Parte 1 - Monitor en Windows Forms

Captura del resultado:

```
🖳 Form1
                                                                              ×
                                                                      П
                                 5,18%
    CPU
    Memoria
    Memoria fisica
Memoria virtual
                        83,84% (13,38 GB / 15,95 GB)
49,24% (19,18 GB / 38,95 GB)
    Discos
                              C:8,15 GB, D:641,30 GB
117699,859375
    Discos Logicos
    Lecutra
    Escritura
                                218678,359375
    Escritura / Lectura
    Red
    Recibidos
                               3011,26245117188
    Enviados
                                 2078,62329101563
    Recibidos / Enviados
    Ordenador
                              Micro-Star International Co., Ltd
    Fabricante
    Modelo
                                MS-7B86
    Procesador
                                AMD Ryzen 5 3600X 6-Core Processor
         Parar
```

Código:

Parte 2 - Monitor en WPF

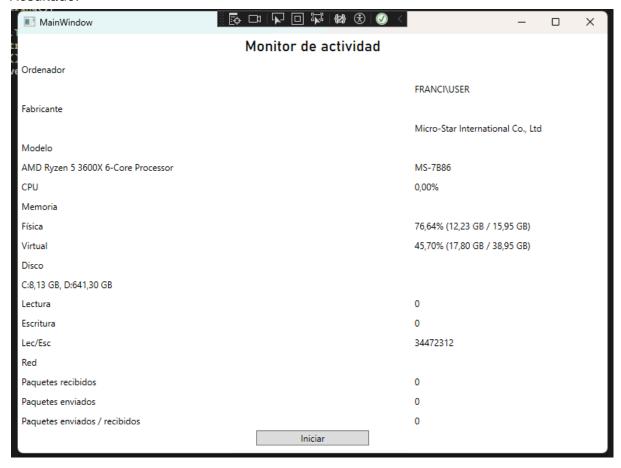
Xaml:

```
</Grid>
```

Código:

```
espace MontiorWPF
                                       <summary>
Interaction logic for MainWindow.xaml
                                       private LectorRecursosSistema Lector = new LectorRecursosSistema();
private System.Windows.Threading.DispatcherTimer gispatcherTimer = new System.Windows.Threading.DispatcherTimer();
public MainWindow()
{
                                   blic partial class MainWindow : Window
20
21
InitializeComponent();
dispatcherTimer.Tick += new EventHandler(dispatcherTimer_Tick);
this.Acutalizar();
                                                lblCPU.Content = lector.getCPU();
lblMemFisica.Content = lector.getMemoriaFisica();
lblMemVirtual.Content = lector.getMemoriaVirtual();
                                                bblectura.Content = lector.getDatosDisco(LectorRecursosSistema.DiskData.Read).ToString();
bblEscritura.Content = lector.getDatosDisco(LectorRecursosSistema.DiskData.Write).ToString();
bblDiscologico.Content = lector.getDiscoslogicos();
bblectsc.Content = lector.getDatosDisco(LectorRecursosSistema.DiskData.ReadAndWrite).ToString();
bblRecibidos.Content = lector.getDatosRed(LectorRecursosSistema.NetData.Received).ToString();
bblEnviados.Content = lector.getDatosRed(LectorRecursosSistema.NetData.Sent).ToString();
bblEnviadosRecibidos.Content = lector.getDatosRed(LectorRecursosSistema.NetData.ReceivedAndSent).ToString();
bblModelo.Content = lector.getDrdenadorHodelo();
bblProcesadors.Ontent = lector.getDrdenadorHodelo();
bblProcesadors.Ontent = lector.getDrdenadorHodelo();
bblFabricante.Content = lector.getOrdenadorFabricante();
bblUsuario.Content = lector.getUsuario();
                                       private void dispatcherTimer_Tick(object sender, EventArgs e)
{
                                                this.Acutalizar();
                                       private void btnAcutalizar_Click(object sender, RoutedEventArgs e)
{
                                                 if (dispatcherTimer.IsEnabled)
{
                                                          dispatcherTimer.Stop();
btnAcutalizar.Content = "Parar";
                                                         dispatcherTimer.Interval = TimeSpan.FromMilliseconds(1000);
dispatcherTimer.Start();
btnAcutalizar.Content = "Iniciar";
```

Resultado:



Parte 3 - Monitor en WPF & Blend

El código es el mismo que en la parte anterior.

Xaml:

```
| Authorities | Class* Photological Contents | Contents
```

Diccionario de estilos:

```
ResourceDictionary xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
                      xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml">
      <SolidColorBrush x:Key="LabelTitle" Color=■"#FFC8C8C8"/>
      <FontFamily x:Key="LabelFontFamily1">Bahnschrift</FontFamily>
      <Style x:Key="titulo" TargetType="Label">
          <Setter Property="Background" Value=■"SlateGray"/>
          <Setter Property="FontFamily" Value="Bahnschrift"/>
          <Setter Property="FontSize" Value="16"/>
          <Setter Property="Foreground" Value=_"White"/>
          <Setter Property="Padding" Value="5,3"/>
          <Setter Property="Margin" Value="0,5"/>
          <Setter Property="BorderBrush" Value=[]"Transparent"/>
          <Setter Property="BorderThickness" Value="0,0,0,1"/>
          <Setter Property="Opacity" Value="0.85"/>
          </Style>
      <Style x:Key="subtitulo" TargetType="Label">
          <Setter Property="Background" Value=■"LightGray"/>
          <Setter Property="FontFamily" Value="Arial"/>
          <Setter Property="FontSize" Value="12"/>
          <Setter Property="Foreground" Value=\_"Black"/>
          <Setter Property="Padding" Value="5,2"/>
          <Setter Property="Margin" Value="0,5"/>
          <Setter Property="Opacity" Value="0.75"/>
       .
</Style>
  </ResourceDictionary>
```

Resultado:



Parte 4 - Ventanas

código:

```
namespace Ventanas
{
    /// <summary>
/// Interaction logic for MainWindow.xaml
    public partial class MainWindow : Window
        public MainWindow()
            InitializeComponent();
            framePrincipal.Navigate(new MonitorPage());
        private void btnAbout_Click(object sender, RoutedEventArgs e)
            framePrincipal.Navigate(new AboutMe());
        private void btnPage1_Click(object sender, RoutedEventArgs e)
        {
            framePrincipal.Navigate(new MonitorPage());
        private void btnPage2_Click(object sender, RoutedEventArgs e)
            framePrincipal.Navigate(new Page2());
        private void btnVoler_Click(object sender, RoutedEventArgs e)
            if (framePrincipal.CanGoBack)
                framePrincipal.GoBack();
        private void btnNuevaVentana_Click(object sender, RoutedEventArgs e)
            Window1 w = new Window1();
            w.Show();
        private void btnDialog_Click(object sender, RoutedEventArgs e)
            Window2 w = new Window2();
            w.ShowDialog();
```

Xaml principal:

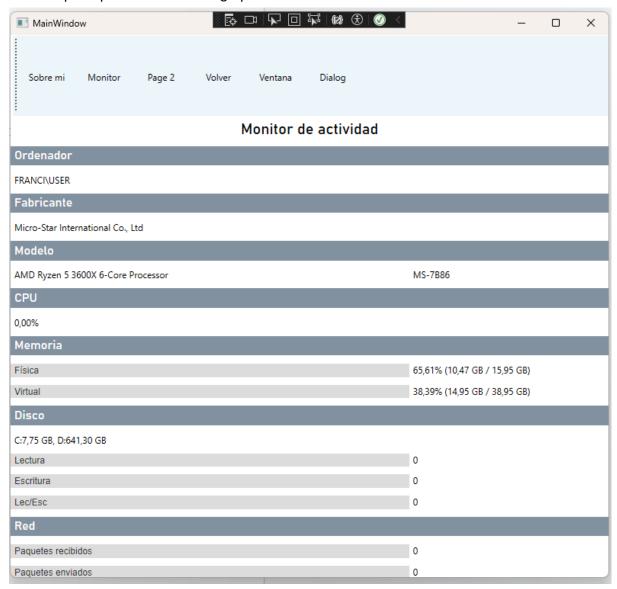
```
| Window x:Class="Ventanas.MainWindow" | xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation" | xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml/presentation" | xmlns:x="http://schemas.microsoft.com/expression/blend/2008" | xmlns:de="http://schemas.openxmlformats.org/markup-compatibility/2006" | xmlns:local="clr-namespace:Ventanas" | mc:Ignorable="d" | xmlns:local="clr-namespace:Ventanas" | mc:Ignorable="d" | mc:Ignorable="d" | Title="MainWindow" | Height="750" | Width="800" | Width=
```

Xaml del monitor pero en una Page:

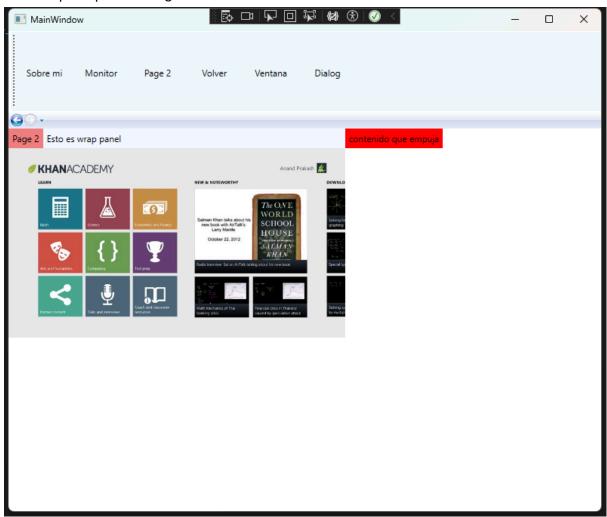
```
**Open Class "Unchange Monthoppe" 
**subs: "Hotty//schemas sicrosoft.com/sinfs/2806/sml/presentation" 
**subs: "Hotty//schemas sicrosoft.com/sinfs/2806/sml /presentation" 
**subs: "Hotty//schemas sicrosoft.com/sinfs/2806/sml / 
**subs: mc."http://schemas.sicrosoft.com/supression/bland/2808" 
**subs: mc."http://schemas.sicrosoft.com/supression/bland/2808" 
**subs: local-"cla-"manespace: Variances**
**subs: local-"manespace: Variances**
**subs: loca
```

Resultado:

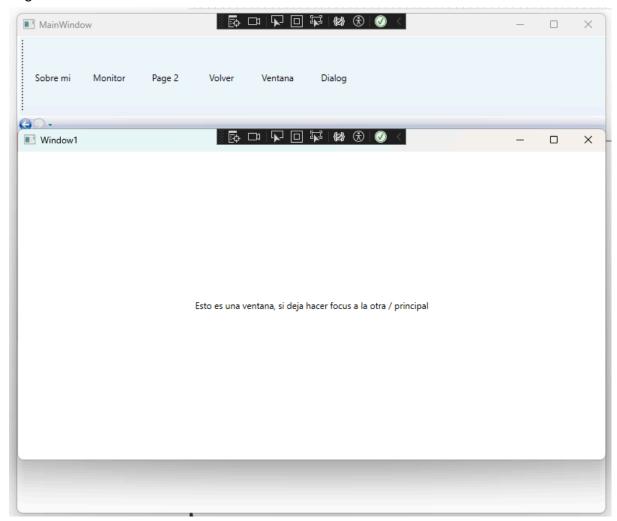
Ventana principal con MonitorPage por defecto:



Ventana principal con Page 2:



Segunda Ventana:



Dialog:

