

# Adding a visual control

The Toolbox in the Visual Basic IDE contains a wide range of visual controls which are the building blocks of your applications. Using the project created on the previous page follow these steps to start using the Toolbox now:

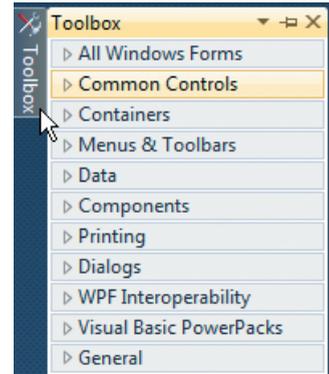
## Hot tip



The Toolbox will automatically hide when the left edge of the IDE window, or click View, Other Windows, Toolbox on the Menu Bar, to display the Toolbox contents. The visual controls are contained under various category headings beside an expansion arrow

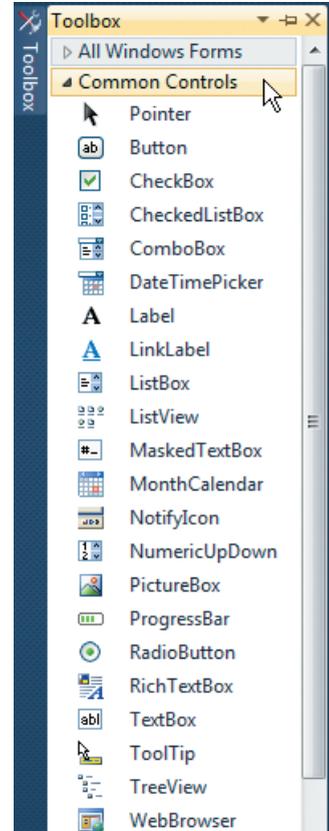
1

Place the cursor over the vertical Toolbox tab at the left edge of the IDE window, or click View, Other Windows, Toolbox on the Menu Bar, to display the Toolbox contents. The visual controls are contained under various category headings beside an expansion arrow



2

Click on the Common Controls category heading to expand the list of most commonly used visual controls. Usefully each control name appears beside an icon depicting that control as a reminder. You can click on the category heading again, to collapse the list, then expand the other categories to explore the range of controls available to build your application interfaces



## Don't forget



Any pinned Window in the IDE can be dragged from its usual location to any position you prefer. Drag back to the initial location to re-dock it.

## ...cont'd

- 3 Click'n'drag the Button item from the Common Controls category in the Toolbox onto the Form in the Designer window, or double-click the Button item, to add a Button control to the Form

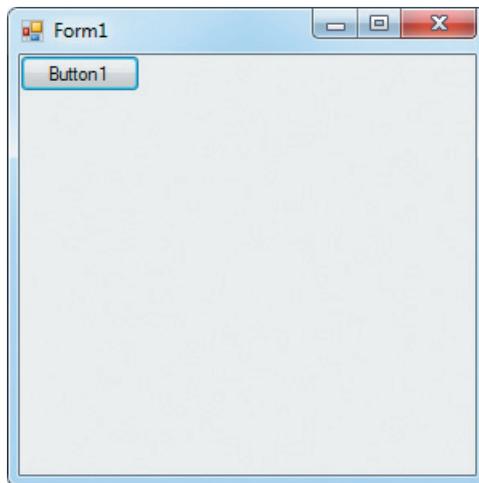


### Hot tip



A Button is one of the most useful interface controls – your program determines what happens when the user clicks it.

The Button control appears in the Form Designer surrounded by “handles” which can be dragged to resize the button’s width and height. Click the Start Debugging button, or press F5, to run the application and try out your button.

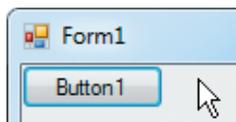


### Don't forget

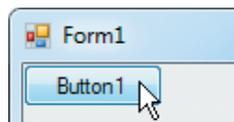


This Button control performs no function when it's clicked – until you add some code.

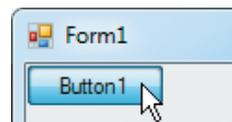
The Button control behaves in a familiar Windows application manner with “states” that visually react to the cursor:



Default State



Hover State



Down State