**Name: Session:**

**Programming II**

**Getting Started with Visual Studio**

**Lab Exercise 2.14.2020 Stardate: 73122.95**

**Hello World in Visual C#**

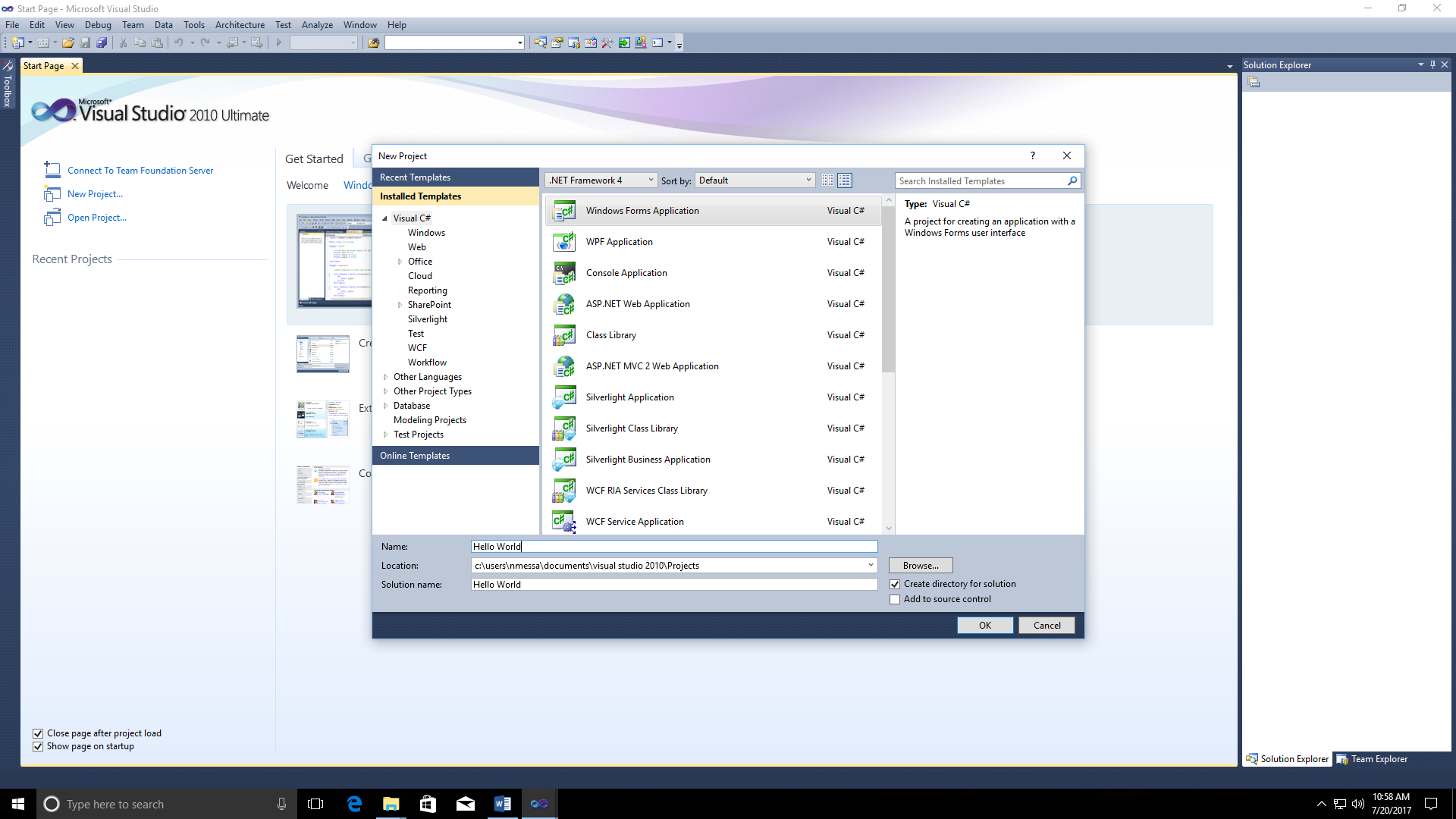
1. Start Visual Studio



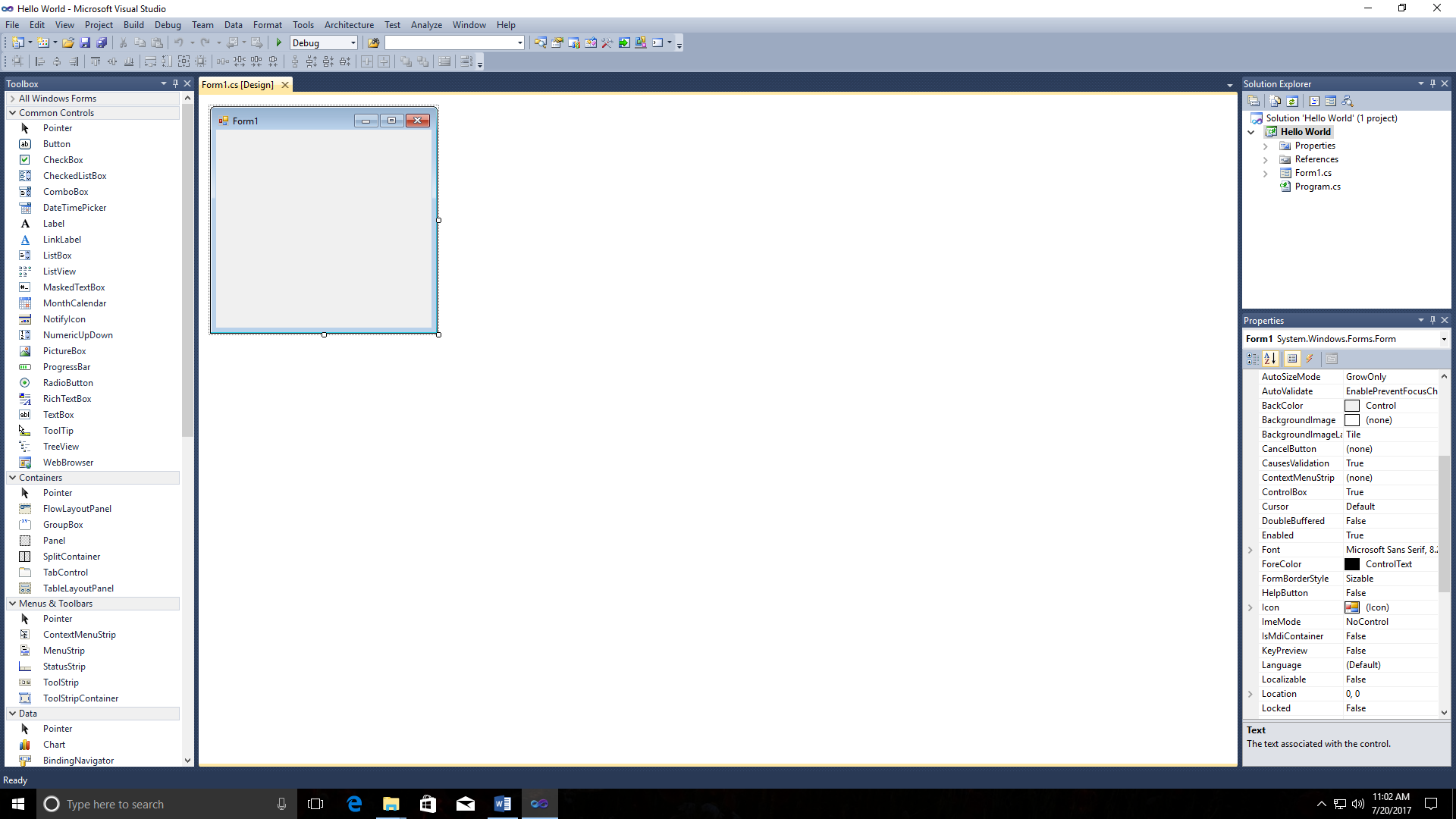
1. Once Visual Studio is running, select File|New|Project



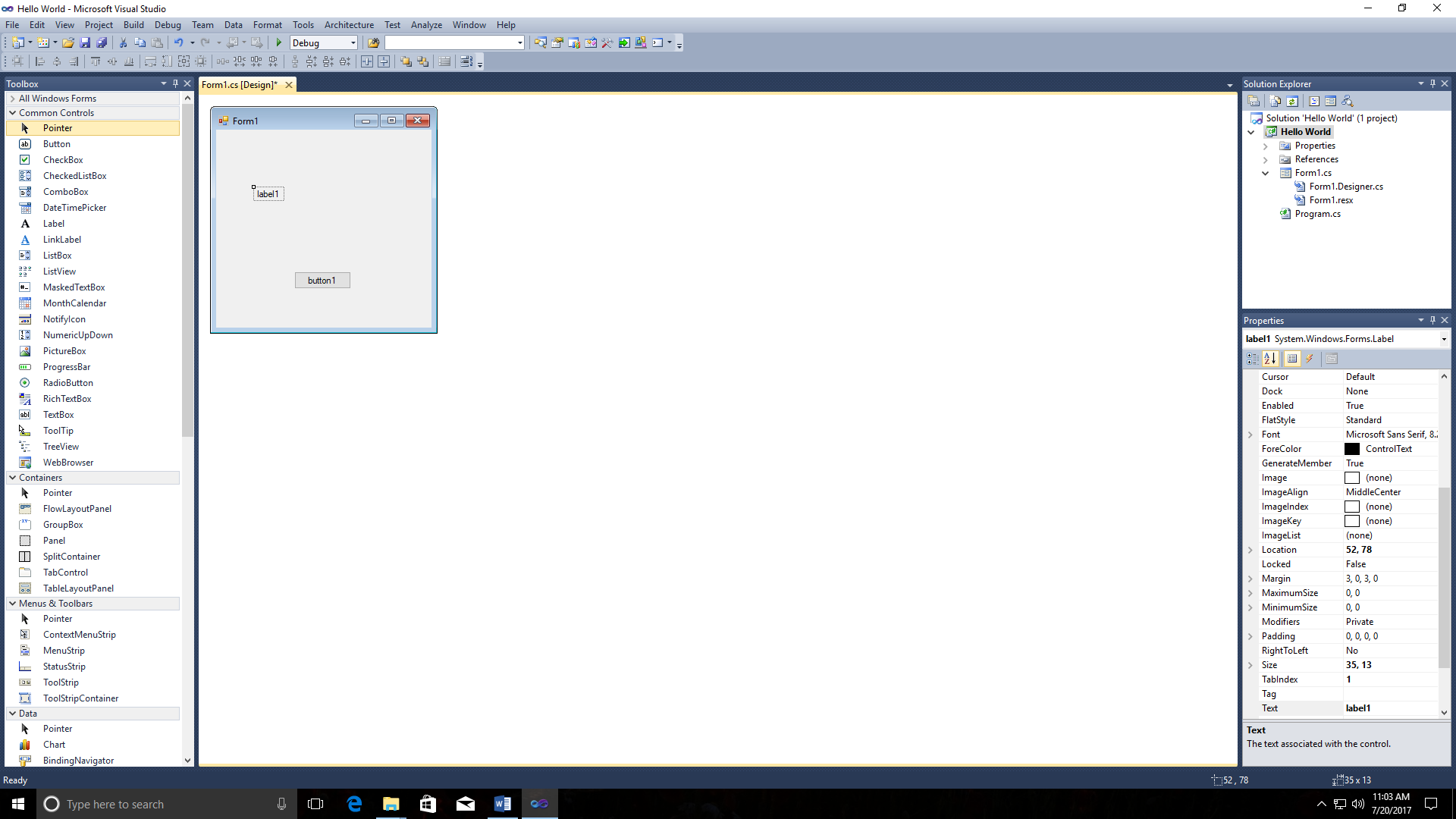
1. Select Visual C# Projects from Project Types and Windows Application from Templates. Type in the name of the project as HelloWorld. Click OK and your project will be created.



1. You should now have a project that looks like this:



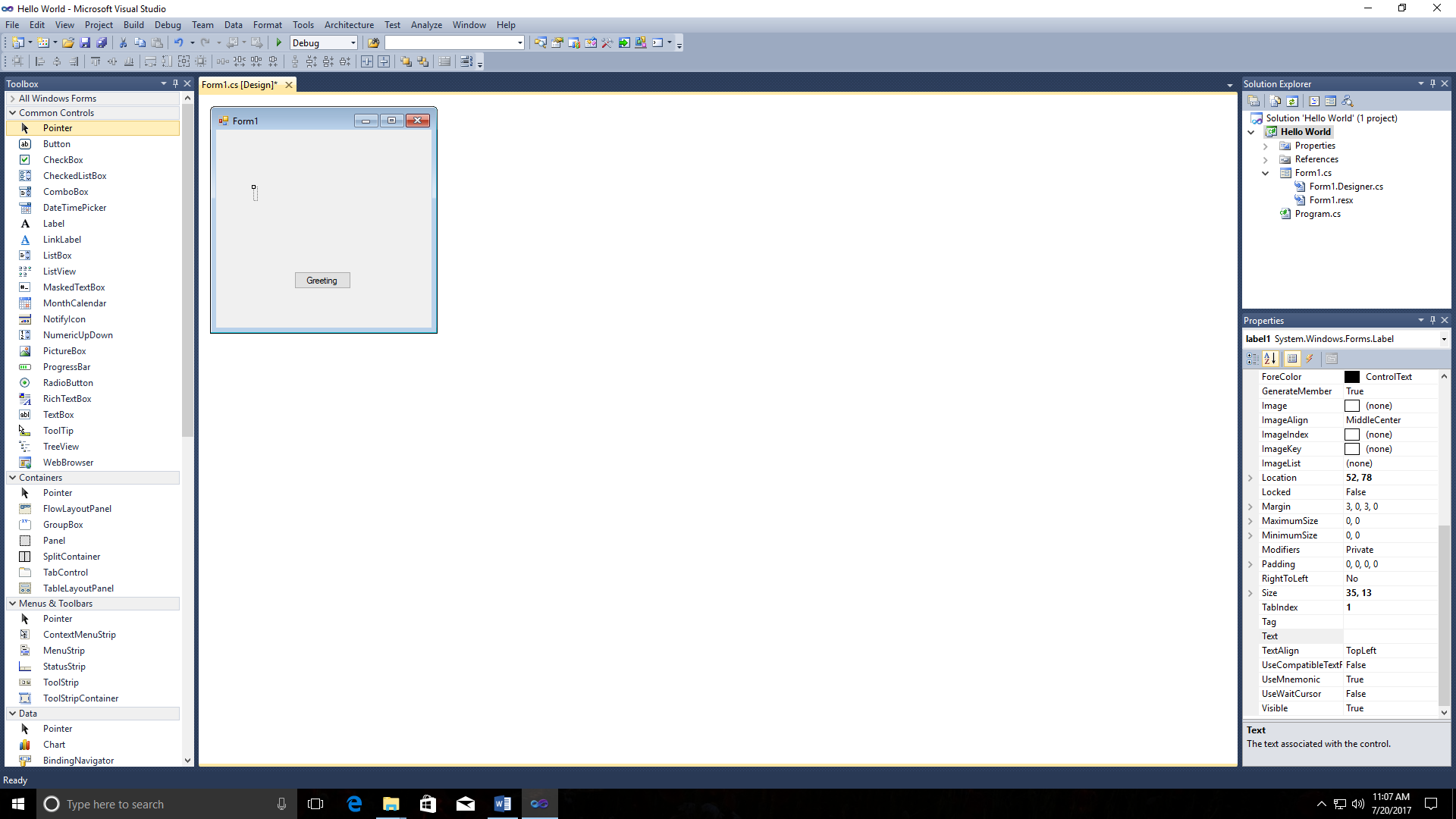
1. Notice the following:
   1. Form1 – a window that you can place things from the toolbox on
   2. Toolbox – things you can put on the form
   3. Solution Explorer – things in your project
   4. Property Inspector – information about the object you have selected
2. On out form, we are going to place two objects from our toolbox, a Label and a Button. When we place these objects on our form, Visual Basic gives them a name of Label1 and Button1 respectively. At this point we will not worry about renaming them but we will at some future point.



1. At this point we are going to change the Text property of button1 from “button1” to “Greeting” in the Property Inspector.



1. Now change the Text Property of the Label1 from “Label1” to Nothing (i.e. leave it blank). Your Form1 should now look like this.



1. Now we are going to create an event so that when we click on the Greeting button, “Hello World!!!” will be placed in Label1.
2. Double-click on the Greeting button and a Click event will be created. Place the following line of code button1\_Click event handler as such.

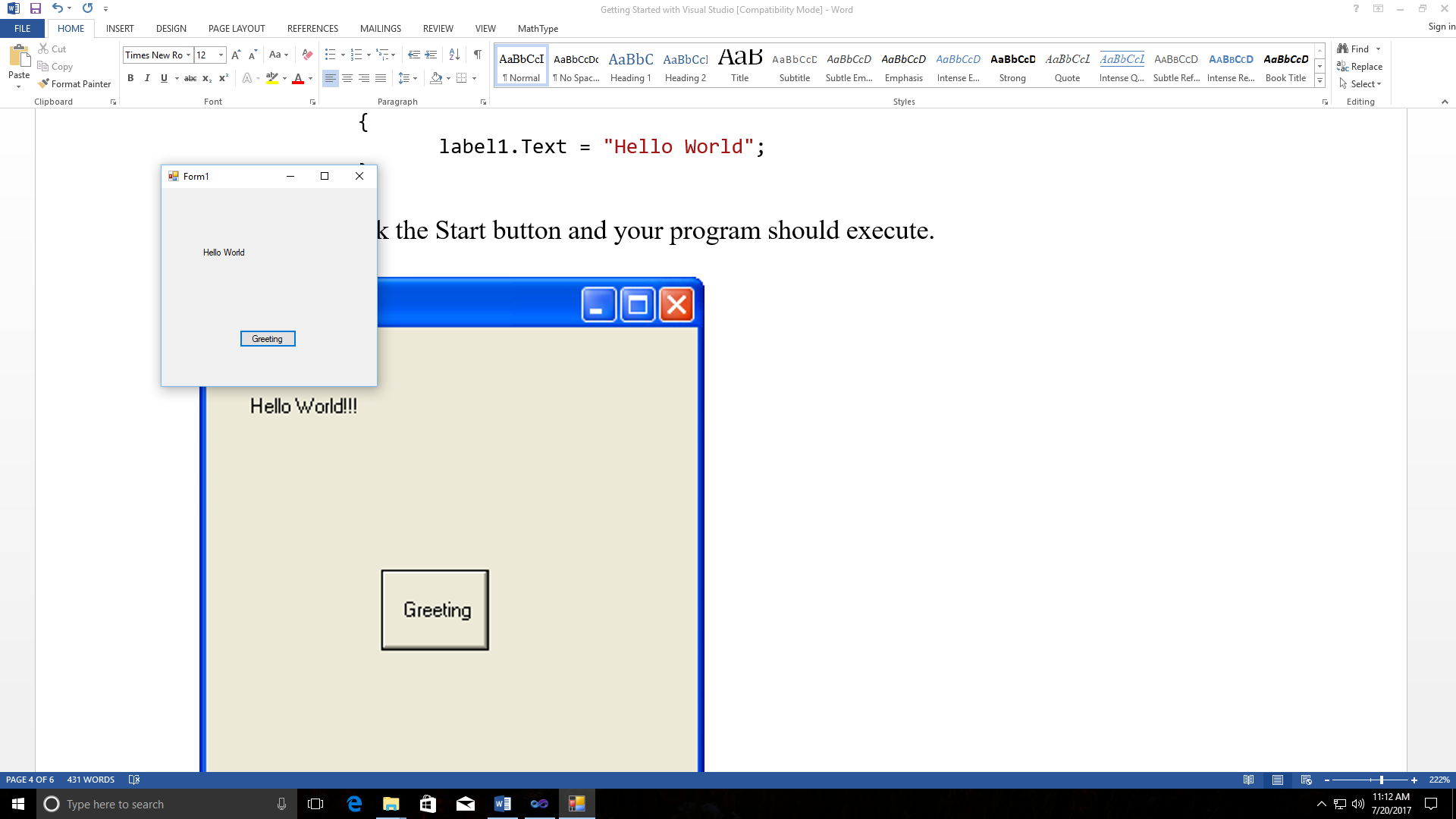
private void button1\_Click(object sender, EventArgs e)

{

label1.Text = "Hello World";

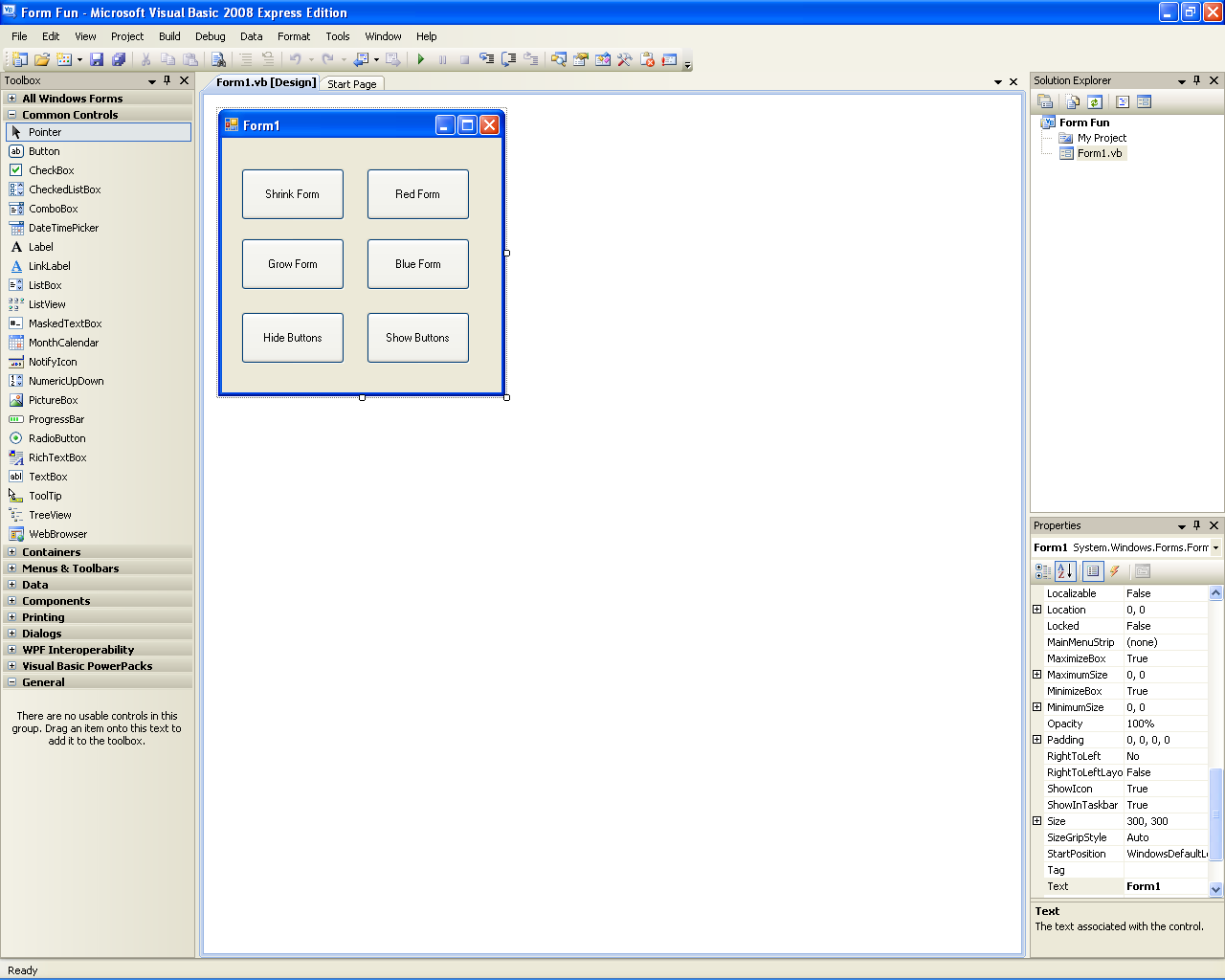
}

1. Now click the Start button and your program should execute.



**Form Fun**

1. In this project, you will create a form with 6 buttons as shown:



1. Assign the following properties to the buttons:

|  |  |  |
| --- | --- | --- |
| **Button** | **Text Property** | **Name Property** |
| button1 | Shrink Form | btnShrink |
| button2 | Grow Form | btnGrow |
| button3 | Hide Buttons | btnHide |
| button4 | Red Form | btnRed |
| button5 | Blue Form | btnBlue |
| button6 | Show Buttons | btnShow |

1. Make the Visible property of btnShow *false*.
2. Add the following Click Event code to the following buttons.

**btnShrink\_Click**

this.Height = this.Height – 10;

this.Width = this.Width – 10;

**btnGrow\_Click**

this.Height = this.Height + 10;

this.Width = this.Width + 10;

**btnHide\_Click**

btnGrow.Visible = false;

btnShrink.Visible = false;

btnHide.Visible = false;

btnRed.Visible = false;

btnBlue.Visible = false;

btnShow.Visible = true;

**btnRed\_Click**

this.BackColor = Color.Red;

**btnBlue\_Click**

this.BackColor = Color.Blue;

**btnShow\_Click**

btnGrow.Visible = true;

btnShrink.Visible = true;

btnHide.Visible = true;

btnRed.Visible = true;

btnBlue.Visible = true;

btnShow.Visible = false;

1. Now run your program and see what happens.