# Binding to a Single Object



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### Overview



Creating the detail screen

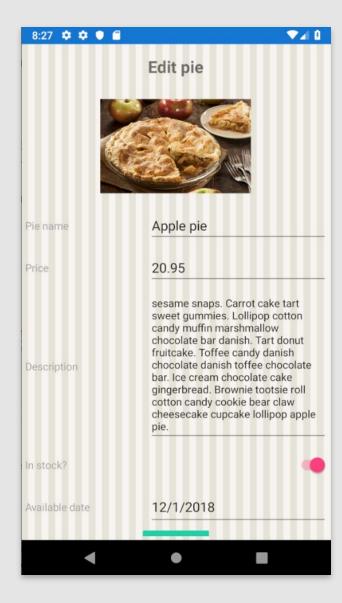
Special binding syntax



## Creating the Detail Screen



#### Finished Screen





#### Demo



Creating the type

Bind the regular controls

Show an image

Use binding modes and change notifications



## Special Binding Syntax



```
<Entry
    Text="{Binding PieDetailViewModel.Pie.PieName,
Mode=TwoWay}"></Entry>
```

"Dotting" into Properties



```
<Entry Text="{Binding [0].Price, Mode=TwoWay}"></Entry>
```

Using an Indexer



### Demo



Binding to properties
Using an indexer



## Summary



Data binding makes building this type of screen simple

Flexible syntax





**Up next:**Binding to a List

