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The tutorial focuses on developing a graphical user interface based on the Microsoft Windows Forms class library, which is a part of the .NET Framework since version 1.0. The tutorial is presented in the form of detailed descriptions of 23 projects that demonstrate various aspects of user interface development for Windows applications. Projects can be implemented in the Microsoft Visual Studio 2015–2019 IDE. Description of projects is accompanied by numerous comments. Typical errors that arise during the development of Windows applications are considered, ways to fix them are indicated. The final section contains 65 study assignments designed to consolidate the learning material.

The textbook is intended for students specializing in science and engineering.

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