

Forum:[Hack Forums](#)

Thread: [\[TuT\] Use CodeDom to compile a C# source](#)

¶_¶ - June 21, 2010, 11:08 am

You want to start learning C#?

You want to know how to compile a file (coded in C#) with your VB.NET program?

Just take a look at this.

First, add a textbox to your form, call it "Compile!" or what you want.

Then add those lines:

```
Code Imports System.CodeDom.Compiler
```

```
Imports Microsoft.CSharp
```

```
Public Class Form1
```

```
    Private Sub Compile(ByVal InputSource As String, ByVal OutputPE As String)
```

```
        Dim icc As CodeDomProvider = New CSharpCodeProvider()
```

```
        Dim parameters As New CompilerParameters()
```

```
        parameters.GenerateExecutable = True
```

```
        parameters.OutputAssembly = OutputPE
```

```
        'Compiling parameters
```

```
        parameters.ReferencedAssemblies.Add("System.dll")
```

```
        parameters.ReferencedAssemblies.Add("System.Windows.Forms.dll")
```

```
        parameters.ReferencedAssemblies.Add("Microsoft.VisualBasic.dll")
```

```
        parameters.ReferencedAssemblies.Add("System.Data.dll")
```

```
        parameters.ReferencedAssemblies.Add("System.Deployment.dll")
```

```
        parameters.ReferencedAssemblies.Add("System.Drawing.dll")
```

```
        parameters.ReferencedAssemblies.Add("System.Xml.dll")
```

```
        parameters.CompilerOptions = "/filealign:0x00000200 /optimize+ /platform:anycpu /debug-  
/target:winexe"
```

```
        Dim results As CompilerResults = icc.CompileAssemblyFromSource(parameters, InputSource)
```

```
        'Check if any errors
```

```
        If results.Errors.Count > 0 Then
```

```
            For Each CompErr As CompilerError In results.Errors
```

```
                MessageBox.Show(("Line number " & CompErr.Line & ", Error Number: ") +
```

```
CompErr.ErrorNumber & ", ") + CompErr.ErrorText & ";")
```

```
            Next
```

```
        End If
```

```
    End Sub
```

```
    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
```

```
Handles Button1.Click
```

```
        Compile(My.Resources.String1, "MyFuckingName.exe")
```

```
    End Sub
```

```
End Class
```

Ok, string1 doesn't exist. So now, go to the properties of your project and click on "resources" then add those lines to the value of string1:

```
Code using System.IO;
```

```
using System.Threading;
```

```
using System.Net;
```

```
using System.Reflection;
using System.Runtime.InteropServices;
using System;
using System.Windows.Forms;
using Microsoft.VisualBasic;
using System.Diagnostics;
```

```
namespace WindowsFormsApplication4
```

```
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
    }
}
```

```
private void Form1_Load(object sender, EventArgs e)
{
    MessageBox.Show ("Your program is working!", "🔥🔥 rocks",
        MessageBoxButtons.OK, MessageBoxIcon.Exclamation);
}
```

```
#region Windows Form Designer generated code
```

```
private void InitializeComponent()
{
    //
    // Your Form1
    //
    this.AutoScaleMode = new System.Drawing.SizeF(6F, 13F);
    this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
    this.ClientSize = new System.Drawing.Size(284, 262);
    this.Name = "Form1";
    this.Text = "Form1";
    this.Load += new System.EventHandler(this.Form1_Load);
    this.ResumeLayout(false);
}
```

```
#endregion
```

```
static void Main()
{
    Application.EnableVisualStyles();
    Application.SetCompatibleTextRenderingDefault(false);
    Application.Run(new Form1());
}
```

```
}
}
```

THAT'S ALL!

Generate the .EXE of your project, open it & click on your button. The C# thing is compiled.
Don't forget to say thanks!

This is amazing work it will make compiling stubs in codeDom much easier thank you I would rep++ you if I was leet

¶_¶ - June 21, 2010, 12:04 pm

No problem. =)

I wanna edit my thread to add some cool functions.

no1me - June 21, 2010, 12:18 pm

and vb.net

can you make one for vb

Modesty - June 21, 2010, 1:46 pm

nice man, thanks for the share! I might be using thisss

Vorfin - June 21, 2010, 1:47 pm

I <3 CodeDom. A fun thing you can do, is host your code somewhere like PasteBin, or Pastie, and compile it from there.

Deathader - June 21, 2010, 1:49 pm

Looks good broski! +Rep!

/short

jaikrishna - June 21, 2010, 7:02 pm

This is really great. Thanks a lot.

Please help me with this. I wanna add a button to the form and display a messagebox when clicked.

I tried with the following code. But, I get no button on the form

```
Code using System.IO;
using System.Threading;
using System.Net;
using System.Reflection;
using System.Runtime.InteropServices;
using System;
using System.Windows.Forms;
using Microsoft.VisualBasic;
using System.Diagnostics;
```

```
namespace WindowsFormsApplication1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_Load(object sender, EventArgs e)
        {
```

```

        MessageBox.Show ("Welcome to Stupid world", "Jaikrishna rocks",
        MessageBoxButtons.OK, MessageBoxIcon.Exclamation);
    }

    private void button1_Click(object sender, EventArgs e)
    {
        MessageBox.Show("Are you still staying here :D");
    }

    #region Windows Form Designer generated code

    private void InitializeComponent()
    {
        //
        // Your Form1
        //
        this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
        this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
        this.ClientSize = new System.Drawing.Size(284, 262);
        this.Controls.Add(this.button1);
        this.Name = "Form1";
        this.Text = "Form1";
        this.Load += new System.EventHandler(this.Form1_Load);
        this.ResumeLayout(false);
        //button
        this.button1 = new System.Windows.Forms.Button();
        this.SuspendLayout();
        //
        // button1
        //
        this.button1.Location = new System.Drawing.Point(51, 50);
        this.button1.Name = "button1";
        this.button1.Size = new System.Drawing.Size(75, 23);
        this.button1.TabIndex = 0;
        this.button1.Text = "button1";
        this.button1.UseVisualStyleBackColor = true;
        this.button1.Click += new System.EventHandler(this.button1_Click);

    }
    #endregion

    private System.Windows.Forms.Button button1;

    static void Main()
    {
        Application.EnableVisualStyles();
        Application.SetCompatibleTextRenderingDefault(false);
        Application.Run(new Form1());
    }

}

```

¶¶ - June 22, 2010, 4:46 am

(Jun 21, 2010 01:47 PM)Vorfin Wrote: [CITE](#) I <3 CodeDom. A fun thing you can do, is host your code somewhere like PasteBin, or Pastie, and compile it from there.

Didn't know it. That's great! :D

Thanks Death' for your +REP. ^^

(Jun 21, 2010 07:02 PM)jaikrishna Wrote: [CITE](#) This is really great. Thanks a lot.

Please help me with this. I wanna add a button to the form and display a messagebox when clicked.

I tried with the following code. But, I get no button on the form

```
Code using System.IO;
using System.Threading;
using System.Net;
using System.Reflection;
using System.Runtime.InteropServices;
using System;
using System.Windows.Forms;
using Microsoft.VisualBasic;
using System.Diagnostics;
```

```
namespace WindowsFormsApplication1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_Load(object sender, EventArgs e)
        {
            MessageBox.Show ("Welcome to Stupid world", "Jaikrishna rocks",
            MessageBoxButtons.OK, MessageBoxIcon.Exclamation);
        }

        private void button1_Click(object sender, EventArgs e)
        {
            MessageBox.Show("Are you still staying here :D");
        }
    }
}
```

#region Windows Form Designer generated code

```
private void InitializeComponent()
{
    //
    // Your Form1
    //
    this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
    this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
```

```

this.ClientSize = new System.Drawing.Size(284, 262);
    this.Controls.Add(this.button1);
this.Name = "Form1";
this.Text = "Form1";
this.Load += new System.EventHandler(this.Form1_Load);
this.ResumeLayout(false);
    //button
this.button1 = new System.Windows.Forms.Button();
this.SuspendLayout();
//
// button1
//
this.button1.Location = new System.Drawing.Point(51, 50);
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this.button1.TabIndex = 0;
this.button1.Text = "button1";
this.button1.UseVisualStyleBackColor = true;
this.button1.Click += new System.EventHandler(this.button1_Click);
}
#endregion

```

```

private System.Windows.Forms.Button button1;

```

```

static void Main()
{
    Application.EnableVisualStyles();
    Application.SetCompatibleTextRenderingDefault(false);
    Application.Run(new Form1());
}

```

```

}
}

```

Try using this:

```

Code public class ButtonclsForm : System.Windows.Forms.Form

```

```

{
private Button button1;
public ButtonclsForm()
{
    Text = "A Simple Form";
    button1 = new Button ();
//    SuspendLayout();
    button1.Text = "Cancel";
    button1.Name = "button1";
    button1.Size = new System.Drawing.Size (72, 30);
    button1.Location = new System.Drawing.Point ((ClientRectangle.Width - button1.Size.Width) / 2,
ClientRectangle.Height - 35);
    Controls.AddRange(new System.Windows.Forms.Control[] {this.button1});
    button1.Click += new System.EventHandler(OnClickButton1);
//    ResumeLayout (false);
}
static public void Main()

```

```

{
    Application.Run(new ButtonclsForm());
}
void OnClickButton1 (object sender, System.EventArgs e)
{
    Application.Exit ();
}
}

```

And replace Application.Exit (); with what you want.

jaikrishna - June 22, 2010, 7:46 pm

Try using this:

Code public class ButtonclsForm : System.Windows.Forms.Form

```

{
    private Button button1;
    public ButtonclsForm()
    {
        Text = "A Simple Form";
        button1 = new Button ();
//    SuspendLayout();
        button1.Text = "Cancel";
        button1.Name = "button1";
        button1.Size = new System.Drawing.Size (72, 30);
        button1.Location = new System.Drawing.Point ((ClientRectangle.Width - button1.Size.Width) / 2,
ClientRectangle.Height - 35);
        Controls.AddRange(new System.Windows.Forms.Control[] {this.button1});
        button1.Click += new System.EventHandler(OnClickButton1);
//    ResumeLayout (false);
    }
    static public void Main()
    {
        Application.Run(new ButtonclsForm());
    }
    void OnClickButton1 (object sender, System.EventArgs e)
    {
        Application.Exit ();
    }
}

```

And replace Application.Exit (); with what you want.

[/quote]

Thanks a lot. That was great?

But, Can you please explain why the previous code didn't work.

You are giving the same code here, but directly in Public Form() which I gave in InitializeComponent() and called it.

¶_¶ - June 24, 2010, 6:03 am

I dunno why but InitializeComponent() makes the app bugging.

I'm not really good at C#. But I do can basic things like the code I give you.

¶_¶ - June 30, 2010, 3:09 am

B U M P !!!

Spoiler ([Click to View](#))too fucking short

protocol™ - *June 30, 2010, 3:16 am*

thanks a lot mate,i will try this,do you have some more things which could help me in learning c#

¶_¶ - *July 4, 2010, 4:24 am*

No problem protocol™.

Use google or this forums.

Alison Wonderland - *November 19, 2010, 7:54 pm*

Would you mind showing the code to compile a vb.net source? instead of compile a c# source..

[-jesus-] - *November 19, 2010, 10:24 pm*

Thanks for ripping my code & not giving credits

StarZ - *November 19, 2010, 10:43 pm*

Gee, He ripped code that EVERYONE uses, The same code ANY .net programmer would use, Go figure...

[/rage]

[-jesus-] - *November 20, 2010, 2:27 pm*

(Nov 19, 2010 11:43 PM)StarZ Wrote: [\[CITE\]](#) Gee, He ripped code that EVERYONE uses, The same code ANY .net programmer would use, Go figure...

[/rage]

No, I sent that to him over msn after he asked for help on his adfly program in June (before it was posted all over HF), it wasn't posted on the forums