

# Introduction to Visual C# Programming

Learning Microsoft Visual C# 2005 .....	1
Using Visual Studio 2005 .....	2
Creating a New Visual C# Project .....	3
Navigating the Visual Studio 2005 Environment .....	5
Designing a Graphical User Interface .....	7
Working with Objects .....	7
Working with Form Properties .....	8
Adding Controls to a Form .....	12
Setting the Control's Properties .....	14
Adding Code to Your Application .....	21
Viewing the Code Editor .....	21
Understanding the Structure of a C# Program .....	21
Renaming the Form .....	22
Understanding Event-Driven Programming .....	23
Handling Button Click Events .....	24
Running a C# Program .....	28
Running the Program .....	28
Debugging the Application .....	28
Using Text Boxes to Receive Text Input .....	30
Working with Text Boxes During Design Time .....	30
Retrieving Text Box Entries at Runtime .....	32
Exercise 1: Writing Simple Programs .....	33
Working with Local Variables .....	36
Declaring Local Variables .....	36
Specifying the Variable's Type .....	37
Naming Variables .....	38
Assigning Values to Variables .....	39
Working with Numeric Data .....	40
Converting Numeric Data to Strings .....	40
Performing Mathematical Operations .....	41
Using Constants .....	43
Converting Numeric Values to Strings .....	43
Formatting Strings .....	44
Using the Keyboard to Run a Button's Default Event .....	45
Exercise 2: Working with Numeric Data .....	46
Using if Statements to Make Decisions .....	48
Writing Simple if Statements .....	48

Writing if...else Statements .....	52
Using else if to Handle Multiple Conditions .....	54
Working with Complex Conditions .....	55
Using Message Boxes .....	58
Understanding the MessageBox.Show Method.....	58
Displaying an Error Message in the Price Calculator Application .....	59
Responding to Message Box Input .....	61
Exercise 3: Writing if Statements .....	63
Writing Loops .....	65
Writing while Loops .....	65
Writing do Loops .....	68
Writing for Loops .....	70
Exercise 4: Writing Loops .....	74
Using Combo Boxes .....	76
Adding a Combo Box to a Form.....	77
Understanding the Items Collection.....	77
Adding Items During Design Time.....	77
Allowing Text Entries.....	79
Responding to Combo Box Events.....	79
Retrieving Information about the Selected Item.....	80
Writing switch Statements .....	84
Using break Statements.....	85
Exercise 5: Using Combo Boxes .....	87
Working with Arrays .....	89
Understanding Instance Variables .....	90
Declaring an Array Variable.....	90
Creating the Array.....	91
Assigning Values to Array Elements.....	91
Using Loops to Process Array Elements .....	93
Generating Random Numbers.....	94
Using Radio Buttons, Check Boxes, List Boxes, and Track Bars .....	95
Using Radio Buttons to Change Text Color .....	95
Working with Fonts .....	98
Using Check Boxes to Change the Font Style .....	100
Using a List Box to Change the Font Name .....	101
Using a Track Bar to Change the Font Size.....	103
Exercise 6: Using Additional Controls .....	105
Appendix A: Solutions to Exercises .....	107