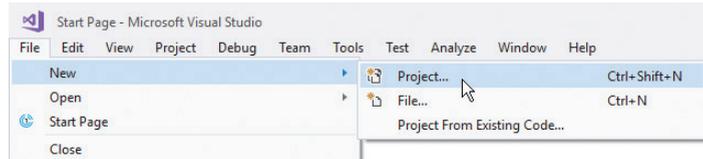


Starting a Forms project

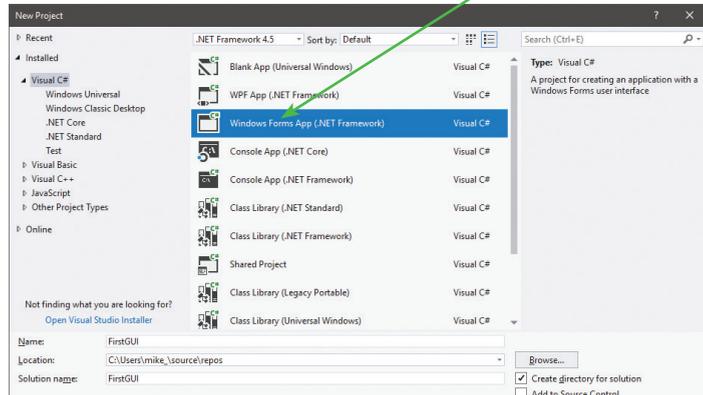
Visual Studio provides a **Windows Forms Application** template that allows you to easily create a C# program which provides a Graphical User Interface (GUI) to interact with the user:



- 1 On the Menu Bar, click **File, New, Project**, or press the **Ctrl + Shift + N** keys, to open the New Project dialog box



- 2 In the New Project dialog expand **Installed, Visual C#**, then select the **Windows Forms Application**



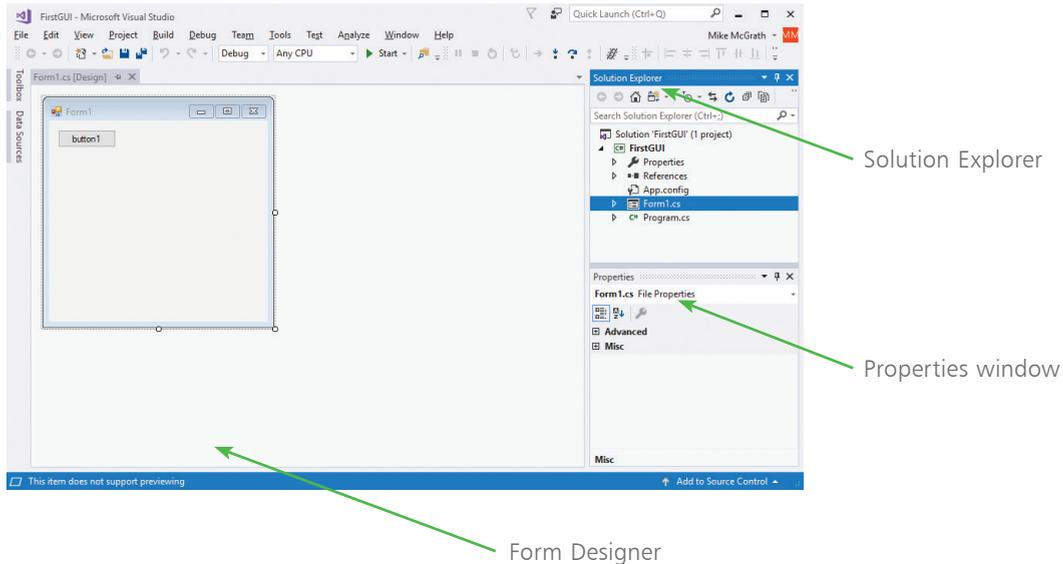
- 3 Enter a project name of your choice in the **Name** field, then click on the **OK** button to create the new project – in this case the project name will be “FirstGUI”
- 4 Wait while Visual Studio creates your new project and loads it into the IDE, then see a **Form Designer** window appear displaying a default empty Form
- 5 Select the **View, Solution Explorer** menu to open a Solution Explorer window and see all files in your project



Windows GUI applications provide interactive controls that produce “events” in response to user actions, and your program can respond to those actions. This is known as event-driven programming.

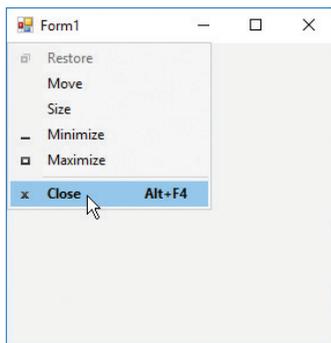
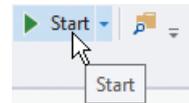
...cont'd

- Now, select the **View, Properties** menu to open a **Properties** window to reveal all properties of your Form



The **Form Designer** is where you create visual interfaces for your applications, and the **Properties** window contains details of the item that is currently selected in the Form Designer window.

- The Visual Studio IDE has now gathered all the resources needed to build a default Windows application – click the **Start** button on the toolbar to launch this application



The application simply creates a basic window – you can move it, minimize it, maximize it, resize it, and quit the application by closing it. It may not do much, but you have already created a real Windows GUI app!



Alternatively, you can run applications using the **Debug, Start Debugging** menu options or press **F5**.