

```

public OperatorList()
{
    InitializeComponent();
    this.operators = Data.Operator.LesenAlle();
    StackPanel stackPanel = new StackPanel();
    foreach (Operator o in operators) {
        stackPanel.Children.Add(new OperatorListItem(o));
        stackPanel.Children.Add(new Separator());
    }
    items.Content = stackPanel;
}

```

```

<WrapPanel Margin="0 20 0 20">
    <Button Content="Neu" Margin="0 0 4 0" Width="97" Click="New"></Button>
    <Button Content="Speichern" Margin="0 0 4 0" Width="97" Click="Save"></Button>
    <Button Content="Abbrechen" Margin="0 0 4 0" Width="97" Click="Cancel"></Button>
    <Button Content="Löschen" Width="97" Click="Delete"></Button>
</WrapPanel>

```

```

<Label Content="Operatorname"></Label>
<TextBox x:Name="txtOperatorName" TabIndex="1"></TextBox>
<Label Content="Richtiger Name"></Label>
<TextBox x:Name="txtRealName" TabIndex="2"></TextBox>
<Label Content="Alter"></Label>
<TextBox x:Name="txtAge" TabIndex="3"></TextBox>
<Label Content="Erscheinungsdatum"></Label>
<DatePicker x:Name="dpReleaseDate" TabIndex="4"></DatePicker>
<Label Content="Position"></Label>
<ComboBox x:Name="cbPosition" TabIndex="5">
    <ComboBoxItem Content="Angriff"></ComboBoxItem>
    <ComboBoxItem Content="Verteidigung"></ComboBoxItem>
</ComboBox>
<Label Content="Rüstungspunkte"></Label>
<WrapPanel>
    <RadioButton x:Name="rbtnArmorPoints1" Content="1" Margin="0 0 20 0" TabIndex="6"></RadioButton>
    <RadioButton x:Name="rbtnArmorPoints2" Content="2" Margin="0 0 20 0" TabIndex="7"></RadioButton>
    <RadioButton x:Name="rbtnArmorPoints3" Content="3" Margin="0 0 20 0" TabIndex="8"></RadioButton>
</WrapPanel>

```

```

private void NavigateToRegister(object sender, RoutedEventArgs e)
{
    placeholder.Content = new Register();
}

```

```

<Grid>
    <Grid.RowDefinitions>
        <RowDefinition Height="50" />
        <RowDefinition Height="1*" />
    </Grid.RowDefinitions>
    <Grid Grid.Row="0">
        <Grid.ColumnDefinitions>
            <ColumnDefinition Width="1*" />
            <ColumnDefinition Width="1*" />
        </Grid.ColumnDefinitions>
        <Button Grid.Column="0" Content="Erstellen" Click="NavigateToRegister"></Button>
        <Button Grid.Column="1" Content="Listenansicht" Click="NavigateToList"></Button>
    </Grid>
    <ScrollView VerticalScrollBarVisibility="Auto" x:Name="placeholder" Grid.Row="1" Width="400"></ScrollView>
</Grid>

```

Grid

```
<Grid>
  <Grid.RowDefinitions>
    <RowDefinitions Height="30"/>
    <RowDefinitions Height="30"/>
  </Grid.RowDefinitions>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="100"/>
    <ColumnDefinition Width="100"/>
  </Grid.ColumnDefinitions>
  <Button Grid.Column="0" Grid.Row="0" Content="Button1"/>
  <Button Grid.Column="1" Grid.Row="0" Content="Button2"/>
  <Button Grid.Column="0" Grid.Row="1" Content="Button3"/>
  <Button Grid.Column="1" Grid.Row="1" Content="Button4"/>
</Grid>
```

Grid UserControl change

```
Kunden kunden = new Kunden();
GRIDNAME.Children.Clear();
GRIDNAME.Children.Add(kunden);
```

StackPanel

```
<StackPanel>
  <Button Content="Button1"/>
  <Button Content="Button2"/>
</StackPanel>
```

```
Click=""
TextChanged=""
GotKeyboardFocus
GotMouseCapture
```

Dynamisch je nach grösse

```
<Grid>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="Auto"/>
    <ColumnDefinition Width="*/>
  </Grid.ColumnDefinitions>
  <Button Grid.Column="0" Content="Grösse"/>
  <Button Grid.Column="1" Content="frei"/>
</Grid>
```

WrapPanel

```
<WrapPanel>
  <Button Content="Button 1"/>
  <Button Content="Button 2"/>
  <Button Content="Button 3"/>
</WrapPanel>
```

DockPanel

```
<DockPanel>
  <Button DockPanel.Dock="Left" Content="Links"/>
  <Button DockPanel.Dock="Right" Content="Rechts"/>
  <Button DockPanel.Dock="Top" Content="Oben"/>
  <Button DockPanel.Dock="Bottom" Content="Unten"/>
  <Button Content="Mitte"/>
</DockPanel>
```

Dynamisch mit Stern

```
<Grid>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="100"/>
    <ColumnDefinition Width="*/>
  </Grid.ColumnDefinitions>
  <Button Grid.Column="0" Content="Links fix"/>
  <Button Grid.Column="1" Content="Rechts frei"/>
</Grid>
```

ScrollView UserControl change

```
Kunden kunden = new Kunden();
kunden.HorizontalAlignment = HorizontalAlignment.Left;
kunden.VerticalAlignment = VerticalAlignment.Top;
inhalt.Content = null;
inhalt.Content = kunden;
```

ViewBox

```
<Grid>
  <Viewbox Stretch="MOEGlichkeit">
    <Button Content="t">
  </Viewbox>
</Grid>
MOEGlichkeit: Fill, Uniform, UniformToFill
```

```
DialogResult dialogResult = MessageBox.Show("Sure", "Some Title", MessageBoxButton.YesNo)
if(dialogResult == DialogResult.Yes)
{
    //do something
}
else if (dialogResult == DialogResult.No)
{
    //do something else
}
```

```
Regex reg = new Regex("^$");
bool result = reg.IsMatch(textBox1.Text);
```

```
using System.Text.RegularExpressions;
```