

**Development Software 1B 2023**

**Learning Unit 5: GUI Applications**

**Lecture 9**



# Content

- GUI Application

# GUI Application

Things to know in GUI applications:

- Create a form in the VS IDE
- Use the **Toolbox** to add **Button** to a form
- Add **Labels** and **Textboxes** to the form
- Name forms and controls

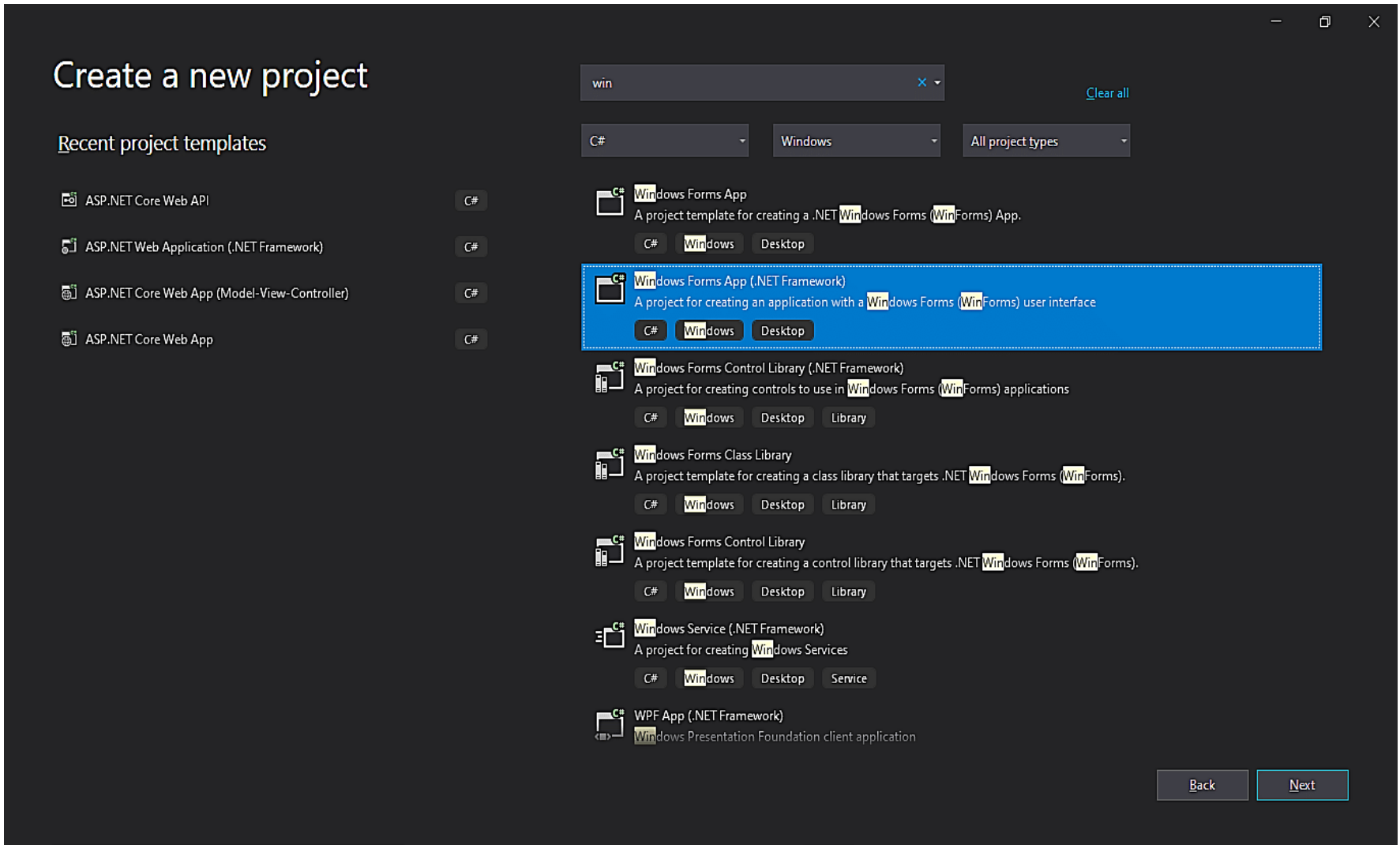
# GUI Application

A graphical user interface (GUI) allows a user or customer to interact visually with a program.

# Creating a form in the IDE

- The interface is the environment the user sees
- Forms are rectangular GUI objects that provide an interface for collecting, displaying, and delivering information
- Forms always include controls
  - Devices such as labels, text boxes, ListBox, ComboBox, CheckedListBox, CheckBox, RadioButton and buttons
- To create a Form:
  - Select New Project after starting Visual Studio
  - Then choose *Windows Forms App*
  - After you click OK in the New Project window, you see the Integrated Development Environment (IDE) main window

# Creating a form in the IDE





# Creating a form in the IDE

Configure your new project

Windows Forms App (.NET Framework) C# Windows Desktop

Project name

GUIDemo

Location

C:\Users\vaibhav.khandelwal\source\repos

Solution name ⓘ

GUIDemo

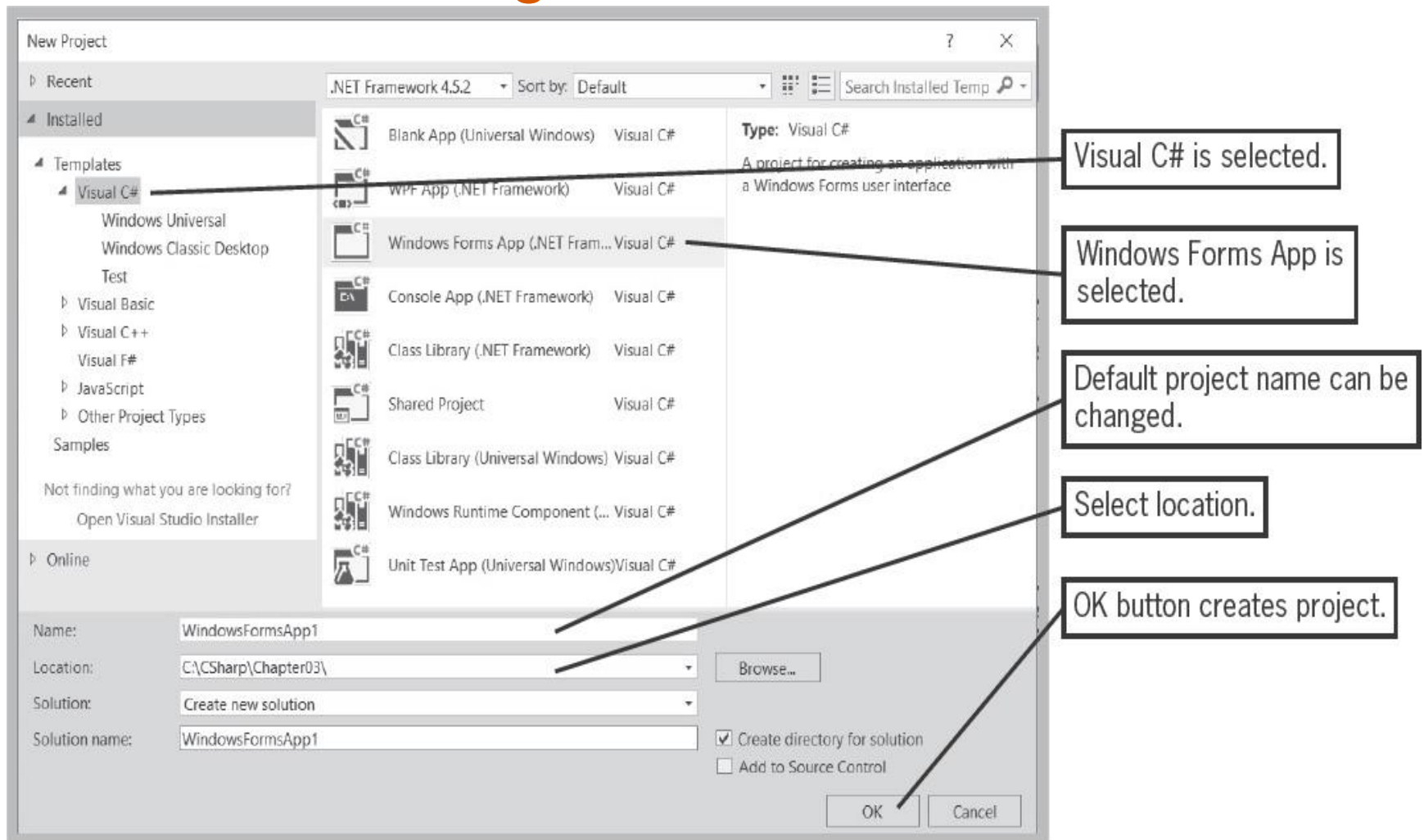
☐ Place solution and project in the same directory

Framework

.NET Framework 4.7.2

Back Create

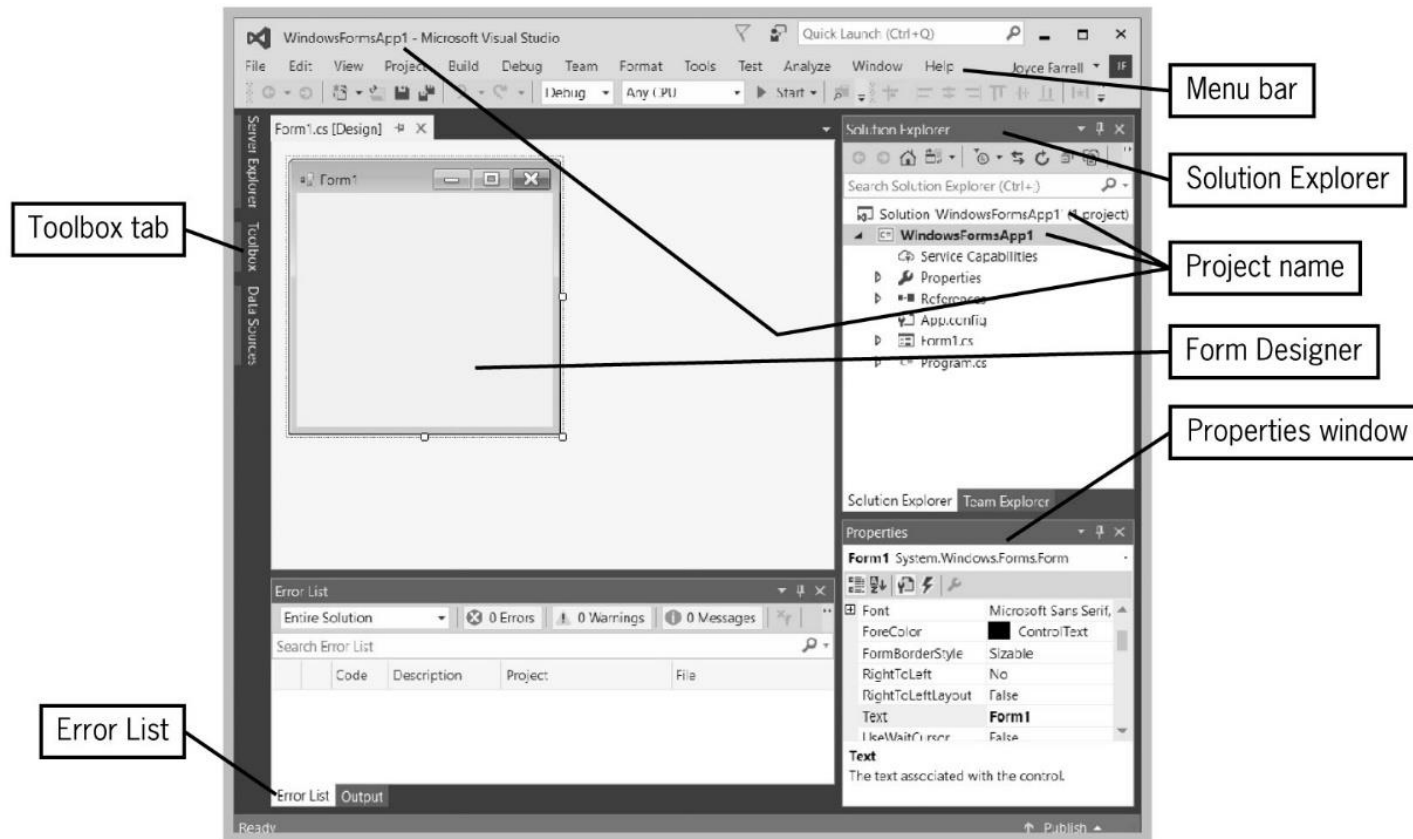
# Creating a form in the IDE



**Figure 3-1** Choosing Windows Forms App in the New Project window



# Creating a form in the IDE *cont...*



**Figure 3-2** The IDE main window

# Creating a form in the IDE *cont...*

- In the Properties window, you can change the appearance, size, and color of a window
- The **Form** class contains around 100 properties
- When you sort Properties in alphabetical order in the Properties window
  - The **Name** entry is not in alphabetical order
  - It appears near the top of the list in parentheses

# Creating a form in the IDE *cont...*

## Class exercise:

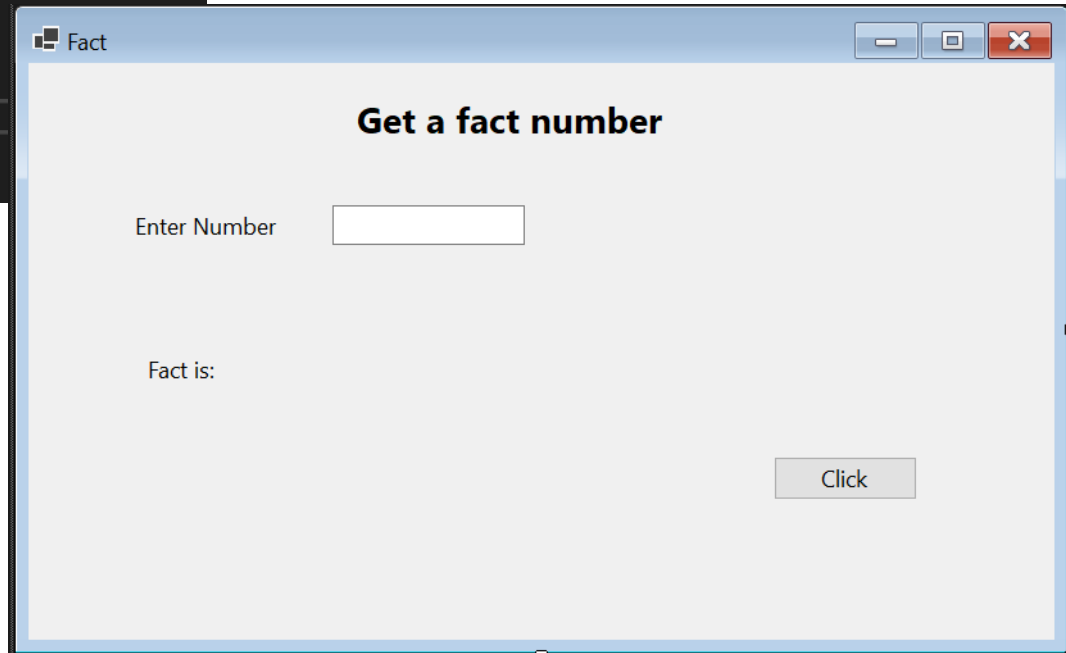
Create a windows form application called **SumNo**. The form should add two numbers and display the results on a Label.

# Example 1...

```
public frm_fact()
{
    InitializeComponent();
}

1 reference
private void label2_Click(object sender, EventArgs e)
{
}

1 reference
private void btn_click_Click(object sender, EventArgs e)
{
    int num=Convert.ToInt32(txt_enter.Text);
    int fact = 1;
    for (int i=num;i>0; i--)
    {
        fact=fact*i;
    }
    lbl_display.Text=fact.ToString();
}
```



The screenshot shows a Windows application window titled "Fact". The window has a standard Windows title bar with minimize, maximize, and close buttons. The main content area has a light gray background. At the top, the text "Get a fact number" is displayed in a bold, black font. Below this, there is a label "Enter Number" followed by a text input field. Further down, there is a label "Fact is:" followed by a large, empty rectangular area for displaying the result. At the bottom right of the window, there is a button labeled "Click".

THE END

