LEC.4

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Computer applications / Second Class / First Semester 2021-2022 / Prepared By: Miami Abdul Aziz

The Properties of Label - TextBox - Button

To add any tool to the form:

1. Click the **Toolbox** tab and then click the Toolbox window's **Auto Hide** button (if necessary). Expand the **All Windows Forms** node (**Common Controls** or any other node) if the tool you wanted inside it.

2. Click on the tool, but do not release the mouse button. Hold down the mouse button as you drag the tool to the form.

3. Now the tool is on the form and the tool's properties appear in the Properties list.

Change the Properties of a Form

Usually, It is easy to confuse a form file with a form. The form file is an actual file that resides on your disk and contains code, The form is the object that appears in the designer window. See Figure 1-5 .
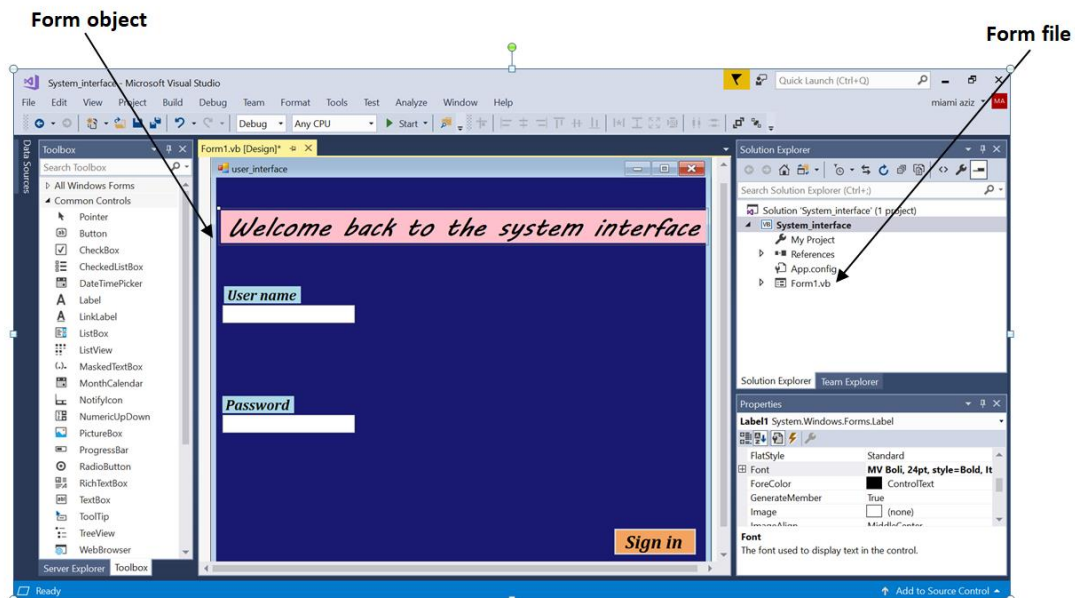

Figure 1-5 Shows the form and form file

In order to display the properties of a form object in the Properties window, the form must be selected in the designer window. Scroll to the top of the Properties list. Table 1-1 lists the names and purposes of the most commonly used properties of a form. You will change the default values assigned to many of the properties listed in the Table.

Name of the property	The purpose
Name	programmatic name
Text	specify the text that appears in the form's title bar
Font	specify the font type, style and size for text of anything that appears on the form
ForeColor	specify the color of the font
FormBorderStyle	specify the appearance and behavior of the form's border
BackColor	specify the background color of the form
BackgroundImage	specify an image as the background of the form
BackgroundImageLayout	the appearance of the background image used for the form
StartPosition	specify the starting position of the form through the execution time
WindowState	specify the initial visual state of the form

Table 1-1 Most commonly used properties of a form

Change the Properties of a Label

You use the Label tool to add a label control to a form. The purpose of a **label control** is to display text that the user is not allowed to edit while the application is running. Label controls are used to identify other controls as well as to display the result of calculations made by the application. Table 1-2 shows the most commonly used properties of a label control.

Name of the property	The purpose
Text	specify the text that appears inside the label
TextAlign	specify the position of the text inside the label
AutoSize	enable/disable automatic sizing; identifying labels should have the default property setting (True)
BackColor	specify the label's background color
BorderStyle	specify the appearance of the label's border; identifying labels should have the default property setting (None)
Font	specify the font type, style and size for text inside the label
ForeColor	specify the color of the text inside the label
Cursor	specify the cursor shape that appears when the pointer moves over the tool (label)
Enabled	specify whether the tool is enabled on the form during the running time or not
Image	define the image that will be displayed on the tool
ImageAlign	specify the alignment of the image that will be displayed on the tool
RightToLeft	indicate whether the component of the tool should draw right to left for the RTL languages
Location	specify the coordinates of the upper-left corner of the tool relative to the upper-left corner of its container (for example: the form)
Size	specify the size of the tool in pixels
Visible	determine whether the tool is visible or hidden on the form during the run time

Table 1-2 Most commonly used properties of a label control

Change the Properties of a TextBox

The **TextBox** tool is used to add a text box to a form. The purpose of a text box is to provide an area in the form where the user can enter data. Table 1-3 shows the most commonly used properties of a **TextBox**.

Name of the property	The purpose
Name	programmatic name
BackColor	specify the text box's background color
Font	specify the font type, style and size for text inside the text box
ForeColor	specify the color of the text inside the text box
MaxLength	specify the maximum number of characters the text box will accept
Multiline	specify whether the text box can span more than one line, also, this property will give the permission for you to change the size of the text box
PasswordChar	specify the character to display when entering a password
ReadOnly	specify whether the text can be edited in this text box or not
ScrollBars	indicate whether scroll bars appear on the text box (used with a multiline text box)
Text	get or set the text that appears inside the text box (if you want)
Dock	define which shape and position of the text box

Table 1-3 Most commonly used properties of a text box

Change the Properties of a Button

You use a button to perform an immediate action when clicked. Table 1-4 lists the most commonly used properties of a button

Name of the property	The purpose
Enabled	indicate whether the button can respond to the user's action during the execution time or not
Font	specify the font type, style and size for text inside the button
ForeColor	specify the color of the text inside the button
Image	specify the image to display on the button's face
ImageAlign	indicate the alignment of the image on the button's face
Text	specify the text that appears on the button's face
TextAlign	specify the position of the text inside the button
BackColor	specify the background color of the button
BackgroundImage	specify an image as the background of the button
BackgroundImageLayout	the appearance of the background image used for the button
Cursor	specify the cursor shape that appears when the pointer moves over the button
Enabled	indicates whether the tool is enabled on the form during the running time or not
Visible	specify whether the tool is visible or hidden on the form during the running time

Table 1-4 Most commonly used properties of a button

It is worth noting that all these properties can be controlled programmatically, as we will see in the upcoming lectures.

Some of the repeated features were not mentioned, but they are required.

H.W/ Design the following project interface:
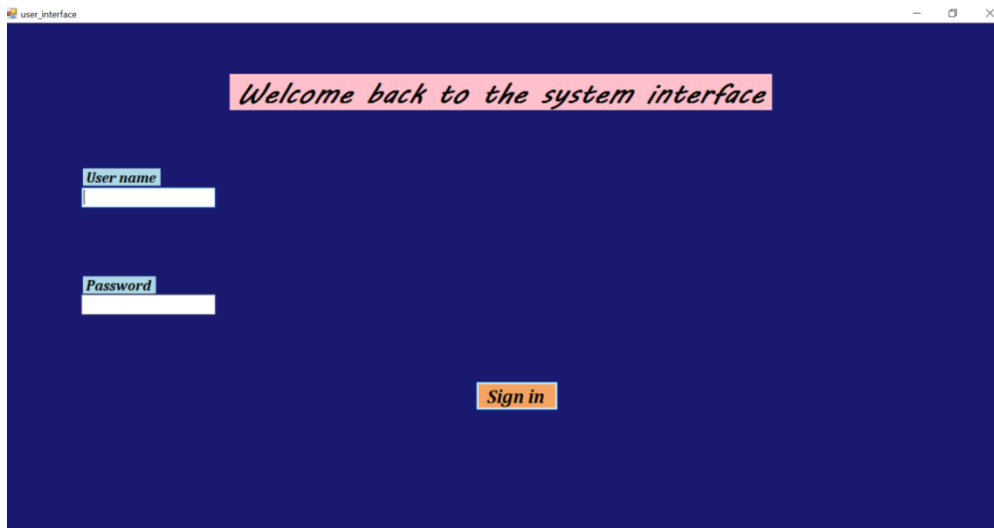
Save a Solution

An asterisk (*) on the designer window's tab indicates that a change was made to the form since the last time it was saved (See Figure 1-6). It is a good idea to save the current solution every 10 or 15 minutes so that you will not lose a lot of your work if a problem occurs with your computer. You can save the solution by clicking **File** on the menu bar and then clicking **Save All**. You can also click the **Save All** button on the **Standard toolbar**. When you save the solution, the computer saves any changes made to the files included in the solution. It also removes the asterisk that appears on the designer window's tab.
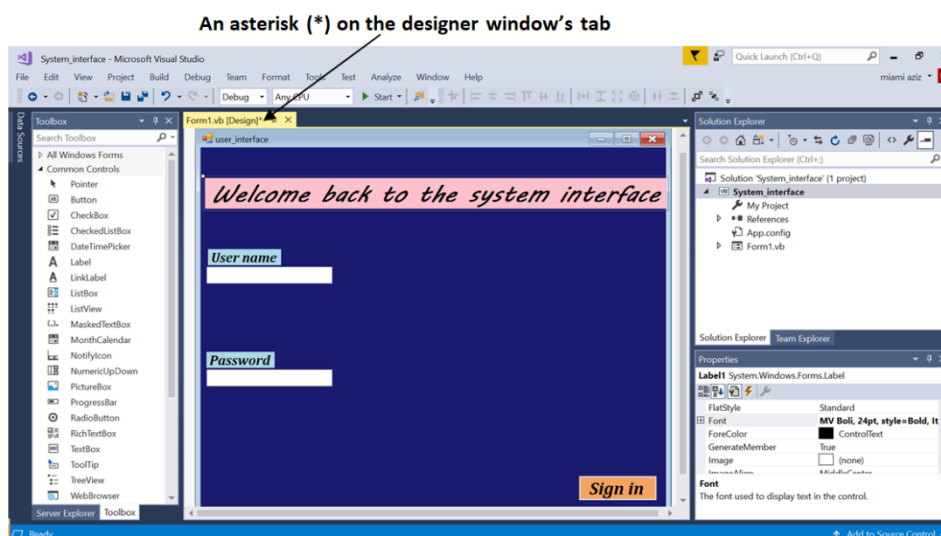

Figure 1-6 Shows an asterisk (*) on the designer window's tab

Close and Open a Solution

You should always close a solution when you are finished working on it because doing so ensures that all of the projects and files contained in the solution are closed.

To close the current solution and open a new one:

1. Click **File** on the menu bar. Notice that the menu contains a Close option and a Close Solution option. The Close option closes the designer window in the IDE; however, it does not close the solution itself. Only the Close Solution option closes the solution.

2. Click **Close Solution**. The Solution Explorer window indicates that no solution is currently open in the IDE.

3. You can also use the **File** menu to open an existing solution. Click **File** and then click **Open Project** to open the **Open Project dialog box**. Locate the location of the solution you want to open it and then open the Solution folder.

4. The names of solution files end with .sln; Click the **.sln** file and then click the **Open** button.

5. The **Solution Explorer window** indicates that the solution is open. If the designer window is not open, right-click on the **.vb** file in the **Solution Explorer window** and then click **View Designer.**