WP2 Class #3 Vocabulary

1. **AutoScroll** - Gets or sets a value indicating whether the container enables the user to scroll to any controls placed outside of its visible boundaries.
2. **AutoScrollMinSize** – This property is used to manage the screen size allocated to the automatic scroll bars.
3. **AutoScrollPosition** - Represents the location of the scrollable control's display rectangle. The X and Y coordinate values retrieved are negative if the control has scrolled away from its starting position (0, 0).
4. **ScrollableControl** - You do not typically use this class directly. The Panel classes inherit from this class. This class acts as a base class for controls that require the ability to scroll.
5. **FormBorderStyle** - The border style of the form determines how the outer edge of the form appears. In addition to changing the border display for a form, certain border styles prevent the form from being sized.
6. **Show** – This method displays the control to the user. Showing the control is equivalent to setting the Visible property to true.
7. **Owner** - Gets or sets the form that owns this form. To make a form owned by another form, assign this property a reference to the form that will be the owner.
8. **OwnedForms -** Gets an array of Form objects that represent all forms that are owned by this form.
9. **EventHandler delegate** - Represents the method that will handle an event that has no event data. The delegate is a type that defines a signature, that is, the return value type and parameter list types for a method. You can use the delegate type to declare a variable that can refer to any method with the same signature as the delegate.
10. **EventArgs** - This is the base class for classes containing event data. This class contains no event data; it is used by events that do not pass state information to an event handler when an event is raised. If the event handler requires state information, the application must derive a class from this class to hold the data.
11. **Delegate** - A class that can hold a reference to a method. Unlike other classes, a delegate class has a signature, and it can hold references only to methods that match its signature. A delegate is thus equivalent to a type-safe function pointer.