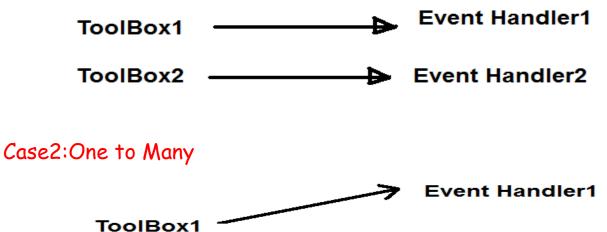
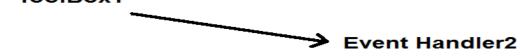
//Build function with specific event handler (TextBox or Button)

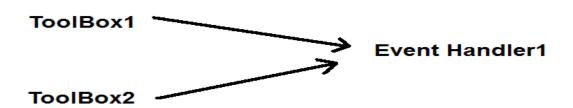
MouseDown	button1_MouseDown
MouseEnter	
MouseHover	
MouseLeave	
MouseMove	
MouseUp	button1_MouseUp

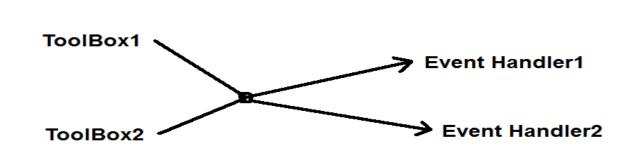
Case1:One to One











- Drag and Drop Button to the Form with the name button1.
- Select button1 and go to its properties.

Case4: Many to Many

- select the specific properties from the following list:

Properties
button1 System.Windows.Forms.Button
n 🖓 🖓 🗲 🖋
Action
Click
MouseCaptureChanged
MouseClick
Appearance
Paint
Behavior
🗆 Data
🗄 Drag Drop
Focus
🗄 Key
Layout
Mouse
Property Changed
AutoSizeChanged
BackColorChanged
BackgroundImageChanged
BackgroundImageLayoutChanged

- Double click on a selected event to create function.
- Go to the body of function and insert C# code.
- We can build more than one event handler to each control.