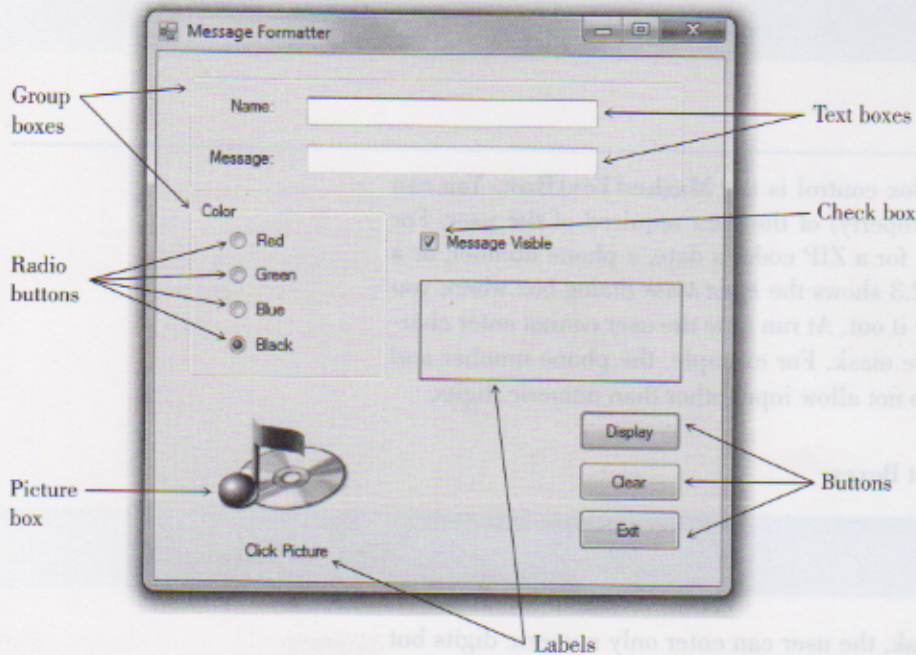


Figure 2.2

This form uses labels, text boxes, a check box, radio buttons, group boxes, and a picture box.



Text Boxes

Use a **text box** control when you want the user to type some input. The form in Figure 2.2 has two text boxes. The user can move from one box to the next, make corrections, cut and paste if desired, and click the *Display* button when finished. In your program code you can use the **Text property** of each text box.

Example

```
NameLabel.Text = NameTextBox.Text
```

In this example, whatever the user enters into the text box is assigned to the **Text** property of `NameLabel`. If you want to display some text in a text box during program execution, assign a literal to the **Text** property:

```
MessageTextBox.Text = "Watson, come here."
```

You can set the **TextAlign** property of text boxes to change the alignment of text within the box. In the Properties window, set the property to *Left*, *Right*, or *Center*. In code, you can set the property using these values:

```
HorizontalAlignment.Left  
HorizontalAlignment.Right  
HorizontalAlignment.Center
```

```
MessageTextBox.TextAlign = HorizontalAlignment.Left
```