

The Object Oriented Programming

Create WinForm
Application by C#

20071515 Game Major
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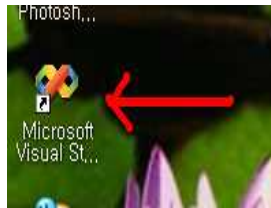
I. Learning Purpose

- You should learn C# WinForm Application programming from practice.

II. Process

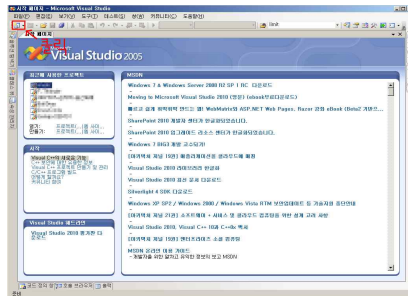
1. Running Visual Studio & Creating new project

- 1) You should double click icon such as the 'P1' to running Visual Studio.
(Visual Studio 2010's icon and Visual Studio 6.0's icon is different that.)



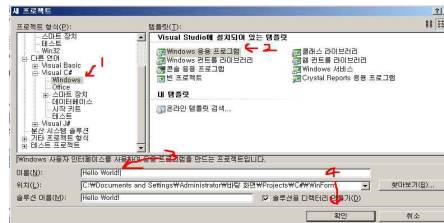
P1. Visual Studio's icon(2003, 2005, 2008)

- 2) Create the new project to refer to the 'P2'.



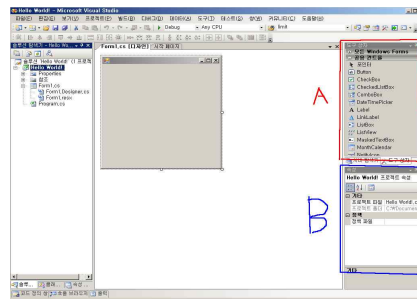
P2. The first screen to run Visual Studio

- 3) If you do it such as the 'P3', you can make WinForm Application' project.



P3. The Window of new project

- 4) If you create the new project, your screen will be same 'P4'.



P4. WinForm Application

2. Using WinForm Application

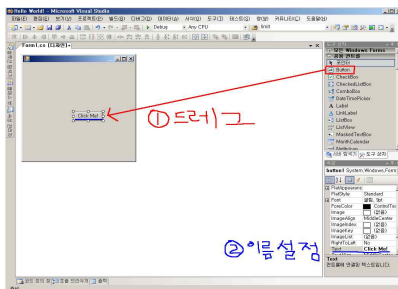
1) I will introduce 'P4's A and B.

A : It is the tool box.

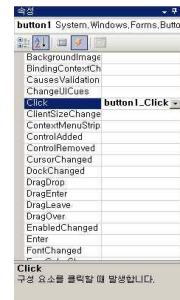
B : It is WinForm Application's attribute.

2) I will make a button and a label from WinForm Application.

3) Create a button and set that such as 'P5'.

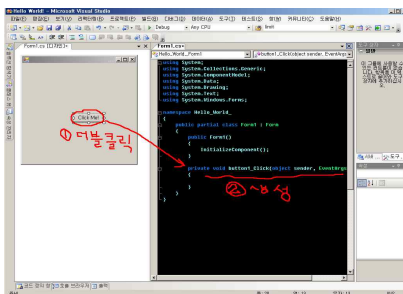


P5. Creating and setting button

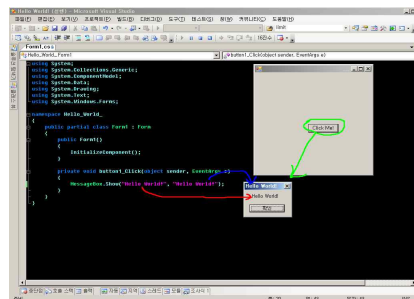


P6. make a Method to WinForm(1)

4) Make a method such as P6 or P7.



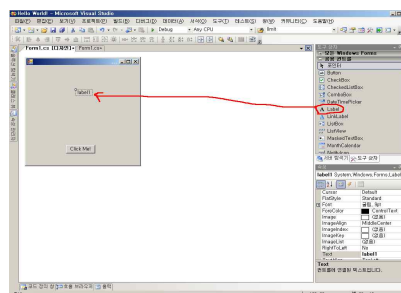
P7. Make a method to WinForm(2)



P8.

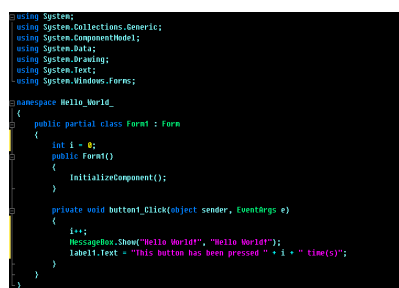
5) Code your source such as 'P8'. If you did that, you can see a screen like 'P8'.

6) You should make a label.



P9. Creating label

7) If you code your source such as 'P10', you can see the screen such as 'P11'.



P10.



P11. The result of 'P10' running