

Microsoft Windows Mobile

(*C#.NET* 모바일 프로그래밍 정리)

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차례

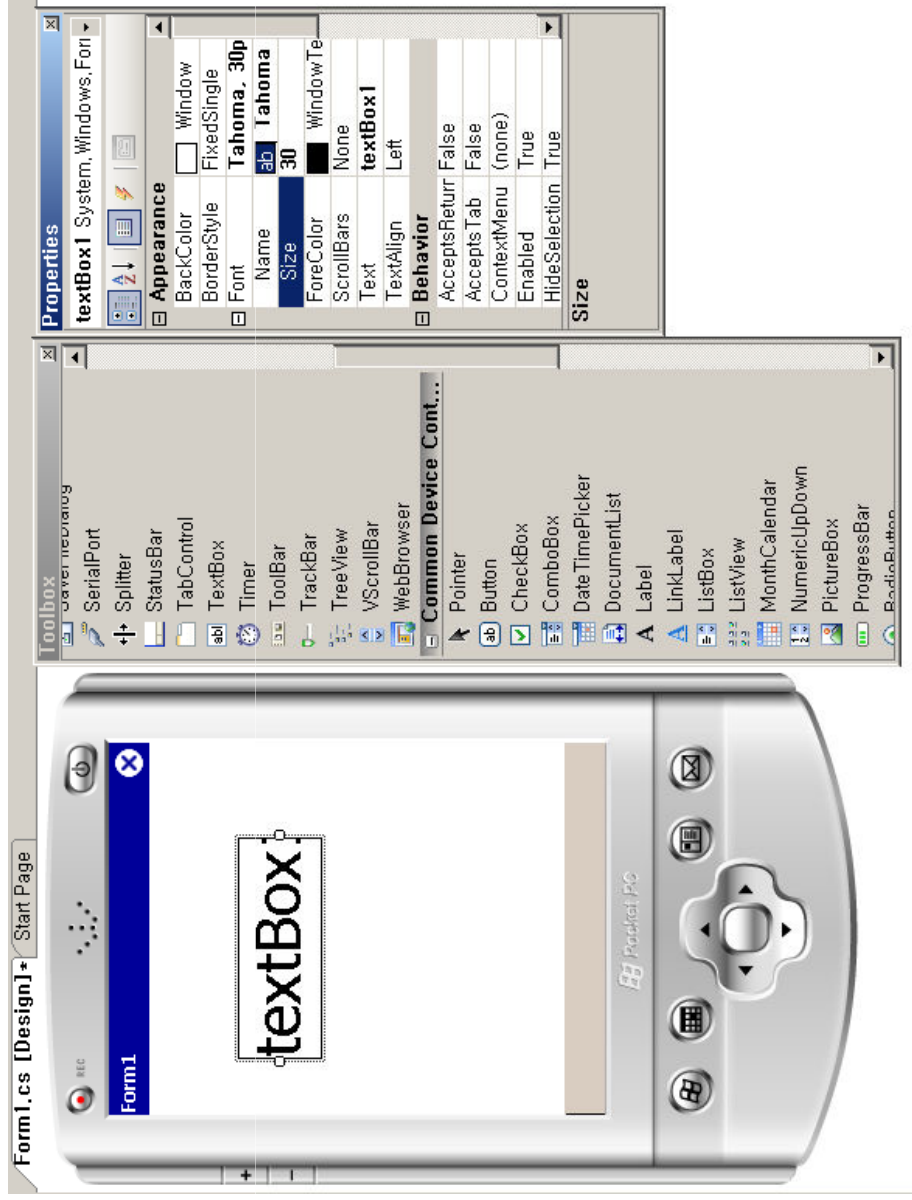
- `MessageBox.Show()`
- `TextBox`, `Label`, `Button`
- `CheckBox`, `RadioButton`, `ComboBox`, `ListBox`
- `DataGrid`, `ListView`, `TreeView`, `Timer`, `TrackBar`



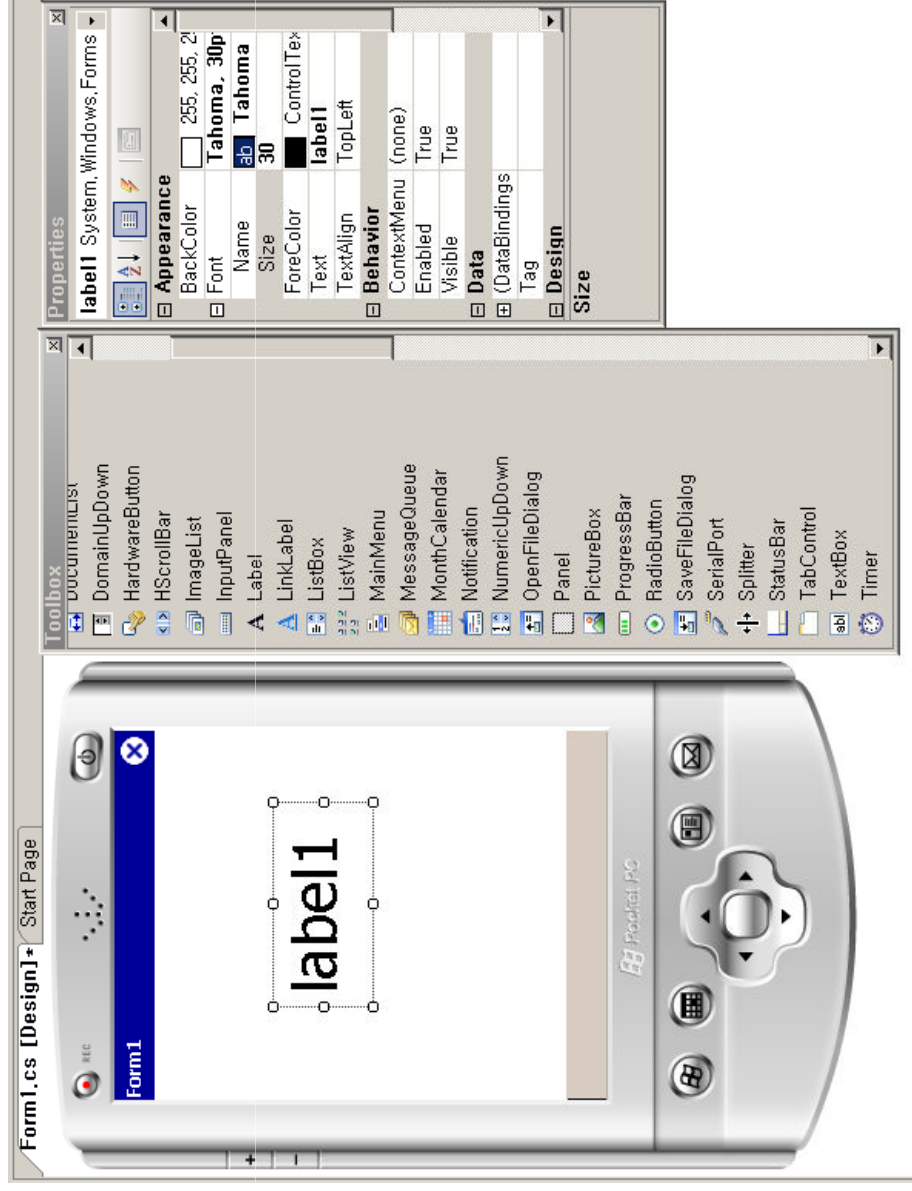
MessageBox.Show()

```
private void button1_Click(...)  
{  
    string str = "Hello, World";  
    MessageBox.Show(str);  
}
```

TextBox 컨트롤



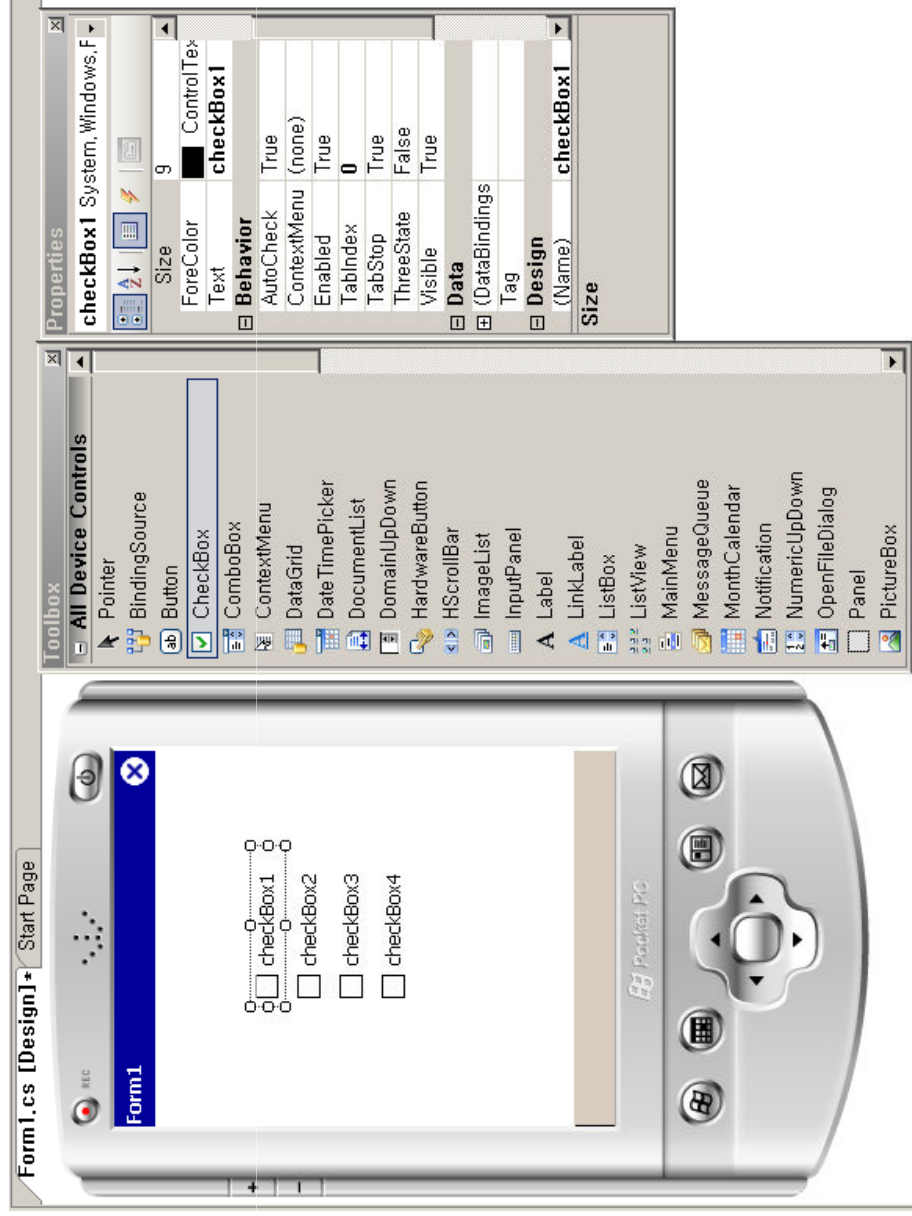
Label 컨트롤



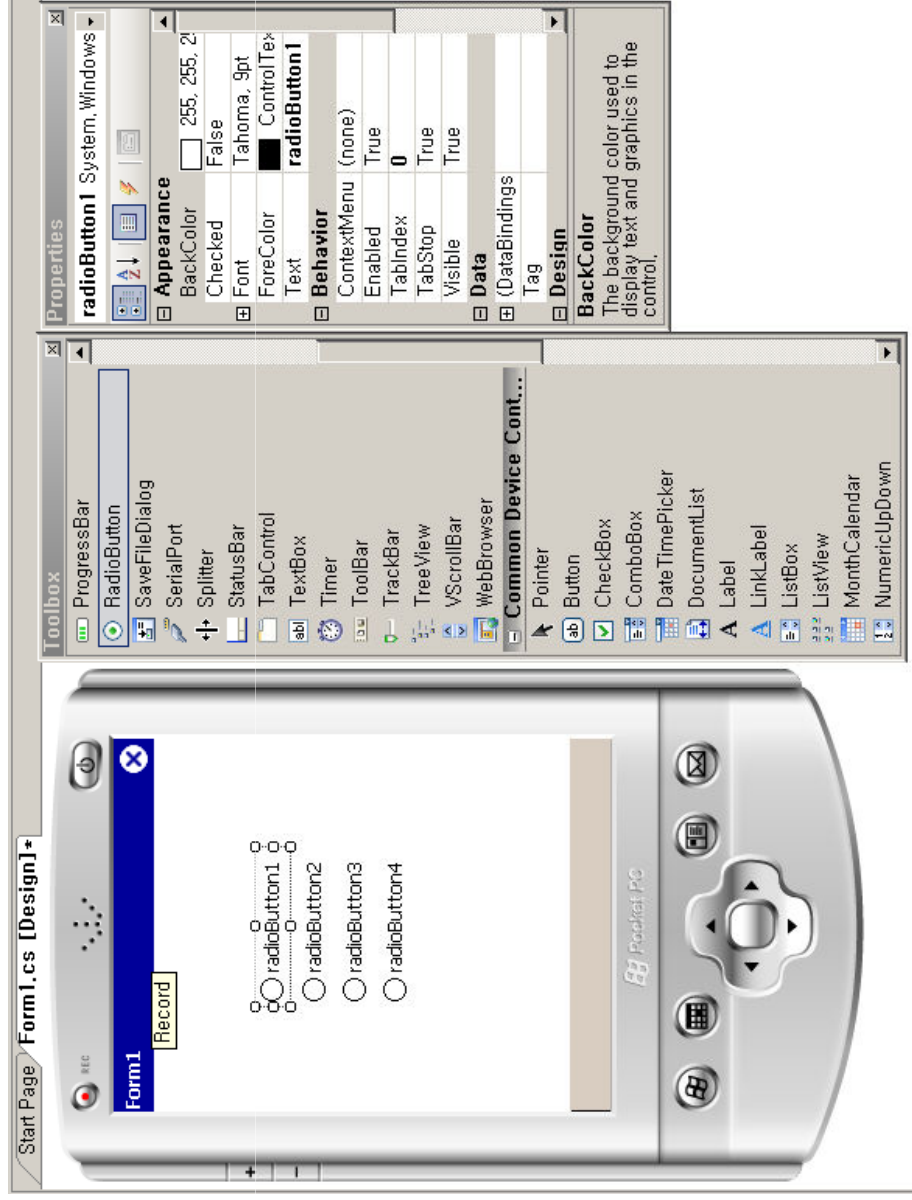
Button 컨트롤



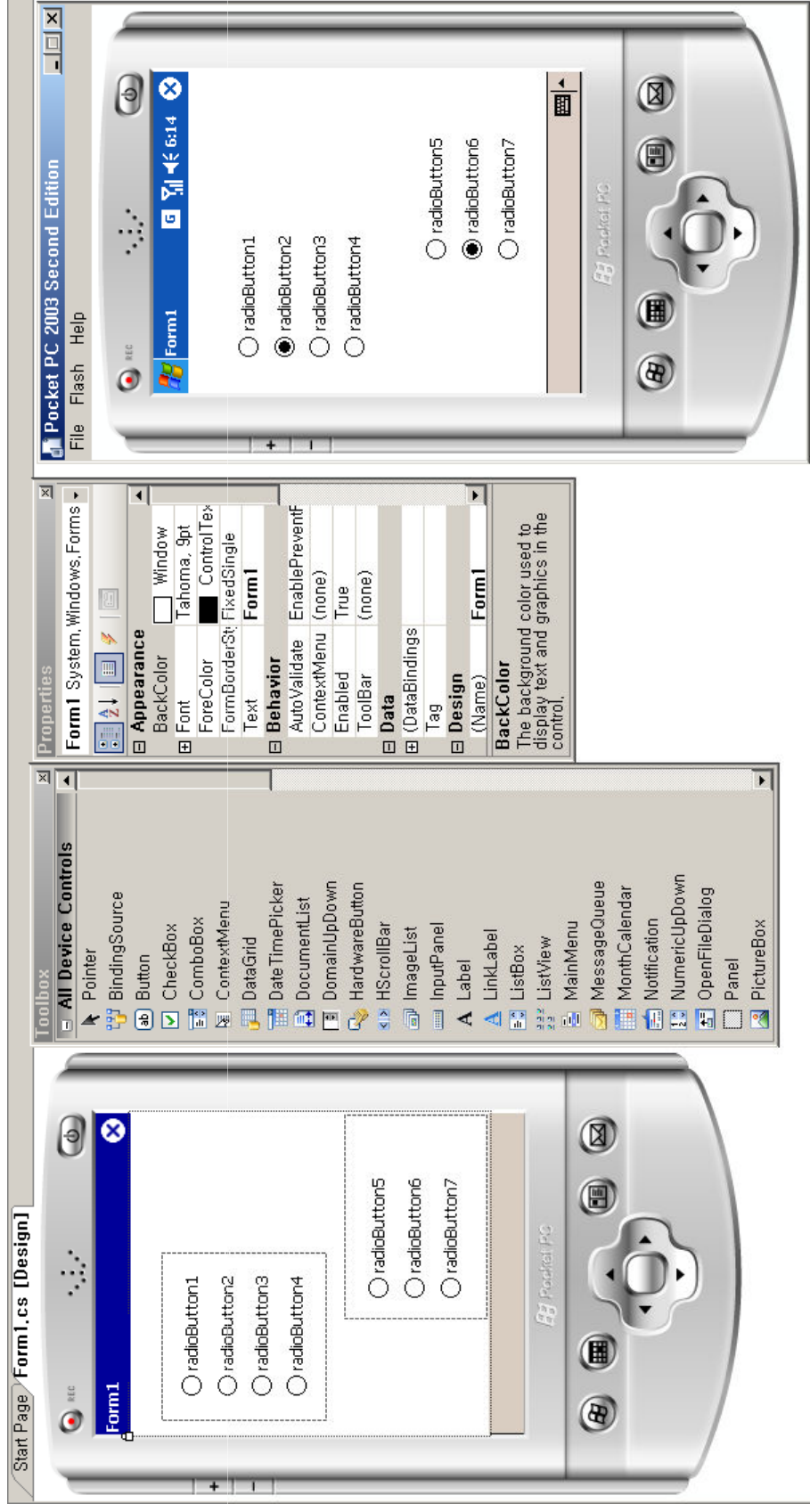
CheckBox 컨트롤



RadioButton 컨트롤



RadioButton 컨트롤과 Panel 컨트롤



RadioButton 컨트롤과 Panel 컨트롤

```
this.panel1 = new System.Windows.Forms.Panel();
this.panel2 = new System.Windows.Forms.Panel();
this.radioButton1 = new System.Windows.Forms.RadioButton();
this.radioButton2 = new System.Windows.Forms.RadioButton();
this.radioButton3 = new System.Windows.Forms.RadioButton();
this.radioButton4 = new System.Windows.Forms.RadioButton();
this.radioButton5 = new System.Windows.Forms.RadioButton();
this.radioButton6 = new System.Windows.Forms.RadioButton();
// panel1
this.panel1.Controls.Add(this.radioButton3);
this.panel1.Controls.Add(this.radioButton2);
this.panel1.Controls.Add(this.radioButton1);
// panel2
this.panel2.Controls.Add(this.radioButton6);
this.panel2.Controls.Add(this.radioButton5);
this.panel2.Controls.Add(this.radioButton4);
```

ComboBox 컨트롤

The image displays the development environment for a Pocket PC application, showing the design and properties of a ComboBox control.

Design View (Left): Shows a Pocket PC form titled "Form1" with a ComboBox control. The control is currently empty.

Toolbox (Middle-Left): Lists various controls available for the device, including Pointer, BindingSource, Button, CheckBox, ComboBox, ContextMenuStrip, DataGridView, DateTimePicker, DocumentList, DomainUpDown, HardwareButton, HScrollBar, ImageList, InputPanel, Label, LinkLabel, ListBox, ListView, MainMenu, MessageQueue, MonthCalendar, Notification, NumericUpDown, OpenFileDialog, Panel, and PictureBox.

Properties Window (Middle-Right): Shows the properties for the selected ComboBox control. The "Items" property is set to "comboBox1".

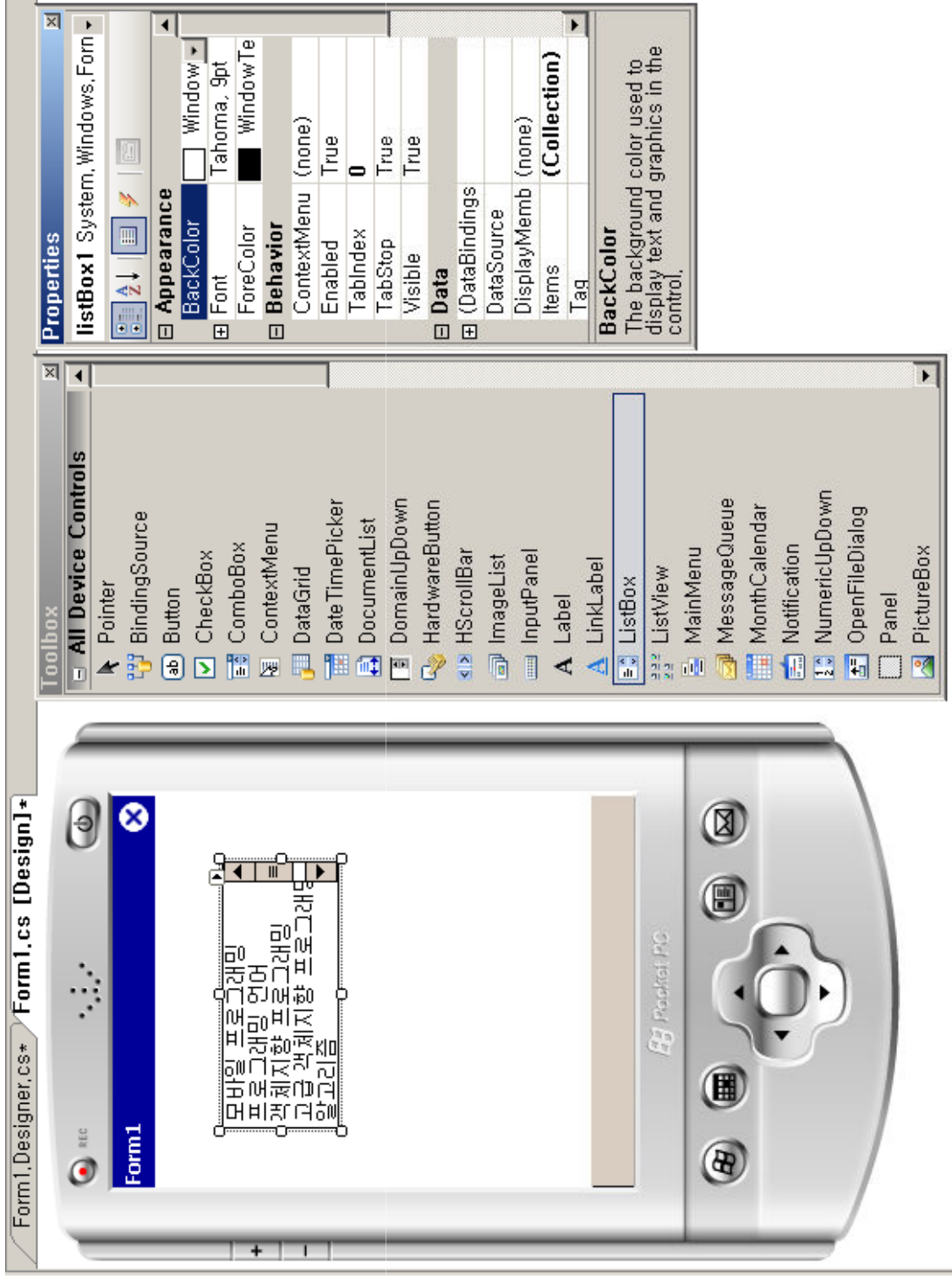
Property	Value
ContextMenuStrip	(none)
Enabled	True
TabIndex	0
TabStop	True
Visible	True
Data	
(DataBindings)	
DataSource	
DisplayMember	(none)
Items	(Collection)
Tag	
ValueMember	
Design	
(Name)	comboBox1
GenerateMem	True
Locked	False
Items	The items in the combo box.

String Collection Editor (Bottom-Right): A dialog box for editing the items in the collection. The text "Enter the strings in the collection (one per line):" is followed by a list of items: Menu 1, Menu 2, Menu 3, Menu 4, and Menu 5.

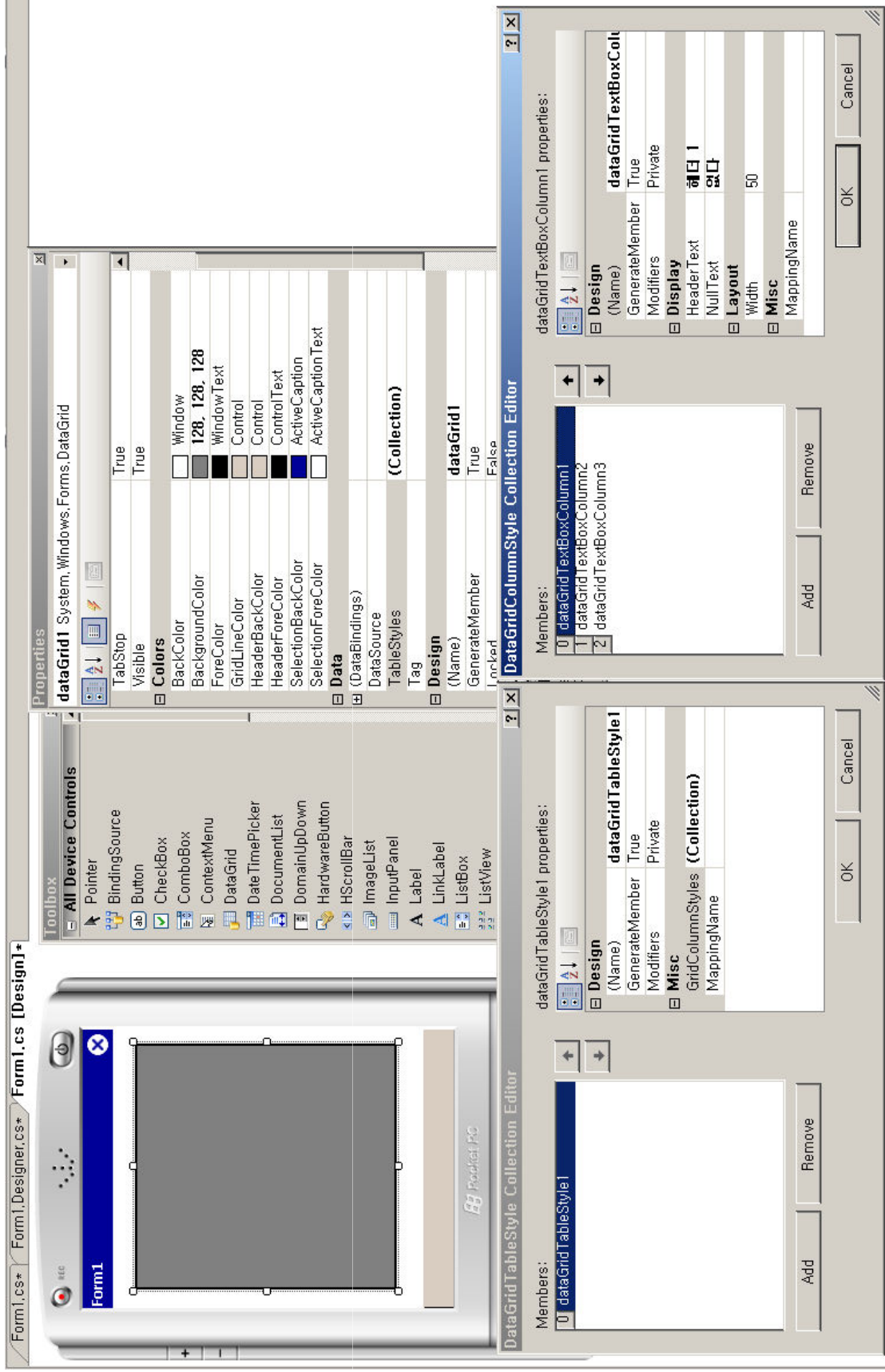
ComboBox 컨트롤

```
this.comboBox1 = new  
System.Windows.Forms.ComboBox();  
this.comboBox1.Items.Add("Menu 1");  
this.comboBox1.Items.Add("Menu 2");  
this.comboBox1.Items.Add("Menu 3");  
this.comboBox1.Items.Add("Menu 4");  
this.comboBox1.Items.Add("Menu 5");
```

ListBox 컨트롤



DataGrid 컨트롤



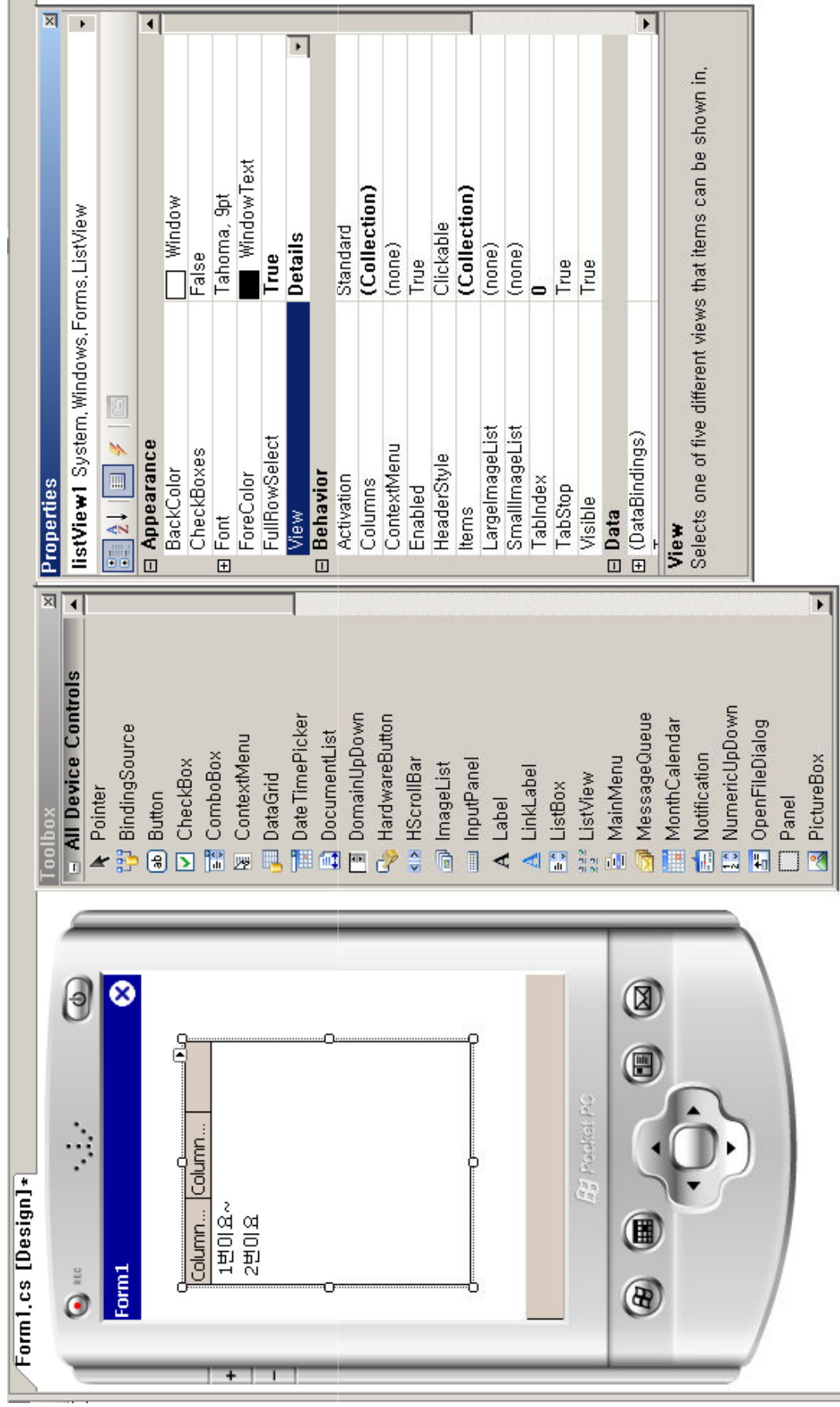


DataGrid 컨트롤과 DataTable 클래스

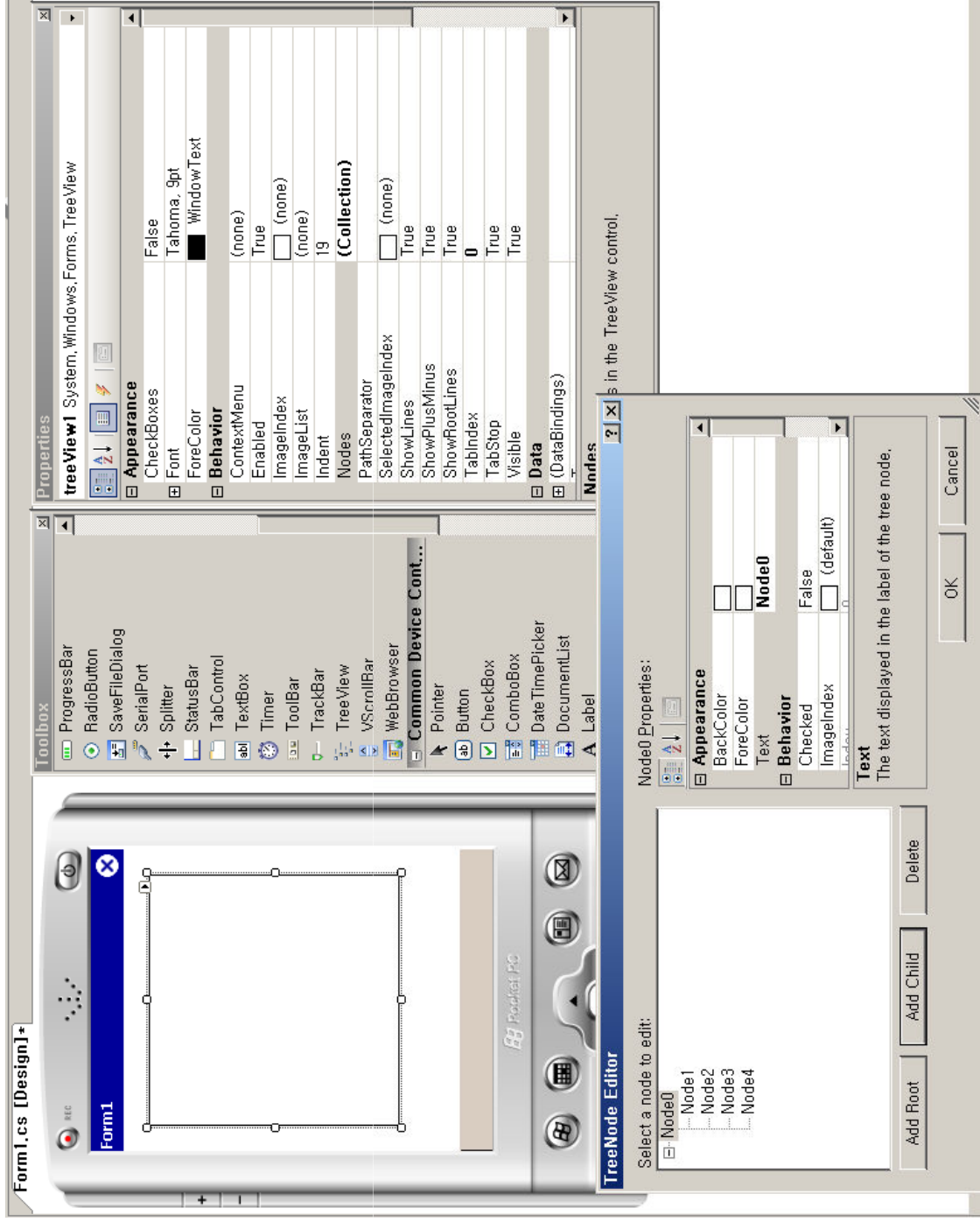
- DataGrid 컨트롤 객체를 만들고
- DataTable 클래스 객체를 만든 후
- DataGrid 컨트롤 객체의 DataSource에 연결

- `DataTable dt = new DataTable();`
- `datagrid1.DataSource = dt;`

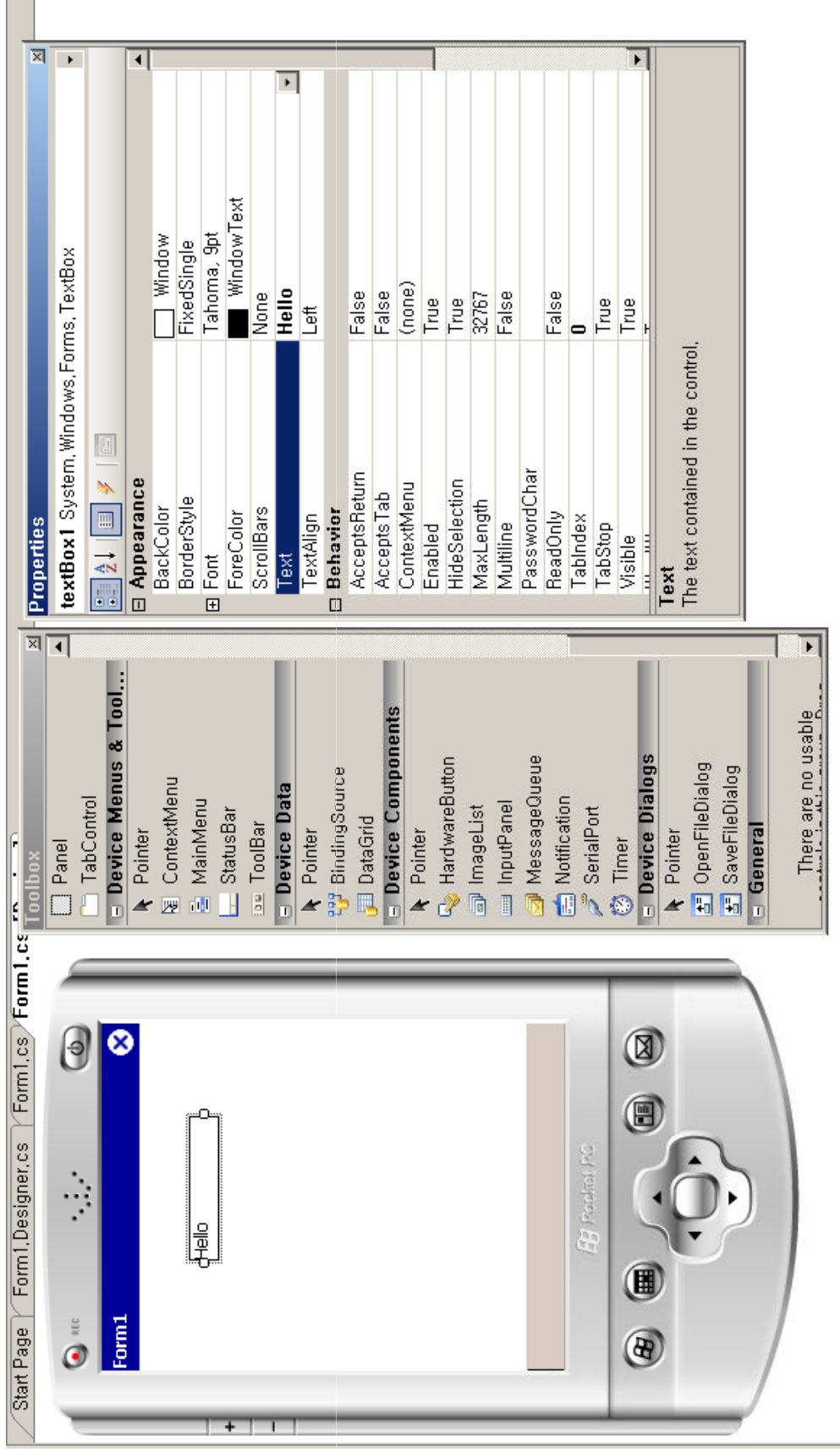
ListView 컨트롤



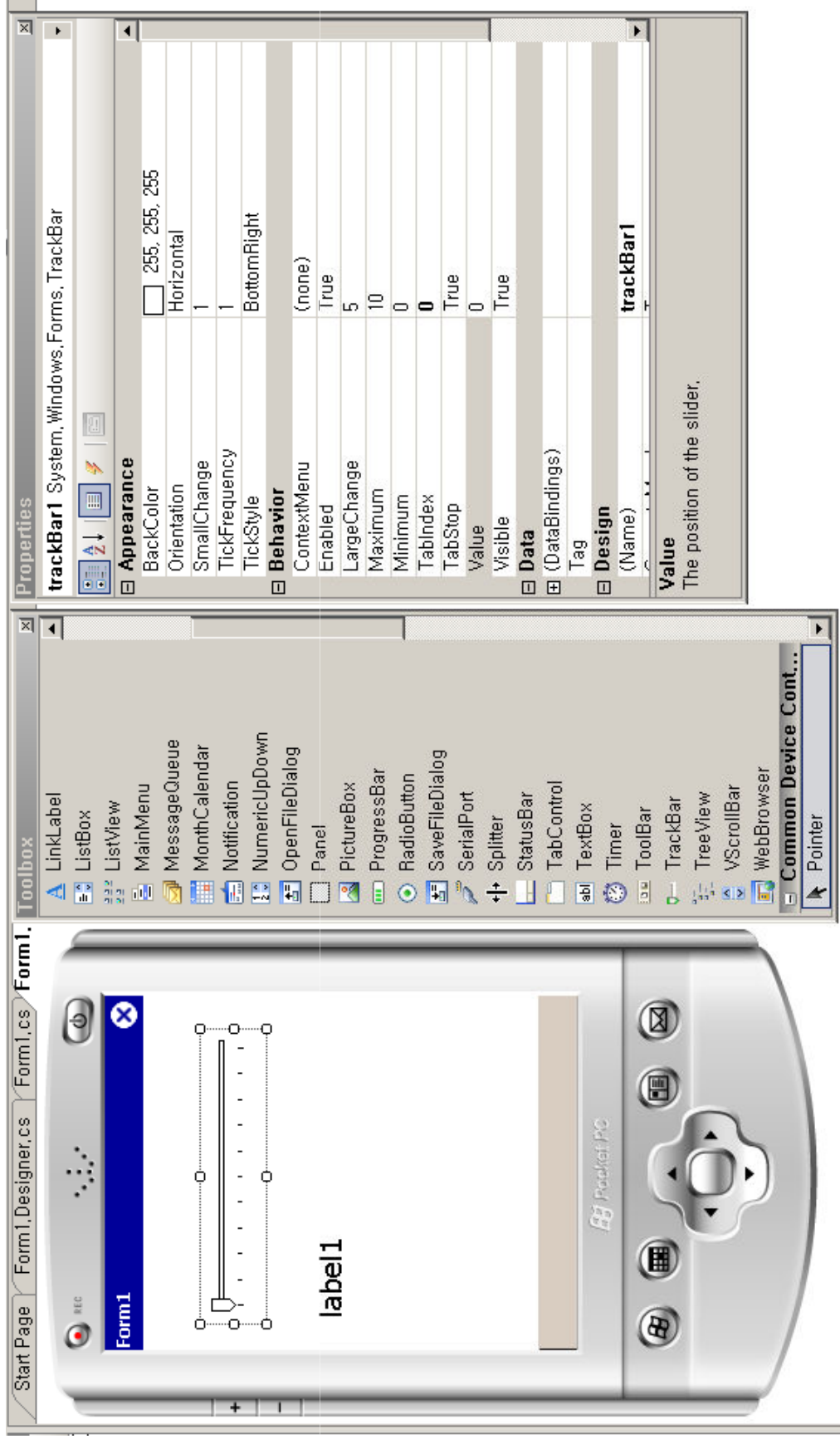
TreeView 컨트롤



Timer 컨트롤



TrackBar 컨트롤



게임 개발을 위한 참고서적들

- Pocket PC Game Programming: Using the Windows CE Game API --- 조나단 S. 하버 (지은이), 조재권 (옮긴이) | 민프레스(민커뮤니케이션)
- Beginning .Net Game Programming in C# --- Alexander Santos Lobao, David Weller, Ellen Hatton (지은이) | Apress
- Managed DirectX First Steps: Direct 3D Basics and DirectX vs. GDI+ (<http://www.aspfree.com/c/a/ASP.NET/Managed-DirectX-First-Steps-Direct-3D-Basics-and-Direct-X-vs-GDI/>)