

Objektová hierarchie C#



METODA TOSTRING A LISTBOX

Dokumentace msdn.microsoft.com



The screenshot shows a web browser window displaying the MSDN documentation for the **CheckBox Class**. The browser's address bar shows the URL `http://msdn.microsoft.com/en-us/library/system.windows.forms.checkBoxclass.aspx`. The page features a navigation menu with links for Home, Library, Learn, Downloads, Support, and Community. A search bar is located at the top left. The main content area is titled "CheckBox Class" and includes a rating of "2 out of 7 rated this helpful - Rate this topic". Below the title, it states "Represents a Windows **CheckBox**." and an "Inheritance Hierarchy" section showing the class's lineage from `System.Object` down to `System.Windows.Forms.CheckBox`. The page also indicates the namespace is `System.Windows.Forms` and the assembly is `System.Windows.Forms (in System.Windows.Forms.dll)`. A left sidebar contains a search bar and a tree view of the MSDN Library structure, with "CheckBox Class" selected under "System.Windows.Forms".

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CheckBox Class

.NET Framework 4 | Other Versions | 2 out of 7 rated this helpful - Rate this topic

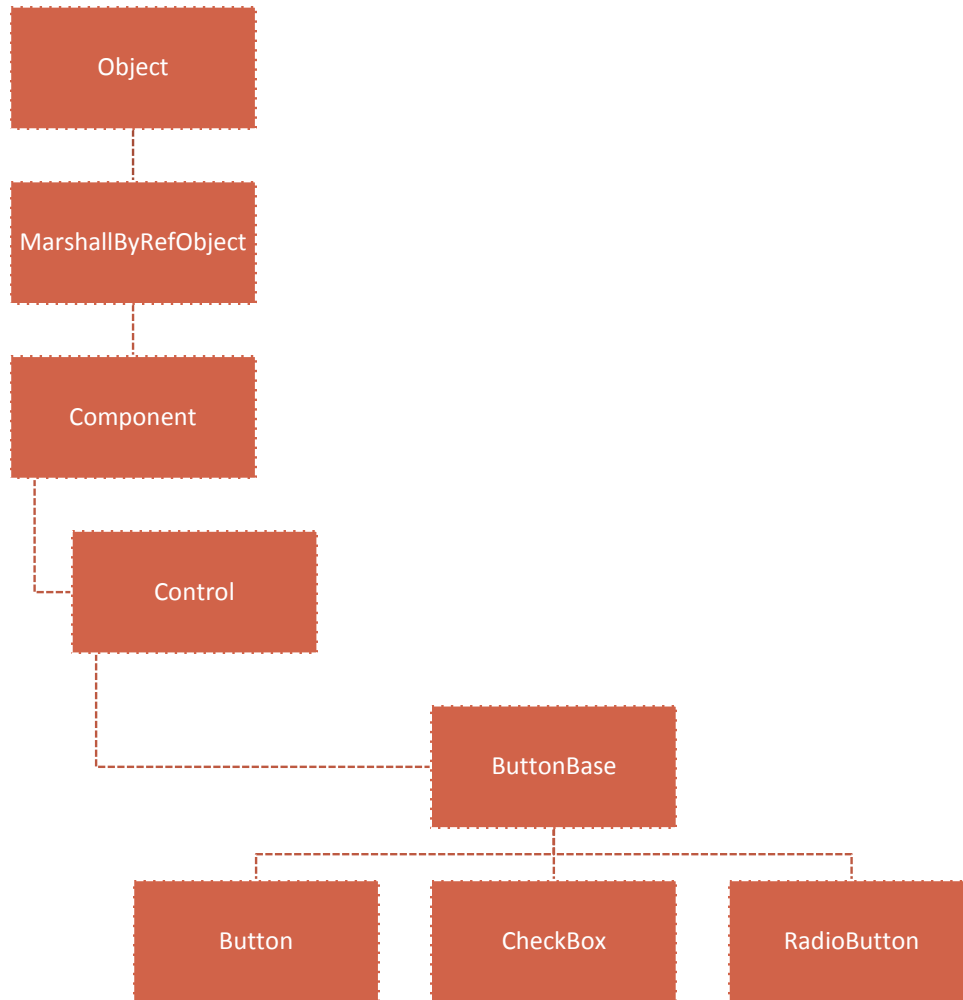
Represents a Windows **CheckBox**.

▲ Inheritance Hierarchy

- System.Object
 - System.MarshalByRefObject
 - System.ComponentModel.Component
 - System.Windows.Forms.Control
 - System.Windows.Forms.ButtonBase
 - System.Windows.Forms.CheckBox**

Namespace: System.Windows.Forms
Assembly: System.Windows.Forms (in System.Windows.Forms.dll)

Community Content



Třída Control



- Vlastnosti: BackColor, Text
- Metody: Refresh
- Události: MouseDown
- Vlastnost **Controls** – seznam ovládacích prvků na formuláři

Praotec Object



▲ Constructors

	Name	Description
	Object	Initializes a new instance of the Object class.

[Top](#)

▲ Methods

	Name	Description
	Equals(Object)	Determines whether the specified object is equal to the current object.
	Equals(Object, Object)	Determines whether the specified object instances are considered equal.
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection.
	GetHashCode	Serves as a hash function for a particular type.
	GetType	Gets the Type of the current instance.
	MemberwiseClone	Creates a shallow copy of the current Object.
	ReferenceEquals	Determines whether the specified Object instances are the same instance.
	ToString	Returns a string that represents the current object.

[Top](#)



- class Object
- Vrchol dědičné hierarchie
- Každá třída je jejím potomkem
- Každá třída může dědit např.:
 - Bezparametrický konstruktork
 - Metody GetType a ToString.

Využití



- `private void buttonObjekty_Click(object sender, EventArgs e)`
- Hromadné zpracování údajů s vhodným přetypováním