

C# Windows Application 1

1 *An Introduction to Windows Forms*

- Understanding Windows Forms
- Developing a Simple Windows Forms Project
- Displaying Information with Message Boxes
- Controlling a Windows Forms Application
- Using Form Properties to Affect Form Behavior

2 *Adding Controls to Forms*

- An Introduction to Controls
- Using the Button Classes
- Basic Event Handling
- Using the Label Class
- Using the CheckBox Class
- Using the RadioButton Class
- Using the TextBox Class
- Using the ToolTip Class
- Using the MessageBox Class
- Using the DomainUpDown Class
- Using the NumericUpDown Class
- Using the GroupBox Class
- Using the RichTextBox Class
- Using the ComboBox Class
- Using the ListBox Class
- Using the ListView Class
- Using the CheckedListBox Class

Using the Calendar Class

Using the DateTimePicker Class

Using the MaskEdit Class

Using the LinkLabel Class

Using the PictureBox Class

3 User Input and Feedback

Working with the Mouse

Accepting Keyboard Input

Using a Main Menu with Forms

Implementing Shortcut Menus

Providing Feedback with Status Bars

4 GDI+

Understanding Windows Forms Geometry

Using the Graphics Class

Using Color with Windows Forms

Using Brushes

Drawing with Pens

Using Fonts