font.
FontMustExist	Indicates whether the dialog box specifies an error condition if the user attempts to select a font or style that does not exist.
MaxSize	The maximum point size a user can select.
MinSize	The minimum point size a user can select.
ScriptsOnly	Indicates whether the dialog box allows selection of fonts for all non-OEM and Symbol character sets, as we as the ANSI character set.
ShowApply	Indicates whether the dialog box contains an Apply button.
ShowColor	Indicates whether the dialog box displays the color choice.
ShowEffects	Indicates whether the dialog box contains controls that allow the user to specify strikethrough, underline, and text color options.
ShowHelp	Indicates whether the dialog box displays a Help button.
Important Events:	
Apply	Occurs when the user clicks the Apply button in the font dialog box.
HelpRequest	Occurs when the user clicks the Help button.
important Methods:	
ShowDialog	Shows the FolderBrowser. Check the return value for "OK". (i.e. if( $f$ folderbrowserdialog1.ShowDialog() -eq "OK"){ $f$ folderBrowserDialog1.SelectedPath})



### Form



Represents a window or dialog box that makes up an application's user interface.	
Important Properties:	
Text	Set the text of the control
FormBorderStyle	Indicates the appearance and behavior of the border and title bar of the form. FixedDialog, Sizable, FixedToolWindow, SizableToolWindow
StartPosition	Determines the position of a form when it first appears
WindowState	Determines the initial visual start of the form.
AcceptButton	The accept button of the form. If this is set, the button is 'clicked' whenever the user presses the 'ENTER' key.
CancelButton	The cancel button of this form. If this property is set, the button is 'clicked' whenever the user presses the 'ESC' key
ControlBox	Determines whether a form has a Control/System menu box.
MaximizeBox	Determines whether a form has a maximize box in the upper-right corner of its caption bar.
MinimizeBox	Determines whether a form has a minimize box in the upper-right corner of its caption bar.
Icon	Indicates the icon for the form. This icon is displayed in the form's system menu box and when the form is minimized. (Doesn't not effect Packager)
HelpButton	Indicates whether a Help button should be displayed in the caption box of the form. (The value of the HelpButton property is ignored if the Maximize or Minimize buttons are shown.).
🕬 Important Methods:	
Focus	Makes the control the active control
Close	Closes the form
/ Important Events:	
Load	Occurs whenever the user loads the form.
FormClosing	Occurs whenever the user closes the form, before the form has been closed and specifies the close reason.



### HelpProvider

Click

Press F1 to see this help message.

Provides pop-up or online Help for controls.

Important Properties:

HelpNamespace Specifies the name of the Help file associated with this HelpProvider object. Supports: chm, col and html files.

= | Important Methods:

ResetShowHelp Removes the Help associated with the specified control.

SetHelpKeyword Specifies the keyword used to retrieve Help when the user invokes Help for the specified control.

SetHelpNavigator

Specifies the Help command to use when retrieving Help from the Help file for the specified control.

Topic, TableOfContents, Index, Find, AssociateIndex, KeywordIndex, TopicId

SetHelpString Specifies the Help string associated with the specified control.

SetShowHelp Specifies whether Help is displayed for the specified control.

Notes:

HelpNamespace is not required. Instead you can use the HelpString to popup help messages.

Enable the HelpButton on the Form, to display the help button which lets the user request help on a specific control.

Pressing F1 while focused on a control will also trigger the help for the control.

The HelpProvider adds the following design properties to controls:

HelpKeyword on Helpprovider Specifies the keyword used to retrieve Help when the user invokes Help for the specified control.

HelpKeyword on Helpprovider Specifies the Help command to use when retrieving Help from the Help file for the specified control.

HelpNavigator on Helpprovider Specifies the Help string associated with the specified control.

ShowHelp on HelpProvider Specifies whether Help is displayed for the specified control.

## ImageList



Provides methods to manage a collection of Image objects.

Important Properties:	
ColorDepth	The number of colors to use to render the images.
ImageSize	The size of the individual images in the ImageList
Images	The images stored in this ImageList



## ImageList (Continued)

TransparentColor

The color that is treated as transparent.

### Notes:

In order to use the ImageList with other control's "ImageList" property to the ImageList. Then use other control's ImageIndex property to select the appropriate image.

### Label

This is a Label

Represents a standard Windows label.

Important Properties:	
AutoSize	Enables automatic resizing based on the font size. Note that this is only valid for labels controls that do not wrap text.
Image	The image that will be displayed on the control.
ImageAlign	The alignment of an image that is displayed in the control.
Text	The text associated with the label.
TextAlign	Determines the position of the text within the label.

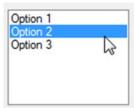
## LinkLabel

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Represents a Windows label control that can display hyperlinks.	
Important Properties:	
ActiveLinkColor	The color of the hyperlink when the user clicks the link.
DisabledLinkColor	The color of the hyperlink when disabled.
LinkColor	The color of the hyperlink its default state.
LinkVisited	Indicates whether a link should be displayed as though it were visited.
Links	The collection of links contained within the LinkLabel. Use when you need to create multiple links with in the text.
Text	The text displayed by the LinkLabel.
Important Events:	
LinkClicked	Occurs when the link is clicked.
Notes:	
LinkLabel functions similar to a button. When the link is click you handle the LinkClicked event.	



### ListBox



Represents a Windows control to display a list of items.

Represents a Williams Control to display a list of items.	
Important Properties:	
SelectionMode	Indicates if the list box is to be singled-select, multi-select, or not selectable.
Sorted	Controls whether the list is sorted
Items	The items in the list box (i.e. \$listbox.Items.Add("New Item"))
SelectedItem	Gets or sets the currently selected item
SelectedItems	Gets a collection containing the currently selected items
SelectedIndex	Get or sets the zero-based index of the currently selected item
SelectedIndices	Get a collection that contains the zero-based index of all the currently selected items
Important Events:	
SelectedIndexChanged	Occurs when the value of the SelectedIndex property changes.

### ListView



Represents a Windows list view control, which displays a collection of items that can be displayed using one of four different views.

important Properties:	
Alignment	Indicates how items are aligned within the ListView.
AllowColumnReorder	Indicates whether the user can reorder column headers in the Details view.
CheckBoxes	Indicates whether a check box appears next to each item in the control.
Columns	The columns show in the Details View
FullRowSelect	Indicates whether all he SubItems are highlighted along with the item when selected.
GridLines	Indicates whether grid lines appear between the rows and columns containing the items and sub items in the control.
Groups	The groups in the ListView
HeaderStyle	Indicates the style of the column headers in the Details view. ( None, Nonclickable, Clickable )
HideSelection	Removes highlighting from the selected item when the control does not have focus
HotTracking	Indicates whether the text of an item or subitem has the appearance of a hyperlink when the mouse pointer passes over it.
LabelEdit	Indicates whether the user can edit the labels of items in the control.



stView (Continued)		
	LargeImageList	The ImageList control used by the ListView in Large Icon View
	SmallImageList	The ImageList control used by the ListView for images in all views except for the Large Icon view
	StateImageList	The ImageList control used by the ListView for custom states.
	MultiSelect	Allows multiple items to be selected
	ShowItemToolTips	Indicates whether ToolTips are shown for the ListViewItem objects contained in the ListView.
	ShowGroups	Indicates whether the control will display the items in group form
	Sorting	Indicates the manner in which items are to be sorted.  None, Ascending, Descending
	Items	The items (ListViewItem) in the ListView \$listview1.Items.Add("New Item")
	SelectedItems	Gets a collection containing the currently selected items
	SelectedIndices	Get a collection that contains the zero-based index of all the currently selected items
	View	Selected one of the five different views that items can be show in Values: Largelcon, Details, Smalllcon, List, Tile
	Important Events:	
	AfterLabelEdit	Occurs when the label for an item has been edited by the user.
	BeforeLabelEdit	Occurs when the user starts editing the label of an item.
	ColumnClick	Occurs when a column header is clicked.
	ItemActivate	Occurs when an item is activated.
	ItemChecked	Occurs when the checked property of a ListView item changes.
	SelectedIndexChanged	Occurs when the SelectedIndices collection changes.
	ItemSelectionChanged	Occurs when the selection state of an item has changed.
	💖 Important Methods:	
	Clear	Removes all items and columns from the ListView.
	BeginUpdate	Prevents the control from drawing until the EndUpdate method is called.
	Final Indaha	Decumes drawing of the list view control ofter drawing is supported by the Degin Indetermethod

EndUpdate

Resumes drawing of the list view control after drawing is suspended by the BeginUpdate method.



( Continued )

ColumnHeader [System.Windows.Forms.ColumnHeader ]:
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### ColumnHeader Properties:

Notes:

DisplayIndex	Indicates the display order of the column relative to the currently displayed columns.
ImageIndex	Indicates the index of the image displayed in the ColumnHeader.
Text	The text displayed in the column header.
TextAlign	Determines the horizontal alignment of the text displayed in the ColumnHeader.
Width	Determines the width of the column.

## $List View Group \ [System.Windows.Forms.List View Group]: \\$

### ListViewGroup Properties:

Header The header text for the group.

HeaderAlignment The alignment of the group header text.

## ListViewItem [System.Windows.Forms.ListViewItem]:

### ListViewItem Properties:

SubItems

Checked Indicates whether the item is checked.

Text Contains the displayed text of the item.

ToolTipText The text shown when the mouse pointer rests on the ListViewItem.

Group The group to which the item is assigned.

ImageIndex The index of the image that is displayed for the item.

StateImageIndex The index of the state image (an image such as a selected or cleared check box that indicates the state of the item) that is displayed for the item.

The collection containing all subitems of the item.



### MaskedTextBox

(800) 555

Ises a mask to distinguish between proper and improper user input.

Uses a mask to distinguish between proper and improper user input.	
Important Properties:	
Mask	Sets the string governing the input allowed for this control.
BeepOnError	Indicates whether the masked text box control raises the system beep for each user key stroke that it rejects.
MaskCompleted	Indicates whether all required inputs have been entered into the input mask.
MaskFull	Indicates whether all required and optional inputs have been entered into the input mask.
Text	the text as it is currently displayed to the user.
TextMaskFormat	Determines whether the string returned by the Text property includes literals and/or prompt characters.
ValidatingType	Contains the data type used to verify the data input by the user.
🕬 Important Methods:	
ValidateText	Converts the user input string to an instance of the validating type.
Important Events:	
MaskInputRejected	Occurs when the user's input or assigned character does not match the corresponding format element of the input mask.
TypeValidationCompleted	Occurs when MaskedTextBox has finished parsing the current value using the ValidatingType property.
Notes:	

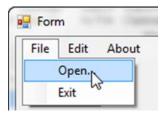
### For mask formatting:

Mask Element	Description
0	Digit, required. This element will accept any single digit between 0 and 9.
9	Digit or space, optional.
#	Digit or space, optional. If this position is blank in the mask, it will be rendered as a space in the Text property. Plus (+) and minus (-) signs are allowed.
L	Letter, required. Restricts input to the ASCII letters a-z and A-Z. This mask element is equivalent to [a-zA-Z] in regular expressions.
?	Letter, optional. Restricts input to the ASCII letters a-z and A-Z. This mask element is equivalent to [a-zA-Z]? in regular expressions.
&	Character, required. If the AsciiOnly property is set to true, this element behaves like the "L" element.
С	Character, optional. Any non-control character. If the AsciiOnly property is set to true, this element behaves like the "?" element.
A	Alphanumeric, required. If the AsciiOnly property is set to true, the only characters it will accept are the ASCII letters a-z and A-Z. This mask element behaves like the "a" element.



Alphanumeric, optional. If the AsciiOnly property is set to true, the only characters it will accept are the ASCII letters a-z and A-Z. This mask element behaves like the "A" element.  Decimal placeholder. The actual display character used will be the decimal symbol appropriate to the culture.  Thousands placeholder. The actual display character used will be the thousands placeholder appropriate to the culture.  Time separator. The actual display character used will be the time symbol appropriate to the culture.  Date separator. The actual display character used will be the date symbol appropriate to culture.  Currency symbol. The actual character displayed will be the currency symbol appropriate to the culture.  Shift down. Converts all characters that follow to lowercase.  Shift up. Converts all characters that follow to uppercase.  Disable a previous shift up or shift down.
culture. Thousands placeholder. The actual display character used will be the thousands placeholder appropriate to the culture.  Time separator. The actual display character used will be the time symbol appropriate to the culture.  Date separator. The actual display character used will be the date symbol appropriate to culture.  Currency symbol. The actual character displayed will be the currency symbol appropriate to the culture.  Shift down. Converts all characters that follow to lowercase.  Shift up. Converts all characters that follow to uppercase.
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/ Date separator. The actual display character used will be the date symbol appropriate to culture.  \$ Currency symbol. The actual character displayed will be the currency symbol appropriate to the culture.  \$ Shift down. Converts all characters that follow to lowercase.  > Shift up. Converts all characters that follow to uppercase.
\$ Currency symbol. The actual character displayed will be the currency symbol appropriate to the culture.  < Shift down. Converts all characters that follow to lowercase.  > Shift up. Converts all characters that follow to uppercase.
<ul> <li>Shift down. Converts all characters that follow to lowercase.</li> <li>Shift up. Converts all characters that follow to uppercase.</li> </ul>
> Shift up. Converts all characters that follow to uppercase.
· · · · · · · · · · · · · · · · · · ·
Disable a previous shift up or shift down.
·
\ Escape. Escapes a mask character, turning it into a literal. "\\" is the escape sequence for a backslash.
All other characters  Literals. All non-mask elements will appear as themselves within MaskedTextBox. Literals always occupy a static position in the mask at run time, and cannot be moved or deleted by the user.

## MenuStrip



Provides a menu system for a form.

Important Properties:	
Items	Items to display on the MenuStrip.
ShowItemToolTips	Indicates whether ToolTips are shown for the MenuStrip.
Important Events:	
ItemClicked	Occurs when the item is clicked
Notes:	
Var. sam was Itam Clial and award and	add to Clint street on each individual them (To of Christ Manus them) in the manus

You can use ItemClicked event or add use Click event on each individual item (ToolStripMenuItem) in the menu

See ContextMenuStrip for the different types of menu items.



### MonthCalendar



Represents a Windows control that enables the user to select a date using a visual monthly calendar display.

Important Properties:	
AnnuallyBoldedDates	An array of DateTime objects that determines which annual days are displayed in bold.
BoldedDates	An array of DateTime objects that determines which nonrecurring dates are displayed in bold.
CalenderDImensions	The number of columns and rows of months displayed.
MaxDate	The maximum date that can be selected.
MaxSelectionCount	The maximum number of days that can be selected.
MinDate	The minimum date that can be selected.
MonthlyBoldedDates	An array of DateTime objects that determine which monthly days to bold.
SelectionRange	The range of dates selected in the month calendar control.
ShowToday	Indicates whether the month calendar control will display the 'today' date at the bottom of the control.
ShowTodayCircle	Indicates whether the month calendar control will circle the 'today' date.
ShowWeekNumbers	Indicates whether the month calendar control displays week numbers (1-52) to the left of each row of days.
TodayDate	The current day
Important Events:	
DateChanged	Occurs when the range of dates changes due to user selection, or through next/previous month navigation.
DateSelected	Occurs when the user selects a date or a range of dates.

### NotifyIcon



Specifies a component that creates an icon in the notification area.

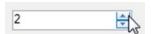
Important Properties:	
BalloonTipText	The text associated with the balloon ToolTip.
BalloonTipTitle	The title of the balloon ToolTip.
BalloonTipIcon	The icon to associate with the balloon Tooltip. None, Info, Warning, Error
Icon	The icon to display in the system tray.
ContextMenuStrip	The shortcut menu to show when the user right-clicks the icon.
Visible	Indicates whether the icon is visible in the notification area of the taskbar.



Notifylcon	( Continued )
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Important Events:	
BalloonTipClicked	Occurs when the balloon tip is clicked.
MouseClick	Occurs when a user clicks on the system tray icon.
MouseDoubleClick	Occurs when a double clicks on a system tray icon.
🕬 Important Methods:	
ShowBalloonTip	Displays a balloon tip in the taskbar for the specified time period.
Notes:	
The Icon property must be set; otherwise the tooltip balloon will not show!	

### NumericUpDown

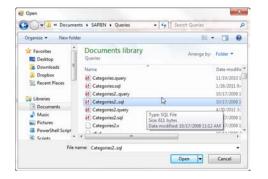


Represents a Windows spin box (also known as an up-down control) that displays numeric values.

important Properties:	
DecimalPlaces	The number of decimal places to display in the spin box
Hexadecimal	Indicates whether the spin box should display the value it contains in hexadecimal format.
Increment	The value to increment or decrement the spin box when the up or down buttons are clicked.
Maximum	The maximum value for the spin box.
Minimum	The minimum allowed value for the spin box.
ReadOnly	Indicates whether the text can be changed by the use of the up or down buttons only.
Sorted	Indicates whether the item collection is sorted.
TextAlign	The alignment of the text in the spin box .
ThousandsSeparator	Indicates whether a thousands separator is displayed in the spin box when appropriate.
UpDownAlign	The alignment of the up and down buttons on the spin box.
Value	The value assigned to the spin box.
Important Events:	
ValueChanged	Occurs when the Value property has been changed in some way.
= 🕏 Important Methods:	
DownButton	Decrements the value of the spin box.
UpButton	Increments the value of the spin box.



## OpenFileDialog



Prompts the user to open a file.

Important Properties:	
DefaultExt	The default file name extension. If the user types a file name, this extension is added at the end of the file name if one is not specified.
Filter	The file filters to display in the dialog box, for example: "PowerShell Scripts *.ps1 All Files *.*"
Multiselect	Controls whether multiple files can be selected in the dialog
InitialDirectory	The initial directory for the dialog box.
FileName	The file first shown in the dialog box, or the last one selected by the user.
FileNames	The list of files selected by the user. (Multiselect must be set to true)
🕬 Important Methods:	
ShowDialog	Shows the OpenFileDialog. Check for return of "OK". if ( $something space*)$ if ( $something space*) for the contract of the co$

### **PictureBox**



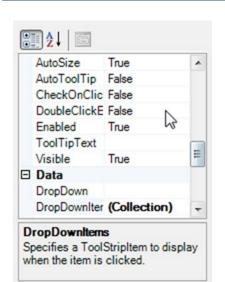
Represents a Windows picture box control for displaying an image.

Important Properties:	
Image	The image displayed in the PictureBox
ImageLocation	Disk or Web location to load image from (asynchronously).
InitialImage	Image to display while another image is loading (ImageLocation)
Errorlmage	Image to display when the load of another image files (ImageLocation)
SizeMode	Controls how the PictureBox will handle image placement and control sizing.
Important Events:	
LoadProgressChanged	Occurs when the progress of an asynchronous image loading operation has changed.
LoadCompleted	Occurs when the asynchronous image-load operation is completed, been canceled, or raised an exception.



## ProgressBar Represents a Windows progress bar control. Important Properties: The upper bound of the range this ProgressBar is working with. Maximum Minimum The lower bound of the range this ProgressBar is working with. Step The amount to increment the current value of the progressbar by when the PerformStep() method is called. This property allows the user to set the style of the ProgressBar Style Blocks, Continuous, Marquee Value The current value of the ProgressBar, in the range specified by the minimum and maximum properties. **Important Methods:** Increment Advances the current position of the progress bar by the specified amount.

## **PropertyGrid**



Provides a user interface for browsing the properties of an object.

PerformStep

Important Properties:	
CommandsVisibleIfAvailable	Indicates whether the commands pane is visible for objects that expose verbs.
HelpVisible	Indicates whether the Help text is visible.
PropertySort	The type of sorting the PropertyGrid uses to display properties.  NoSort, Alphabetical, Categorized, CategorizedAlphabetical
SelectedObject	Gets or sets the object for which the grid displays properties.
SelectedObjects	Gets or sets the currently selected objects.
ToolbarVisible	Indicates whether the toolbar is visible.
Important Events:	
SelectedObjectsChanged	Occurs when the objects selected by the SelectedObjects property have changed.

Advances the current position (Value) of the ProgressBar by the amount of the Step property.



### RadioButton

Option 1

Option 2

Option 3<sup>L/3</sup>

Enables the user to select a single option from a group of choices when paired with other RadioButton controls.

Important Properties:

Checked Indicates whether the radio button is checked or not.

Important Events:

CheckChanged Occurs whenever the Checked property changes value.

Notes:

Radio buttons can be grouped by using GroupBox control or a Panel.

### RichTextBox

This is a Rich Text Box

Represents a Windows rich text box control.

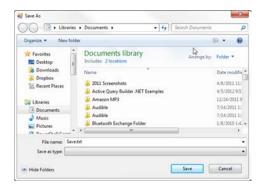
Important Properties:	
AcceptsTabs	Indicates whether pressing the TAB key in a multiline text box control types a TAB character in the control instead of moving the focus to the next control in the tab order.
AutoWordSelection	Indicates whether automatic word selection is enabled.
CanRedo	Indicates whether there are actions that have occurred within the RichTextBox that can be reapplied.
CanUndo	Indicates whether there are actions that have occurred within the RichTextBox that can be reapplied.
DetectUrls	Indicates whether or not the RichTextBox will automatically format a Uniform Resource Locator (URL) when it is typed into the control.
Lines	The lines of text in a text box control.
MaxLength	The maximum number of characters the user can type or paste into the rich text box control.
Multiline	Indicates whether this is a multiline RichTextBox control.
ReadOnly	Indicates whether text in the text box is read-only.
Rtf	The text of the RichTextBox control, including all rich text format (RTF) codes.
SelectedRtf	The currently selected rich text format (RTF) formatted text in the control.
SelectionLength	Gets or sets the number of characters selected in control.
SelectedText	The selected text within the RichTextBox.
ShowSelectionMargin	Indicating whether a selection margin is displayed in the RichTextBox. (Used for quick selection of whole line.)



RichTextBox (Continued)		
	Text	The current text in the rich text box.
	TextLength	Gets the length of text in the control.
	Word Wrap	Indicates whether a multiline text box control automatically wraps words to the beginning of the next line when necessary.
	ZoomFactor	Gets or sets the current zoom level of the RichTextBox.
	Important Events:	
	TextChanged	Occurs when the Text property value changes.
	🕬 Important Methods:	
	AppendText	Appends text to the current text of a text box.
	CanPaste	Determines whether you can paste information from the Clipboard in the specified data format.
	Clear	Clears all text from the text box control.
	ClearUndo	Clears information about the most recent operation from the undo buffer of the text box.
	Сору	Copies the current selection in the text box to the Clipboard.
	Cut	Moves the current selection in the text box to the Clipboard.
	DeselectAll	Specifies that the value of the SelectionLength property is zero so that no characters are selected in the control.
	Find	Searches the text in a RichTextBox control for a string.
	LoadFile	Loads a rich text format (RTF) or standard ASCII text file into the RichTextBox control.
	Paste	Replaces the current selection in the text box with the contents of the Clipboard.
	Redo	Reapplies the last operation that was undone in the control.
	SaveFile	Saves the contents of a RichTextBox control to an open data stream.
	ScrollToCaret	Scrolls the contents of the control to the current caret position.
	Select	Selects a range of text in the text box.
	SelectAll	Selects all text in the text box.
	Undo	Undoes the last edit operation in the text box.



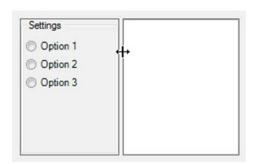
### **SaveFileDialog**



Prompts the user to select a location for saving a file.

Important Properties:	
DefaultExt	The default file name extension. If the user types a file name, this extension is added at the end of the file name if one is not specified.
Filter	The file filters to display in the dialog box, for example: "PowerShell Scripts *.ps1 All Files *.*"
InitialDirectory	The initial directory for the dialog box.
FileName	The file first shown in the dialog box, or the last one selected by the user.
OverwitePrompt	Controls whether to prompt the user when an existing file is about to be overwritten. It is only applicable if 'ValidateNames' is set to true.
= 🕏 Important Methods:	
ShowDialog	Shows the OpenFileDialog. Check for return of "OK". if( $$$ savefiledialog.ShowDialog() -eq "OK"){ $$$ selectedPath = $$$ savefiledialog.FileName}

## SplitContainer



Represents a control consisting of a movable bar that divides a container's display area into two resizable panels.

represents a control consisting of a movable bar that arrives a container's display area into two resizable panels.	
Important Properties:	
FixedPanel	Gets or sets which SplitContainer panel remains the same size when the container is resized.
IsSplitterFixed	Indicates whether the splitter is fixed or movable.
Orientation	Indicates the horizontal or vertical orientation of the SplitContainer panels.
Panel1	Gets the left or top panel of the SplitContainer, depending on Orientation.
Panel1Collapsed	Determines whether Panel1 is collapsed or expanded.
Panel1MinSize	The minimum distance in pixels of the splitter from the left or top edge of Panel1.
Panel2	Gets the right or bottom panel of the SplitContainer, depending on Orientation.
Panel2Collapsed	Determines whether Panel2 is collapsed or expanded.
Panel2MinSize	The minimum distance in pixels of the splitter from the right or bottom edge of Panel2.
SplitterDistance	The location of the splitter, in pixels, from the left or top edge of the SplitContainer.
SplitterIncrement	Represents the increment of splitter movement in pixels.
SplitterWidth	The width of the splitter in pixels.



## SplitContainer (Continued)

Important Events:

SplitterMoved Occurs when the splitter control is moved.

SplitterMoving Occurs when the splitter control is in the process of moving.

### StatusBar

This is the status bar

Represents a Windows status bar control.

Important Properties:	
Panels	The collection of StatusBar panels contained within the control.
ShowPanels	Indicates whether any panels that have been added to the control are displayed.
SizingGrip	Indicates whether a sizing grip is displayed in the lower-right corner of the control.
Text	The text associated with the StatusBar control. Displayed if there are no panels or ShowPanels is set to false.
Important Events:	
Click	Occurs when the control is clicked.
PanelClick	Occurs when a StatusBarPanel object on a StatusBar control is clicked.

## **TabControl**



Manages a related set of tab pages.

Important Properties:	
Alignment	Determines whether the tabs appear on the top, bottom, left or right side of the control.
SizeMode	Indicates how tabs are sized
SelectedTab	Returns or sets the currently selected tab page.
SelectedIndex	Returns or sets the index of the currently selected tab page.
ShowToolTip	Indicates whether ToolTips should be shown for tabs that have their ToolTips set.
TabPages	The TabPages in the TabControl
Important Events:	
SelectedIndexChanged	Occurs when the value of the SelectedIndex (Selected Tab) property changes.



### TabControl (Continued)

### Notes:

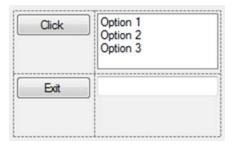
TabPage [System.Windows.Forms.TabPage]:

### TabPage Properties:

Text The text that is displayed on the Tab.

ToolTipText The text that is displayed in a tooltip when the mouse hovers over the tab.

## **TableLayoutPanel**



Represents a panel that dynamically lays out its contents in a grid composed of rows and columns.

Important Properties:		
CellBorderStyle	Indicates the appearance of cell borders in a table.  None, Single, Inset, InsetDouble, Outset, OutsetDouble, OutsetPartial	
ColumnCount	The number of columns in the table.	
ColumnStyles (Columns)	The collection of column styles for the TableLayoutPanel.	
GrowStyle	Indicates whether the TableLayoutPanel control should expand to accommodate new cells when all existing cells are occupied.	
RowCount	The number of rows in the table.	
RowStyles (Rows)	Collection of row styles for the TableLayoutPanel.	
🕬 Important Methods:		
SetCellPosition	Sets the TableLayoutPanelCellPosition that represents the row and the column of the cell.	
SetColumn	Sets the column position of the specified child control.	
SetColumnSpan	Sets the number of columns spanned by the child control.	
SetRow	Sets the row position of the specified child control.	
SetRowSpan	Sets the number of rows spanned by the child control.	
Notes:		
The child control's <b>Anchor</b> property determines the control's position within a cell of the TableLayoutControl.		

The following are the SizeTypes for Columns and Rows:

SizeTypes Absolute, Percent, AutoSize



## TableLayoutPanel (Continued)

The TableLayoutControl adds the following design properties to its child controls:	
Cell	Sets the column and row position of the specified child control.
Column	Sets the column position of the specified child control.
ColumnSpan	Sets the number of columns spanned by the child control.
Row	Sets the row position of the specified child control.
RowSpan	Sets the number of rows spanned by the child control.

### **TextBox**

Enter Text Here

Represents a Windows text box control.

Important Properties:	
Text	The text associated with the TextBox. (i.e. \$textbox1.Text = "Text")
ScrollBars	Indicates, for multiline edit controls, which scroll bars will be shown for this control.
MaxLength	Specifies the maximum number of characters that can be entered into the edit control.
Multiline	Controls whether the text of the edit control can span more than one line.
ReadOnly	Controls whether the text of the edit control can be changed or not.
UseSystemPasswordChar	Indicates if the text in the edit control should appear as the default password character.
WordWrap	Indicates if lines are automatically word-wrapped for multiline edit controls.
AutoCompleteCustomSource	The StringCollection to use when the AutoCompleteSource property is set to CustomSource.
AutoCompleteMode	Indicates the text completion behavior of the text box.
AutoCompleteSource	The autocomplete source, which can be one of the values from AutoCompleteSource enumeration.
Important Events:	
TextChanged	Occurs when the value of the Text property is changed.
Validating	Occurs when the control is validating.
=♥ Important Methods:	
AppendText	Appends text to the current text in the text box.



## Implements a timer that raises an event at user-defined intervals. Implements a timer that raises an event at user-defined intervals. Important Properties: Interval Inter

Starts the timer.

Stops the timer.

### **ToolStrip**



Provides a container for Windows toolbar objects.

Start

Stop

Important Properties:	
CanOverflow	Gets or sets a value indicating whether items in the ToolStrip can be sent to an overflow menu.
Items	Collection of items to display on the ToolStrip.
LayoutStyle	Indicates how the ToolStrip lays out the items collection.
	Stack With Overflow, Horizontal Stack With Overflow, Vertical Stack With Overflow, Flow, Table With Overflow and With
ShowItemToolTips	Indicates whether ToolTips are to be displayed on ToolStrip items.
Important Events:	
ItemClicked	Occurs when the ToolStripItem is clicked.
Notes:	
ToolStrip Item Types:	
Button	Represents a selectable ToolStripItem that can contain text and images.
ComboBox	Represents a ToolStripComboBox that is properly rendered in a ToolStrip.
DropDownButton	A control that when clicked displays an associated ToolStripDropDown from which the user can select a single item.
Label	Represents a nonselectable ToolStripItem that renders text and images and can display hyperlinks.
ProgressBar	Represents a Windows progress bar control contained in a StatusStrip.



ToolStrip (Continued)		
	Separator	Represents a line used to group items of a ToolStrip or the drop-down items of a MenuStrip or ContextMenuStrip or other ToolStripDropDown control.
	SplitButton	Represents a combination of a standard button on the left and a drop-down button on the right, or the

TextBox Represents a text box in a ToolStrip that allows the user to enter text.

## ToolTip



Represents a small rectangular pop-up window that displays a brief description of a control's purpose when the user rests the pointer on the control.

other way around if the value of RightToLeft is Yes.

Important Properties:	
AutomaticDelay	Sets the values of AutoPopDelay, InitialDelay, and ReshowDelay to the appropriate values.
InitialDelay	Determines the length of time the pointer must remain stationary within a ToolTip region before the ToolTip window appears.
IsBalloon	Indicates whether the ToolTip will take on a balloon form.
ReshowDelay	Determines the length of time it takes for subsequent ToolTip windows to appear as the pointer moves from on ToolTip region to another.
ToolTipIcon	Determines the icon that is shown on the ToolTip

Values: None, Info, Warning, Error

Important Methods:

SetToolTip Associates ToolTip text with the specified control. \$tooltip1.SetToolTip(\$button1, "This is a button")

Notes:

The ToolTip control adds the following design properties to each control:

ToolTip on Tooltip Associates ToolTip text with the specified control.

### Trackbar



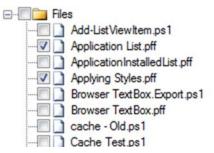
Represents a standard Windows track bar.

Important Properties:	
LargeChange	The number of positions the slider moves in response to mouse clicks or the PAGE UP and PAGE DOWN keys.
Orientation	Indicates the horizontal or vertical orientation of the track bar.



Trackbar (Continued)		
	SmallChange	The number of positions the slider moves in response to keyboardinput (arrow keys).
	TickFrequency	The number of positions between tick marks.
	TickStyle	Indicates where the ticks appear on the TrackBar.
	Value	Represents the current position of the scroll box on the track bar.
	Important Events:	
	ValueChanged	Occurs when the Value property of a track bar changes, either by movement of the scroll box or by manipulation in code.

### TreeView



Displays a hierarchical collection of labeled items, each represented by a TreeNode.

Important Properties:	
CheckBoxes	Indicates whether check boxes are displayed next to the tree nodes in the tree view control.
ContextMenuStrip	Sets the shortcut menu associated with the control.
ImageList	The ImageList control from which node images are taken.
ImageIndex	Indicates the default image index value that is displayed by the tree nodes.
LabelEdit	Indicates whether the user can edit the label text of nodes.
Nodes	The root nodes in the TreeView Control
SelectedImageIndex	Indicates the default image index value that is displayed when a tree node is selected.
StateImageList	The ImageList that is used to indicate the state of the TreeView and its nodes.
ShowLines	Indicates whether lines are drawn between tree nodes in the tree view control.
ShowNodeToolTips	Indicates whether ToolTips will be displayed on the nodes.
ShowPlusMinus	Indicates whether plus-sign (+) and minus-sign (-) buttons are displayed next to tree nodes that contain child tree nodes.
ShowRootLines	Indicates whether lines are drawn between the tree nodes that are at the root of the tree view.
SelectedNode	The tree node that is currently selected in the tree view control.
Important Events:	
AfterCheck	Occurs after the tree node check box is checked or unchecked.
AfterExpand	Occurs after the tree node is collapsed.



TreeView (Continued)		
	AfterLabelEdit	Occurs when the text of a node has been edited by the user.
	AfterSelect	Occurs when the selection has been changed.
	BeforeCheck	Occurs before the tree node check box is checked.
	BeforeExpand	Occurs before the tree node is expanded.
	BeforeLabelEdit	Occurs when the text of a node is about to be edited by the user.
	NodeMouseClick	Occurs when a node is clicked with the mouse.
	NodeMouseDoubleClick	Occurs when a node is double-clicked with the mouse.
	🕬 Important Methods:	
	CollapseAll	Collapses all the tree nodes.
	ExpandAll	Expands all the tree nodes.
	Sort	Sorts the nodes in the TreeView control.
	Notes:	
	Add Nodes: Use the Nodes property's Add method.	
	Remove Nodes: Use the Nodes property's Remove method.	
	TreeNode [System.Windows.Forms.TreeNode]	
	Important TreeNode Properties:	
	Checked	Indicates whether the tree node is in a checked state.
	FirstNode	Returns the first child tree node in the tree node collection.
	FullPath	The path from the root tree node to the current tree node.
	IsEditing	Indicates whether the tree node is in an editable state.
	IsExpanded	Indicates whether the tree node is in the expanded state.
	IsSelected	Indicates whether the tree node is in the selected state.
	Name	The name of the tree node. (Used by the Nodes Collection Find method)
	NextNode	The next sibling tree node.
	Nodes	The collection of child TreeNode objects assigned to the current tree node.
	PrevNode	The previous sibling tree node.
	Tag	The object that contains data about the tree node. This property can be extremely useful for linking the Node to an actual object.
	Text	The text displayed in the label of the tree node.



## TreeView (Continued)

ToolTipText	The text that appears when the mouse pointer hovers over a TreeNode.
Important TreeNode Methods:	
BeginEdit	Initiates the editing of the tree node label.
Collapse	Collapses the TreeNode and optionally collapses its children.
EndEdit	Ends the editing of the tree node label.
EnsureVisible	Ensures that the tree node is visible, expanding tree nodes and scrolling the tree view control as necessary.
Expand	Expands the tree node.
ExpandAll	Expands all the child tree nodes.
Remove	Removes the current tree node from the tree view control.
Toggle	Toggles the tree node to either the expanded or collapsed state.

### WebBrowser



Enables the user to navigate Web pages inside your form.

Enables the district navigate web pages history out form.			
Important Properties:			
AllowNavigation	Indicates whether the control can navigate to another page after its initial page has been loaded.		
AllowWebBrowserDrop	Indicates whether the WebBrowser control navigates to documents that are dropped onto it.		
CanGoBack	Indicates whether a previous page in navigation history is available, which allows the GoBack method to succeed.		
CanGoForward	Indicates whether a subsequent page in navigation history is available, which allows the GoForward method to succeed.		
Document	The HtmlDocument representing the Web page currently displayed in the WebBrowser control.		
DocumentText	Gets or sets the HTML contents of the page displayed in the WebBrowser control.		
Is Web Browser Context Menu Enabled	Indicates whether the shortcut menu of the WebBrowser control is enabled.		
Url	The URL of the current document.		
WebBrowserShortcutsEnabled	Indicates whether keyboard shortcuts are enabled within the WebBrowser control.		
Important Events:			
CanGoBackChanged	Occurs when the CanGoBack property value changes.		



WebBrowser (Continued)		
	CanGoForwardChanged	Occurs when the CanGoForward property value changes.
	DocumentCompleted	Occurs when the WebBrowser control finishes loading a document.
	Navigated	Occurs when the WebBrowser control has navigated to a new document and has begun loading it.
	Navigating	Occurs before the WebBrowser control navigates to a new document.
	NewWindow	Occurs before a new browser window is opened.
	ProgressChanged	Occurs when the WebBrowser control has updated information on the download progress of a document it is navigating to.
	🕬 Important Methods:	
	GoBack	Navigates the WebBrowser control to the previous page in the navigation history, if one is available.
	GoForward	Navigates the WebBrowser control to the next page in the navigation history, if one is available.
	GoHome	Navigates the WebBrowser control to the home page of the current user.
	GoSearch	Navigates the WebBrowser control to the default search page of the current user.
	Navigate	Loads the document at the specified Uniform Resource Locator (URL) into the WebBrowser control, replacing the previous document.
	Print	Prints the document currently displayed in the WebBrowser control using the current print and page settings.
	Refresh	Reloads the document currently displayed in the WebBrowser control by checking the server for an updated version.
	Stop	Cancels any pending navigation and stops any dynamic page elements, such as background sounds and

animations.



# Powershell Studio\*

PowerShell Studio 2012 is the most powerful and feature complete PowerShell Integrated Scripting Environment (ISE) available.

- \* Full Featured PowerShell Editor
- \* Integrated PowerShell Console (32 & 64 bit)
- \* Visually create PowerShell GUIs in mere seconds
- \* Comprehensive Script Debugger
- \* Remote Debugging
- \* Support for 32 bit and 64 bit versions of PowerShell within one application.
- \* Convert Scripts into Executables
- \* Built in PowerShell Help
- \* Integrated Source Control
- \* Code Snippets
- \* Plus much more



