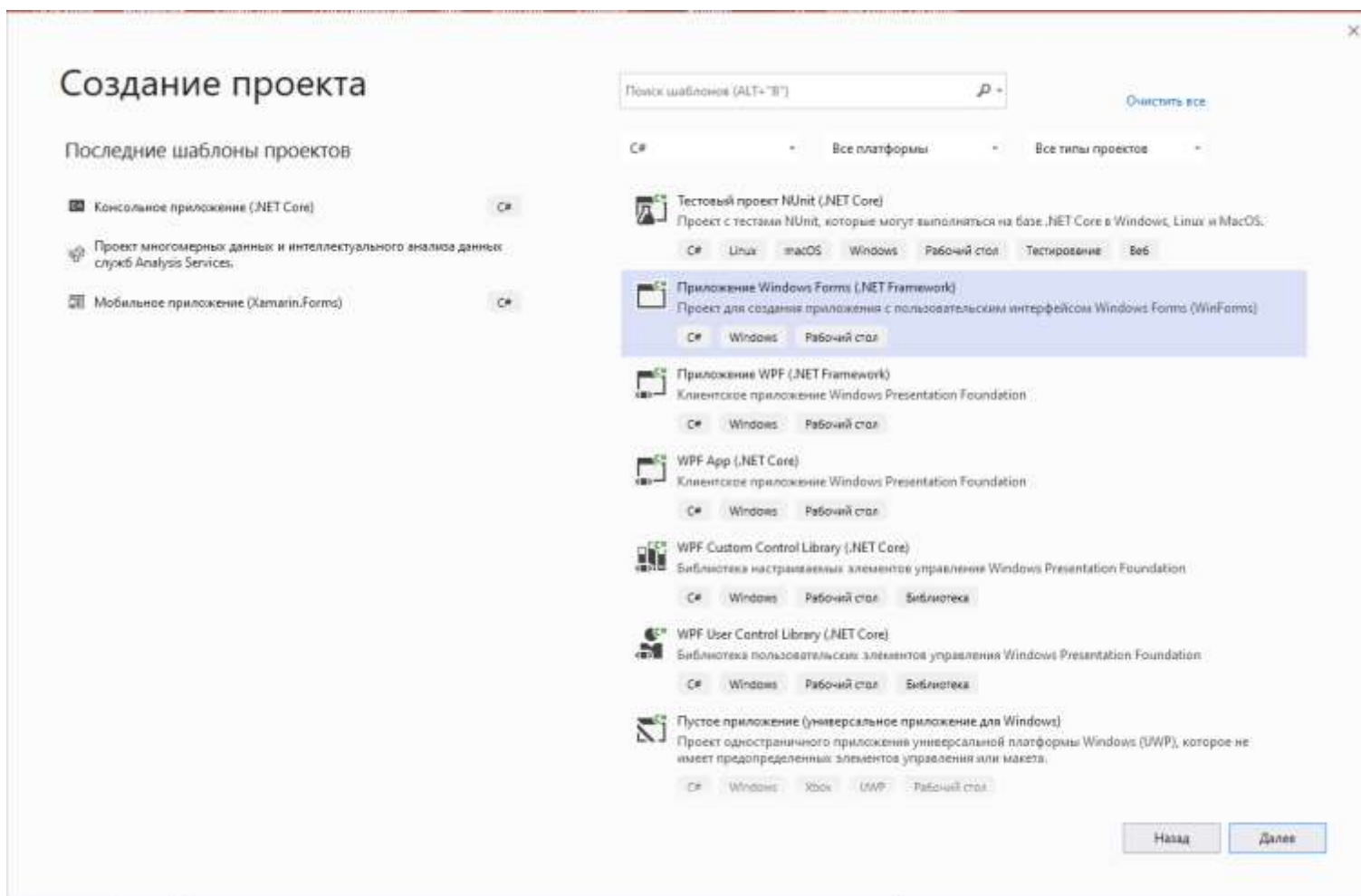




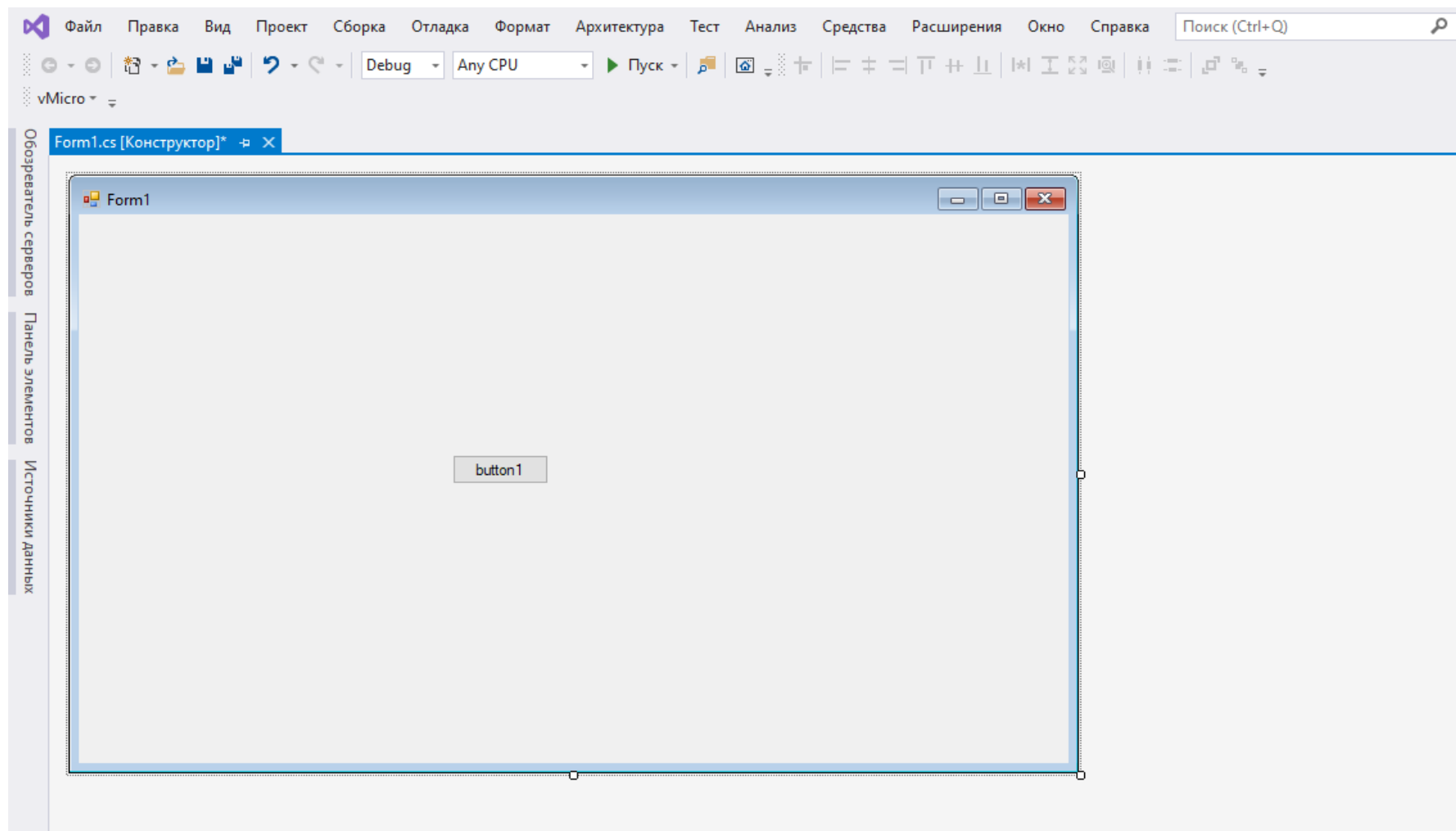
# THE LECTURE 9

## WINDOWS FORMS

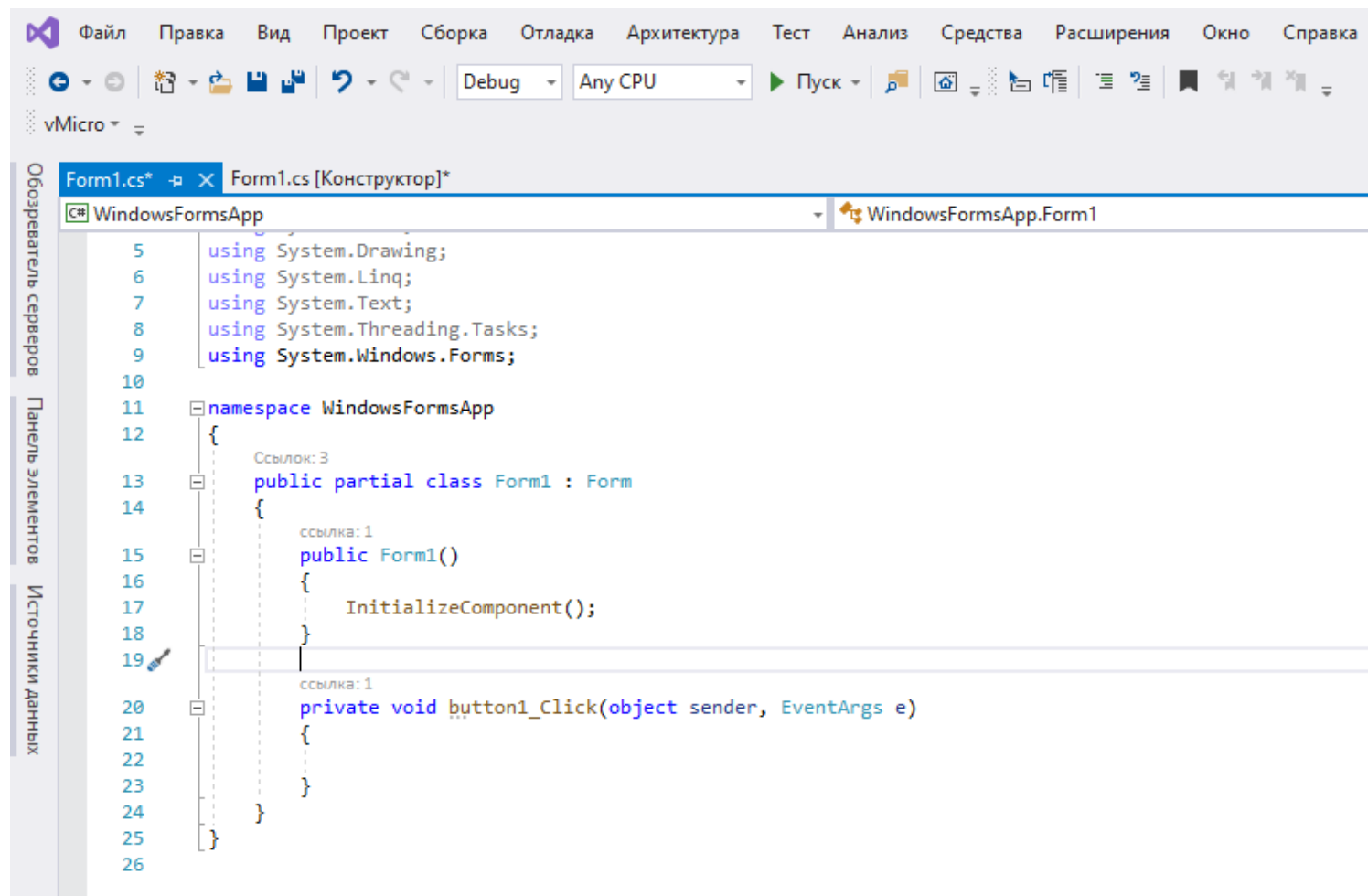
# CREATING WINDOWS FORMS APPLICATION



# ADDING A BUTTON TO WINDOWS FORM

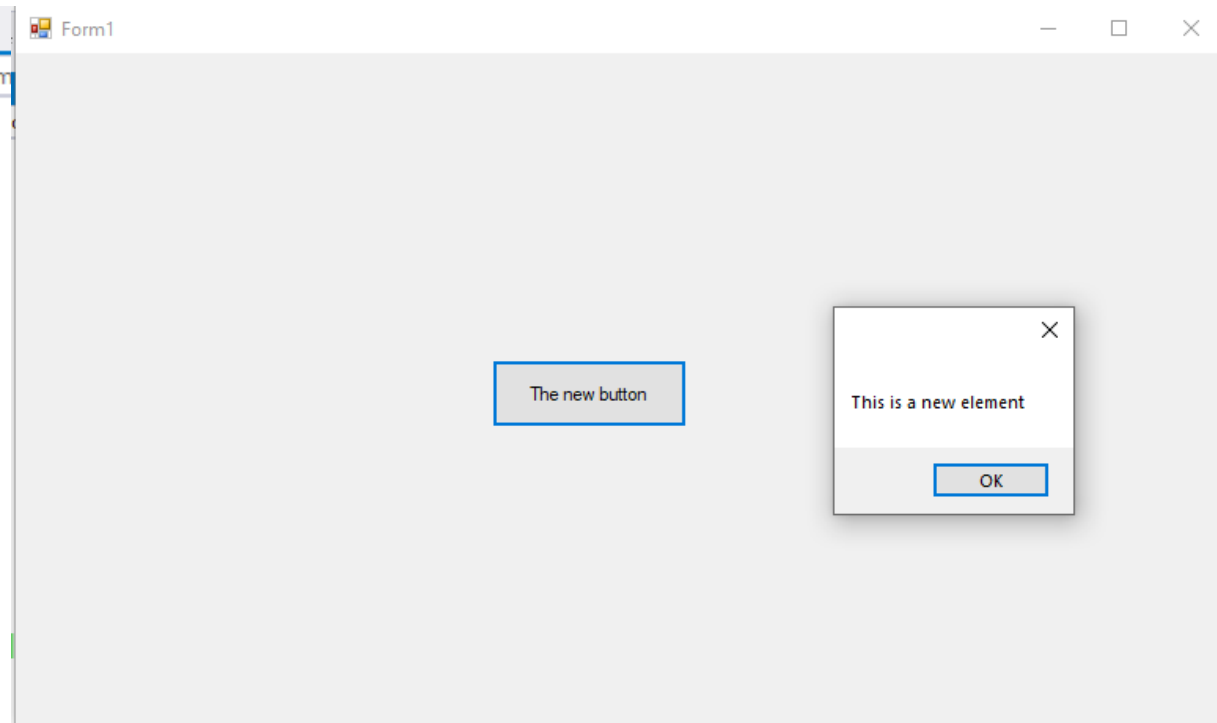


# THE CLASS OF THE BUTTON



# ACTION OF THE BUTTON

```
Form1.cs [Конструктор]
C# WindowsFormsApp
5 using System.Drawing;
6 using System.Linq;
7 using System.Text;
8 using System.Threading.Tasks;
9 using System.Windows.Forms;
10
11 namespace WindowsFormsApp
12 {
13     Ссылка: 3
14     public partial class Form1 : Form
15     {
16         Ссылка: 1
17         public Form1()
18         {
19             InitializeComponent();
20
21         Ссылка: 1
22         private void button1_Click(object sender, EventArgs e)
23         {
24             MessageBox.Show("This is a new element");
25         }
26     }
27 }
```



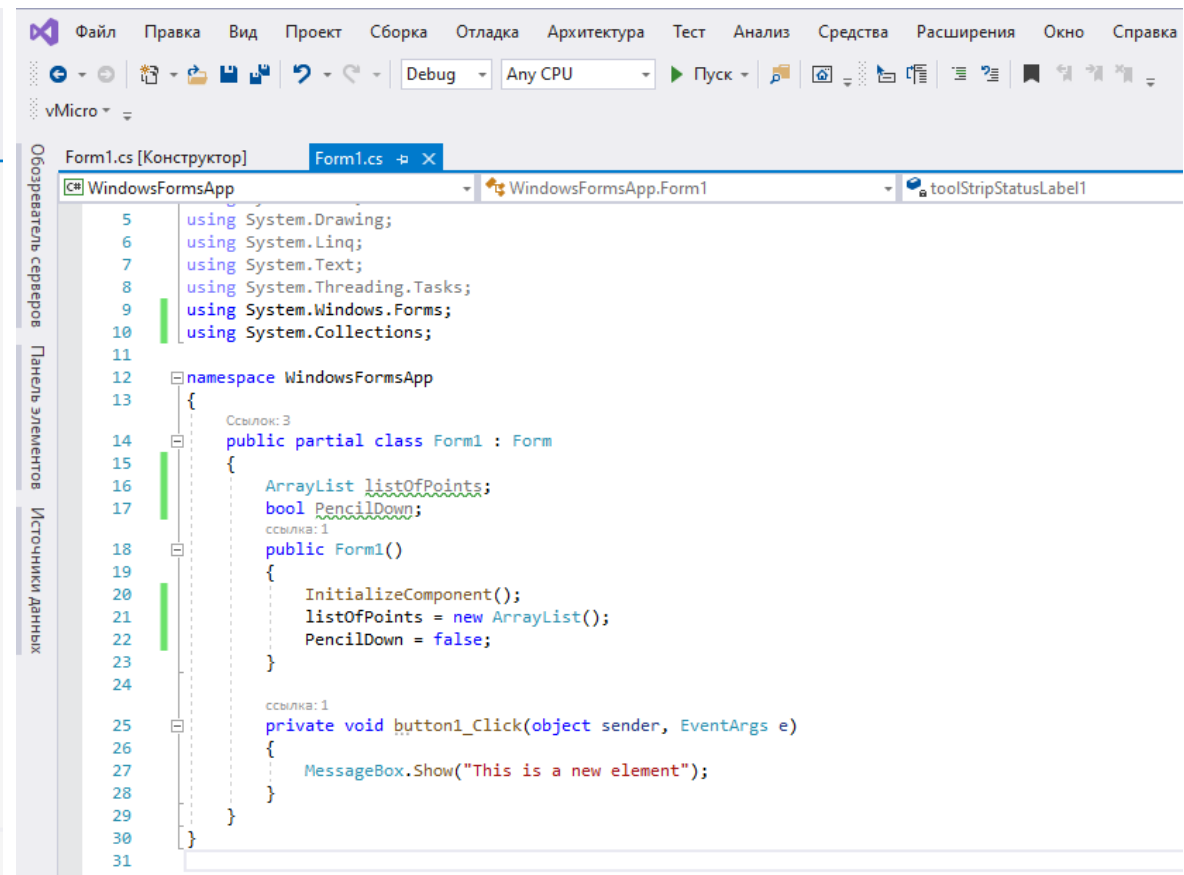
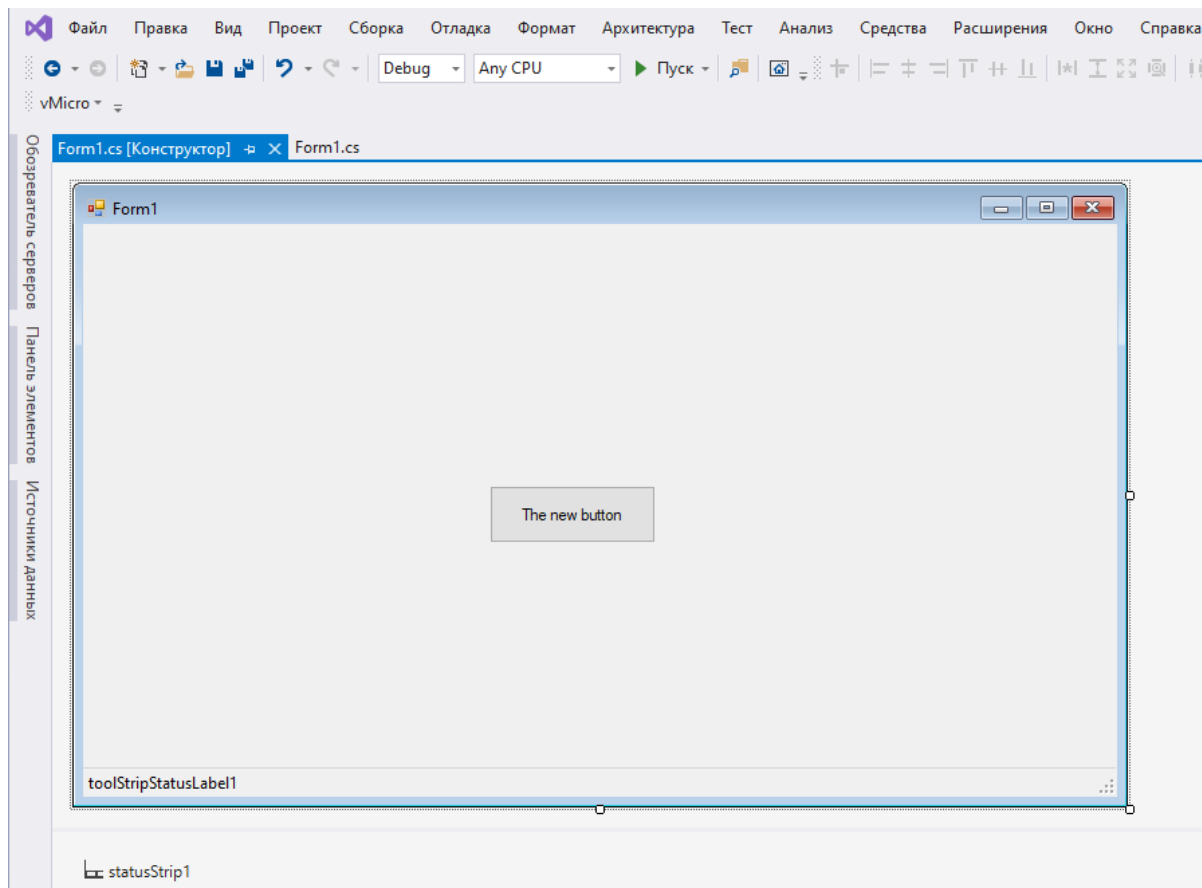
# MOUSE EVENTS

- `MouseClick`
- `MouseDown`
- `MouseEnter`
- `MouseHover`
- `MouseLeave`
- `MouseMove`
- `MouseUp`
- `MouseWheel`

# KEYBOARD EVENTS

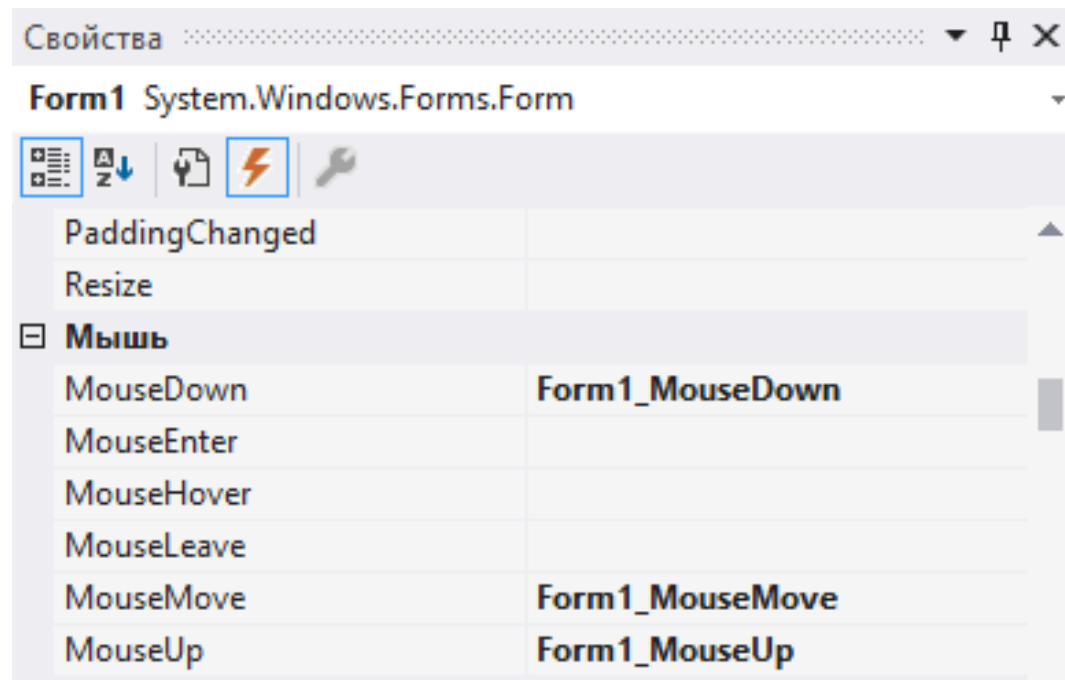
- KeyDown event
- KeyUp event
- KeyPress event

# STATUS TRIP ELEMENT





# ADDING MOUSE EVENTS TO THE FORM



# ADDING MOUSE EVENTS ACTIONS

```
Form1.cs [Конструктор]  Form1.cs  WindowsFormsApp  WindowsFormsApp.Form1  Form1_MouseMove(object sender, MouseEventArgs e)
27  MessageBox.Show("This is a new element");
28  }
29
30  ссылка: 1
31  private void Form1_MouseDown(object sender, MouseEventArgs e)
32  {
33      Point p = new Point(e.X, e.Y);
34      listOfPoints.Add(p);
35      PencilDown = true;
36      this.statusStrip1.Items[0].Text = "MouseDown";
37  }
38
39  ссылка: 1
40  private void Form1_MouseUp(object sender, MouseEventArgs e)
41  {
42      PencilDown = false;
43      this.statusStrip1.Items[0].Text = "MouseUp";
44  }
45
46  ссылка: 1
47  private void Form1_MouseMove(object sender, MouseEventArgs e)
48  {
49      Graphics g = this.CreateGraphics();
50      Point points = new Point(e.X, e.Y);
51      Pen pencil = new Pen(Color.BlueViolet);
52
53      if(PencilDown)
54      {
55          this.statusStrip1.Items[0].Text = "MouseMove";
56          if(listOfPoints.Count > 1)
57          {
58              g.DrawLine(pencil, (Point)listOfPoints[listOfPoints.Count - 1], points);
59          }
60          listOfPoints.Add(points);
61      }
```

# DRAWN LINES

