

## Data Object Processing

### Q1/How to set data into class object for window application?

#### 1-Using direct data transmission by using new creation of data:

```
ClassObject . ClassObjectProperty = new ClassConstructor(Parameters)
```

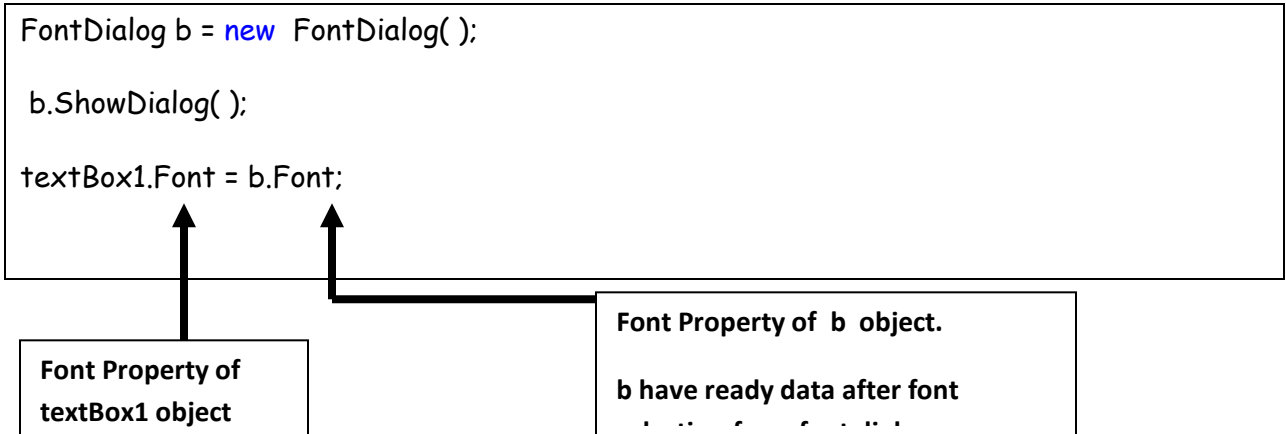
#### Example 1-1:

```
TextBox textBox1;  
textBox1 . Font = new Font("Comic Sans MS",14,FontStyle.Bold);
```

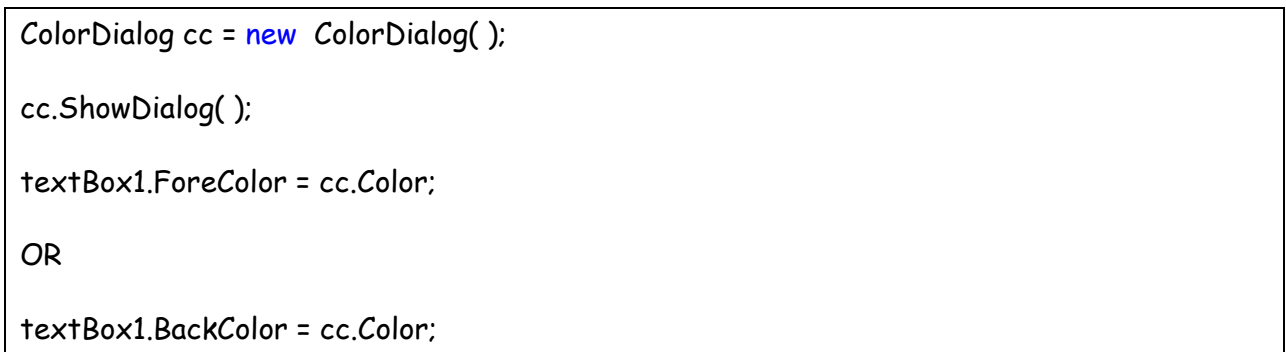
#### 2- Using indirect data transmission through copy a part of data of object2 into a corresponding part of data of object1:

```
Class1Object . Class1ObjectProperty = Class2Object . Class2ObjectProperty
```

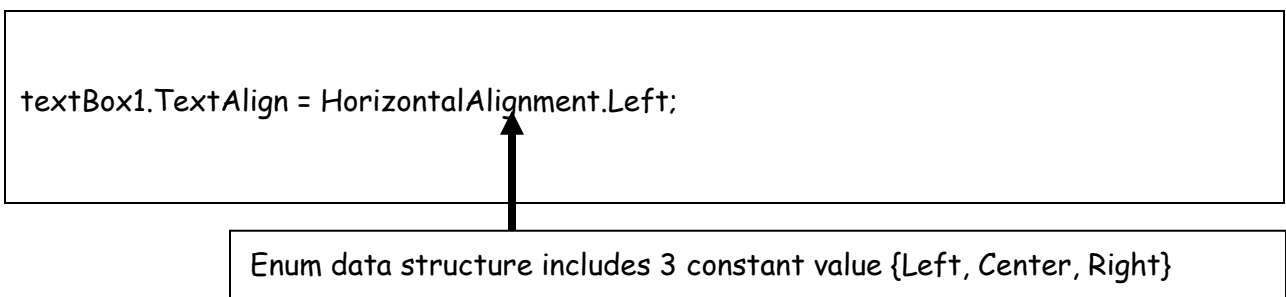
Example 2-1:



Example 2-2:



3- Using constant data to implement transmission into a part of property of class object.



4-Invoke function to implement transmission into class object:

```
textBox1 . Clear ( );  
  
textBox1 . Focus ( );  
  
textBox1 . AppendText ("NAMEER");
```

5- Invoke function to implement transmission into classes; this is used for static function.

```
Process.Start("c:\\R.doc"); // we must include the following namespace  
  
// using System.Diagnostics;
```

## Q2/ How to convert data type of data object?

1- From numeric into string.

```
textBox1 . Text = "Nameer" ;
```

Text is a property of class  
object textBox1

Value of Text property for the  
class object textBox1

```
int n = textBox1.Text.Length;
```

Length of the value of Text property  
of class object textBox1

```
textBox2.Text = n.ToString();
```

Converter function from numerical data type (n) into  
string data type (Text) of class object textBox2

2- From string into numeric data type.

```
int x = int.Parse ( textBox1.Text );
```

Converter function from string data type (Text) of class object  
textBox1 into numeric data type (n)

## TextBox/Button properties

```
private void button1_Click(object sender, System.EventArgs e) {  
    //Font Conversion  
        textBox1.Font=new Font("Arial",14,FontStyle.Bold);  
    // OR  
        FontDialog b=new FontDialog();  
        b.ShowDialog();  
        textBox1.Font=b.Font;  
    //ForeColor and BackColor Conversion  
        textBox1.BackColor=Color.Red //static conversion  
        ColorDialog cc=new ColorDialog();  
        cc.ShowDialog();  
        textBox1.ForeColor=cc.Color; // dynamic conversion  
    //visible or invisible  
        textBox2.Visible=false;  
    //Clear contains  
        textBox1.Clear();  
    // set Focus  
        textBox1.Focus();  
}
```

```
//Append the text
    textBox1.AppendText("NAMEER");
}
// Numerical conversion
    int x=int.Parse(textBox1.Text);
    x+=10;
    textBox1.Text=x.ToString();
// Set alignment
    textBox1.TextAlign = HorizontalAlignment.Left;
//invoke function according to button text.
    if(button1.Text=="ADD")
        int x=int.Parse(textBox1.Text)+10;
    if(button1.Text=="MUL")
        int x=int.Parse(textBox1.Text)*10;
//to deactivate button
    button1.Enabled=false;
```