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WPF With C#

By [A1Training\(PT\)](#)

Course Name	WPF with C#
Category	Microsoft Technologies
Mode Of Classes	Online/Offline
Demo Classes	At Your Convenience
Training Methodology	20% Theory & 80% Practical
Course Duration	30-35 Hours
Class Availability	Weekdays & Weekends

For Demo Class

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Why A1Training?

- Training by highly experienced and certified professionals
- No slideshow (PPT) training, fully Hand-on training
- Interactive session with interview QA's
- Real-time projects scenarios & Certification Help
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- Placement support for all courses
- List of established & satisfied clients & students ([Visit our website for reviews](#)).



WPF with C#

Introducing WPF

- Understand the motivation behind WPF
- Examine the various 'flavors' of WPF applications
- Overview the services provided by WPF
- Examine the core WPF assemblies and namespaces
- Work with the Window and Application class types
- Learn the syntax of XAML
- Understand the XAML / code relationship

WPF Controls

- Survey the core WPF control types
- Review the WPF control programming model
- Learn to position controls using layout managers
- Understand the role of WPF control commands

WPF Document Controls

- Understand the scope of the WPF documents API
- Distinguish between fixed documents and flow documents
- Populate a document with inline and block elements
- Work with the WPF document APIs

WPF Graphical Rendering Services

- Understand the scope of WPF's graphical rendering services
- Work with the Shape types
- Work with Brushes and Pens
- Apply graphical transformations
- Understand the role of geometries and drawings
- Work with the visual programming layer

WPF Resource Management

- Learn to manage binary resources
- Understand the role of logical resources
- Work with resources in XAML and procedural code
- Work with resource dictionaries
- Understand the resource lookup mechanism
- Know the role of dynamic resources
- Learn how to make use of system resources

WPF Styles

- Learn how to define and apply WPF styles
- Learn to limit where a style can be applied
- Build new styles based on existing styles
- Understand the use of triggers

WPF Animation Support

- Understand the scope of WPF's animation services
- Define animations in code and XAML
- Work with linear interpolation animations
- Work with key-frame-based animations
- Work with path-based animations

WPF Data Binding

- Understand the WPF data binding mechanism
- Bind to custom objects

WPF Templates and User Controls

- Understand the relationship between WPF logical and visual trees
- Learn to build custom control templates
- Examine options for building custom controls