

# Hooking up Views and ViewModels in MVVM

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# Introduction



**View-First Construction Patterns**

**Data Binding**


**ViewModel-First with DataTemplates**



# View-First XAML

In Code Behind: InitializeComponent()

```
<UserControl x:Class="..."
             xmlns="..."
             ...
             Width="300"
             Loaded="OnLoaded">
    <UserControl.DataContext>
        <cust:CustomerListViewModel />
    </UserControl.DataContext>
    <Grid>
        <DataGrid ItemsSource="{Binding Customers}" />
    </Grid>
</UserControl>
```



# View-First Code-Behind

```
public partial class CustomerListView : UserControl
{
    public CustomerListView()
    {
        this.DataContext = new CustomerListViewModel();
        InitializeComponent();
    }
}
```



# View-First: ViewModelLocator



**ViewModelLocator** is a meta-pattern for automatically locating and hooking up the right **ViewModel**



# ViewModelLocator Process



Determine which View type is being constructed



Determine ViewModel type to create based on convention



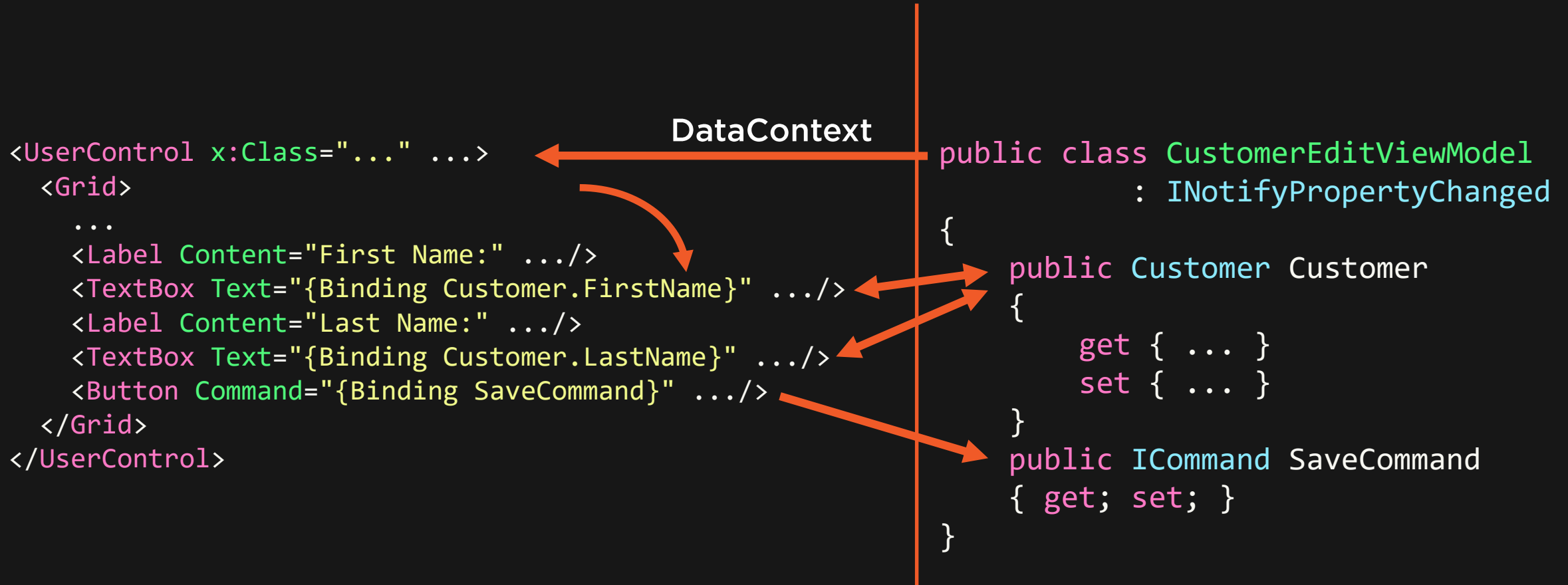
Construct ViewModel



Set ViewModel as View's DataContext



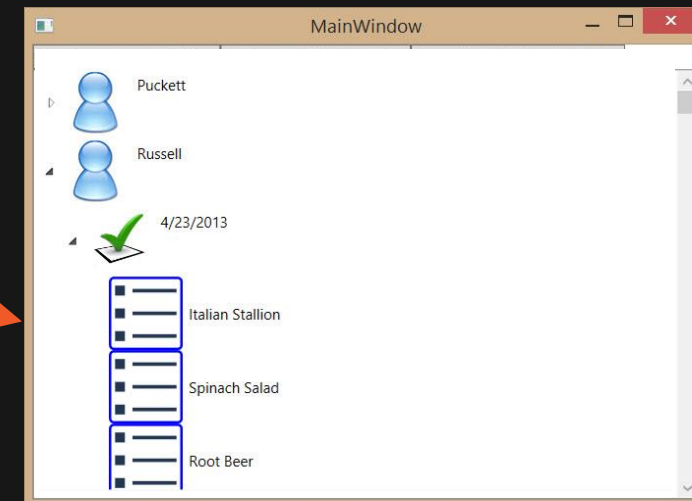
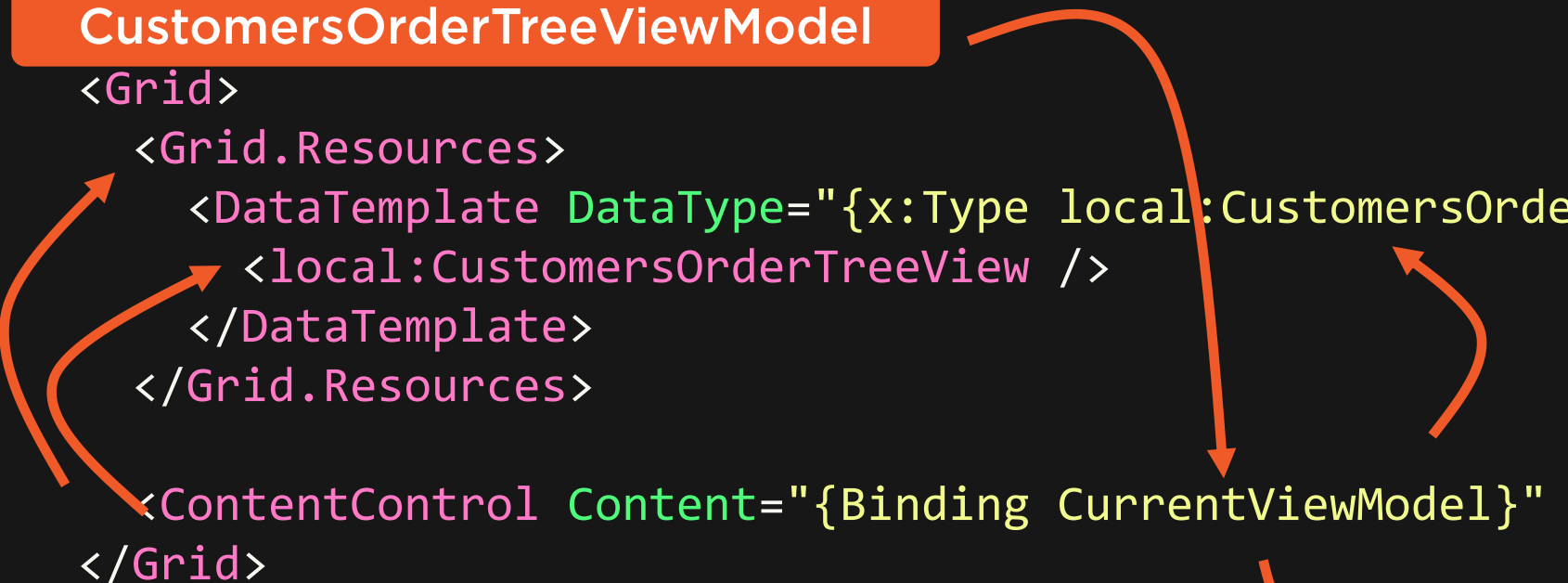
# Data Binding



# ViewModel-First with DataTemplates

## CustomersOrderTreeViewModel

```
<Grid>  
  <Grid.Resources>  
    <DataTemplate DataType="{x:Type local:CustomersOrderTreeViewModel}">  
      <local:CustomersOrderTreeView />  
    </DataTemplate>  
  </Grid.Resources>  
<ContentControl Content="{Binding CurrentViewModel}" />  
</Grid>
```



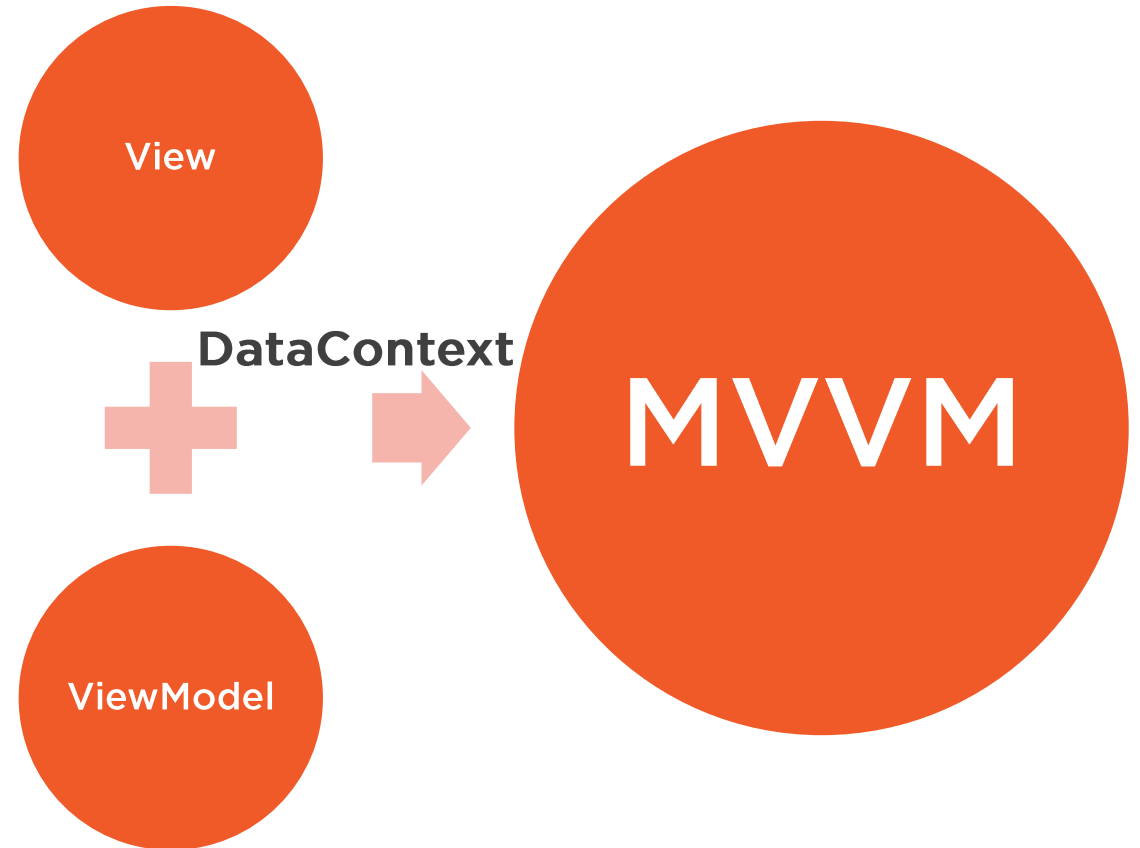


# No One's on First

May have other code in control of constructing both View and ViewModel

Order does not matter

Set DataContext after constructing both



# Summary



View-First MVVM hookup can be achieved several ways

Data binding forms the glue that flows

DataTemplates allow dynamic selection and hookup of ViewModels for Views

