

WP2 Class #1 Vocabulary

1. **Object** – Supports all classes in the .NET Framework class hierarchy and provides low-level services to derived classes. This is the ultimate base class of all classes in the .NET Framework; it is the root of the type hierarchy.
2. **ToString** – This method returns a human-readable string that represents the given object.
3. **Form** – This class is a representation of any window displayed in your application. This class can be used to create standard, tool, borderless, and floating windows. You can also use this class to create modal windows such as a dialog box.
4. **TextBox** - With this control, the user can enter text in an application.
5. **NumericUpDown** - A control containing a single numeric value that can be incremented or decremented by clicking the up or down buttons of the control.
6. **ListBox** - This control enables you to display a list of items that the user can select by clicking.
7. **ComboBox** - A control that displays a text box edit field combined with a ListBox, enabling the user to select items from the list or to enter new text.
8. **MessageBox** – This class is a prefabricated modal dialog box that displays a text message to a user. You show this class by calling the static Show method.
9. **Property** - A class member that is like a public field, but that includes features such as versioning, encapsulation, and the ability to execute additional logic through get and set accessor methods.
10. **Method** - A function that describes a behavior of a class.
11. **Event** - A message sent by an object to signal the occurrence of an action.
12. **Field** - A member that represents a variable associated with an object or class.
13. **Reference** - A data type that is represented by a reference (similar to a pointer) to the type's actual value. If a reference type is assigned to a variable, that variable references (or "points to") the original value.
14. **Value** - A data type that is represented by the type's actual value. If a value type is assigned to a variable, that variable is given a fresh copy of the value.