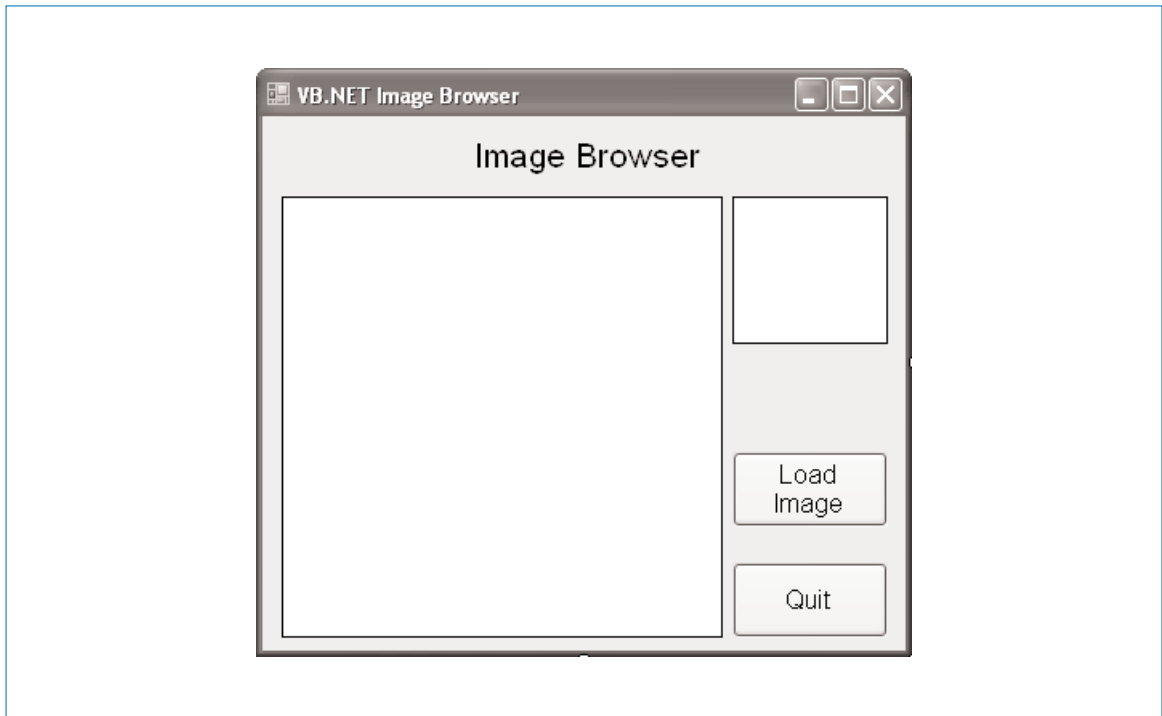


Figure 34:  
Finished form



### *Coding the events*

We have now created each of the required controls and assigned some of their properties. In this section, we will add in the code to make the program work.

1. Double click on the 'Load Image' button and enter the following code:

```
Private Sub btnLoad_Click(...)
    dlgOpenFile.ShowDialog()
    If dlgOpenFile.FileName <> "" Then
        picDisplay.Image = Bitmap.FromFile(dlgOpenFile.FileName)
        lblPath.Text = dlgOpenFile.FileName
    End If
End Sub
```

The first line of code displays the open file dialog which the user can then use to locate the image they wish to view. When the user exits the open file dialog by selecting a file they wish to load, the path and name of the file are placed in the filename property. If the user cancels the dialog, then the filename property will be empty. The 'If' statement ensures that the user has selected a file. If this is the case, the file is loaded into the picture box using the 'FromFile' command and its path is displayed in the label.

2. Write code for the click event of the 'btnQuit' button so that it operates correctly.