

STUDENT ACTIVITY 2.4A_1: USER INPUT REFERENCE

MTA Course: Windows Development Fundamentals

Topic: Implement user input

File name: WinDevFund_SA_2.4A_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:

Keyboard Input Events	This Event
<i>KeyDown</i>	Occurs when the user presses a key on the keyboard. The event handler receives a KeyEventArgs parameter.
<i>KeyPress</i>	Occurs repeatedly while the user is holding down a key on the keyboard. The event handler receives a KeyPressEventArgs parameter.
<i>KeyUp</i>	Occurs when the user releases a key on the keyboard. The event handler receives a KeyEventArgs parameter.

Mouse Input Events	This Event ...
<i>Click</i>	Occurs when the mouse button is released, before the <i>MouseUp</i> event. The event handler receives an EventArgs parameter.
<i>MouseClick</i>	Occurs when the user clicks the control with the mouse. The event handler receives a MouseEventArgs parameter.
<i>DoubleClick</i>	Occurs when the control is double-clicked. The event handler receives an EventArgs parameter.
<i>MouseDoubleClick</i>	Occurs when the user double-clicks the control with the mouse. The event handler receives a MouseEventArgs parameter.
<i>MouseDown</i>	Occurs when the mouse pointer is over the control and the user presses the mouse button. The event handler receives a MouseEventArgs parameter.
<i>MouseEnter</i>	Occurs when the mouse pointer enters the border or client area of the control. The event handler receives an EventArgs parameter.
<i>MouseHover</i>	Occurs when the mouse pointer stops and rests over the control. The event handler receives an EventArgs parameter.
<i>MouseLeave</i>	Occurs when the mouse pointer leaves the border or client area of the control, depending on the type of the control. The event handler receives a MouseEventArgs parameter.
<i>MouseMove</i>	Occurs when the mouse pointer moves while it is over a control. The event handler receives a MouseEventArgs parameter.
<i>MouseUp</i>	Occurs when the mouse pointer is over the control and the user releases the mouse button. The event handler receives a MouseEventArgs parameter.
<i>MouseWheel</i>	Occurs when the user rotates the mouse wheel while the control has focus. The event handler receives a MouseEventArgs parameter.