

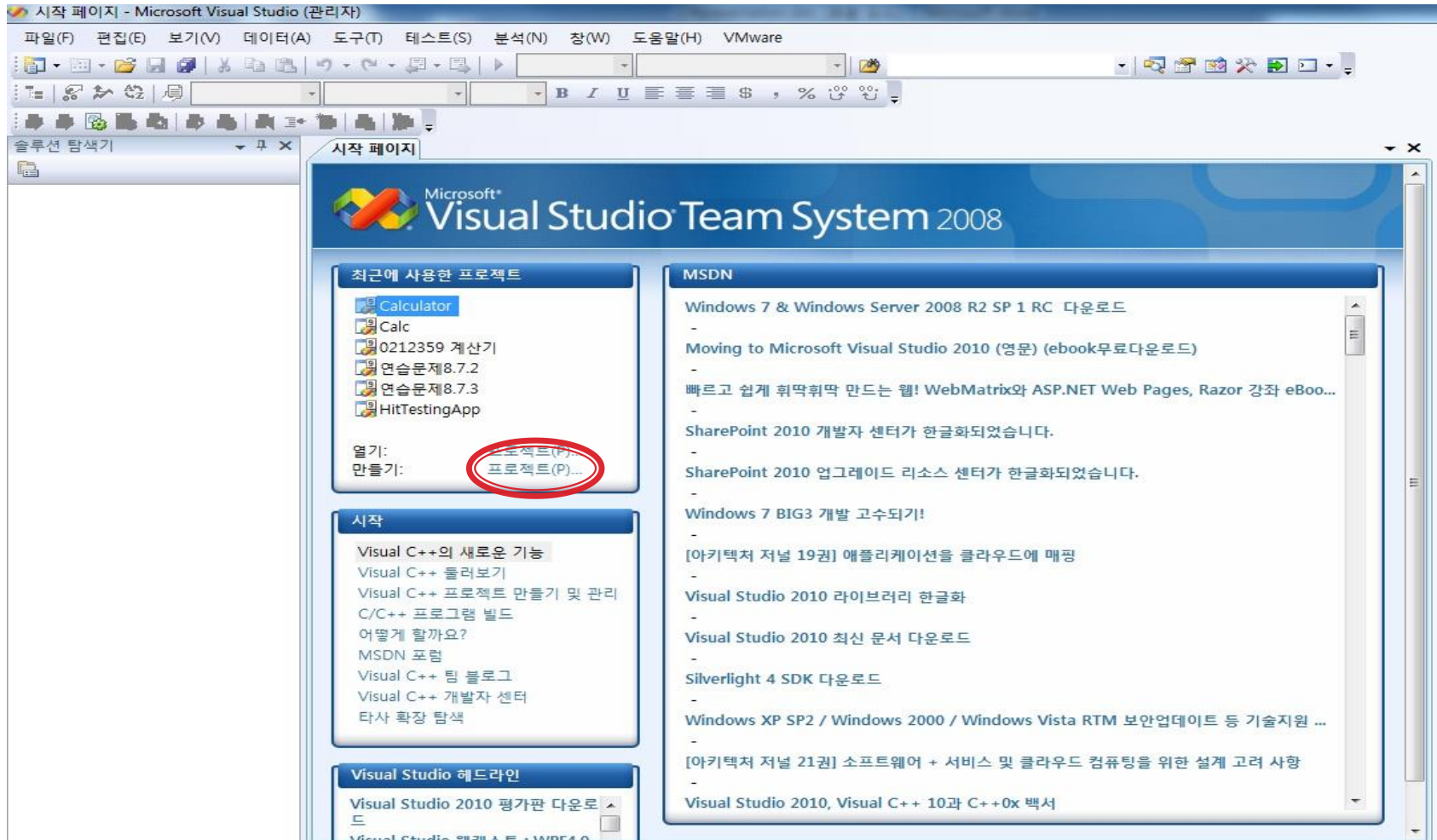
C# Windows Forms Application

Computer Engineering

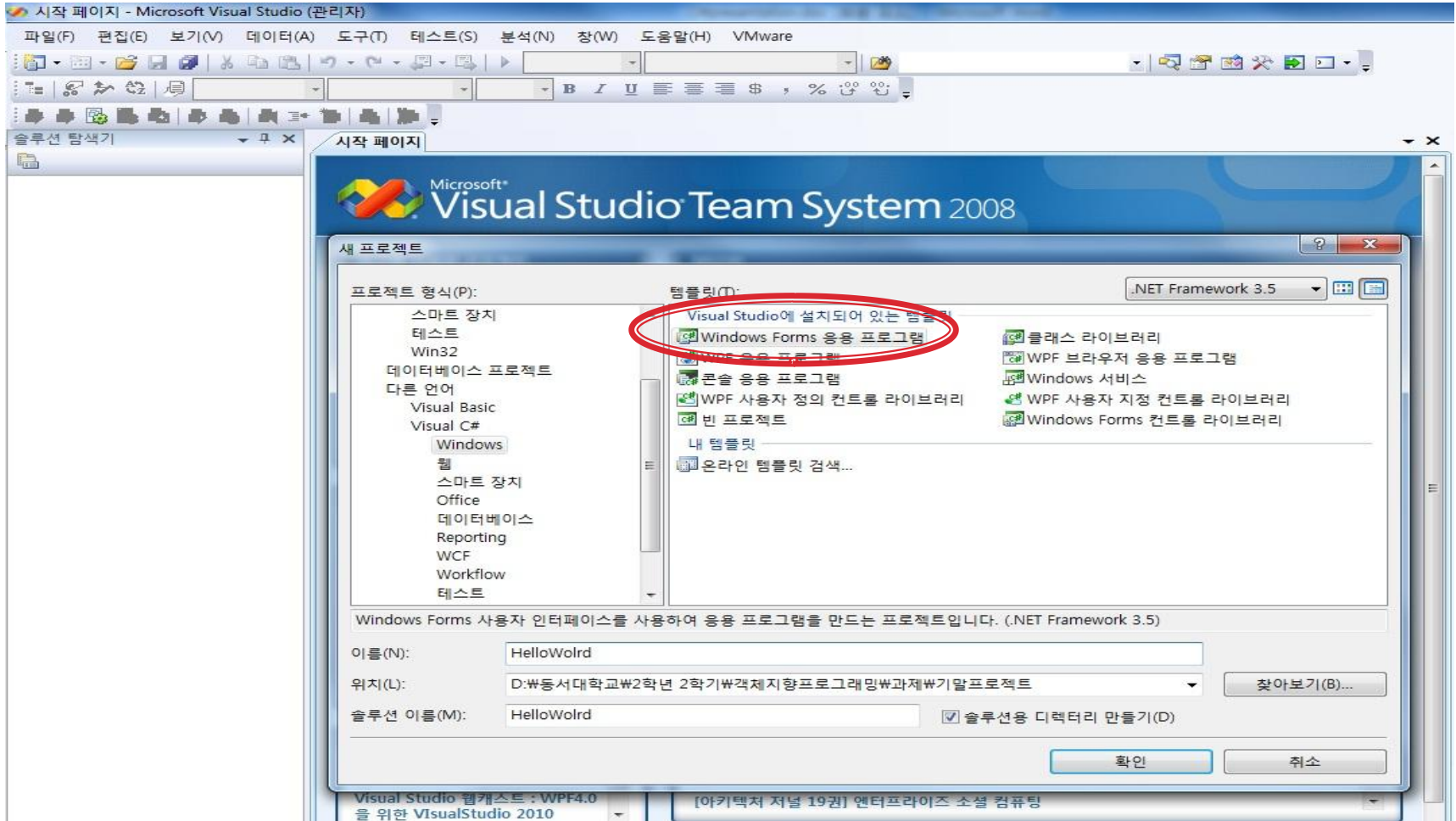
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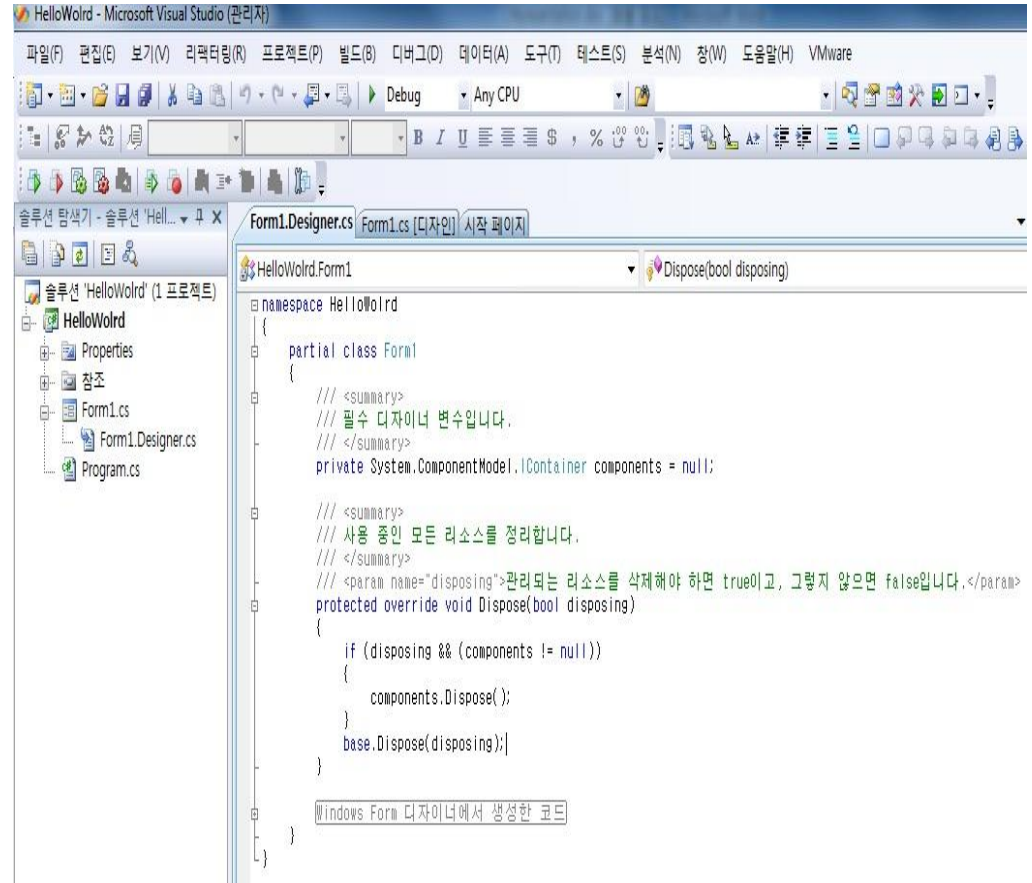
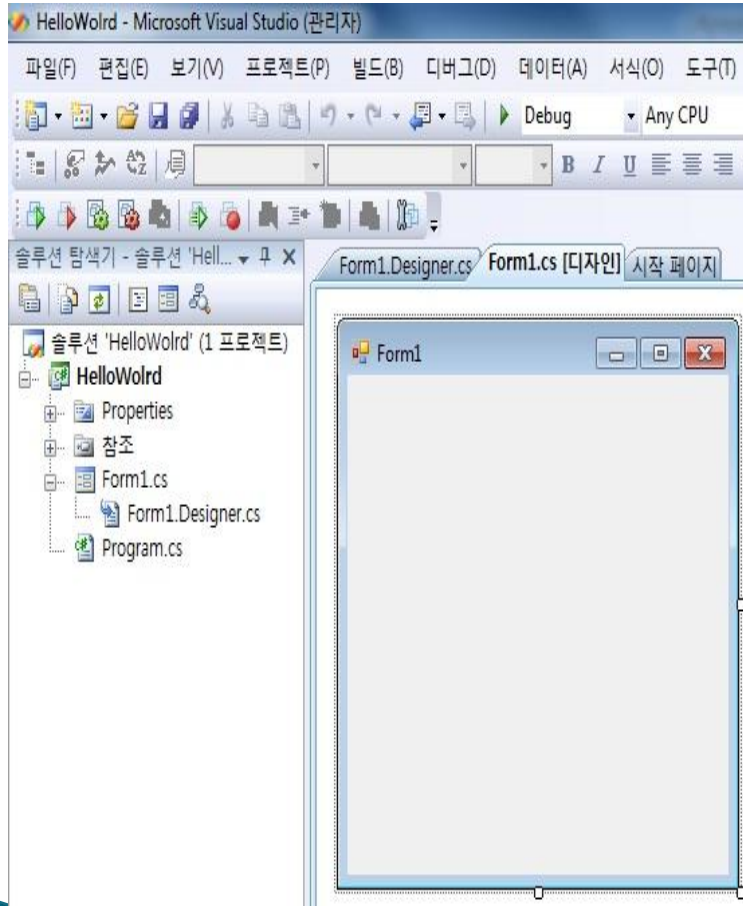
Create Project



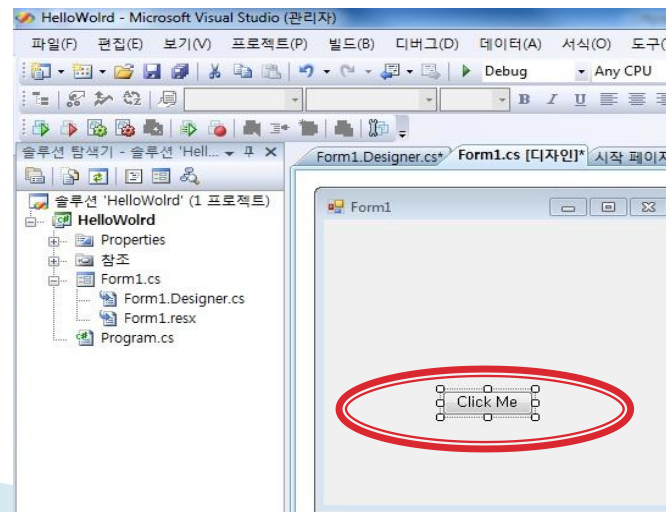
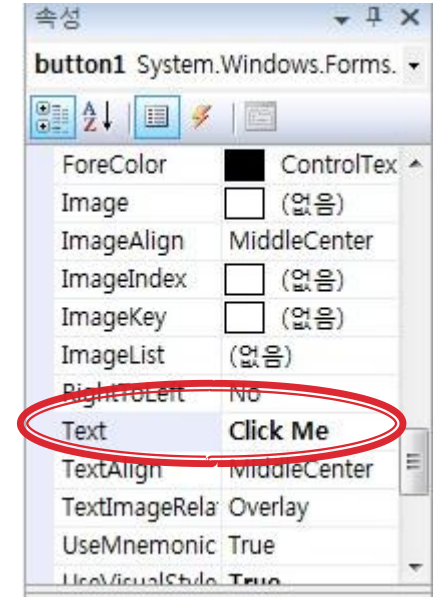
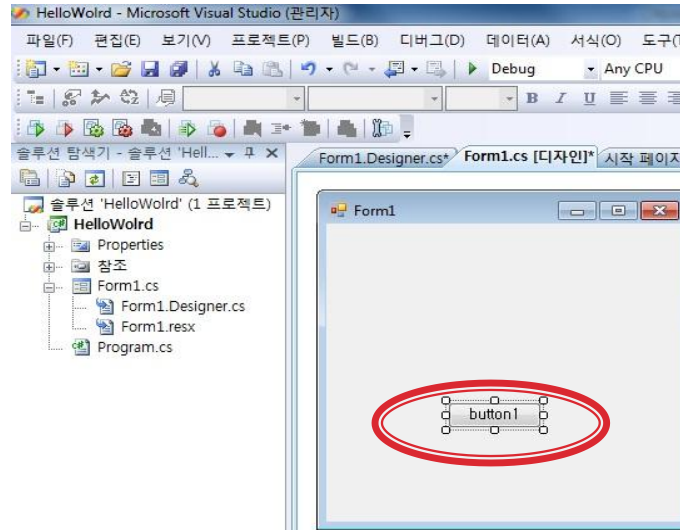
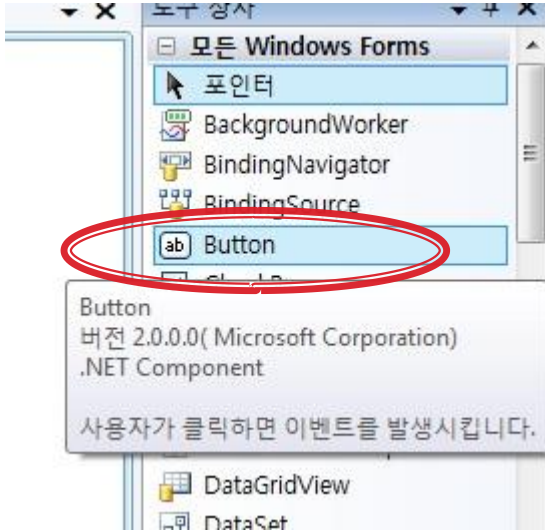
Select Windows Forms



Basic Screen



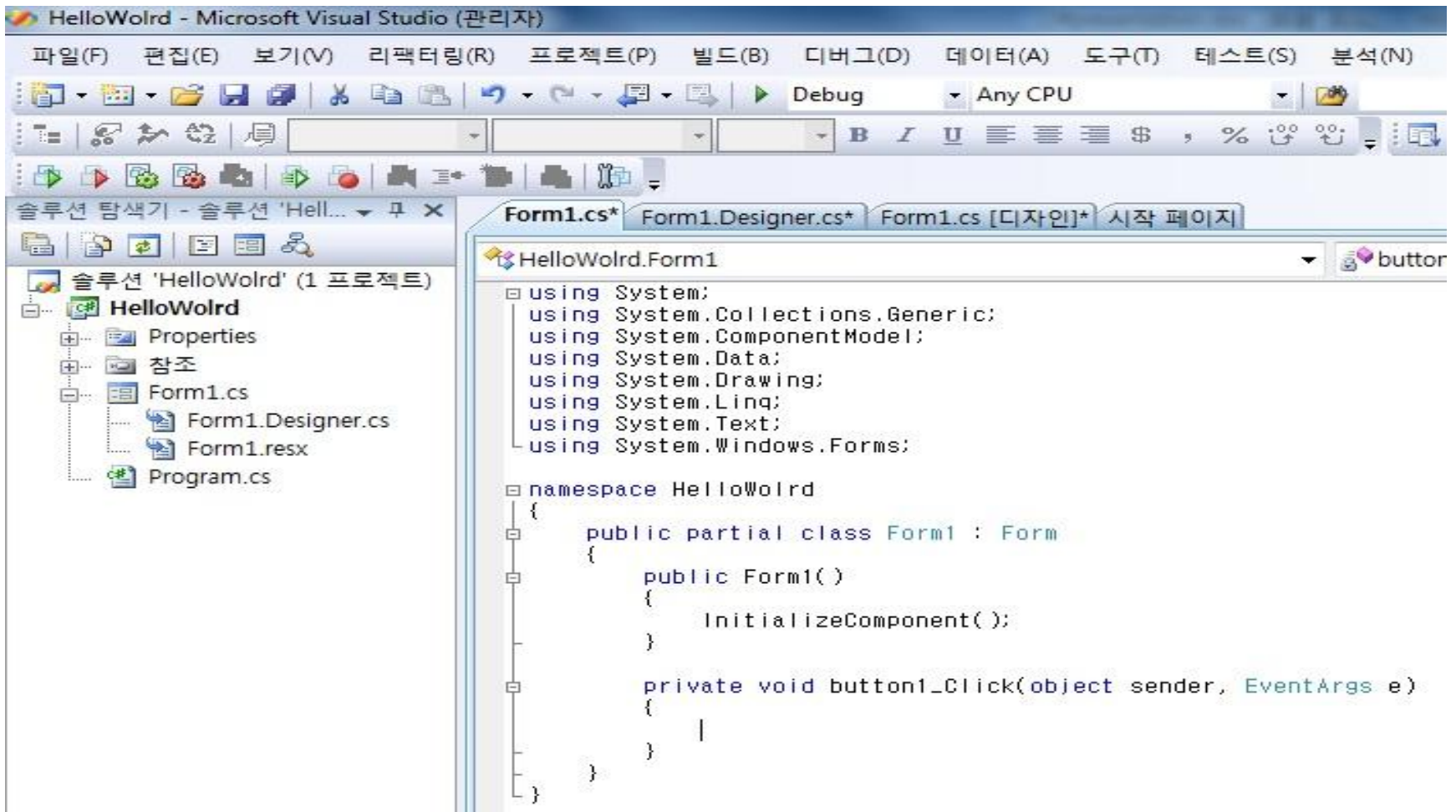
Drag a Button & Text Change



Form's text Change

The image shows a Visual Studio development environment. On the left, a Windows Forms application window titled 'Hello World' is displayed, containing a single button labeled 'Click Me'. On the right, the 'Windows Forms' toolbox is visible, listing various controls. Below the toolbox, the 'Properties' window is open for 'Form1 System.Windows.Forms.Fc'. The 'Text' property is highlighted in blue and set to 'Hello World', which is circled in red. The status bar at the bottom indicates 'VMware Virtual Debugger loaded successfully.'

Make a button event



The screenshot shows the Microsoft Visual Studio IDE with the following details:

- Title Bar:** HelloWolrd - Microsoft Visual Studio (관리자)
- Menu Bar:** 파일(F) 편집(E) 보기(V) 리팩터링(R) 프로젝트(P) 빌드(B) 디버그(D) 데이터(A) 도구(T) 테스트(S) 분석(N)
- Toolbar:** Includes icons for file operations, editing, and a 'Debug' button. The 'Any CPU' target is selected.
- Toolbox:** Located on the left, showing the 'HelloWolrd' solution with files: Properties, 참조, Form1.cs, Form1.Designer.cs, Form1.resx, and Program.cs.
- Code Editor:** Displays the code for 'Form1.cs'. The code includes the following content:

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;

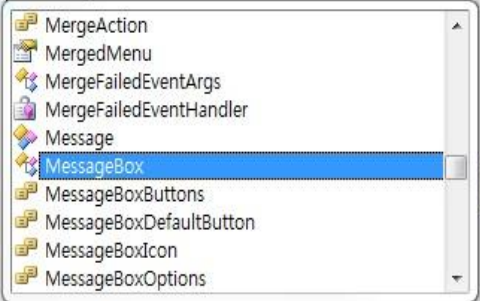
namespace HelloWolrd
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            |
        }
    }
}
```
- Form Designer:** A small preview of the form is visible on the right side of the code editor, showing a button labeled 'button'.

Make a message box

```
namespace HelloWorld {
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

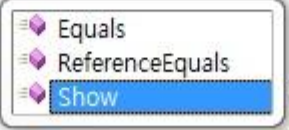
        private void button1_Click(object sender, EventArgs e)
        {
            Mess
        }
    }
}
```



class System
텍스트, 단.

```
namespace HelloWorld {
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            MessageBox.
        }
    }
}
```

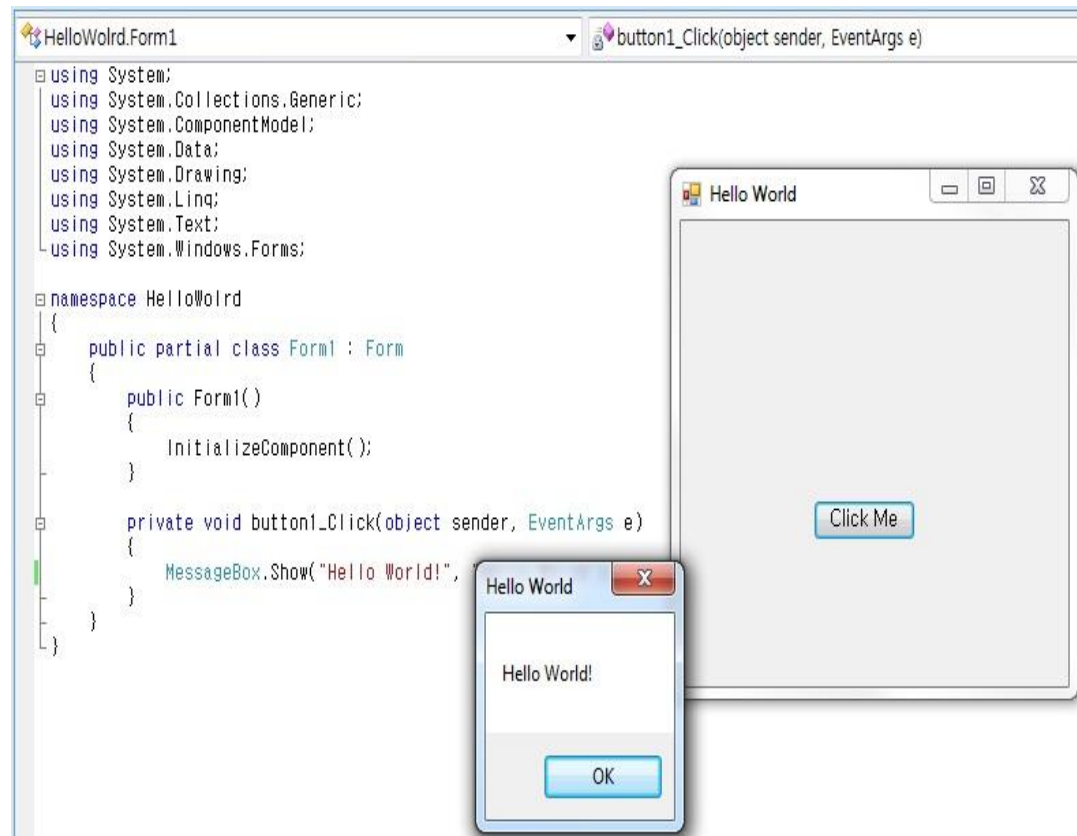
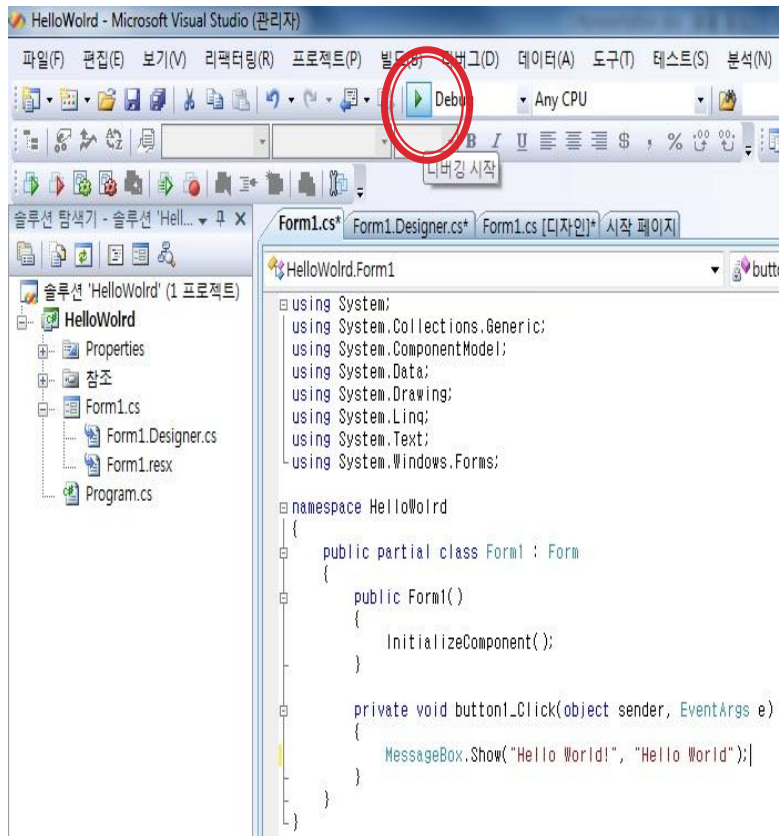


DialogResult MessageBox.Show
지정된 텍스트를 포함하는 메

```
namespace HelloWorld {
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            MessageBox.Show(
                ▲ 3/21 ▼ DialogResult MessageBox.Show (string text, string caption)
                text: 메시지 상자에 표시할 텍스트입니다.
            );
        }
    }
}
```


Execute a program



Thank you!

