

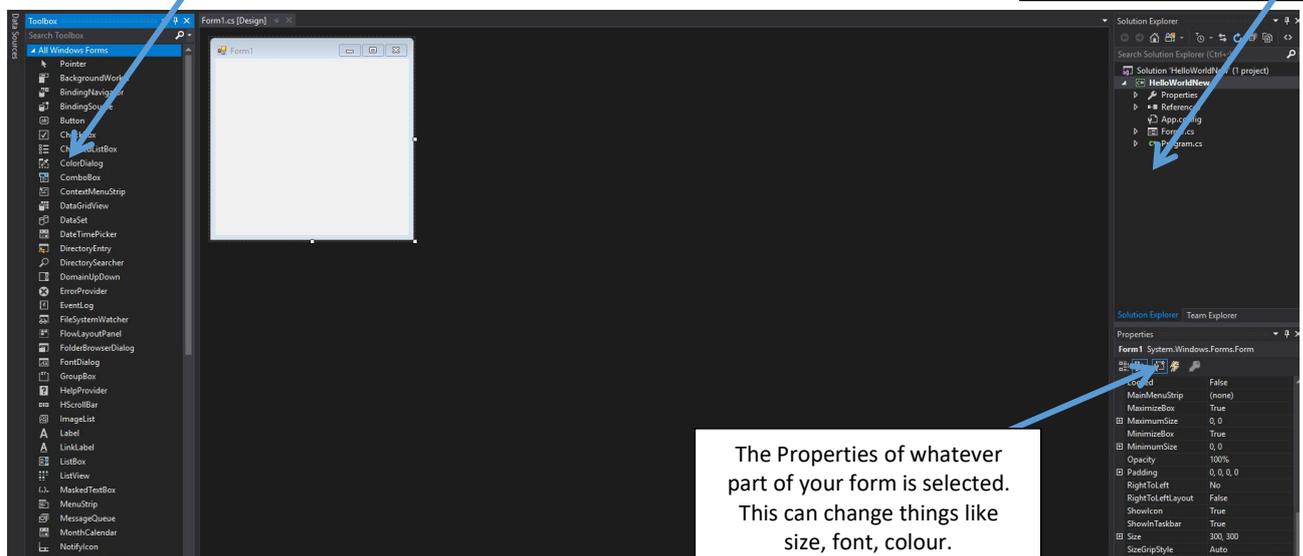
Your first Program

Your first C# program by tradition is some variation of the Hello World program that almost everyone goes through.

Open Visual Studio and go to new project and create a new Windows Form Application, you'll be presented with a plain grey screen. The picture below shows the different parts of your screen, yours may look slightly different but the parts will always be there. If not you can always go to View and select more.

Toolbox- contains all the things you can drag onto the form, like buttons, labels, etc.

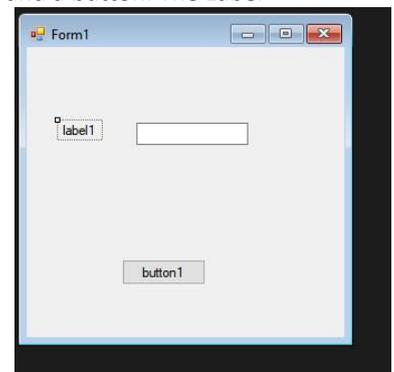
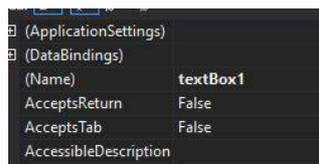
Different parts of your program- the base form shown is always "Form1" by default



Now, let's make something happen, we'll use three things, a label, a text box and a button. The Label to annotate the screen, the textbox to enter some text, the button to press and make something happen.

Drag them onto your form like the picture to the left, then, in properties with the label selected change the "Text" field to "Enter your Name". This will change the value, you can also find and adjust the font details and size if you wish.

Now select the textbox, in properties scroll us to find (Name), it should be default by textbox1. This is the name the program knows the textbox by in code. We will keep this as is for now but change it to something sensible in future.



Finally, click the button and change the text property to "Click me!" or something similar. Now double click this button and the code should open. This will be the code run when the button presses, everything between the two { } after button1_click.

Type the following;

```
private void button1_Click(object sender, EventArgs e)
{
    if (textBox1.Text != "")
    {
        MessageBox.Show("Hello World");
    }
}
```

When you press the play button mid of top toolbar you'll see a box appear with "Hello world".

We don't use the input from the textbox, so, let's change it so we do. Close the form window and go back to code.

Change it to the below.

```
private void button1_Click(object sender, EventArgs e)
{
    if (textBox1.Text != "")
    {
        MessageBox.Show("Hello " + textBox1.Text);
    }
}
```

Here, remember textBox1 was the name of the textbox, so, we check if it's not empty (!= "") and then add it onto the end of the string of text. Now when you try it you can see it print whatever is at the end of the box.

That's the end of this brief tutorial, add to this, maybe add another textbox, add that to the output. Or instead, System.DateTime.Today will print today's date.

Play around with some of the other tools in the toolbox, see what you can build.