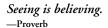
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Dive Into® Visual Studio Express 2012 for Windows Desktop

2



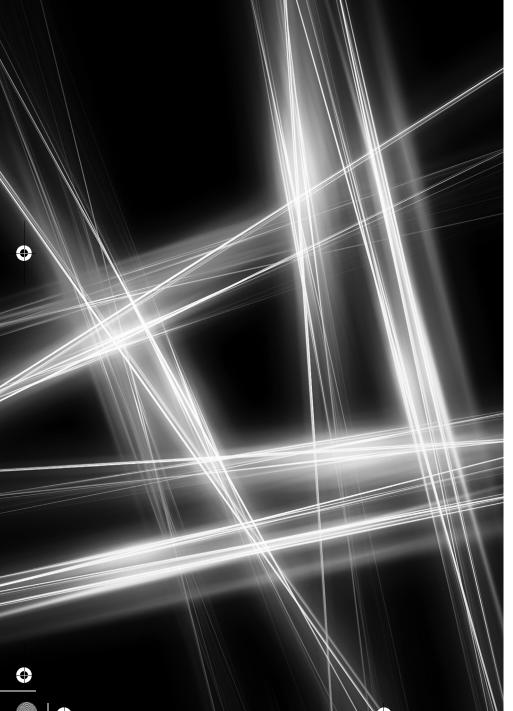
Form ever follows function.

—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.



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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.



