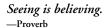
Dive Into® Visual Studio Express 2012 for Windows Desktop

2



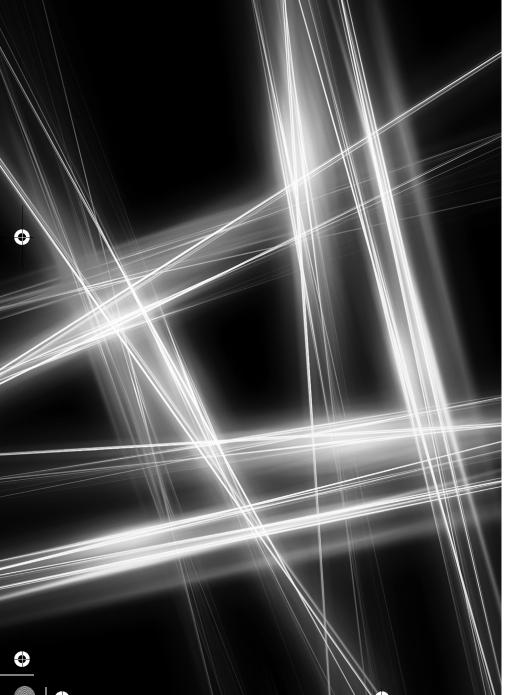
Form ever follows function.

—Louis Henri Sullivan

Objectives

In this chapter you'll:

- Learn the basics of the Visual Studio Express 2012 for Windows Desktop Integrated Development Environment (IDE) for writing, running and debugging your apps.
- Use Visual Studio's help features.
- Learn key commands contained in the IDE's menus and toolbars.
- Understand the purpose of the various kinds of windows in the Visual Studio Express 2012 for Windows Desktop IDE.
- Understand what visual app development is and how it simplifies and speeds app development.
- Use visual app development to create, compile and execute a simple Visual C# app that displays text and an image.







2 Chapter 2 Dive Into® Visual Studio Express 2012 for Windows Desktop

Self-Review Exercises

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2.1	Fill in the blanks in each of the following statements:
	a) The technique of allows you to create GUIs without writing any code.
	ANS: visual programming.
	b) A(n) is a group of one or more projects that collectively form a Visual C# app
	ANS: solution.
	c) The feature hides a window in the IDE.
	ANS: auto-hide.
	d) A(n) appears when the mouse pointer hovers over an icon.
	ANS: tool tip.
	e) The window allows you to browse solution files.
	ANS: Solution Explorer
	f) The properties in the Properties window can be sorted or
	ANS: alphabetically, categorically.
	g) A Form's property specifies the text displayed in the Form's title bar.
	ANS: Text.
	h) The contains the controls that you can add to a Form.
	ANS: Toolbox.
	i) displays relevant help articles, based on the current context.
	ANS: context-sensitive help.
	j) The property specifies how text is aligned within a Label's boundaries.
	ANS: TextAlign.
2.2	State whether each of the following is true or false. If false, explain why.
	a) stoggles auto-hide for a window.
	ANS: False. The pin icon (==) toggles auto-hide. === closes a window.
	b) The toolbar icons represent various menu commands.
	ANS: True.
	c) The toolbar contains icons that represent controls you can drag onto a Form.
	ANS: False. The Toolbox contains icons that represent such controls.
	d) Both Forms and Labels have a title bar.
	ANS: False. Forms have a title bar but Labels do not (although they do have Label text).
	e) Control properties can be modified only by writing code.
	ANS: False. Control properties can be modified using the Properties window.
	f) PictureBoxes typically display images.
	ANS: True.
	g) Visual C# files use the file extension .csharp.
	ANS: False. Visual C# files use the file extension .cs.
	h) A Form's background color is set using the BackColor property.
	ANS: True.
-	
Exe	rcises
2.3	Fill in the blanks in each of the following statements:
	a) When an ellipsis button is clicked, a(n) is displayed.
	ANS: dialog. Dialogs are windows that facilitate user-computer communication.
	b) Using help immediately displays a relevant help article.
	ANS: context-sensitive help/
	c) GUI is an acronym for
	ANS: graphical user interface.



cshtp5_02.fm Page 3 Thursday, June 20, 2013 12:09 PM

Exercises

d) The	property specifies which image a PictureBox displays.
ANS: Image.	
e) The	menu contains commands for arranging and displaying windows.
ANS: Window	_

- **2.4** State whether each of the following is *true* or *false*. If *false*, explain why.
 - a) You can add a control to a Form by double clicking its control icon in the Toolbox.
 ANS: True.
 - b) The Form, Label and PictureBox have identical properties.
 - ANS: False. Each type of control has a different set of properties, although controls can have common properties.
 - If your machine is connected to the Internet, you can browse websites from the Visual Studio IDE.

ANS: True.

- d) Visual C# app developers usually create complex apps without writing any code.

 ANS: False. C# programming usually involves a combination of writing a portion of the program code and having Visual Studio generate the remaining code.
- e) Sizing handles are visible during execution.
 - ANS: False. Sizing handles are present only in **Design** view when a Form or control is selected.
- **2.5** Some features that appear throughout Visual Studio perform similar actions in different contexts. Explain and give examples of how the ellipsis buttons, down-arrow buttons and tool tips act in this manner. Why do you think the Visual Studio IDE was designed this way?

ANS: An ellipsis button indicates that a dialog will be displayed when the button is clicked. The down-arrow button indicates that there are more options, both for toolbar icons and for items in the **Properties** window. Moving the mouse pointer over most icons displays the icon's name as a tool tip. These features make the Visual Studio IDE easier to learn and use.

- **2.6** Briefly describe each of the following terms:
 - a) toolbar
 - ANS: A toolbar contains icons that, when clicked, execute a command.
 - b) menu bar
 - ANS: A menu bar contains menus, which are groups of related commands.
 - c) Toolbox
 - ANS: The Toolbox contains controls used to customize forms.
 - d) control
 - ANS: A control is a component, such as a PictureBox or Label. Controls are added to a Form.
 - e) Form
 - ANS: A Form represents the Windows Forms application that you are creating. The Form and controls collectively represent the program's GUI.
 - f) solution
 - ANS: A solution is a group of projects.

Note Regarding Exercises 2.7–2.11

Solutions for these exercises are provided in the so1_ch02 folder.



