

Transition activity

Level 2 Computing

We are really pleased you are joining our level 2 Computing course in September and hope you are excited about all the new skills and knowledge you are going to learn.

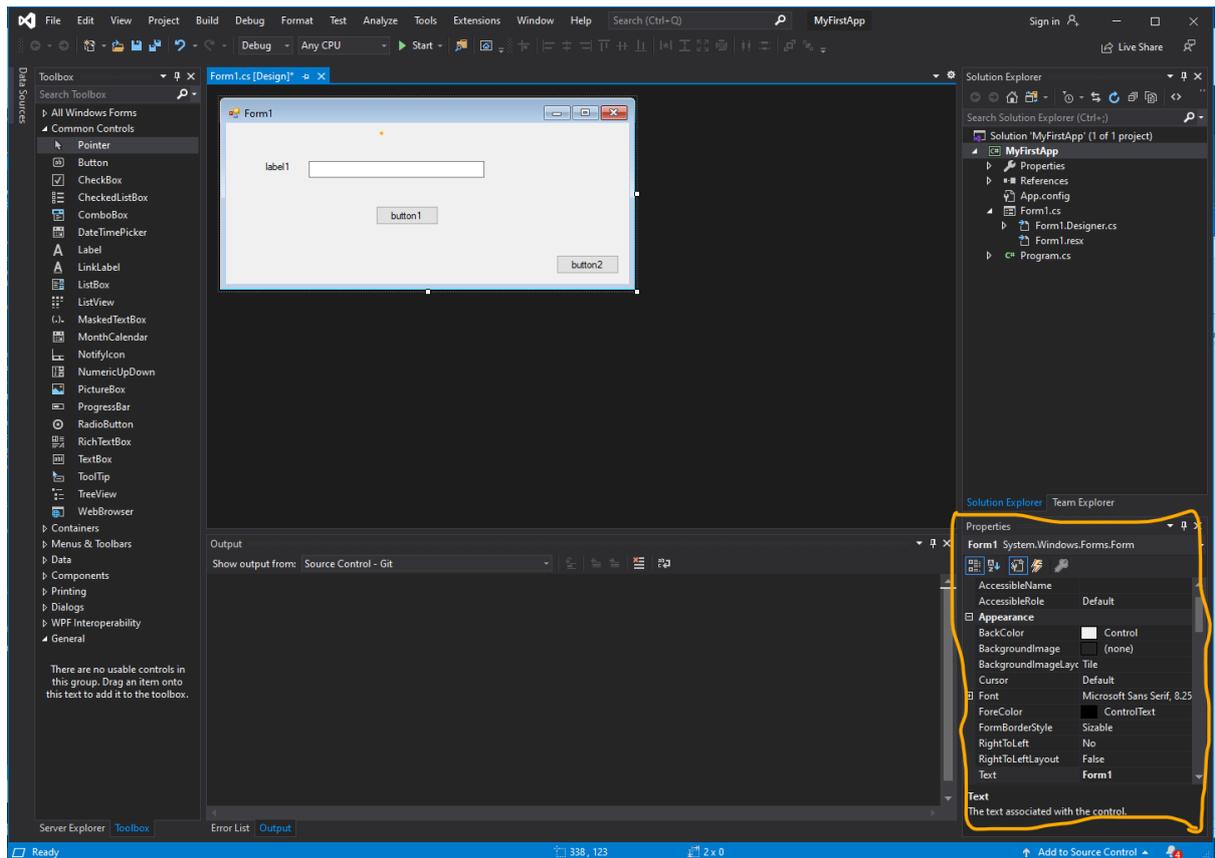
Before you start next term we would like you to complete some research on one of the units you will be studying.



Task .

Go onto this website www.codecademy.com

Look at the following –
Intro to HTML
Intro to CSS



Next we are going to change some of the properties of the controls that we have placed on our form. If the properties box is not displayed select View on the menu bar at the top of the screen and then select properties windows or Press F4 on your keyboard.

To change the focus of the properties first select the control that you want to customize in the first case we need to select button 1 and this will then change the properties available for that control in the properties window. You will need to do this for both buttons.

Text property change to:

Button 1 = Message

Button 2 = Exit

Once these have been done the next step is to write some code.

The quickest way to complete this is to double click on the control and there is only the two buttons we need to add code to.

```
1 using System;
2 using System.Collections.Generic;
3 using System.ComponentModel;
4 using System.Data;
5 using System.Drawing;
6 using System.Linq;
7 using System.Text;
8 using System.Threading.Tasks;
9 using System.Windows.Forms;
10
11 namespace MyFirstApp
12 {
13     3 references
14     public partial class Form1 : Form
15     {
16         1 reference
17         public Form1()
18         {
19             InitializeComponent();
20         }
21
22         1 reference
23         private void button1_Click(object sender, EventArgs e)
24         {
25         }
26
27         1 reference
28         private void button2_Click(object sender, EventArgs e)
29         {
30         }
31     }
```

This is the code editor of Visual Studio.

As you can see that there is two tabs one that says the name of the form in this case Form1.cs next to the Form1.cs [Design] – the design tab is the form that forms the interface of the application.

Everything is laid out correctly here the first 9 lines bring in functionality into your application in larger projects these will change from grayed out to the same as line 1 and line 9

For button 2 we need to close the application

```
1 reference
private void button2_Click(object sender, EventArgs e)
{
    Application.Exit(); // exit the application and close the form.
}
```

This will close the application and return you back to Visual studio interface.

For your task you will need to create two screen shots

As button 1 is our message we need to add some code to get the input from the textbox on the form into a friendly message on the screen.

There are two types of message that we could do here but I want you to change the text in the label that was placed on the form.

```
1 reference
private void button1_Click(object sender, EventArgs e)
{
    label1.Text = textBox1.Text; // display the text from the textbox into the label on the form
    MessageBox.Show(textBox1.Text); // display the text from the textbox to pop up on the screen
}
```

I have included both here so that you are able to experiment with this.

For the first screen capture you will need to use the first line only of the code above

For the second screen capture you will need to use the second line of code only.

For the third screen capture use both lines of code