

## STUDENT ACTIVITY 2.4B\_1: INPUT MASK REFERENCE

MTA Course: Windows Development Fundamentals

Topic: Validate user input

File name: WinDevFund\_SA\_2.4B\_1

**Lesson Objective:**

**2.4:** Validate and implement user input. *This objective may include but is not limited to:* implementing the correct user input model based on application design and requirements; accepting keyboard and mouse input; validating user input through GUI controls such as text boxes and dialog controls.

**Resources, software, and additional files needed for this lesson:**

- None

**Directions to the student:**

None

**Content:****Mask Elements**

Masking Element	Description
0	Digit; required. This element will accept any single digit between 0 and 9.
9	Digit or space; optional.
#	Digit or space; optional. Plus (+) and minus (-) signs are allowed.
L	Letter; required. Restricts input to the ASCII letters a–z and A–Z.
?	Letter; optional. Restricts input to the ASCII letters a–z and A–Z.
&	Character; required.
C	Character; optional.
A	Alphanumeric; required.
a	Alphanumeric; optional.
.	Decimal placeholder.
,	Thousands placeholder.
:	Time separator.

/	Date separator.
\$	Currency symbol.
<	Shift down. Converts all characters that follow to lowercase.
>	Shift up. Converts all characters that follow to uppercase.
	Disable a previous shift-up or shift-down action.
\	Escape. Escapes a mask character, turning it into a literal. "\\" is the escape sequence for a backslash.
All other characters	Literals. All non-mask elements will appear as themselves within <u>MaskedTextBox</u> . Literals always occupy a static position in the mask at run time and cannot be moved or deleted by the user.