Visual C Sharp Fast-track

Sample manual - first two chapters



Manual 1168 - 202 pages -

TABLE OF CONTENTS (1 of 6)

| 1 | VISUAL STUDIO PRIMER | Page |
|-----|--|----------------|
| 1.1 | Windows Forms | 8 |
| 1.2 | Customising Visual Studio | 8 |
| | Setting the Default Start-up Page Creating Appropriate Settings | 9 9 |
| 1.3 | Creating Projects | 9 |
| 1.4 | Saving and Closing Files | 10 |
| | Closing One Window Closing All or Nearly All Windows | 11 11 |
| 1.5 | Auto-hiding windows | 11 |
| 1.6 | The Three Most Useful Windows | 12 |
| | Displaying Windows Properties Window The Toolbox | 13 13 13 |

| 2 | DRAWING FORMS | Page |
|-----|--|----------------|
| 2.1 | Creating a New Form | 14 |
| 2.2 | Changing form properties | 15 |
| 2.3 | Form Controls | 15 |
| | Definition of Controls Adding controls | 16 16 |
| 2.4 | Selecting Controls | 16 |
| | Selecting a Single Control Selecting Several Controls Selecting All Controls | 17 17 17 |
| 2.5 | Basic Formatting | 17 |
| | Resizing Controls Changing how Controls Look Moving Controls | 18 18 18 |

| 3 | RUNNING APPLICATIONS | Page |
|-----|---|----------|
| 3.1 | Running a Program | 19 |
| | Setting the Default Form in Program.cs Running and Stopping Programs | 19 19 |
| 3.2 | Dealing with Errors | 19 |
| | Building a Project Dealing with Build Errors | 20 20 |

| 4 | FORM EVENTS | Page |
|-----|--|------|
| 4.1 | Events | 21 |
| | Attaching Code to a Control's Default Event | 21 |
| | Creating a New Event-Handler for an Event | 21 |
| | Handling an Event with an Existing Routine | 22 |
| 4.2 | Switching Between Form Design and Code View | 22 |
| | Using the Keyboard | 23 |
| | Using Solution Explorer | 23 |
| 4.3 | Those Strange Event Arguments | 23 |
| | Argument 1 – The Object that Called the Event | 24 |
| | Argument 2 – The Event Arguments | 25 |



TABLE OF CONTENTS (2 of 6)

| 5 | VARIABLES AND DATA TYPES | Page |
|-----|---|----------------|
| 5.1 | Why Use Variables? | 26 |
| 5.2 | Declaring Variables | 26 |
| | Declaring Variables Creating Nullable Variables Using Modified Hungarian Notation | 27 27 28 |
| | Default Values for Variables Problems with Declaring Variables within Clauses | 28 28 |
| 5.3 | Setting Values in Variables | 29 |
| | Declaring Integer Variables and Adding/Subtracting | 30 |
| | Accumulating Text in String Variables | 30 |
| 5.4 | Variable Data Types | 30 |
| | Mapping C# Data Types to the CLR Runtime | 31 |
| | A Lazy Person's Data Types | 31 |
| | Logical Values Integers | 32 |
| | Decimal (Floating Point) Numbers | 32 |
| | Strings and Text | 32 |
| | Dates and Times Objects | 33 33 |
| 5.5 | Converting Variables | 33 |
| | Conversion Using Convert.To ToString() – Special Case for String Conversions | 34 34 |
| | Casting Data Types | 34 |
| 5.6 | Variable Scope | 34 |
| 5.7 | Notes on Working with Specific Data Types | 35 |
| | Working with Characters | 36 |
| | Working with Strings | 36 |
| | Escape Characters Verbatim Strings | 37 37 |
| | Splitting Strings | 37 |
| | Formatting Dates | 38 |
| | Working with Numbers – Possible Operations | 39 |
| 5.8 | Constants | 39 |
| 5.9 | Testing Data Types | 40 |
| | | |

| 6 | CONDITIONS | Page |
|-----|--------------------------------|------|
| 6.1 | Using IF for Conditions | 42 |
| 6.2 | Operators | 42 |
| 6.3 | The SWITCH statement | 43 |
| | Limitations of SWITCH | 44 |
| 6.4 | Ternary and Coalesce Operators | 44 |
| | The Ternary Operator | 45 |
| | The Null Coalesce Operator | 45 |

| 7 | LOOPS | Page |
|-----|---|----------------|
| 7.1 | Looping in C# | 46 |
| | Looping Over a Collection/Array Looping a Given Number of Times Looping While a Condition is True (While/Do) | 46 46 47 |
| 7.2 | Breaking Out of Loops | 48 |

| 8 | ENUMERATIONS | Page |
|-----|--|----------------|
| 8.1 | Creating and Using Enumerations | 50 |
| 8.2 | Customising Enumerations | 50 |
| | Enumeration Aliases Changing Enumeration Integer Values Changing the Enumeration Data Type | 51 51 51 |
| 8.3 | Looping over Enumerations | 51 |

| 9 | ERROR TRAPPING | Page |
|-----|---|------|
| 9.1 | Try / Catch / Finally | 53 |
| | Syntax of the Try / Catch Statement | 53 |
| | General error trapping example – validating an integer | 53 |
| | Catching Specific Errors | 54 |
| | The Finally clause | 55 |
| | A better alternative to finally – Using | 56 |
| | Throwing Exceptions | 57 |
| | Exceptions bubble up the call stack | 58 |



TABLE OF CONTENTS (3 of 6)

| 10 | FILES AND FOLDERS | Page |
|------|--|------|
| 10.1 | StreamReaders and StreamWriters | 59 |
| | Our Example | 59 |
| | Referencing the System.IO Namespace | 59 |
| | Reading in the Customers | 59 |
| | Writing out the customers' details to file | 60 |
| 10.2 | Using FILE | 61 |
| 10.3 | FileInfo and DirectoryInfo | 62 |
| | Useful File Properties | 63 |
| | Getting at folders | 63 |
| | Looping over files in folders | 64 |
| | Recursively looping over all folders and files | 64 |

| 11 | DESIGNING CLASSES | Page |
|------|---|----------------------------------|
| 11.1 | Cats as Objects | 65 |
| | Types, Classes and Objects Instantiation and Termination Properties Methods Encapsulation and Exposure Inheritance | 65 65 66 66 67 67 |
| 11.2 | Our Example – Dating Agency Customers | 67 |
| | Our Customer Class Envisaging how you will Consume a Class | 68 68 |

| 12 | CREATING CLASSES | Page |
|------|--|----------------------|
| 12.1 | Creating a Class | 70 |
| 12.2 | Namespaces | 70 |
| | Example of a Namespace The Using Statement Removing Unused Using Statements Giving Aliases to Namespaces | 71 71 71 72 |
| | Our DatingAgency Namespace | 72 |
| 12.3 | Creating a Constructor | 72 |
| | Syntax of a Constructor Example of a Constructor | 73 73 |
| 12.4 | Fields and Properties | 74 |
| | Creating Fields Properties Refactoring (encapsulating) fields The Quickest and Best Way to Create Properties | 75 75 75 77 |
| 40.5 | Properties which Perform Other Logic | 70 |
| 12.5 | Void Methods Methods which Return Values Choosing between a Property and a Method | 78 79 79 80 |
| 12.6 | Static Properties and Methods | 80 |
| | Example of a Static Property Example of a Static Method | 81 81 |

13 **STRUCTURES** Page 13.1 **Overview of Structures** 83 83 13.2 Differences between Structures and Classes Structures are Value Types 84 Other Differences 84 Familiar Structures! 85 13.3



TABLE OF CONTENTS (4 of 6)

| 14 | VALUE AND REFERENCE | Page |
|------|---|----------------|
| 14.1 | Types of Memory (Stack and Heap) | 87 |
| 14.2 | Types of Variables | 87 |
| | Direct Variables Indirect Variables | 88 88 |
| 14.3 | Boxing and Unboxing | 88 |
| | System.Object Boxing Unboxing | 89 89 89 |
| 14.4 | Passing by Value and Reference | 90 |
| | Arguments are passed by value by default Passing arguments by reference using | 91 91 |
| | | |

| 15 | OVERLOADING | Page |
|------|--|----------|
| 15.1 | Overloading | 92 |
| 15.2 | Creating Overloaded Methods | 92 |
| | Consuming the method Creating our FIND method | 93 93 |
| 15.3 | Overloading Constructors | 94 |

| 16 | INHERITANCE | Page |
|------|--|------|
| 16.1 | The Concept | 96 |
| 16.2 | Existing Classes in .NET | 96 |
| 16.3 | Inheriting from Existing Classes | 97 |
| | The code for this example | 98 |
| 16.4 | Creating your own Hierarchy | 99 |
| | Our example – arranging dates between customers | 100 |
| | How to inherit classes – syntax | 100 |
| | Calling the base constructor | 101 |
| | Creating protected members and news | 101 |
| 16.5 | Overriding Properties | 102 |
| | The problem: duplicate member name | 103 |
| | Two possible solutions: NEW versus OVERRIDE | 103 |
| | Using NEW to solve our problem | 103 |
| | Using OVERRIDE and VIRTUAL to solve our problem | 104 |
| 16.6 | Overriding Methods | 104 |
| | Calling the BASE method | 105 |
| 16.7 | Sealed Classes and Members | 105 |
| | Sealing classes | 106 |
| | Sealing methods and properties | 106 |
| 16.8 | Abstract Classes and Members | 106 |

| 17 | EXTENSION METHODS | Page |
|------|--------------------------------|------|
| 17.1 | Overview of Extension Methods | 108 |
| | Syntax of Extension Methods | 108 |
| 17.2 | Examples of Extension Methods | 108 |
| | Converting text to proper case | 109 |
| | Logging details for a customer | 109 |

| 18 | INTERFACES | Page |
|------|--|------|
| 18.1 | Example .NET Interface | 110 |
| 18.2 | Creating Interfaces | 110 |
| | Our simple example – drawing controls on a form | 111 |
| | Adding an Interface | 111 |
| | Syntax of an Interface | 112 |
| | Implementing an interface in a class | 112 |
| | The big question – what was the point? | 113 |
| 18.3 | A Realistic Interfaces Example | 113 |
| | Our Example | 114 |
| | The interface design and solution | 114 |
| | Starting to load the form | 115 |
| | Dealing with advertisement income | 115 |
| | Normal customers | 116 |
| | Life memberships | 117 |
| | Populating the DataGridView | 118 |

| 19 | DELEGATES AND EVENTS | Page |
|------|---|---------------------------------|
| 19.1 | Overloading Operators | 120 |
| 19.2 | Our Example | 120 |
| 19.3 | Creating Delegates | 121 |
| | Declaring the delegate Creating the customer acceptance notification method Consuming the delegate Storing methods inside the class | 122 122 122 122 123 |
| 19.4 | Using Adapters | 124 |
| | Why you need adapters Coding adapters | 125 125 |
| 19.5 | Anonymous Methods | 126 |
| 19.6 | Events | 127 |
| | Built-in WinForms Events Creating your own event | 128 128 |



TABLE OF CONTENTS (5 of 6)

| 20 | LAMBDA EXPRESSIONS | Page |
|------|--|------------|
| 20.1 | Passing Delegates to Methods | 130 |
| | Jargon time! An example of a predicate delegate | 130 130 |
| 20.2 | Anonymous Delegates and Lambda Expressions | 130 |
| | Anonymous Delegates Lambda Expressions | 131 131 |
| 20.3 | Query Syntax and Method Syntax | 131 |
| 20.4 | A Full Worked Example | 132 |

| 21 | ARRAYS | Page |
|------|---|--------------------------|
| 21.1 | Arrays | 134 |
| | Creating single-dimensional arrays Populating arrays and retrieving items Looping over arrays Multi-dimensional arrays | 134 134 134 135 |

| 22 | LISTS | Page |
|------|--|------|
| 22.1 | Overview of Lists | 136 |
| | An Example of a List | 136 |
| 22.2 | Working with Lists | 136 |
| | Creating a List | 137 |
| | Adding Items to a List | 137 |
| | Counting the Items in a List | 137 |
| | Displaying All of the Items in a List (FOR EACH) | 138 |
| | Removing Items from a List | 138 |
| | Finding items in a list | 138 |
| | Lambda Expression Syntax for Find Methods | 139 |
| 22.3 | Getting a Subset of a List | 140 |
| | Method 1: Using FindAll | 140 |
| | Getting a Subset of a List – Method 2: Using GetRange | 140 |
| 22.4 | Joining and Splitting String Lists | 140 |

| 23 | STACKS AND QUEUES | Page |
|------|-------------------|------|
| 23.1 | Queues | 142 |
| 23.2 | Stacks | 142 |

| 24 | DICTIONARIES | Page |
|------|---|---------------------------------|
| 24.1 | Key/Value Pairs | 144 |
| 24.2 | Our Example – the Customer Class | 145 |
| 24.3 | Working with Dictionaries | 146 |
| | Creating a Dictionary Adding to a dictionary Removing from a Dictionary Accessing Dictionary Values Determining if a key exists | 146 146 147 147 147 |
| 24.4 | Looping over dictionary items | 148 |
| | Looping by Key Value Pair Looping by Key Only Looping by Value Only | 148 148 148 |
| 24.5 | ре | 148 |

| 25 | DATA TABLES | Page |
|------|--|-------------------|
| 25.1 | Overview of Data Tables | 150 |
| | Referencing System.Data How data tables work | 150 150 |
| 25.2 | Working with Data Tables | 151 |
| | Creating a Data Table Adding rows Looping over rows to retrieve data | 151 151 152 |

| 26 | GETTING STARTED WITH LINQ | Page |
|------|--|-------------------|
| 26.1 | What is LINQ? | 153 |
| | Referencing the LINQ Namespace | 153 |
| 26.2 | Anatomy of a LINQ Query | 153 |
| 26.3 | Implicit and Explicit Variable Types | 154 |
| | LINQ queries are compiled Implicit variable types The case for explicit variable types | 155 155 155 |
| 26.4 | Examples for Different Enumerable Sets | 156 |



TABLE OF CONTENTS (6 of 6)

| 27 | LINQ SYNTAX | Page |
|------|--|------|
| 27.1 | Our Example | 159 |
| 27.2 | The SELECT keyword | 159 |
| | Transformations | 160 |
| 27.3 | Projections using Anonymous Types | 160 |
| | Creating anonymous types | 161 |
| | Using LINQ to project data onto anonymous types | 161 |
| | Using anonymous types to merge data | 162 |
| 27.4 | Taking and Skipping | 163 |
| 27.5 | Forcing Query Execution | 164 |
| 27.6 | Ordering a Sequence (ORDERBY) | 165 |
| 27.7 | Filtering (WHERE) | 166 |
| | Calling methods in where clauses | 168 |
| 27.8 | Adding Expressions (LET) | 168 |
| | Example: listing primes | 169 |

| 28 | TYPES OF DATA MODEL | Page |
|------|------------------------------------|------|
| 28.1 | Our Example | 170 |
| | The 3 Types of Data Model | 170 |
| 28.2 | Code First Models | 171 |
| | Creating the Table Classes | 171 |
| | Creating the Database Class | 171 |
| | Creating the Database | 172 |
| | Viewing the Database | 172 |
| 28.3 | The Model First Approach | 173 |
| 28.4 | Database First | 174 |
| 28.5 | Thoughts on which Approach to Use | 175 |
| | Do you have a Database? | 175 |
| | How do you Change your Database? | 175 |
| | Do you like Wizards? | 176 |
| | Our Recommendation: Database First | 176 |

| 29 | DATABASE FIRST MODELS | Page |
|------|--|------|
| 29.1 | Creating a Model | 177 |
| | Step 1 - Creating the Database | 177 |
| | Step 2 – Adding a New Item | 177 |
| | Step 3 – Choosing the Model Type and Connection | 178 |
| | Step 4 – Choosing the EF Version | 179 |
| | Step 5 – Choosing the Entities for your Model | 179 |
| | Step 6 - Saving your Model | 180 |
| 29.2 | Updating Models | 181 |

30 LINQ AND ENTITY FRAMEWORKS Page 30.1 Getting Data with LINQ 182 Creating a Data Context 182 Selecting Data using LINQ 182 Using Relationships 183 30.2 Changing Data 184 Inserting Rows 184 **Deleting Rows** 185 Editing Rows 185 30.3 **Returning Anonymous Types** 186 30.4 Working with Stored Procedures 187 **Changing Stored Procedures** 188 30.5 Partial Classes and Entity 189 Frameworks 189 Creating a partial class Partial classes don't work with LINQ 190 30.6 191 Joining Tables

| 31 | GROUPING IN LINQ AND EF | Page |
|------|--|------------|
| 31.1 | Basic Grouping | 192 |
| | How grouping works | 192 |
| 31.2 | Grouping into Ranges | 193 |
| | Grouping films by their initial letter Grouping customers by their decade of birth | 194 194 |
| 31.3 | Grouping Into and Ordering | 195 |

| 32 | USEFUL SHORT-CUT KEYS | Page |
|------|--|------|
| 32.1 | The Best Short-Cut Keys in Visual Studio | 197 |
| | Going to the definition of a variable or member | 197 |
| | Going forward and backward using the keyboard | 197 |
| | Auto-formatting text | 198 |
| | Adding a Using statement | 199 |



CHAPTER 1 - VISUAL STUDIO PRIMER

1.1 Windows Forms

There are three main types of application you can develop using *Visual Studio* ((Microsoft's development tool for .NET programmers):

| Type of application | Use for |
|---------------------------------------|--|
| WinForms (Windows Forms) | Creating basic business standalone applications to run within Windows. |
| WPF (Windows Presentation Foundation) | Creating Windows applications with fancy graphics (WPF takes longer to learn but is more powerful than Windows forms). |
| ASP.NET webforms | Creating websites using forms-based ASP.NET. |
| ASP.NET MVC / MVC Core | Creating websites using the model-view-controller method. |

This courseware uses WinForms exclusively, because it's the simplest of the 3 types of application (the aim of the course is to teach C#, not drawing!).

| 🖳 Customer form | |
|-----------------|--------------|
| First name: | Sebastian |
| Last name: | McCorquodale |
| Age: | 55 |
| Create mem | Cancel |

| This is a (<i>WODA</i> , could sh | an application form for the <i>Wise Owl Dating</i> not to be confused with YODA). Clicking on th ow a message like this: | <i>Agency</i> ne button |
|------------------------------------|--|----------------------------|
| | New customer | |
| | ОК | |

To create a Windows Forms application like this, you'll first need to learn to use Visual Studio, as shown in the rest of this chapter.





1.2 Customising Visual Studio

Before getting started using Visual Studio, it's a good idea to make a couple of changes.

Setting the Default Start-up Page

To change what you see each time that you go into Visual Studio, from the menu select: **Tools Options...** and then:



Creating Appropriate Settings

In Visual Studio you can save *settings*, letting you switch between different ways of working. From the menu choose **Tools** \rightarrow **Import and Export Settings...** and then:





1.3 Creating Projects

A *project* is the term for the container for all of the files which make up your application. Projects can contain any number of folders and files. To create a project:

1) Choose one of the ways shown below to create a new project:



2) Complete the dialog box which appears as shown below, then select OK.





1.4 Saving and Closing Files

Closing One Window

To close a single window, either right-click on its tab or use the cross:



| frmCustomer.cs [Design] 💠 🔀 frmCustomer.cs | |
|--|---|
| Customer | |
| a customer | |
| / | / |
| or click in questior | on this cross to close the window า. |

Window

Help

New Window

Closing All or Nearly All Windows

Windows accumulate quickly in Visual Studio – before you know where you are you have 8 or 10 open! Two quick ways to close all or nearly all of your windows are shown below:





A useful short-cut is to press $\underline{Shift} + \underline{Ctrl} + \underline{s}$ to save every window that you have open – this means that you can then close all of your open windows without having to confirm that you want to save the changes for each.



1.5 Auto-hiding windows

There are a lot of windows in Visual Studio, and they can quickly clutter up the screen. The best thing to do is to *auto-hide* them, so that they show up as icons on the edge of the screen:



To set windows to auto-hide like this:





1.6 The Three Most Useful Windows

Displaying Windows

Visual Studio contains 3 toolbars that you'll need to have open most of the time – here's how to display them:

| Windows | Menu option | Short-cut key |
|-------------------|------------------------|----------------|
| Solution Explorer | View Solution Explorer | Alt + Ctrl + L |
| Properties | View Properties Window | F4 |
| Toolbox | <u>V</u> iew Toolbox | Alt + Ctrl + X |

Properties Window



The Toolbox

The *toolbox* allows you to add things to a form quickly:

| Click on any tool and drag it onto the form to add it. The main tools we'll use are: | | |
|--|--|--|
| ΤοοΙ | What it does | |
| Label | Displays text on a form. | |
| TextBox | Allows a user to type text into a box. | |
| Button A clickable button, with events attached. | | |
| ComboBox A dropdown list. | | |
| GroupBox Used to draw rectangles on forms. | | |





CHAPTER 2 - DRAWING FORMS

2.1 Creating a New Form

To create a new form, press Alt + Ctrl + L to bring up the Solution Explorer window, then:





2.2 Changing form properties

Click on the background of the form to make sure it's selected, then change any properties:

| For example, the | Properties | ▼ ₽× | | Customer form | |
|--|-----------------------|------------------------|---|---------------|----------------|
| caption of the form comes from its Text property, which is in the Appearance category. | frmCustomer Systen | n.Windows.Forms.Forn 👻 | | 1 | |
| | 🗄 💱 🖗 🗲 🔎 | | | First name: | Sebastian |
| | AccessibleDescripti 🔺 | | | Last name: | : McCorquodale |
| | AccessibleName | | | | |
| | AccessibleRole | Default | | Age: | 55 |
| E | Appearance | | | | |
| | BackColor | Control | | | |
| | BackgroundImage | (none) | | Create memo | Cancel |
| | BackgroundImagel | Tile | | | |
| | Cursor | Default | | | |
| | 3 Font | Microsoft Sans Serif, | | | |
| | ForeColor | ControlText | | | |
| | FormBorderStyle | Sizable | | | |
| | RightToLeft | No | | | |
| | RightToLeftLayout | False | | | |
| | Text | Customer form | | | |
| | UseWaitCursor | False | | | |
| | _ | | 1 | | |

Here are some useful properties to set for a form:

| Category | Property | Notes | | |
|------------|---------------|--|--|--|
| Appearance | Text | The caption for the form (as above). | | |
| Layout | StartPosition | Change to CenterScreen to make a form appear in th middle of the screen. | | |
| Msc | AcceptButton | Set to the button which you want to be selected by default if a user presses \square . | | |
| | CancelButton | Set to the button which you want to be selected by default if a user presses \boxed{Esc} . | | |



2.3 Form Controls

Definition of Controls

All the different widgets (labels, text boxes, command buttons, etc) that you add to a form are called *controls*:

This form contains 3 labels, 3 textboxes, 2 buttons and a groupbox (the thin rectangle).

| 🖳 Customer form | | | | | |
|----------------------|--------------|--|--|--|--|
| First name: | Sebastian | | | | |
| Last name: | McCorquodale | | | | |
| Age: | 55 | | | | |
| Create member Cancel | | | | | |
| Create member Cancel | | | | | |

Adding controls

The easiest way to add a control to a form is to click and drag on it:





2.4 Selecting Controls

Before you can move, copy, edit, delete, rename or format controls, you must first select them!

Selecting a Single Control

Here are two ways to select a single control:



Selecting Several Controls

Suppose that you want to select the two buttons in the form above. Here are two ways to do this:

Tag

| Method | Example diagram | | |
|---|----------------------|--|--|
| Select one control, then hold down the Ctrl key and click on the others you want to add to/remove from your selection | Age: 55 | | |
| | Create merfitter | | |
| Click and drag to draw a rectangle – anything it touches or encloses will be selected. | Age: 55 | | |
| | Create member Cancel | | |

Selecting All Controls

To do this, press Ctrl + A or select the menu option shown:



Select this option from the menu to select all of the controls on a form.



2.5 **Basic Formatting**

You can change how a form looks by formatting it. All of the examples below refer to the Create member button, but the properties shown apply to most controls and to the form itself.

`Resizing Controls

You can change the size of one or more controls using the handles surrounding them:



Clicking and dragging here, for example, would change the height of both buttons, since they are both selected.

Changir

| nanging now Controls Look | | | 📰 💱 🖗 🗲 🎤 | | |
|---|---|-----|---|----------------------------|--|
| o do this, select the control(s) and change any of | | : [| B Accessibility ∃ Appearance | | |
| ieli properties – here are a cot | iple of examples. | | BackColor | Control | |
| | | | BackgroundImage | (none) | |
| | | | BackgroundImageLayout | Tile | |
| | | | Cursor | Default | |
| | | | FlatAppearance | | |
| | | | FlatStyle | Standard | |
| | | ſ | Font | Microsoft Sans Serif, 12pt | |
| | | | Name | ab Microsoft Sans Serif | |
| You can change the appearance of controls using these properties – here are some ideas! | | | Size | 12 | |
| | | | Unit | Point | |
| | | | Bold | False | |
| Example Notes | | | GdiCharSet | 0 | |
| This font is s | set to MV Boli – | | GdiVerticalFont | False | |
| Create member P and looks th | and looks the worse for it! | | Italic | False | |
| | | | Strikeout | False | |
| Changing t | Changing the BackColor , ForeColor and FlatStyle properties. | | Underline | False | |
| Create member ForeColor | | | ForeColor | ControlText | |
| properties. | | | Image | (none) | |
| | | | ImageAlign | MiddleCenter | |

Moving Controls

To move controls, select them and then click and drag on them with the 🛞 symbol:





What we do!

| | | Basic training | Advanced training | Systems / consultancy |
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