**Controls Hierarchy**

2012-02-13 PV

Base class for UI elements that use a ControlTemplate to define their appearance

Base class that adds support for styles, data binding, resources, and a few common mechanisms such as tooltips and context menus.

Base class for all 2D visual objects with support for routed events, command binding, layout and focus. Brings LIFE (layout, input, focus, eventing) and commands

Represents an object that participates in the dependency property system.

Add dependency properties.

Object accessed only on the thread that created it associated with a dispatcher (processing Win32 message loop).

Root of type hierarchy.

Base class for all objects that have their own 2D visual representation.

Rendering support, hit testing, coordinate transformation, bounding box calculations.

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| **2D Drawings**  <Image>: FrameworkElement, to put on a form  <Image.Source>: Object ImageSource  Also:  <Path Stroke="Black" StrokeThickness="1">  <Path.Data>  <PathGeometry>  <PathGeometry.Figures>  <PathFigureCollection>  <PathFigure StartPoint="100,50">  <PathFigure.Segments>  <PathSegmentCollection>  <LineSegment Point="10,200" /> |  |