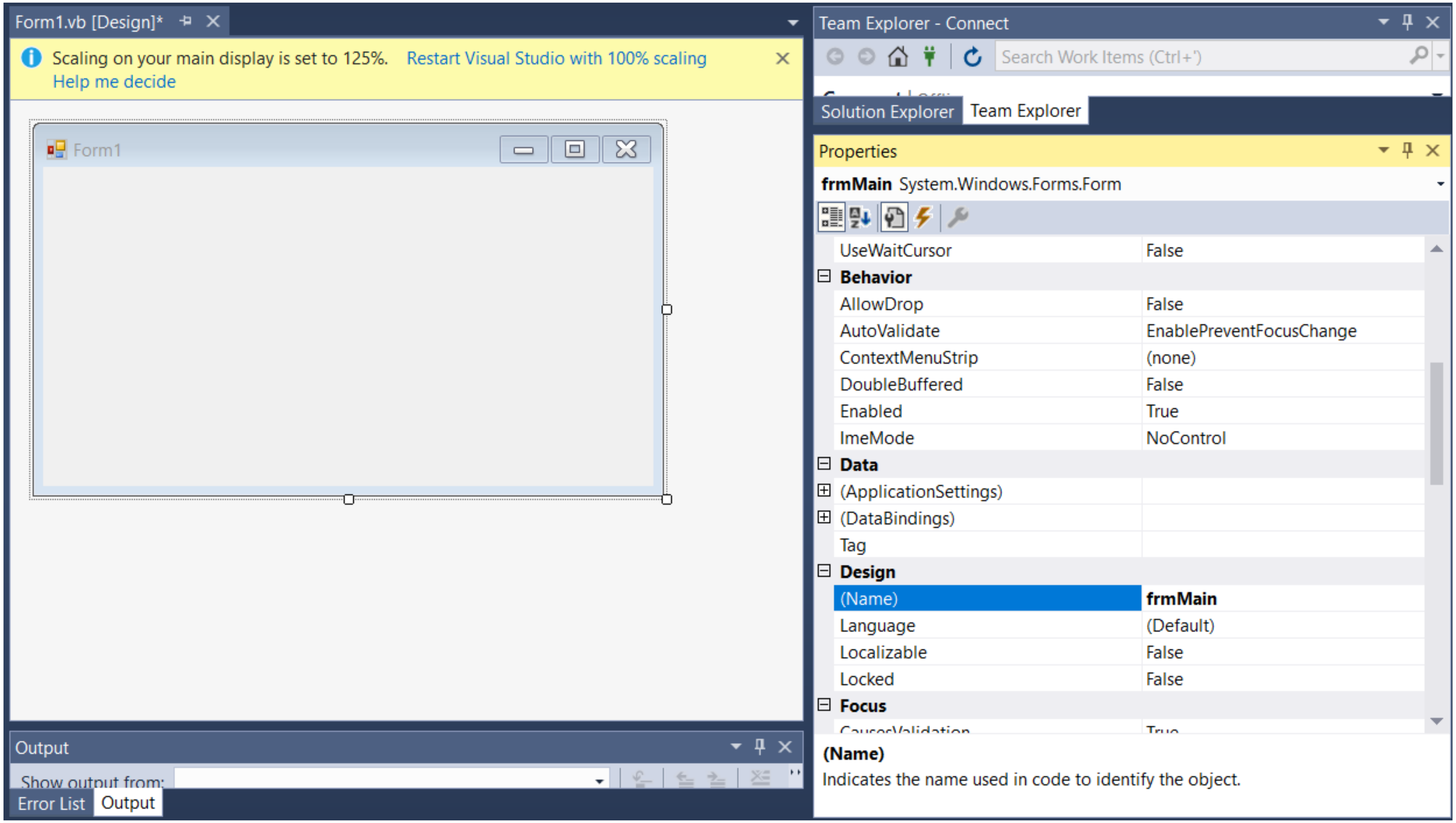
Form Properties



Scaling on your main display is set to 125%. Restart Visual Studio with 100% scaling
Help me decide

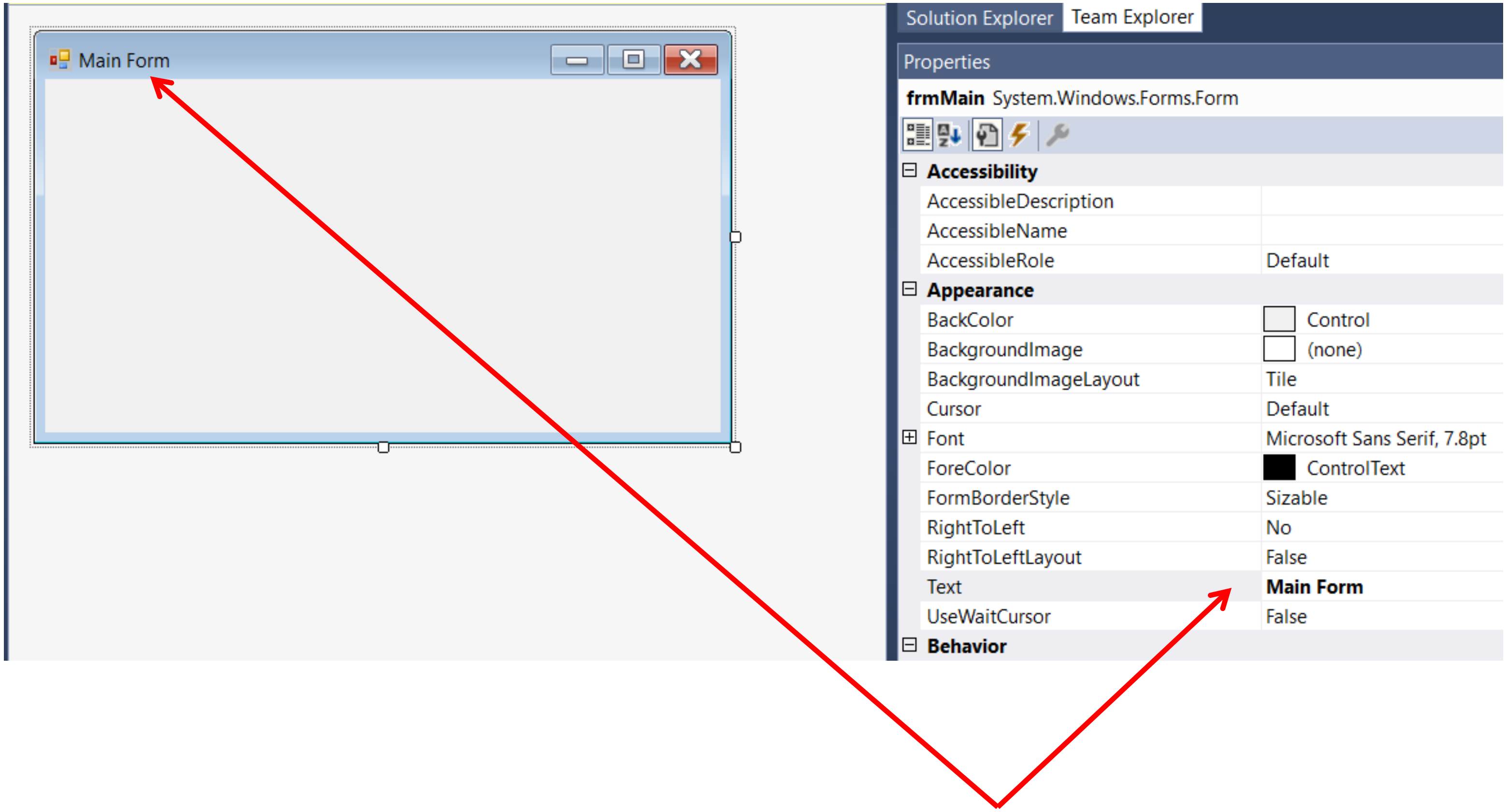
frmMain System.Windows.Forms.Form

UseWaitCursor	False
⊟ **Behavior**	
AllowDrop	False
AutoValidate	EnablePreventFocusChange
ContextMenuStrip	(none)
DoubleBuffered	False
Enabled	True
ImeMode	NoControl
⊟ **Data**	
⊞ (ApplicationSettings)	
⊞ (DataBindings)	
Tag	
⊟ **Design**	
(Name)	**frmMain**
Language	(Default)
Localizable	False
Locked	False
⊟ **Focus**	
CausesValidation	True

(Name)
Indicates the name used in code to identify the object.

Rename our form, to frmMain

New Title for Form



frmMain System.Windows.Forms.Form

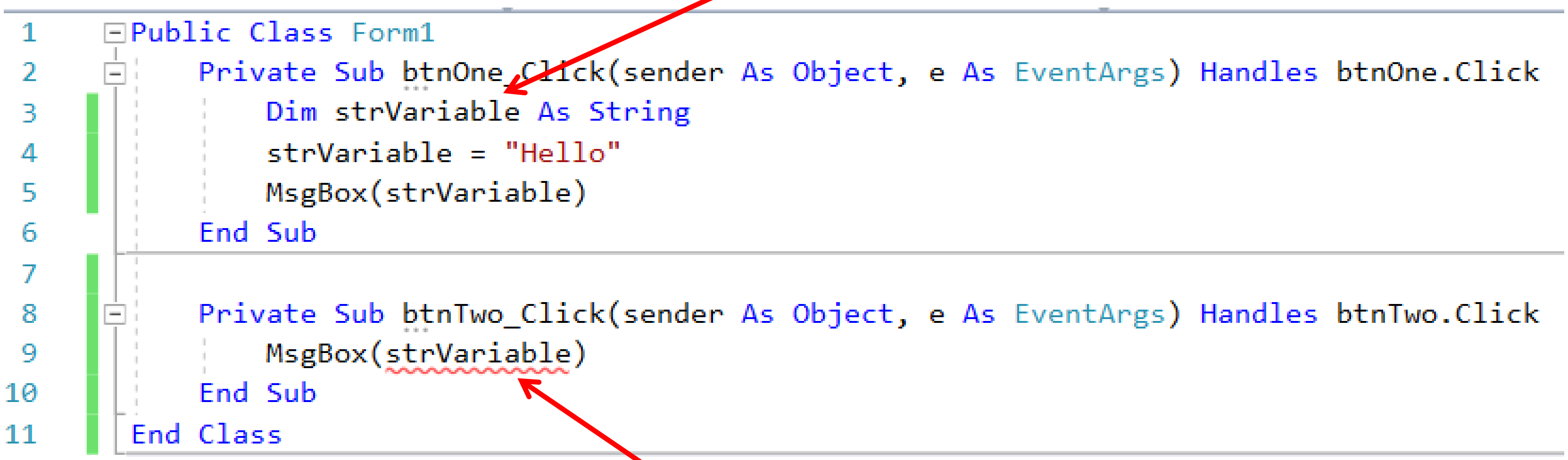
⊟ **Accessibility**	
AccessibleDescription	
AccessibleName	
AccessibleRole	Default
⊟ **Appearance**	
BackColor	Control
BackgroundImage	(none)
BackgroundImageLayout	Tile
Cursor	Default
⊞ Font	Microsoft Sans Serif, 7.8pt
ForeColor	ControlText
FormBorderStyle	Sizable
RightToLeft	No
RightToLeftLayout	False
Text	**Main Form**
UseWaitCursor	False
⊟ **Behavior**	

Change the title of the form from ‘Form1’ to ‘Main Form’

Variable Scope

The place where a variable is declared is important.
For example, if a variable is declared within a button, it will only exist within that button’s code module.

Variable is declared within btnOne Module



```
Public Class Form1
    Private Sub btnOne_Click(sender As Object, e As EventArgs) Handles btnOne.Click
        Dim strVariable As String
        strVariable = "Hello"
        MsgBox(strVariable)
    End Sub

    Private Sub btnTwo_Click(sender As Object, e As EventArgs) Handles btnTwo.Click
        MsgBox(strVariable)
    End Sub
End Class
```

When trying to use variable strVariable outside of btnOne module, an error message Is displayed.

Printing Money in Europe

In the days before the European Union, each country had its own currency which they printed in their own country.

France had the franc, Germany the deutsche Mark, Italy the lire and so on.

If you travelled from Britain to Sweden, for example, your British pounds would not be as welcome where merchants would be looking to deal in the Kroner.

The Euro

€

ICELAND
NORWAY
SWEDEN
FINLAND
RUSSIA
ESTONIA
LATVIA
LITHUANIA
BELARUS
DENMARK
IRELAND
UNITED KINGDOM
NETHERLANDS
GERMANY
POLAND
UKRAINE
BELGIUM
LUXEMBOURG
CZECH REPUBLIC
SLOVAKIA
MOLDOVA
FRANCE
LIECHTENSTEIN
SWITZERLAND
AUSTRIA
HUNGARY
ROMANIA
SLOVENIA
CROATIA
BOSNIA AND HERZEGOVINA
SERBIA
BULGARIA
MONACO
SAN MARINO
ITALY
VATICAN CITY
ANDORRA
MACEDONIA
TURKEY
PORTUGAL
SPAIN
GREECE
CYPRUS
MALTA

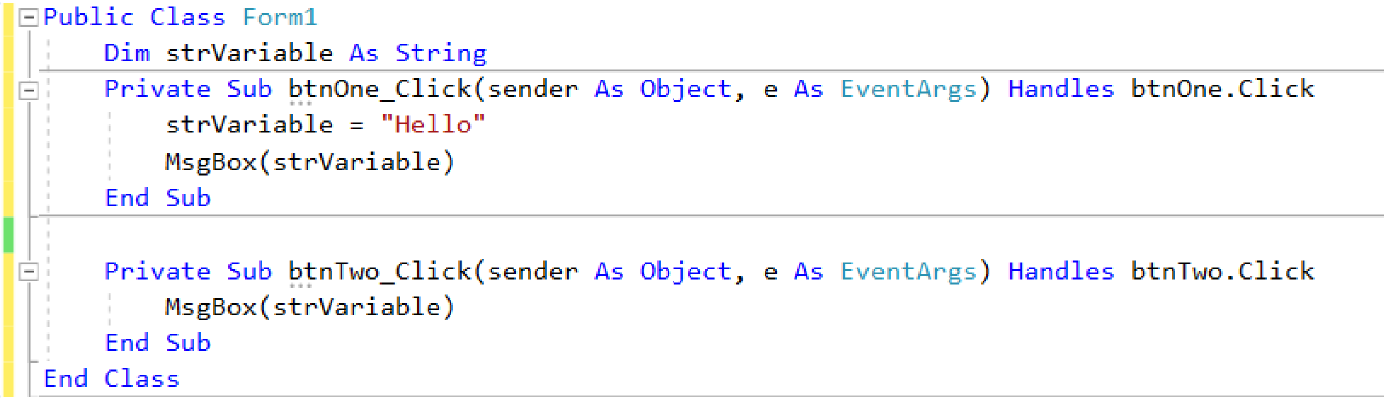
Flash forward to present day and we have a common European currency called the Euro. This currency is printed in and accepted in all European countries.

Now, a Euro earned in Italy is as welcome in Poland or Spain as it is in the country where it was earned.

It is only when one travels outside of the European Union, that one has to worry whether or not the Euro will be accepted.

Subs with Class

The class Form1 contains Sub btnOne and Sub btnTwo



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        MsgBox(strVariable)
    End Sub
End Class
```

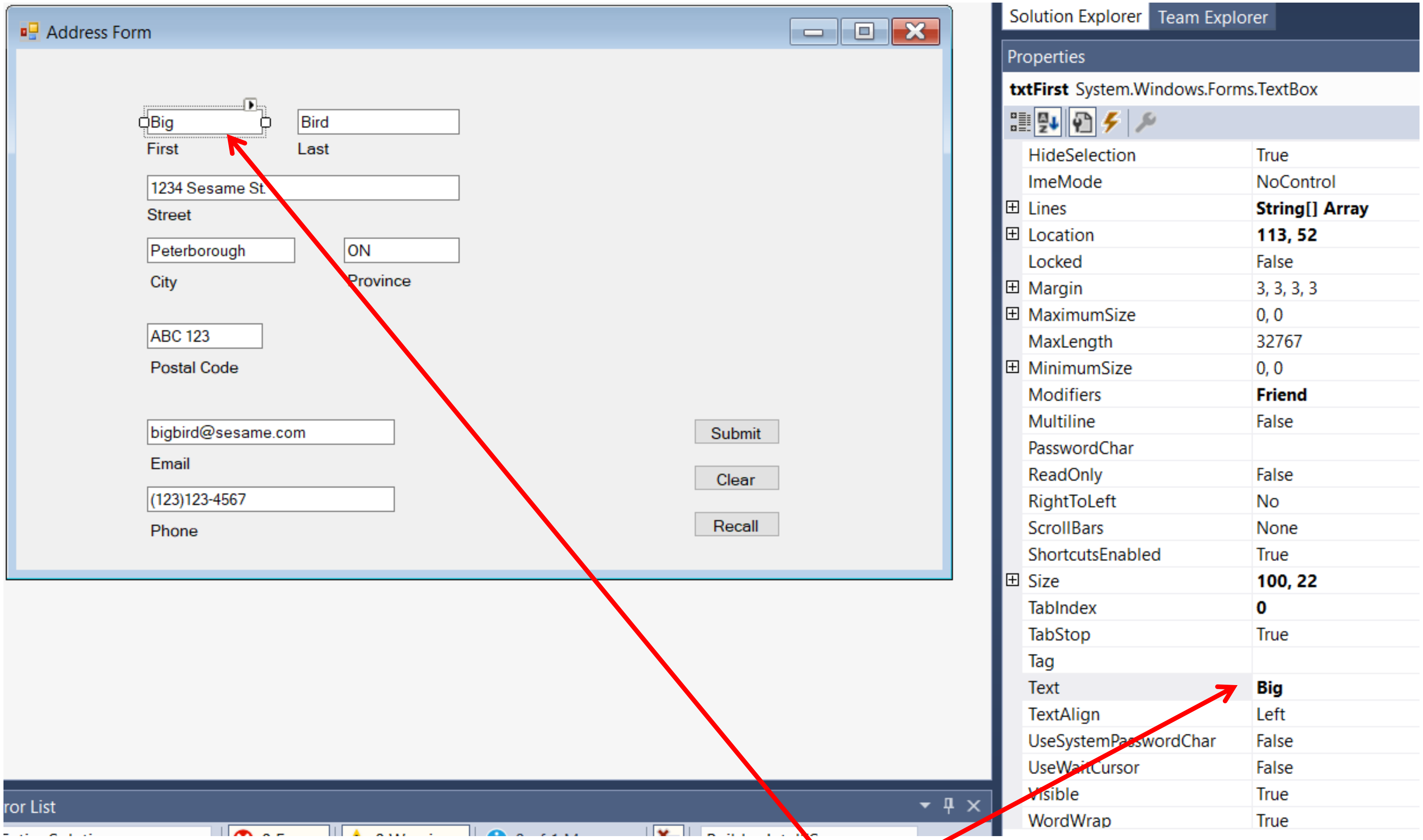
Think of Form1 as Europe, Sub btnOne as France and Sub btnTwo as Germany.
Now look at where the variable strVariable is declared.
Just like a Euro can be used anywhere in Europe, including Germany and France, strVariable can be used anywhere within the Form1 class including Subs btnOne and btnTwo.

Our variable was created in Europe(Form1), given a value in France(btnOne) and spent in Germany(btnTwo)

Scope

The area within which a variable has value and can be used is called the variable’s scope. The place where a variable is declared determines its scope.

Populate Textfields for Testing



Address Form

First: Big

Last: Bird

Street: 1234 Sesame St.

City: Peterborough

Province: ON

Postal Code: ABC 123

Email: bigbird@sesame.com

Phone: (123)123-4567

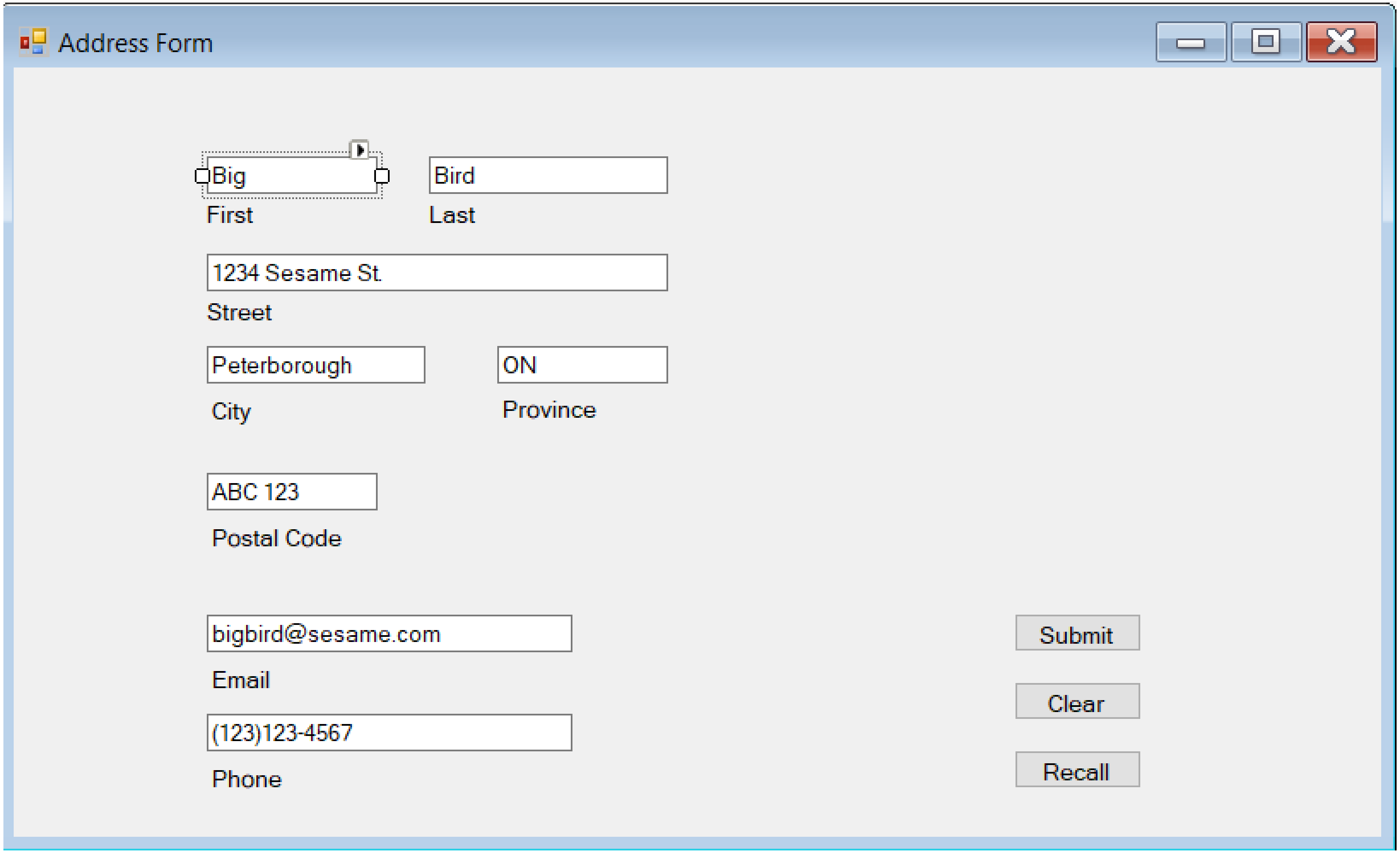
txtFirst System.Windows.Forms.TextBox

HideSelection	True
ImeMode	NoControl
⊞ Lines	**String[] Array**
⊞ Location	**113, 52**
Locked	False
⊞ Margin	3, 3, 3, 3
⊞ MaximumSize	0, 0
MaxLength	32767
⊞ MinimumSize	0, 0
Modifiers	**Friend**
Multiline	False
PasswordChar	
ReadOnly	False
RightToLeft	No
ScrollBars	None
ShortcutsEnabled	True
⊞ Size	**100, 22**
TabIndex	**0**
TabStop	True
Tag	
Text	**Big**
TextAlign	Left
UseSystemPasswordChar	False
UseWaitCursor	False
Visible	True
WordWrap	True

Save yourself a lot of time by populating the text fields so that you don't have to type in values every time you run and test your program.

Challenge

Modify the AddressGUI program so that it can clear the values in the text field using a Clear button and then repopulate the text fields with the previous values when the user clicks the Recall button.



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