



How to Set TextBox Properties During Runtime

TextBox and Button have been added to the form. The TextBox represents the tool which we want to change its properties. The command Button is the place we will use to type most of the code to change the properties of the TextBox. Table 1-8 shows some examples of changing properties of a TextBox:

| The Assignment Statement | Its Meaning |
|--|--|
| TextBox1.Text = "hello" | assigns the string literal "hello" to the textbox's Text property |
| TextBox1.BackColor = Color.Pink | assigns the pink color to the textbox's BackColor property |
| TextBox1.ForeColor = Color.Blue | assigns the blue color to the text that appears on the face of the textbox |
| TextBox1.Left = 0 | specify zero as the distance of the left side of the tool relative to the left side of its container (for example: the form) |
| TextBox1.Top = 0 | specify zero as the distance of the upper side of the tool relative to the upper side of its container (for example: the form) |
| TextBox1.RightToLeft = 1 | specify 1 (which means yes) to the textbox's RightToLeft property |
| TextBox1.TextAlign = ContentAlignment.BottomRight | assigns BottomRight to the textbox's TextAlign property |
| TextBox1.Visible = False | assigns the keyword False to the textbox's Visible property |
| TextBox1.Height = 100 | assigns the number 100 to the textbox's Height property |
| TextBox1.Width = 100 | assigns the number 100 to the textbox's Width property |
| TextBox1.Multiline = True | assigns the keyword True to the textbox's Multiline property |
| TextBox1.MaxLength = 5 | assigns number 5 to the textbox's MaxLength property |
| TextBox1.PasswordChar = "*" | assigns * symbol to the textbox's PasswordChar property |
| TextBox1.Dock = DockStyle.Top | assigns Top to the textbox's Dock property |

Table 1-8 Some examples of changing properties of a TextBox

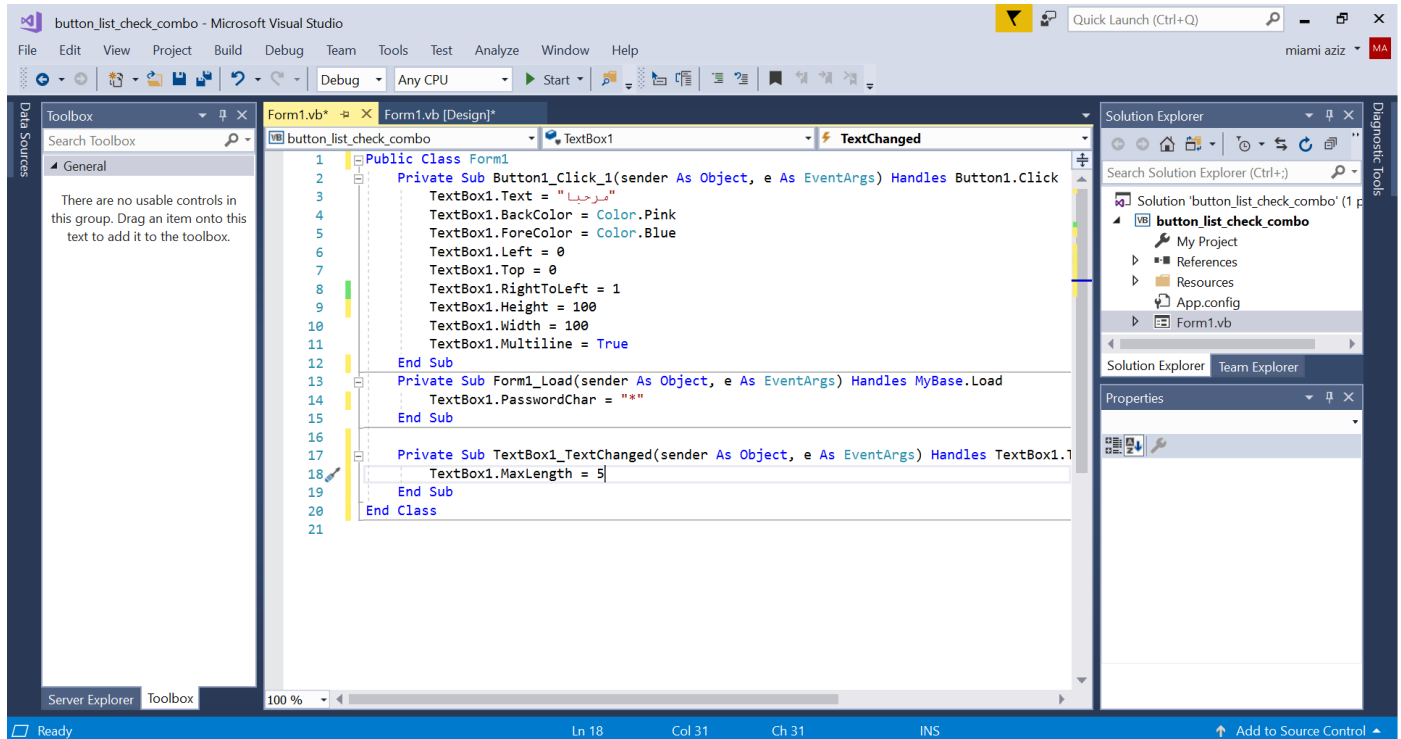


Figure 1-7 Shows examples of how to change TextBox properties in the Code Editor window