C# Programming: From Problem Analysis to Program Design, 5th edition

Chapter 9

1. b. One font size is used with console applications.

2. d. System.Windows.Forms

3. e. all of the above

4. a. interface

5. c. event

6. e. Form

7. b. Text

8. d. A Form inherits the members of the Form class.

9. c. constructor

10. e. all of the above

11. a. event

12. c. Form Designer

13. d. all of the above

14. a. this.button1 = new System.Windows.Forms.Button( );

15. e. button1.Click += new System.EventHandler(this.button1\_Click);

16. a. CharacterCasing

17. a. private void btn1\_Click(object sender, System.EventArgs e)

18. e. all of the above

19. d. preprocessor directive

20. d. Create separate classes for each.

21. a) With a console-based application, each line in the Main ( ) method is executed sequentially. Then the program halts. With a Windows application, instead of the program executing sequential statements from top to bottom, the application, once launched, sits and waits for an event.

b) With your console applications, the program initiates interaction with the operating system by calling the operating system to get data using the ReadLine( ) method. It calls on the operating system to output data through method calls such as WriteLine( ) or Write( ).Windows applications receive messages that an event has occurred from the operating system. With Windows applications, you write methods called event handlers to indicate what should be done when an event such as a click on a button press occurs.

c) Windows applications not only function differently, they also look different. A more friendly user interface can be created.

22. a. BackColor

b. Font

c. Size

d. Name

e. Location

23. The click event for the button could be registered so that the program will be notified when a user clicks the button. When the event is fired, or the button is clicked, the method identified as the button click event handler method for the click event would be executed. The specific statements placed in the method would depend on the application.

24. Appearance matters. Consistent placement of items is important. Consistent sizing of items is also important. Use contrast to highlight items. Unless you are trying to call attention to an item, keep it the same. Use alignment for grouping items. When you place controls on a form, place similar items together. Do not crowd a form with too many controls. Background colors and foreground text colors should have contrast. Your target audience should be taken into consideration.

25. Declare an object of the Textbox class. Instantiate the object by calling its constructor. Add the control to the form. If using Visual Studio .NET, drag and drop the control onto the form from the Toolbox. Position the textbox on the form in relation to the other controls—maybe beside a descriptive label. May need to use the Format menu options of Align or Center on Form, etc. Set properties for the TextBox such as the Name, Text, and TabStop. If you are doing it manually write statements similar to,

TextBox txtBxExample = new TextBox ( );

Controls.Add(txtBxExample);