

# Introduction To . NET & Visual Studio

.NET Club,IIT Kanpur

30 Oct,2007

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- ▶ Focus : only Business logic

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  - ▶ other important issues

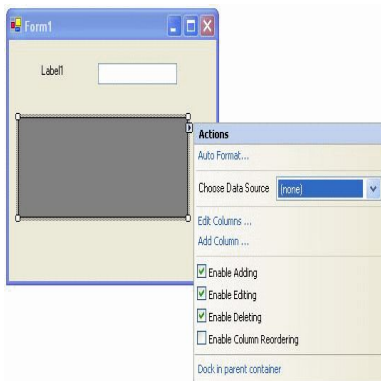
# Visual Studio: Interesting Features

# Smart Tags

- ▶ Provides access to information and common tasks
- ▶ No need to constantly navigate from work area

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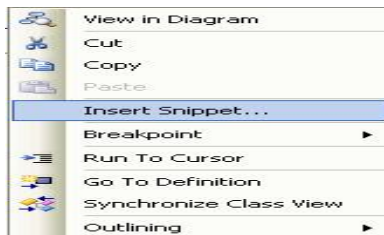


# Code Snippets

- ▶ Insertion of generic template code
- ▶ You just fill in the blanks
- ▶ Access code snippets by
- ▶ Right click in code editor—context menu—insert snippets

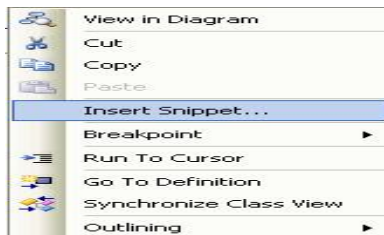
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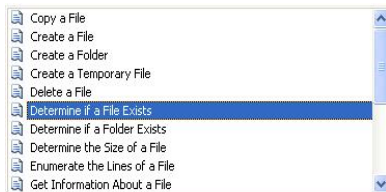
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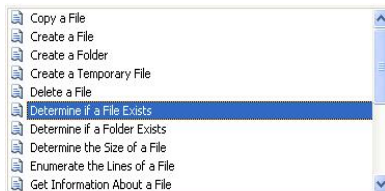


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```
Dim exists As Boolean  
exists = My.Computer.FileSystem.FileExists("c:\ExistingFileName")
```

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- ▶ Enables automatic addition of a portion of the respective code syntax easily

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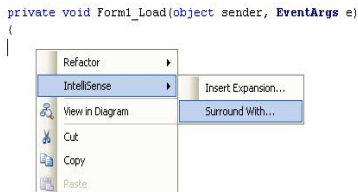
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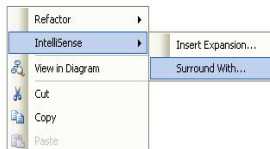
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```
private void Form1_Load(object sender, EventArgs e)
{
|
```



```
private void Form1_Load(object sender, EventArgs e)
{
    do
    {
    } while (true);
}
```

# Project type categories

- ▶ Window Form Applications
- ▶ Web Forms
- ▶ Web Services

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- ▶ Web Services: Web services are frequently just API's that can be accessed over a network, and executed on a remote system hosting the requested services.

# Solution Set Up

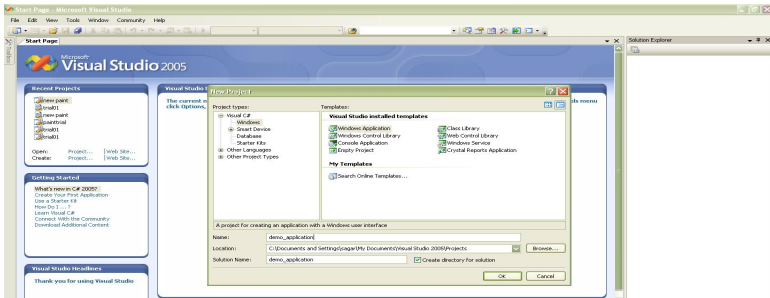
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# Solution Set Up

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- ▶ Open visual studio .NET 2005 and go to File->New->Project
- ▶ Choose Visual C#->Windows on the left, and Windows Application on the right.
- ▶ In the name field enter enter the project name.
- ▶ Default location is My Documents/Visual Studio 2005/Projects. Make sure that create directory for solution is checked.

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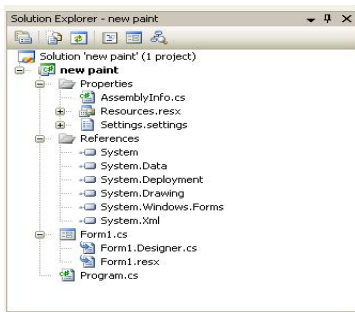
# Various windows in Visual Studio

# Solution Explorer Window

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- ▶ Lists all the files in the project

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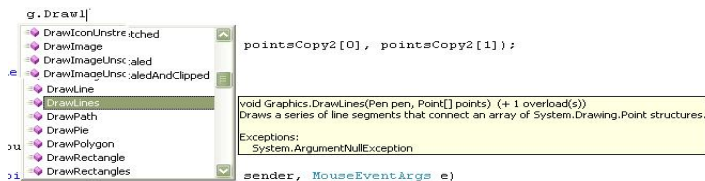


# Intellisense Code Designer Window

- ▶ Responsible for the boxes that open as we type the code
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- ▶ Thereby making language reference easily available
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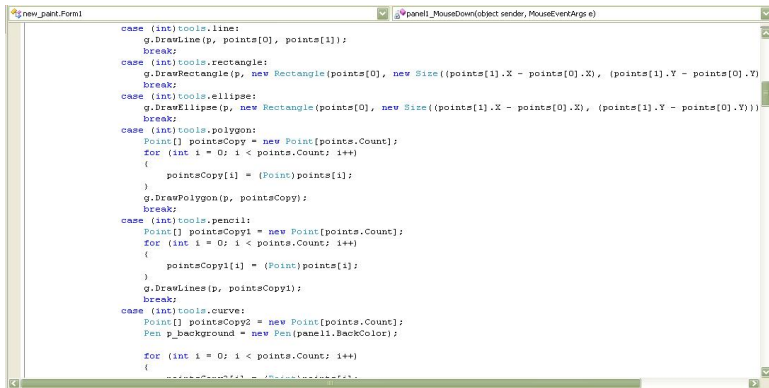


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```
new_paint.Form1 | panel1_MouseDown(object sender, MouseEventArgs)
case (int)tools.line:
    g.DrawLine(p, points[0], points[1]);
    break;
case (int)tools.rectangle:
    g.DrawRectangle(p, new Rectangle(points[0], new Size((points[1].X - points[0].X), (points[1].Y - points[0].Y)
    break;
case (int)tools.ellipse:
    g.DrawEllipse(p, new Rectangle(points[0], new Size((points[1].X - points[0].X), (points[1].Y - points[0].Y)))
    break;
case (int)tools.polygon:
    Point[] pointsCopy = new Point[points.Count];
    for (int i = 0; i < points.Count; i++)
    {
        pointsCopy[i] = (Point)points[i];
    }
    g.DrawPolygon(p, pointsCopy);
    break;
case (int)tools.pencil:
    Point[] pointsCopy1 = new Point[points.Count];
    for (int i = 0; i < points.Count; i++)
    {
        pointsCopy1[i] = (Point)points[i];
    }
    g.DrawLines(p, pointsCopy1);
    break;
case (int)tools.curve:
    Point[] pointsCopy2 = new Point[points.Count];
    Pen p_background = new Pen(panel1.BackColor);

    for (int i = 0; i < points.Count; i++)
    {
        pointsCopy2[i] = (Point)points[i];
    }
    g.DrawCurve(p_background, pointsCopy2);
    break;
```

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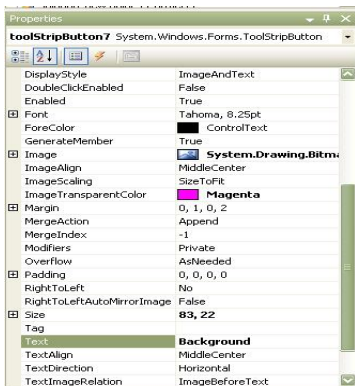
- ▶ Notice 2 drop down list boxes
- ▶ left box– allows us to select the object code
- ▶ right box– allows us to select the part of code we want
- ▶ + and - boxes in the code designer to display code visual C.

# Properties Window

- ▶ Allows us to set properties for various objects @ design time
- ▶ Changing the fontfont size, backcolor,name,textbox,text appearing on a button–change in this window
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- ▶ Forms tab
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# Other Window

- ▶ Output
- ▶ Command
- ▶ Class View
- ▶ Server Window

You are now ready to get started!

With this we now move on to our sample application