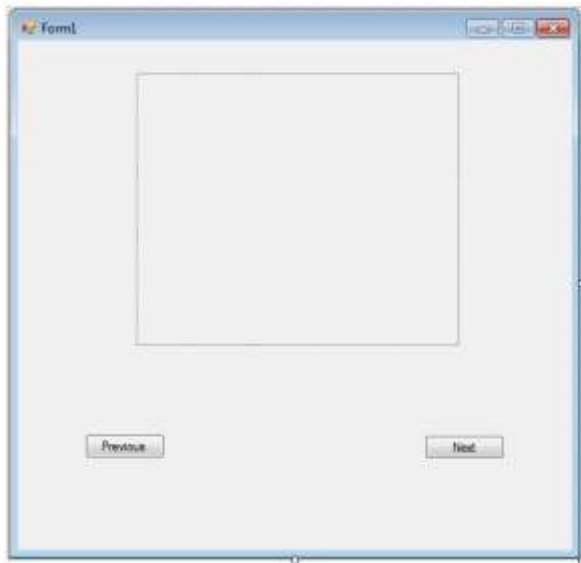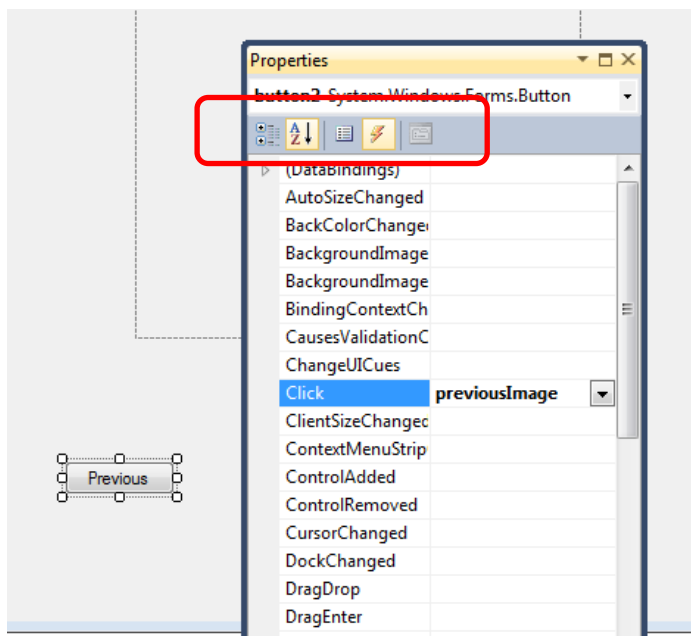# Create a slide show in C# with buttons

This is our slide show user interface.

One picture box in the middle and two buttons.

We want to create a slide that a user can navigate using buttons.

Each image will respond to the buttons and change inside the picture box.
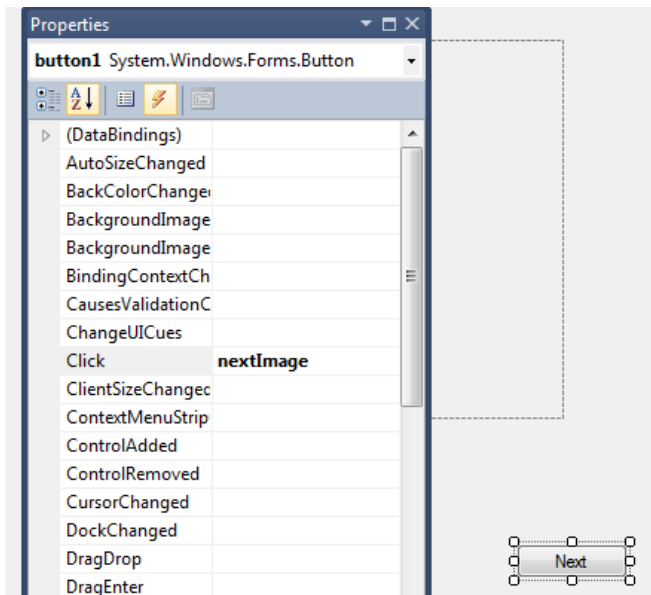

Click on the previous button.

Click on the events button from the properties panel.

Find the event CLICK and type previousImage and press enter.

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Do the same for next button only this time type nextImage and press enter.

We created two different event functions and linked them to the buttons. Each time we click on either of the buttons the events will be triggered.
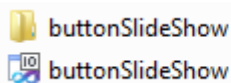
Now for the images

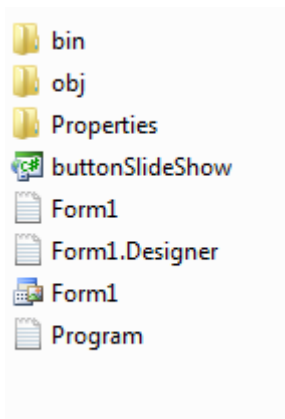We need to arrange the images so we can use them in our application

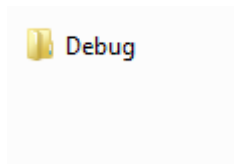First navigate to your windows folder where the project is

Mine is inside

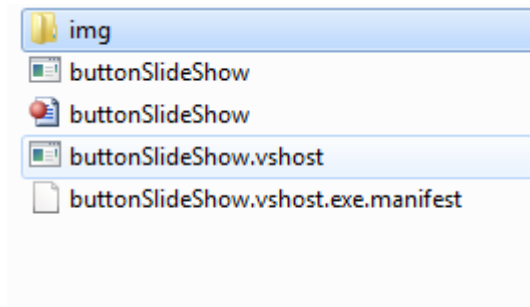Documents/Visual Studio 2010/Projects/buttonSlideshow

Double click on the button slide show folder. Your project might be named different than mine.

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Double click on bin folder

Double click on the debug folder

Add a folder called img and save 6 different images inside it

Name images as followed. Notice all my images JPG we will need to know the type of the image.

Make sure to notice if your images are GIF or PNG or BMP

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;

namespace buttonSlideShow
{
public partial class Form1 : Form
    {
int num = 0;

public Form1()
        {
InitializeComponent();
pictureBox1.Image =
Image.FromFile("img/1.jpg");
        }

private void nextImage(object sender,
```

Integer num we need it, to navigate through the pictures and also to change the pictures.

We are changing the picture box 1 image to the first image on the list when the form is initialised. Notice how we mentioned the image name its 1.jpg. I told you before to pay extra attention to the names and types of images this is why.

Each time the next button is press we will increase the num variable by one. Since there are 6 images inside the

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```
EventArgs e)
        {
num++;
if (num == 6)
            {
num = 1;
            }
            pictureBox1.Image =
Image.FromFile("img/" + num + ".jpg");
        }

privatevoidpreviousImage(object sender,
EventArgs e)
        {
num--;
if (num< 1)
            {
num = 1;
            }
            pictureBox1.Image =
Image.FromFile("img/" + num + ".jpg");
        }
    }
}
```

folder we don't weant to go over 6. The IF statement will check if num is equals to 6 if true it will reduce it down to 1 again. We are also going to change the picture according to the num value. Notice that we mention .jpg in the end of the line. That's the image extension. Make sure you know what type of image you are using. Each time the button is pressed num goes up one and the picture box will change from 1.jpg to 2.jpg and so on.

Similar to the next button previous button will reduce the num value by 1 each time its clicked. We also have another if statement here. In this one if num is less than 1 then we stop the value from going down further. We state that num equals to 1. Lastly we continue to change the images in the picture box with the same code as the next button. In this function if the current image is 3.jpg it will change down to 2.jpg then down to 1.jpg and stop at that.

Run program. If there is an error double check the code and see if you linked the events and button accurately.