

ASSIGNMENT – 2

1. WRITE A PROGRAM TO TRANSFORM VALUE FROM ONE FROM TO ANOTHER FORM.
2. WRITE A PROGRAM TO CREATE A SMALL NOTEPAD.
3. WRITE A PROGRAM TO GENERATE ERROR USING ERROR PROVIDER CONTROL.
4. WRITE A PROGRAM TO DISPLAY PICTURE USING RADIO BUTTON AND PICTURE BOX CONTROL.
5. WRITE A PROGRAM TO DISPLAY HOBBIES USING CHECKBOX CONTROL.
6. WRITE A PROGRAM TO SET FORM BACKGROUND COLOR USING COLORDIALOG CONTROL.
7. WRITE A PROGRAM TO OPEN AND SAVE FILE USING OPEN AND SAVEFILEDIALOG CONTROL.
8. WRITE A PROGRAM TO SET FONT SIZE, STYLE USING FONTDIALOG CONTROL.