**Commanding**

2012-02-09 FPVI

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| **Command Source**  Button  Toolbar Button  MenuItem  HyperLink  KeyBinding(KeyGesture) (Ctrl+S)  To implement ICommandSource:  3 propdp:   * ICommand Command * IInputElement CommandTarget * Object CommandParameter   When initializing static DP member for Command, register a handler for PropertyChanged that will add a handler to Command.OnExecuteChanged and disable/enable itself on this event  Decide when to call Command.Execute (typically in OnClick) | **Command**  static RoutedUICommand About =  new RoutedUICommand  ("*Command Display String*",  "*Command*",  typeof(OwnerClass),  new InputGestureCollection()  { new KeyGesture(Key.I,  ModifierKeys.Control) });  Predefined:  ApplicationCommands  EditCommands  … | **Command Target**  Implement:  void ***Command***CanExecute(object sender,  CanExecuteRoutedEventArgs e)  void ***Command***Executed(object sender,  ExecutedRoutedEventArgs e) |

**Command Bindings**

<Window.CommandBindings>

<CommandBinding

Command="*Command*"

CanExecute="*Command*CanExecute"

Executed="*Command*Executed"/>

...

</Window.CommandBindings>

**Source Bindings**

<Button Command="Command"

CommandTarget="{Binding ElementName=AboutTBButton}">

</Button>

<Window.InputBindings>

<KeyBinding Command="*Command*"

Key="*Key*" Modifiers="*Mondifier*" />

...

</Window.InputBindings>