

4. Both text boxes and rich text boxes have Multiline and WordWrap properties that can allow a long Text property to wrap to multiple lines. The text will wrap to the width of the control, which must be tall enough to display multiple lines.
5. Group boxes are used as containers for other controls and to group like items on a form.
6. Check boxes and radio buttons allow the user to make choices. In a group of radio buttons, only one can be selected; but in a group of check boxes, any number of the boxes may be selected.
7. The current state of check boxes and radio buttons is stored in the Checked property; the CheckedChanged event occurs when the user clicks on one of the controls.
8. Picture box controls hold a graphic, which is assigned to the Image property. Set the SizeMode property to *StretchImage* to make the image resize to fit the control.
9. The *Resources* tab of the Project Designer can be used to add, remove, and rename images in the project Resources folder.
10. Forms and controls can display images from the project's resources. Use the form's BackgroundImage property and a control's Image property.
11. The BorderStyle property of many controls can be set to *None*, *FixedSingle*, or *Fixed3D* to determine whether the control appears flat or three-dimensional.
12. To create a line on a form, you can use the LineShape control included in the Visual Basic PowerPacks or use a Label control.
13. You can select multiple controls and treat them as a group, including setting common properties at once, moving them, or aligning them.
14. Make your programs easier to use by following Windows standard guidelines for colors, control size and placement, access keys, default and Cancel buttons, and tab order.
15. Define keyboard access keys by including an ampersand in the Text property of buttons, radio buttons, check boxes, and labels.
16. Set the AcceptButton property of the form to the desired button so that the user can press Enter to select the button. If you set the form's CancelButton property to a button, that button will be selected when the user presses the Esc key.
17. The focus moves from control to control as the user presses the Tab key. The sequence for tabbing is determined by the TabIndex properties of the controls. The Tab key stops only on controls that have their TabStop property set to True and are enabled.
18. Set the form's location on the screen by setting the StartPosition property.
19. Add a ToolTip control to a form and then set the ToolTip on ToolTip1 property of a control to make a ToolTip appear when the user pauses the mouse pointer over the control. You can set properties of the ToolTip component to modify the background, foreground, shape, and an icon for the ToolTips.
20. Clear the Text property of a text box or a label by setting it to an empty string. Text boxes also can be cleared using the Clear method.
21. To make a control have the focus, which makes it the active control, use the Focus method. Using the Focus method of a text box makes the insertion point appear in the text box. You cannot set the focus to a disabled control.