//Build function with specific event handler (TextBox or Button)

MouseDown	**button1_MouseDown**
MouseEnter	
MouseHover	
MouseLeave	
MouseMove	
MouseUp	**button1_MouseUp**

Case1:One to One

ToolBox1 ——————————▶ **Event Handler1**

ToolBox2 ——————————▶ **Event Handler2**

Case2:One to Many

ToolBox1 ——————▶ **Event Handler1**

ToolBox1 ——————▶ **Event Handler2**

Case3:Many to One

ToolBox1 ——————▶ **Event Handler1**

ToolBox2 ——————▶

Case4:Many to Many

ToolBox1

Event Handler1

ToolBox2
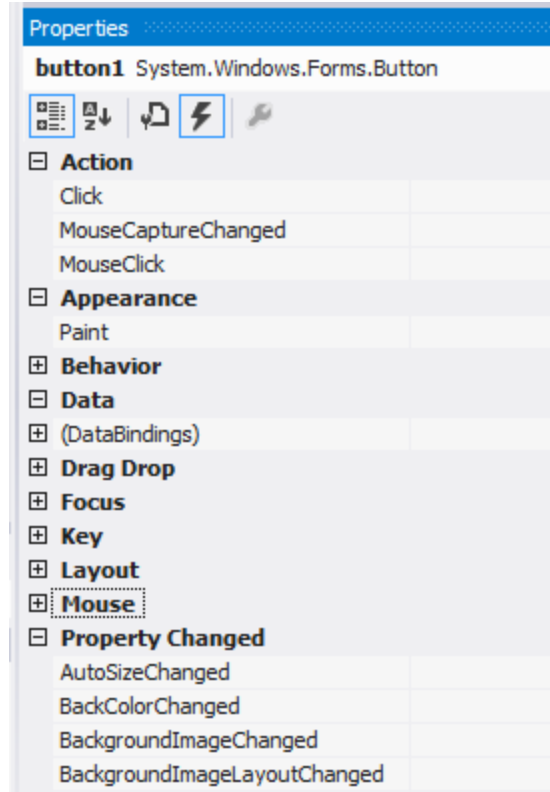
Event Handler2
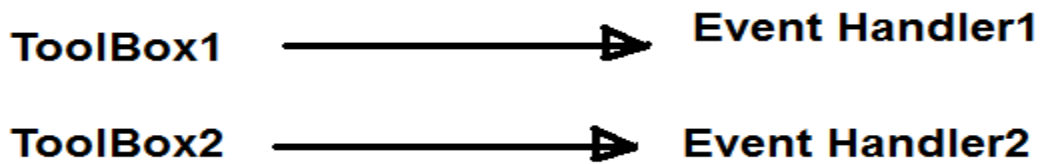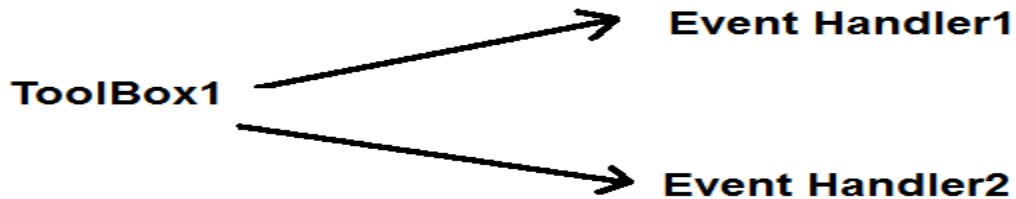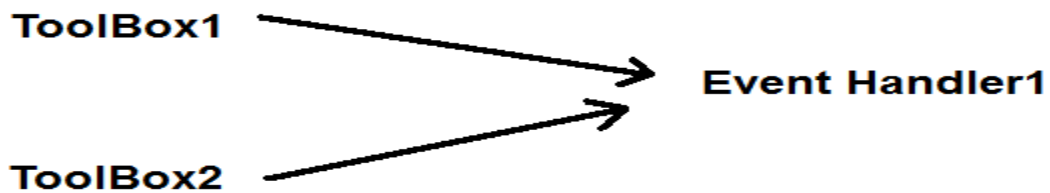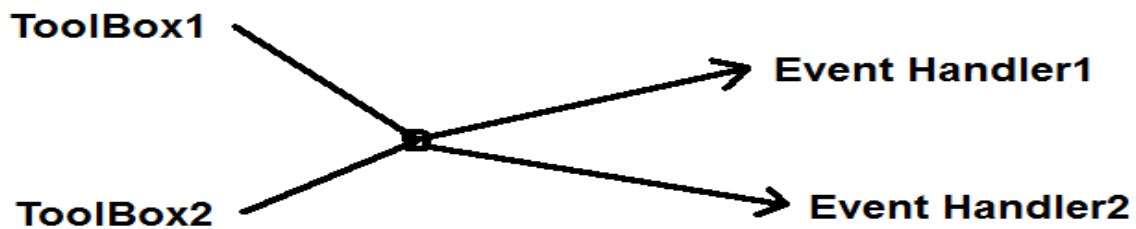
- Drag and Drop   Button to the Form with the name button1.

- Select button1 and go to its properties.

- select the specific properties from the following list:

- Double click on a selected event to create function.
- Go to the body of function and insert C# code.
- We can build more than one event handler to each control.