

# ScrollBars Demo



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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 ScrollBars
{
    ///
    /// Summary description for ScrollBars.
    ///
    public class ScrollBars : System.Windows.Forms.Form
    {
        private System.Windows.Forms.TextBox textBox1;
        private System.Windows.Forms.VScrollBar vScrollBar1;
       ///

        /// Required designer variable.
        ///
        int counter=0;
        private System.Windows.Forms.Label label1;
        private System.ComponentModel.Container components = null;

        public ScrollBars()
        {
```

```
//  
// 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.vScrollBar1 = new System.Windows.Forms.VScrollBar();  
this.label1 = new System.Windows.Forms.Label();  
this.SuspendLayout();
```

```
//  
// textBox1  
//  
this.textBox1.Font = new System.Drawing.Font("Microsoft Sans  
Serif", 12F, System.Drawing.FontStyle.Bold,  
System.Drawing.GraphicsUnit.Point, ((System.Byte)(0)));  
this.textBox1.ForeColor = System.Drawing.Color.Transparent;  
this.textBox1.Location = new System.Drawing.Point(24, 56);  
this.textBox1.Multiline = true;  
this.textBox1.Name = "textBox1";  
this.textBox1.ReadOnly = true;  
this.textBox1.Size = new System.Drawing.Size(144, 32);  
this.textBox1.TabIndex = 4;  
this.textBox1.Text = "";  
this.textBox1.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;  
//  
// vScrollBar1  
//  
this.vScrollBar1.Location = new System.Drawing.Point(168, 56);  
this.vScrollBar1.Name = "vScrollBar1";  
this.vScrollBar1.Size = new System.Drawing.Size(16, 32);  
this.vScrollBar1.TabIndex = 7;  
this.vScrollBar1.Scroll += new  
System.Windows.Forms.ScrollEventHandler(this.vScrollBar1_Scroll);  
//  
// label1  
//  
this.label1.Location = new System.Drawing.Point(8, 16);  
this.label1.Name = "label1";  
this.label1.Size = new System.Drawing.Size(192, 16);  
this.label1.TabIndex = 6;  
this.label1.Text = "Numeric Scrolling using VScroll Bars";  
//  
// ScrollBars  
//
```

```
this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.ClientSize = new System.Drawing.Size(208, 109);
this.Controls.AddRange(new System.Windows.Forms.Control[] {
this.label1,
this.vScrollBar1,
this.textBox1});
this.Name = "ScrollBars";
this.Text = "Numeric Scroll";
this.Load += new System.EventHandler(this.ScrollBars_Load);
this.ResumeLayout(false);

}
#endregion

/// 

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

private void textBox1_TextChanged(object sender,
System.EventArgs e)
{
}

private void ScrollBars_Load(object sender, System.EventArgs e)
{
// Set the maximum range for the scrollbar
vScrollBar1.Maximum = 100;
// Set the minimum range for the scrollbar
vScrollBar1.Minimum = 0 ;
// Set the SmallChange factor
vScrollBar1.SmallChange = 1;
```

```
}

private void vScrollBar1_Scroll(object sender,
System.Windows.Forms.ScrollEventArgs e)
{
// Check if the increment is Small
if ( e.Type == ScrollEventType.Last )
counter = 100 ;
else
// Check if the scroll is moved to minimum pos
if ( e.Type == ScrollEventType.First)
counter = 0 ;
else
// Check if the scroll is moved small distance
if ( e.Type == ScrollEventType.SmallDecrement )
counter - ;
else
// Check if the scroll is moved small distance
if ( e.Type == ScrollEventType.SmallIncrement )
{
counter++;
MessageBox.Show("Small increment");
}
else
// Check if the scroll is moved large distance
if ( e.Type == ScrollEventType.LargeDecrement )
counter-=5;
else
// Check if the scroll is moved large distance
if ( e.Type == ScrollEventType.LargeIncrement )
{
MessageBox.Show("Large increment");
counter+=5;
}
else
// Check if the scroll is moved to the Min position
if ( e.Type == ScrollEventType.First )
```

```
counter = 0 ;
else
// Check if the scroll to the Max position
if ( e.Type == ScrollEventType.Last)
counter = 100 ;

Console.WriteLine(e.NewValue+
");
// Check if the scroll is moved large distance
if ( counter > 100 ) counter = 100 ;
if ( counter < 0 ) counter = 0 ; textBox1.Text =
counter.ToString() ; } } } [/csharp]
```