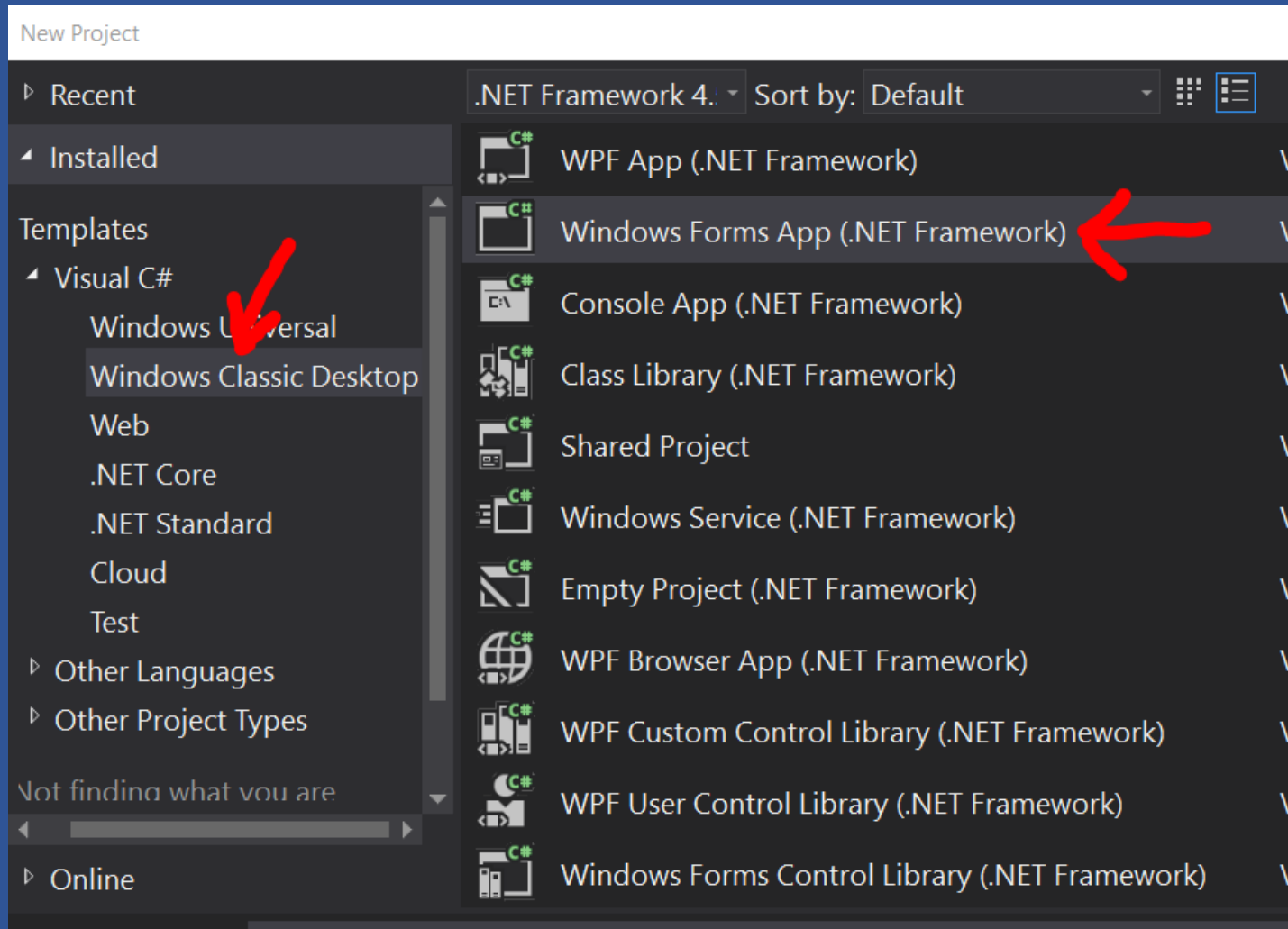
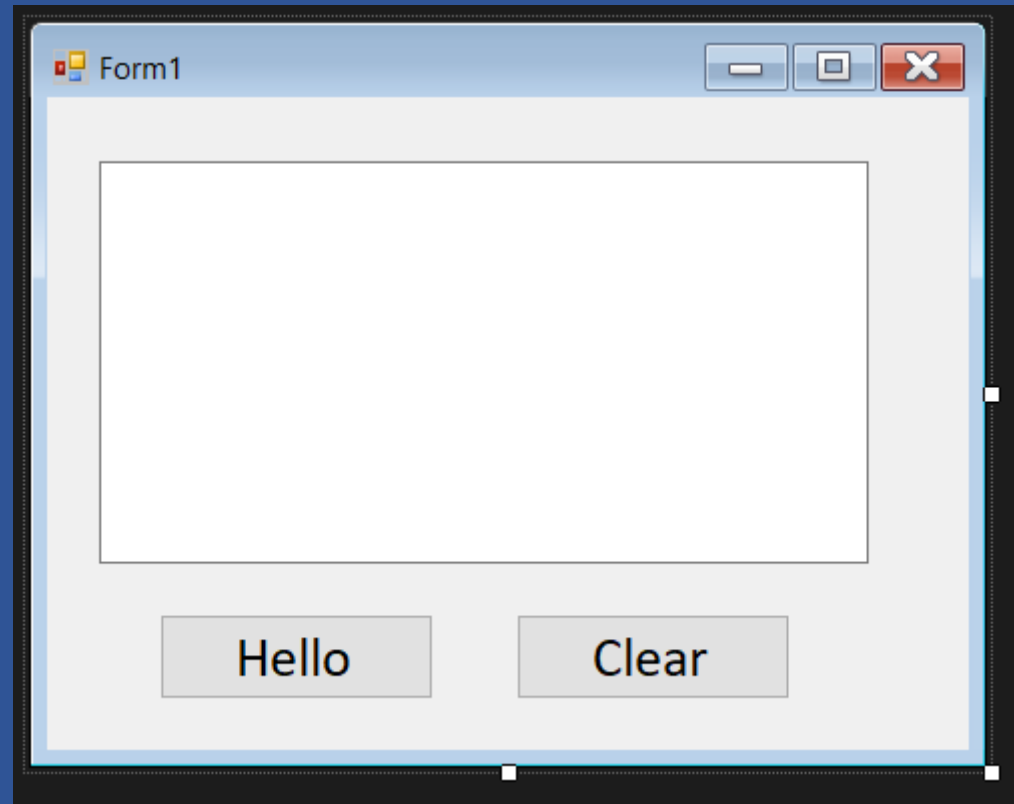


WinForm

Create WinForm Project

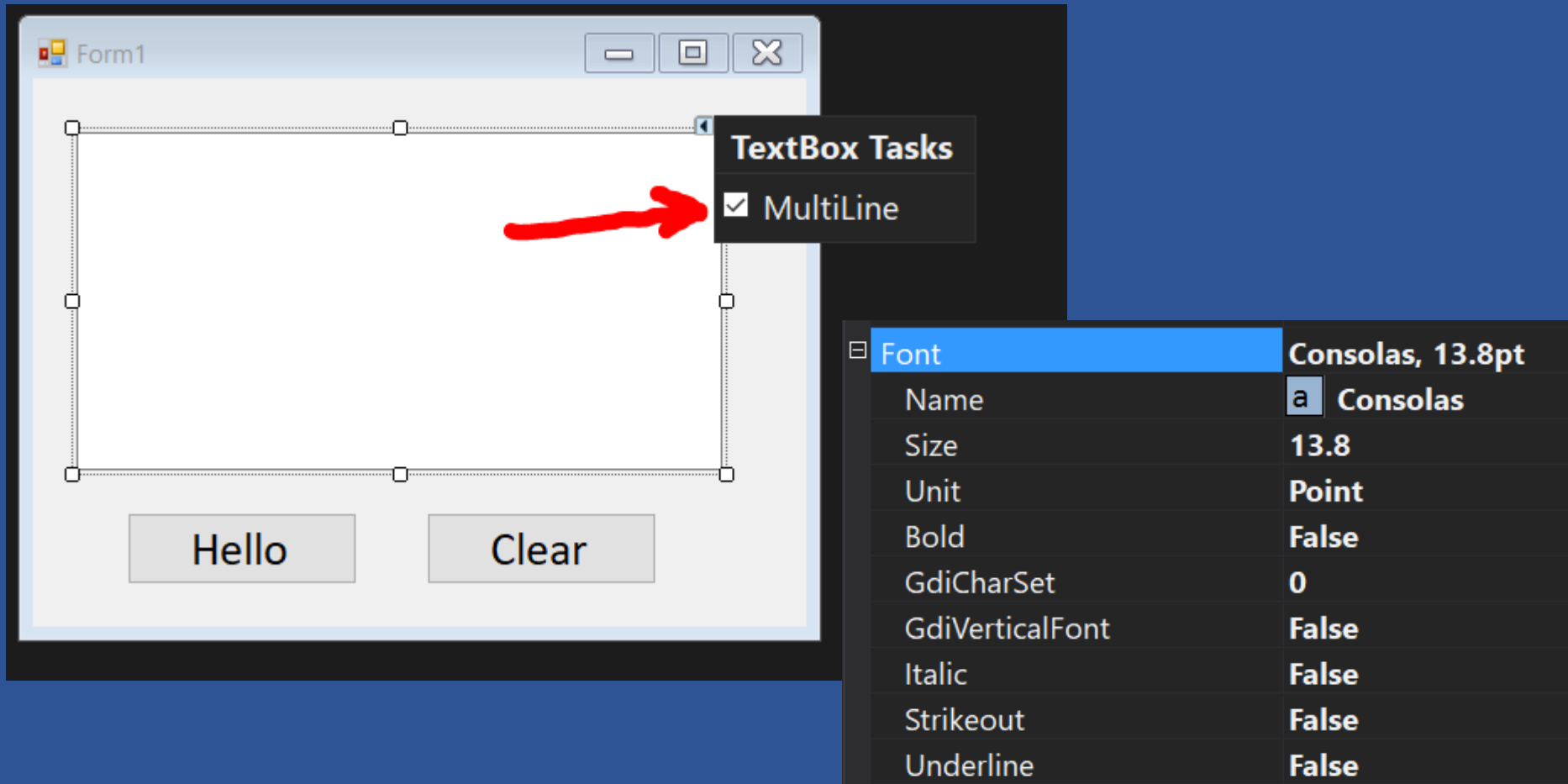


Add a text box, two buttons



Set textbox properties

Name = Main / MultiLine / Font =



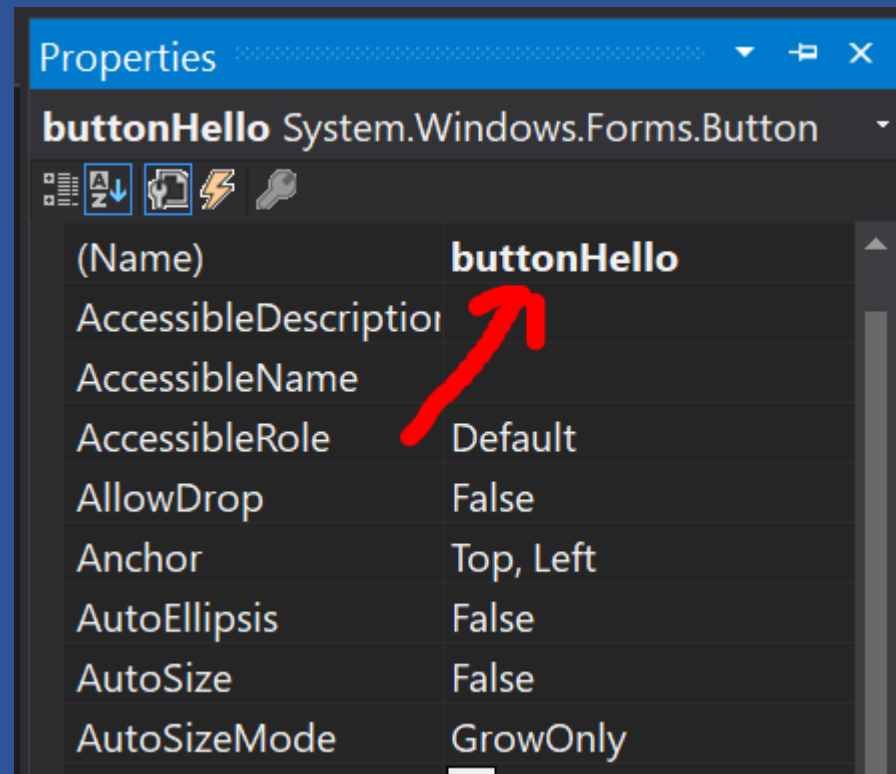
The screenshot shows a Windows Forms application window titled 'Form1'. Inside the window, there is a large text box with a dashed border and a red arrow pointing to it. Below the text box are two buttons labeled 'Hello' and 'Clear'. A context menu titled 'TextBox Tasks' is open over the text box, with the 'MultiLine' checkbox checked. To the right of the form, a 'Font' property window is open, displaying the following properties:

Font	
Name	Consolas, 13.8pt
Size	13.8
Unit	Point
Bold	False
GdiCharSet	0
GdiVerticalFont	False
Italic	False
Strikeout	False
Underline	False

Set button properties

button1 name = buttonHello / text = Hello

button2 name = buttonClear / text = Clear

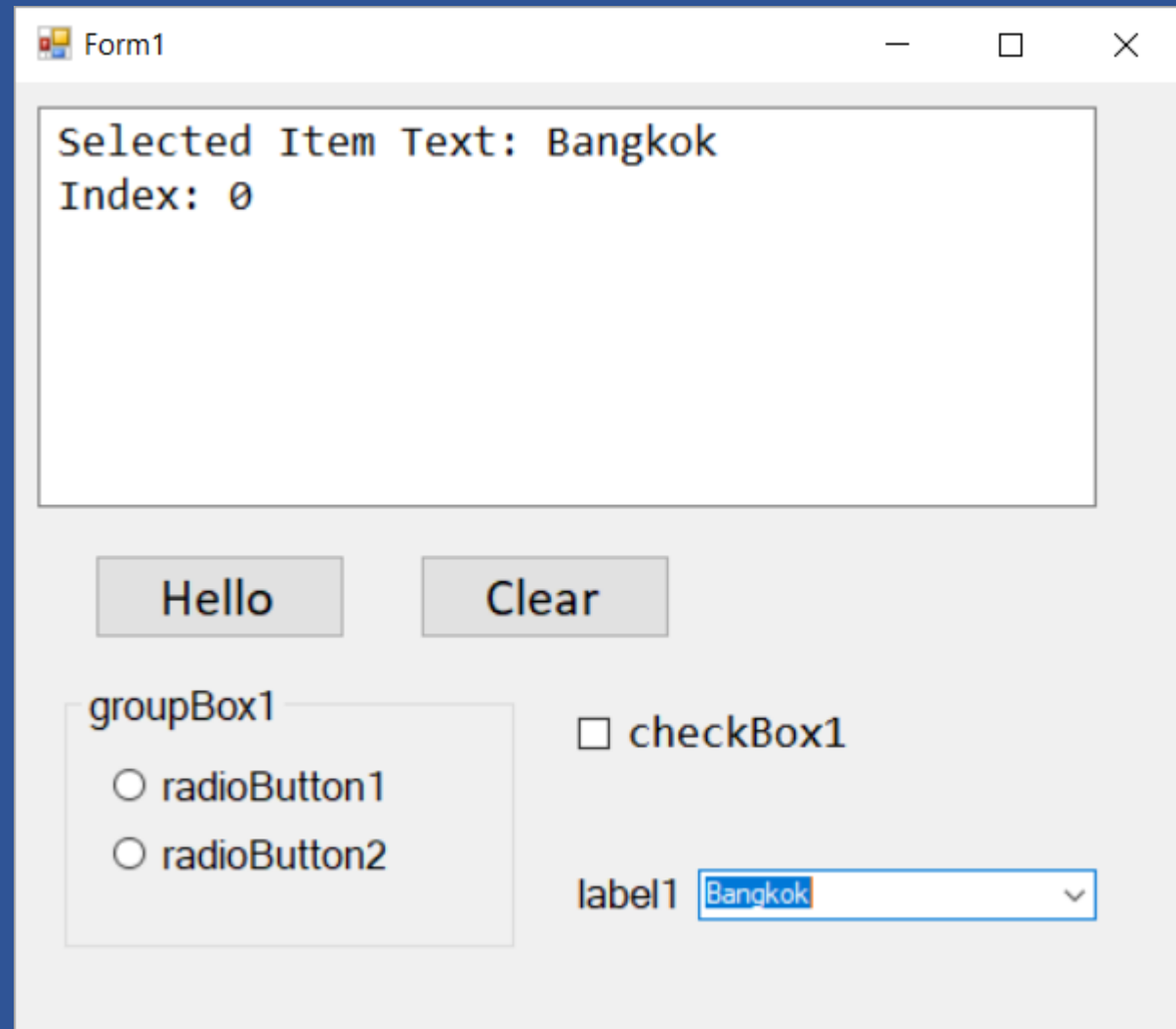


Code

```
13  public partial class Form1 : Form
14  {
15      1 reference
16      public Form1()
17      {
18          InitializeComponent();
19      }
20      1 reference
21      private void buttonHello_Click(object sender, EventArgs e)
22      {
23          textBoxMain.Text = "Hello, World!";
24      }
25      1 reference
26      private void buttonClear_Click(object sender, EventArgs e)
27      {
28          textBoxMain.Clear();
29      }
30  }
```

Add more Control

- Group Box
- Radio Button
- Check Box
- Label
- Combo Box



The screenshot shows a Windows Form titled "Form1" with a standard Windows title bar (minimize, maximize, close buttons). The form contains the following controls:

- A large text box at the top displaying "Selected Item Text: Bangkok" and "Index: 0".
- Two buttons below the text box: "Hello" and "Clear".
- A group box labeled "groupBox1" containing two radio buttons: "radioButton1" and "radioButton2".
- A checkbox labeled "checkBox1" to the right of the group box.
- A label "label1" next to a combo box containing the text "Bangkok".

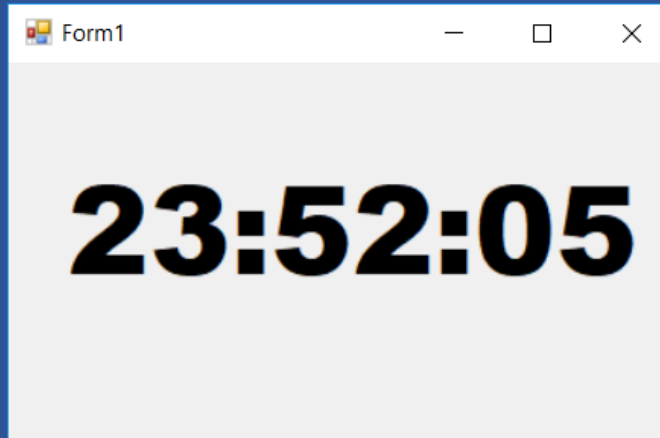
Combo Box Code

```
public Form1()
{
    InitializeComponent();
    comboBox1.Items.Add("Bangkok");
    comboBox1.Items.Add("Tokyo");
    comboBox1.Items.Add("New York");
}
1 reference
private void comboBox1_SelectedIndexChanged(object sender, EventArgs e)
{
    int selectedIndex = comboBox1.SelectedIndex;
    Object selectedItem = comboBox1.SelectedItem;
    string s = "Selected Item Text: " + selectedItem.ToString() + "\r\n" +
              "Index: " + selectedIndex.ToString();
    textBoxMain.Text = s;
}
1 reference
```


Other controls code

```
private void checkBox1_CheckedChanged(object sender, EventArgs e)
{
    if (checkBox1.Checked)
        textBoxMain.Text = "checkBox1 Chekced";
    else
        textBoxMain.Text = "checkBox1 unChekced";
}
1 reference
private void radioButton1_CheckedChanged(object sender, EventArgs e)
{
    if(radioButton1.Checked) textBoxMain.Text = "radioButton1 Chekced";
}
1 reference
private void radioButton2_CheckedChanged(object sender, EventArgs e)
{
    if (radioButton2.Checked) textBoxMain.Text = "radioButton2 Chekced";
}
```

Cross-Thread UI



```
Timer myTimer;  
public Form1()  
{  
    InitializeComponent();  
    myTimer = new Timer();  
    myTimer.Interval = 500;  
    myTimer.Tick += MyTimer_Tick;  
    myTimer.Start();  
}
```

Method Invoker

```
private void MyTimer_Tick(object sender, EventArgs e)
{
    DateTime myNow = DateTime.Now;
    string myTime =
        myNow.Hour.ToString("00") + ":" +
        myNow.Minute.ToString("00") + ":" +
        myNow.Second.ToString("00");

    label1.Invoke(new MethodInvoker(delegate {
        label1.Text = myTime; }));
}
```

Exercise