

## STUDENT ACTIVITY 2.4A\_2: USER INPUT REVIEW

MTA Course: Windows Development Fundamentals

Topic: Implement user input (One 50-minute class period)

File name: WinDevFund\_SA\_2.4A\_2

### 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:

- Microsoft Visual Studio® 2008, or
  - Microsoft Visual Basic® 2008, Express Edition  
(<http://www.microsoft.com/express/downloads/#2008-Visual-Basic>)
  - Microsoft Visual C#® 2008, Express Edition  
(<http://www.microsoft.com/express/downloads/#2008-Visual-CS>)

### Directions to the student:

Answer the following questions.

### Content:

#### Part 1: Answer each question.

1. Which event is raised when a user releases a key?
2. Name the event that is raised when the mouse pointer stops over a control.
3. What is the *first* event raised when a user clicks a button?

4. Which event is raised multiple times while the user holds down a key?
5. What is the first event raised when a user presses a key on the keyboard?
6. List the events (in order) raised when a user moves the mouse pointer over a *CheckBox*, pauses, then moves the pointer away without clicking.

**Part 2: Create a form that uses mouse events to change the background of a button when the mouse pointer moves over the button, then changes back when the pointer moves off the button.**