# Create a Windows Forms app in Visual Studio with C#

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In this short introduction to the Visual Studio integrated development environment (IDE), you'll create a simple C# application that has a Windows-based user interface (UI).

If you haven't already installed Visual Studio, go to the Visual Studio downloads page to install it for free.

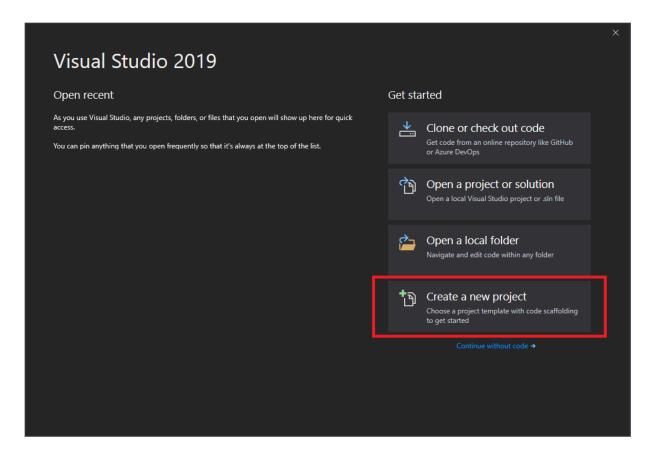
#### () Note

Some of the screenshots in this tutorial use the dark theme. If you aren't using the dark theme but would like to, see the **Personalize the Visual Studio IDE and Editor** page to learn how.

# Create a project

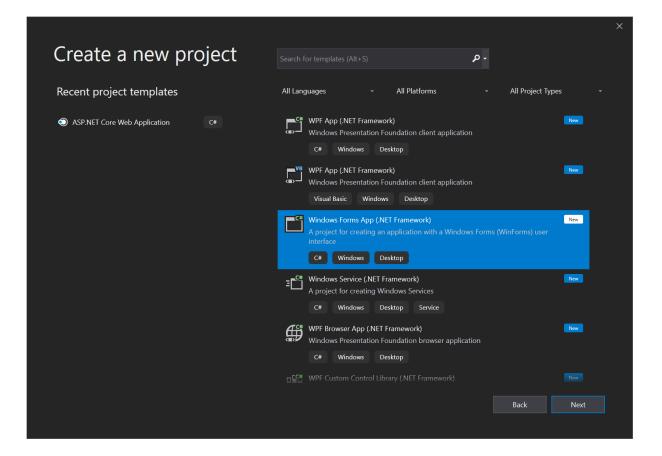
First, you'll create a C# application project. The project type comes with all the template files you'll need, before you've even added anything.

- 1. Open Visual Studio 2019.
- 2. On the start window, choose Create a new project.



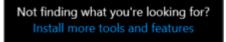
3. On the **Create a new project** window, choose the **Windows Forms App (.NET Framework)** template for C#.

(If you prefer, you can refine your search to quickly get to the template you want. For example, enter or type *Windows Forms App* in the search box. Next, choose **C**# from the Language list, and then choose **Windows** from the Platform list.)



#### () Note

If you do not see the **Windows Forms App (.NET Framework)** template, you can install it from the **Create a new project** window. In the **Not finding what you're looking for?** message, choose the **Install more tools and features** link.



Next, in the Visual Studio Installer, choose the Choose the **.NET desktop development** workload.



.NET desktop development Build WPF, Windows Forms, and console applications using C#, Visual Basic, and F#.

After that, choose the Modify button in the Visual Studio Installer. You might be

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prompted to save your work; if so, do so. Next, choose **Continue** to install the workload. Then, return to step 2 in this "**Create a project**" procedure.

4. In the **Configure your new project** window, type or enter *HelloWorld* in the **Project name** box. Then, choose **Create**.

Configure your new project		
Windows Forms App (.NET Framework) C# Windows Desktop		
Project name		
HelloWorld		
Location		
C:\Users\Terry\source\repos		
Solution name 🕕		
HelloWorld		
Place solution and project in the same directory		
Framework		
.NET Framework 4.7.2		
	Back	Create

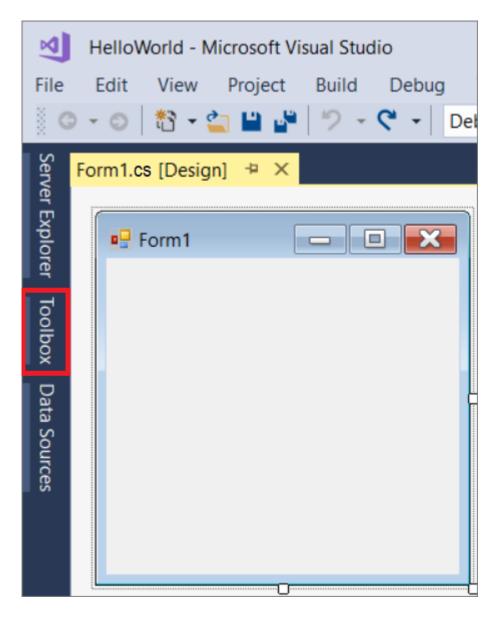
Visual Studio opens your new project.

# Create the application

After you select your C# project template and name your file, Visual Studio opens a form for you. A form is a Windows user interface. We'll create a "Hello World" application by adding controls to the form, and then we'll run the app.

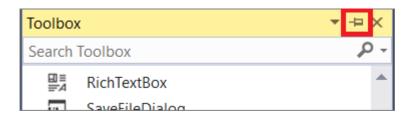
### Add a button to the form

1. Choose **Toolbox** to open the Toolbox fly-out window.



(If you don't see the **Toolbox** fly-out option, you can open it from the menu bar. To do so, **View** > **Toolbox**. Or, press **Ctrl+Alt+X**.)

2. Choose the Pin icon to dock the Toolbox window.



3. Choose the **Button** control and then drag it onto the form.

Toolbox	<del>ب</del> (	Ψ×	Form1.cs [Design]* 😐 🗙
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🔺 All W	Vindows Forms		
R.	Pointer	- 11	
	BackgroundWorker	- 11	
₫°	BindingNavigator	- 11	
j,	BindingSource	- 11	
ab	Button		Button1
$\checkmark$	CheckBox	- 11	
	CheckedListBox		
Ø	ColorDialog		
<b>.</b>	ComboBox		
智	ContextMenuStrip		
j:	DataGridView		

4. In the **Properties** window, locate **Text**, change the name from **Button1** to Click this, and then press **Enter**.

Properties		<b>-</b> ₽ ×					
Button1 System.Windows.Forms.Button							
🔡 💱 🖓 🗲 🎾							
ImageAlign	MiddleCenter						
ImageIndex	(none)						
ImageKey	(none)						
ImageList	(none)						
RightToLeft	No						
Text	Click this						
Text The text associated with the control.							

(If you don't see the **Properties** window, you can open it from the menu bar. To do so, choose **View** > **Properties Window**. Or, press **F4**.)

5. In the **Design** section of the **Properties** window, change the name from **Button1** to btnClickThis, and then press **Enter**.

Properties	<b>-</b> ₽ ×							
<pre>btnClickThis System.Windows.Forms.Button</pre>								
🔡 💱 🖗 🗲 🔎								
🗆 Design	<b>A</b>							
(Name)	btnClickThis							
GenerateMember	True							
Locked	False							
Modifiers	Friend							
Focus	<b>•</b>							
(Name) Indicates the name used in code to identify the object.								

#### () Note

If you've alphabetized the list in the **Properties** window, **Button1** appears in the **(DataBindings)** section, instead.

## Add a label to the form

Now that we've added a button control to create an action, let's add a label control to send text to.

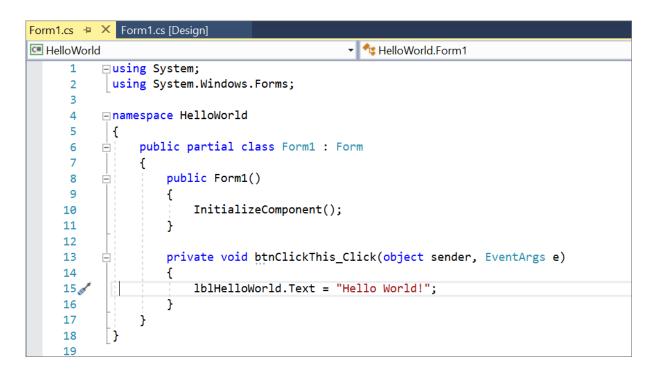
- 1. Select the **Label** control from the **Toolbox** window, and then drag it onto the form and drop it beneath the **Click this** button.
- 2. In either the **Design** section or the **(DataBindings)** section of the **Properties** window, change the name of **Label1** to 1b1HelloWorld, and then press **Enter**.

## Add code to the form

1. In the **Form1.cs** [**Design**] window, double-click the **Click this** button to open the **Form1.cs** window.

(Alternatively, you can expand **Form1.cs** in **Solution Explorer**, and then choose **Form1**.)

- 2. In the Form1.cs window, after the private void line, type or enter lblHelloWorld.Text
  - = "Hello World!"; as shown in the following screenshot:



# Run the application

1. Choose the **Start** button to run the application.

4 HelloWorld - Microsoft Visual Studio											
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Several things will happen. In the Visual Studio IDE, the **Diagnostics Tools** window will open, and an **Output** window will open, too. But outside of the IDE, a **Form1** dialog box appears. It will include your **Click this** button and text that says **Label1**.

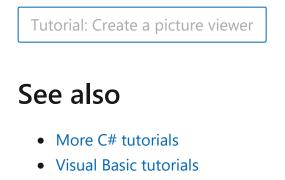
2. Choose the **Click this** button in the **Form1** dialog box. Notice that the **Label1** text changes to **Hello World!**.

🖳 Form1	-	C	)	×
	Click this	]		
	Hello World!			

3. Close the **Form1** dialog box to stop running the app.

# Next steps

To learn more, continue with the following tutorial:



• C++ tutorials

#### Is this page helpful?

🖒 Yes 🖓 No