

Layout Manager



```
/*
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*/

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

namespace LayoutManager
{
    ///
    /// Summary description for LayoutManager.
    ///
    public class LayoutManager : System.Windows.Forms.Form
    {
        internal System.Windows.Forms.TabControl tabControl1;
        internal System.Windows.Forms.TabPage tabPage1;
        internal System.Windows.Forms.TabPage tabPage2;
        ///
        /// Required designer variable.
        ///
        private System.ComponentModel.Container components = null;

        public LayoutManager()
        {
            //
```

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// 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.tabControl1 = new System.Windows.Forms.TabControl();
this.tabPage1 = new System.Windows.Forms.TabPage();
this.tabPage2 = new System.Windows.Forms.TabPage();
this.tabControl1.SuspendLayout();
this.SuspendLayout();
}

```

```
//
// tabControl1
//
this.tabControl1.Anchor =
(((System.Windows.Forms.AnchorStyles.Top
System.Windows.Forms.AnchorStyles.Bottom)
| System.Windows.Forms.AnchorStyles.Left)
| System.Windows.Forms.AnchorStyles.Right);
this.tabControl1.Controls.AddRange(new
System.Windows.Forms.Control[] {
this.tabPage1,
this.tabPage2});
this.tabControl1.Location = new System.Drawing.Point(6, 3);
this.tabControl1.Name = "tabControl1";
this.tabControl1.SelectedIndex = 0;
this.tabControl1.Size = new System.Drawing.Size(280, 260);
this.tabControl1.TabIndex = 1;
//
// tabPage1
//
this.tabPage1.Location = new System.Drawing.Point(4, 22);
this.tabPage1.Name = "tabPage1";
this.tabPage1.Size = new System.Drawing.Size(272, 234);
this.tabPage1.TabIndex = 0;
this.tabPage1.Text = "TabPage1";
//
// tabPage2
//
this.tabPage2.Location = new System.Drawing.Point(4, 22);
this.tabPage2.Name = "tabPage2";
this.tabPage2.Size = new System.Drawing.Size(272, 234);
this.tabPage2.TabIndex = 1;
this.tabPage2.Text = "TabPage2";
this.tabPage2.Visible = false;
//
// LayoutManager
//
```

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this.AutoScaleBaseSize = new System.Drawing.Size(5, 14);
this.ClientSize = new System.Drawing.Size(292, 266);
this.Controls.AddRange(new System.Windows.Forms.Control[] {
this.tabControl1});
this.Font = new System.Drawing.Font("Tahoma", 8.25F,
System.Drawing.FontStyle.Regular,
System.Drawing.GraphicsUnit.Point, ((System.Byte)(0)));
this.Name = "LayoutManager";
this.Text = "LayoutManager";
this.Load += new System.EventHandler(this.LayoutManager_Load);
this.tabControl1.ResumeLayout(false);
this.ResumeLayout(false);

}
#endregion

///

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

private void LayoutManager_Load(object sender,
System.EventArgs e)
{
// Create and attach the layout manager.
SingleLineFlow layoutManager = new SingleLineFlow(tabPage1,
20);

// Add 10 sample checkboxes.
CheckBox chkbox;

for (int i = 1; i < 11; i++) { chkbox = new CheckBox();
chkbox.Text = "Setting " + i.ToString();
tabPage1.Controls.Add(chkbox); } } } public class

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```
SingleLineFlow { private Control container; private int
margin; public SingleLineFlow(Control parent, int margin) {
this.container = parent; this.margin = margin; // Attach the
event handler. container.Layout += new
LayoutEventHandler(UpdateLayout); // Refresh the layout.
UpdateLayout(this, null); } public int Margin { get { return
margin; } set { margin = value; } } // This is public so it
can be triggered manually if needed. public void
UpdateLayout(object sender,
System.Windows.Forms.LayoutEventArgs e) { int y = 0; foreach
(Control ctrl in container.Controls) { y += Margin; ctrl.Left
= Margin; ctrl.Top = y; ctrl.Width = container.Width;
ctrl.Height = Margin; } } } [/csharp]
```