

Button click action



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/*
C# Programming Tips & Techniques
by Charles Wright, Kris Jamsa

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*/
using System;
using System.Drawing;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;
using System.Data;

namespace AddControls
{
    ///
    /// Summary description for FormAddControls.
    ///
    public class FormAddControls : System.Windows.Forms.Form
    {
        private System.Windows.Forms.ListBox listBox1;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.TextBox textBox1;
        private System.Windows.Forms.Button button2;
        ///
        /// Required designer variable.
        ///
        private System.ComponentModel.Container components = null;

        public FormAddControls()
        {
            //
```

```
// 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.textBox1 = new System.Windows.Forms.TextBox();
    this.button1 = new System.Windows.Forms.Button();
    this.button2 = new System.Windows.Forms.Button();
    this.listBox1 = new System.Windows.Forms.ListBox();
    this.SuspendLayout();
}
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//
// textBox1
//
this.textBox1.Location = new System.Drawing.Point(38, 200);
this.textBox1.Name = "textBox1";
this.textBox1.Size = new System.Drawing.Size(216, 20);
this.textBox1.TabIndex = 1;
this.textBox1.Text = "";
//
// button1
//
this.button1.Location = new System.Drawing.Point(48, 240);
this.button1.Name = "button1";
this.button1.Size = new System.Drawing.Size(80, 24);
this.button1.TabIndex = 2;
this.button1.Text = "Add Item";
this.button1.Click += new
System.EventHandler(this.button1_Click);
this.button1.MouseEnter += new
System.EventHandler(this.Buttons_OnMouseEnter);
this.button1.MouseLeave += new
System.EventHandler(this.Buttons_OnMouseLeave);
//
// button2
//
this.button2.Location = new System.Drawing.Point(160, 240);
this.button2.Name = "button2";
this.button2.Size = new System.Drawing.Size(96, 24);
this.button2.TabIndex = 3;
this.button2.Text = "Cancel";
this.button2.Click += new
System.EventHandler(this.button2_Click);
this.button2.MouseEnter += new
System.EventHandler(this.Buttons_OnMouseEnter);
this.button2.MouseLeave += new
System.EventHandler(this.Buttons_OnMouseLeave);
//

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// listBox1
//
this.listBox1.Location = new System.Drawing.Point(38, 32);
this.listBox1.Name = "listBox1";
this.listBox1.Size = new System.Drawing.Size(216, 147);
this.listBox1.TabIndex = 0;
//
// FormAddControls
//
this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.ClientSize = new System.Drawing.Size(292, 273);
this.Controls.AddRange(new System.Windows.Forms.Control[] {
this.button2,
this.button1,
this.textBox1,
this.listBox1});
this.Name = "FormAddControls";
this.Text = "FormAddControls";
this.ResumeLayout(false);

}
#endregion

///

/// The main entry point for the application.
///
[STAThread]
static void Main()
{
Application.Run(new FormAddControls());
}

private void button1_Click(object sender, System.EventArgs e)
{
if (textBox1.Text == "")
return;
string strAdd = textBox1.Text;

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if (listBox1.FindString (strAdd, -1) < 0) { listBox1.Items.Add
(strAdd); textBox1.Text = ""; textBox1.Focus (); return; }
MessageBox.Show ("" + strAdd + "" is already in the list
box", "Duplicate"); } private void button2_Click(object
sender, System.EventArgs e) { Application.Exit(); } private
void Buttons_OnMouseEnter(object sender, System.EventArgs e) {
Button btn = (Button) sender; btn.BackColor = Color.LightGray;
} private void Buttons_OnMouseLeave(object sender,
System.EventArgs e) { Button btn = (Button) sender;
btn.BackColor = SystemColors.Control; } } } [/csharp]
```