

How will you pick a color from the ColorDialog box?

"To pick a color from the color dialog box, you need to create an instance of the ColorDialog box and invoke to the ShowDialog() method. The code to display the color dialog box and set the BackColor property of the Label control similar to the color selected in the color dialog box control is:

```
private void button1_Click(object sender, EventArgs e)
{
    if (colorDialog1.ShowDialog() != DialogResult.Cancel)
    {
        label1.Text = ""Here's my new color!"";
        label1.BackColor = colorDialog1.Color;
    }
}
```

What are Form properties?	
Explain ::	
Font	Gets or sets the font of the text displayed by the control.
ForeColor	Gets or sets the foreground color of the control.
DefaultSize	Gets the default size of the control.
TabIndex	Gets or sets the tab order of the control within its container.
Visible	Gets or sets a value indicating whether the control and all its child controls are displayed.
Width	Gets or sets the width of the control.
BackColor	Gets or sets the background color for the control.
Enabled	Gets or sets a value indicating whether the control can respond to user interaction.
Focused	Gets a value indicating whether the control has input focus.

Common Dialog Box

The dialog boxes that are used, which are common to all Windows Application. It performs common tasks like saving a file, choosing a font etc. This provides a standard way to the Application interface.

The examples are given below.

FontDialog

ColorDialog

OpenDialog

SaveDialog

Open File Dialog Box

The OpenFileDialog allows you to choose a file to be opened in an Application.

```
OpenFileDialog ofd = new OpenFileDialog();  
DialogResult dr = ofd.ShowDialog();  
if (dr == DialogResult.OK) {  
    StreamReader sr = new StreamReader(ofd.FileName);  
    txtEx.Text = sr.ReadToEnd();  
    sr.Close();  
}
```

Save File Dialog Box

The SaveFileDialog box is used to allow the user to select the destination and name of the file to be saved.

```
SaveFileDialog sfdlg = new SaveFileDialog();  
if (sfdlg.ShowDialog() == DialogResult.OK) {  
    // Code to write the stream goes here.  
}
```

Font and Color Dialog Boxes

FontDialogBox is used to allow the user to select font settings. The ColorDialogBox is used to allow the user to select a color.

```
//Font Dialog
```

```
FontDialog fdlg = new FontDialog();  
fdlg.ShowDialog();  
txtEx.Font = fdlg.Font;
```

```
//Color Dialog
```

```
ColorDialog cdlg = new ColorDialog();  
cdlg.ShowDialog();  
txtEx.ForeColor = cdlg.color;
```