

# Introduction to C#, Visual Studio and Windows Presentation Foundation

Lecture #3: C#, Visual Studio, and WPF  
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Fall 2008

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## C#

- Combination of C++ and Java
  - no pointer manipulation
  - built in data structures – Lists, Hash tables
  - some higher level constructs
    - foreach
  - C# not difficult
  - .NET high learning curve
  - Intellisense makes things much easier
- Quick C# Reference

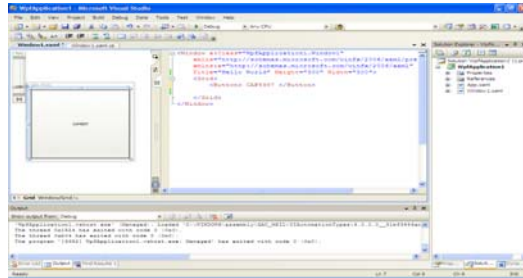
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## Visual Studio 2008

- Good IDE
  - debugging
  - intellisense
- Handles WPF well
- Visual UI designer
  - Integrates with XAML



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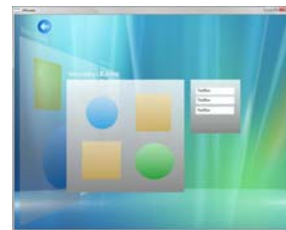
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## Windows Presentation Foundation (WPF)

- Latest UI development platform from MSFT
- Integration of
  - INK!!!!
  - 2D graphics
  - 3D graphics
  - video/audio/animation
- Declarative/Procedural programming model
  - XAML
  - C#/Visual Basic/etc...
- Uses retained mode
  - implies scenegraph



[www.markmywords.org](http://www.markmywords.org)



[blogs.msdn.com/mgrayson/](http://blogs.msdn.com/mgrayson/)

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## WPF Features and Machinery

- Control library
  - buttons, sliders, menus, toolbars
  - tool tips, popups, scroll bars, etc...
  - user defined as well
- Layout panels
  - canvas, stack, wrap, doc panels
  - grid – most flexible
- Actions
  - events
  - commands
  - triggers
- Styles, skins, themes, templates

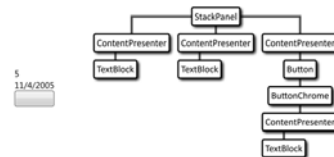
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## Logical and Visual Trees in WPF

- UIs are constructed from a tree of objects (logical tree)
- Visual tree expands logical tree
  - nodes broken down into visual components
  - not all logical tree nodes appear in visual tree
    - System.Windows.Media.Visual
    - System.Windows.Media.Visual3D



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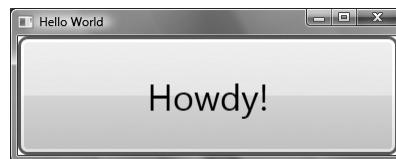
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## Extensible Application Markup Language (XAML)

- Set of semantics on top of XML
- Tags always defined in context namespace
- Easy to read like and write
  - a.k.a. HTML
  - declarative
  - want to integrate graphic designers
- Independent of WPF
- Ideal for rapid UI prototyping
  - set up UI then write procedural code

## WPF Example – Button

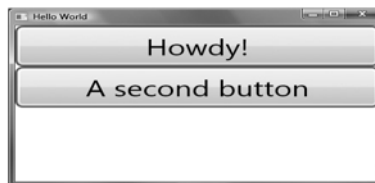
```
<Window
xmlns='http://schemas.microsoft.com/winfx/2006/xaml/presentation'
'Title='Hello World'>
<Button>Howdy!</Button>
</Window>
```



Examples adapted from *Essential Windows Presentation Foundation* by Chris Anderson, Addison Wesley, 2007.

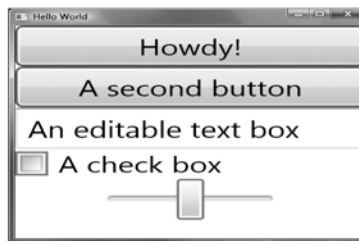
## WPF Example – Stack Panel

```
<Window
xmlns='http://schemas.microsoft.com/winfx/2006/xaml/presentation'
Title='Hello World' >
  <StackPanel>
    <Button>Howdy!</Button>
    <Button>A second button</Button>
  </StackPanel>
</Window>
```



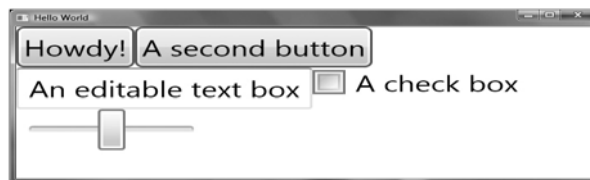
## WPF Example – More Controls

```
<Window
xmlns='http://schemas.microsoft.com/winfx/2006/xaml/presentation'
Title='Hello World' >
  <StackPanel>
    <Button>Howdy!</Button>
    <Button>A second button</Button>
    <TextBox>An editable text box</TextBox>
    <CheckBox>A check box</CheckBox>
    <Slider Width='75' Minimum='0' Maximum='100' Value='50' />
  </StackPanel>
</Window>
```



## WPF Example – Wrap Layout

```
<Window
  xmlns='http://schemas.microsoft.com/winfx/2006/xaml/presentation'
  Title='Hello World' >
  <WrapPanel>
    <Button>Howdy!</Button>
    <Button>A second button</Button>
    <TextBox>An editable text box</TextBox>
    <CheckBox>A check box</CheckBox>
    <Slider Width='75' Minimum='0' Maximum='100' Value='50' />
  </WrapPanel>
</Window>
```



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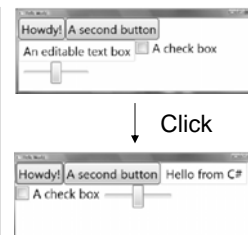
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## WPF Example – Events

```
<Window
  x:Class='CAP5937Test.MyWindow'
  xmlns:x='http://schemas.microsoft.com/winfx/2006/xaml'
  xmlns='http://schemas.microsoft.com/winfx/2006/xaml/presentation'
  Title='Hello World' >
  <WrapPanel>
    <Button Click='HowdyClicked'>Howdy!</Button>
    <Button>A second button</Button>
    <TextBox x:Name='_text1'>An editable text box</TextBox>
    <CheckBox>A check box </CheckBox>
    <Slider Width='75' Minimum='0' Maximum='100' Value='50' />
  </WrapPanel>
</Window>
```

```
using System;
using System.Windows.Controls;
using System.Windows;
namespace CAP5937Test
{
  public partial class MyWindow : Window {
    public MyWindow() {
      InitializeComponent();
    }
    void HowdyClicked(object sender, RoutedEventArgs e) {
      _text1.Text = "Hello from C#";
    }
  }
}
```



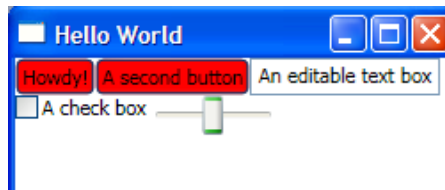
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## WPF Example – Resource Binding

```
...
<Window.Resources>
  <SolidColorBrush x:Key='bg' Color='Red' />
</Window.Resources>
<WrapPanel>
  <Button Background='{StaticResource bg}'
    Click="HowdyClicked"> Howdy!</Button>
  <Button Background='{StaticResource bg}'>A second
button</Button>
</WrapPanel>
...
```



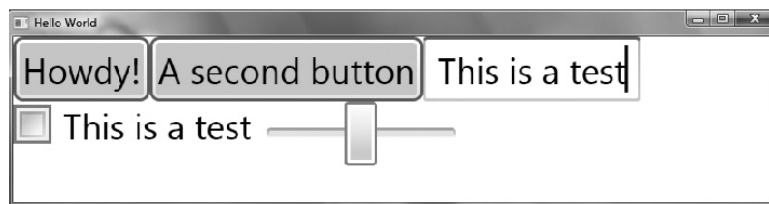
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## WPF Example – Property Binding

```
...
<Button Background='{StaticResource bg}'>A second button</Button>
<TextBox x:Name='_text1'>An editable text box</TextBox>
<CheckBox Content='{Binding ElementName=_text1,Path=Text}' />
...
```



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## WPF Actions

- 3 principles
  - element composition
  - loose coupling
  - declarative actions
- Uses events, commands, and triggers
- Utilize routed events – traverse visual tree
- Semantic events vs. physical events
  - Click vs. MouseDown

## WPF Events

- Declare events in XAML/implement in code
- Routed events
  - Direct – fire on single source
  - Tunneling – travel from root to target element
  - Bubbling – opposite of tunneling
- Tunneling version prefixed with *Preview*
- *Handled* property can break traversal



## Event Ordering Example

```
<Window ...
PreviewMouseRightButtonDown='WindowPreviewRightButtonDown'
MouseRightButtonDown='WindowRightButtonDown' >
  <GroupBox PreviewMouseRightButtonDown='GroupBoxPreviewRightButtonDown'
    MouseRightButtonDown='GroupBoxRightButtonDown' >
    <StackPanel>
      <Button>One</Button>
      <Button PreviewMouseRightButtonDown='ButtonTwoPreviewRightButtonDown'
        MouseRightButtonDown='ButtonTwoRightButtonDown' > Two </Button>
    </StackPanel>
  </GroupBox>
</Window>
```

- Ordering** →
1. *Window* PreviewMouseRightButtonDown
  2. *GroupBox* PreviewMouseRightButtonDown
  3. *Button* PreviewMouseRightButtonDown
  4. *Button* MouseRightButtonDown
  5. *GroupBox* MouseRightButtonDown
  6. *Window* MouseRightButtonDown

## Commands

- Provide single name to signify an action
  - define command
  - define command implementation
  - create trigger for command
- Uses `ICommand` interface

```
public interface ICommand {
    event EventHandler CanExecuteChanged;
    bool CanExecute(object parameter);
    void Execute(object parameter);
}
```

## Command Example

```
public class Exit : ICommand {
    public bool CanExecute(object parameter) {
        return true; }

    public event EventHandler CanExecuteChanged;

    public void Execute(object parameter) {
        Application.Current.Shutdown(); }
}
```

```
public partial class Window1 : Window {
    public static readonly ICommand ExitCommand =
        new Exit();
    ...
}

<MenuItem Header='_File'>
    <MenuItem Header='E_exit'>
        <Command={x:Static l:Window1.ExitCommand}' />
    </MenuItem>
</MenuItem>
```

```
<MenuItem Header='_File'>
    <MenuItem Header='E_exit'>
        <MenuItem.Command>
            <l:Exit />
        </MenuItem.Command>
    </MenuItem>
</MenuItem>
...
<Hyperlink>
    <Hyperlink.Command>
        <l:Exit />
    </Hyperlink.Command>
...
</Hyperlink>
```

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## Triggers

- Designed for markup
- Signaled by
  - state of a display property (Trigger)
  - state of a data property (DataTrigger)
    - used only within a data template
  - an event (EventTrigger)
- Cause set of actions when signaled
- MultiTrigger and MultiDataTrigger

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## Event Trigger Example

```
<Window.Triggers>
  <EventTrigger RoutedEvent='FrameworkElement.Loaded'>
    <EventTrigger.Actions>
      <BeginStoryboard>
        <BeginStoryboard.Storyboard>
          <Storyboard>
            <DoubleAnimation
              From='-25'
              To='25'
              Storyboard.TargetName='rotation'
              Storyboard.TargetProperty='Angle'
              AutoReverse='True'
              Duration='0:0:2.5'
              RepeatBehavior='Forever' />
          </Storyboard>
        </BeginStoryboard.Storyboard>
      </BeginStoryboard>
    </EventTrigger.Actions>
  </EventTrigger>
</Window.Triggers>
```

## Readings

- Windows Presentation Foundation by Nathan
  - Chapters 1-7