

UpDown Derived



```
/*  
Professional Windows GUI Programming Using C#  
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```

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```
*/
```

```
using System;  
using System.Drawing;  
using System.Collections;  
using System.ComponentModel;  
using System.Windows.Forms;  
using System.Data;
```

```
namespace UpDown_Derived
```

```
{
```

```
///
```

```
/// Summary description for UpDownDerived.
```

```
///
```

```
public class UpDownDerived : System.Windows.Forms.Form
```

```
{
```

```
///
```

```
/// Required designer variable.
```

```
///
```

```
private System.ComponentModel.Container components = null;
```

```
private System.Windows.Forms.Label label1;
```

```
private MyUpDownControl mDC = null ;
```

```
public UpDownDerived()
```

```
{
```

```
//
```

```
// Required for Windows Form Designer support
```

```

//
InitializeComponent();

//
// TODO: Add any constructor code after InitializeComponent
call
//
}

///

/// Clean up any resources being used.
///
protected override void Dispose( bool disposing )
{
    if( disposing )
    {
        if (components != null)
        {
            components.Dispose();
        }
    }
    base.Dispose( disposing );
}

#region Windows Form Designer generated code
///

/// Required method for Designer support – do not modify
/// the contents of this method with the code editor.
///
private void InitializeComponent()
{
    this.mDC = new UpDown_Derived.MyUpDownControl();
    this.label1 = new System.Windows.Forms.Label();
    this.SuspendLayout();
    //
    // mDC
    //

```

```

this.mDC.Items.Add("FRANCE");
this.mDC.Items.Add("ITALY");
this.mDC.Items.Add("USA");
this.mDC.Items.Add("UK");
this.mDC.Items.Add("AUSTRALIA");
this.mDC.Items.Add("INDIA");
this.mDC.Items.Add("ZAMBIA");
this.mDC.Items.Add("MALASYIA");
this.mDC.Location = new System.Drawing.Point(40, 40);
this.mDC.Name = "mDC";
this.mDC.TabIndex = 0;
//
// label1
//
this.label1.Location = new System.Drawing.Point(16, 16);
this.label1.Name = "label1";
this.label1.Size = new System.Drawing.Size(200, 16);
this.label1.TabIndex = 1;
this.label1.Text = "Derived DomainUpDown Controller";
//
// UpDownDerived
//
this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.ClientSize = new System.Drawing.Size(248, 85);
this.Controls.AddRange(new System.Windows.Forms.Control[] {
this.label1,
this.mDC});
this.Name = "UpDownDerived";
this.Text = "My Domain Controller";
this.Load += new System.EventHandler(this.UpDownDerived_Load);
this.ResumeLayout(false);

}
#endregion

///

/// The main entry point for the application.

```

```

///
[STAThread]
static void Main()
{
Application.Run(new UpDownDerived());
}

private void UpDownDerived_Load(object sender,
System.EventArgs e)
{
}
}
///

/// Summary description for MyUpDownControl.
///
public class MyUpDownControl :
System.Windows.Forms.DomainUpDown
{
private int currentPos =0;
private string DisplayText ="";
public MyUpDownControl()
{
// Populate the control with items
Items.Add("FRANCE");
Items.Add("ITALY");
Items.Add("USA");
Items.Add("UK");
Items.Add("AUSTRALIA");
Items.Add("INDIA");
Items.Add("ZAMBIA");
Items.Add("MALASYIA");

}

public override void DownButton()
{
// Check if the Down Arrow is clicked

```

```
currentPos ++;
if ( currentPos >= Items.Count )
currentPos = 0 ;
UpdateEditText();
}

public override void UpButton()
{
// Check if the Up Arrow is clicked
currentPos - ;
if ( currentPos < 0 ) currentPos = Items.Count-1 ;
UpdateEditText(); } protected override void UpdateEditText() {
//      Update      the      EditText      DisplayText      =
(string)this.Items[currentPos ]; this.Text = DisplayText; }
public void Sort() { if ( this.Sorted ) this.Sorted= false ;
else this.Sorted= true ; if ( this.Sorted ) this.Sort() ;
UpdateEditText() ; } } } [/csharp]
```