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#### To nye gode kolleger med C# og WPF viden søges...

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I vores afdeling for systemudvikling her i Aarhus er vi på udkig efter to nye inspirerende kolleger med fokus primært på C# og WPF. Vi har et uhøjtideligt og dynamisk udviklermiljø, bleeding edge Microsoft teknologi og gode arbejdsforhold. Se beskrivelsen på http://bit.ly/vflitsys



#### VFL IT, Systemudvikling bit.ly

Vi søger nye kollegaer - læs mere her Afdelingen ledes af Systemudviklingschef Jesper Nielsen, og de ca. 25 udviklere varetager en stor del af udviklingen og

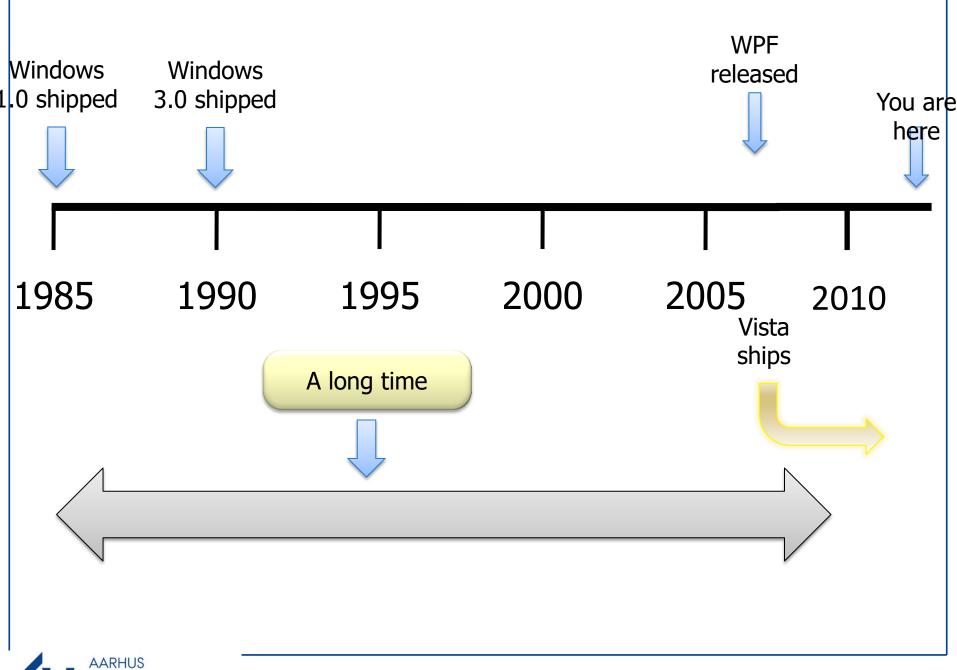
vedligeholdelsen af VFL IT's moderne systemportefølje af Web-, Mobil-, klient-, database-...



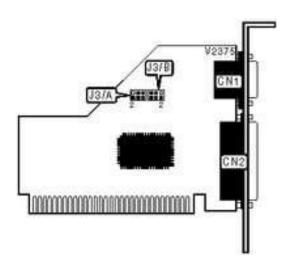
# A new UI platform

...but why?





# **Video Cards**





1985 2005



# **New Expectations**

Hello

Hello!



Hello



# Integration

- In 2000 Microsoft had 5 major UI platforms:
  - User32/GDI32
    - The original Windows UI engine
  - Ruby
    - Visual Basic's UI model (build on top of User/GDI)
  - Trident
    - ~ MSHTML.dll the UI engine used by browsers (a HTML specific engine)
  - Windows Forms
    - A managed-code API on top of User32 and GDI+ (a successor to GDI32)
  - DirectX
    - Low level UI engine aimed for Games.

WPF: a single integrated solution (the dream – not really the case yet)

W/DE

Win32







# WPF history

- Microsoft started the WPF project in 2001
  - Mission:

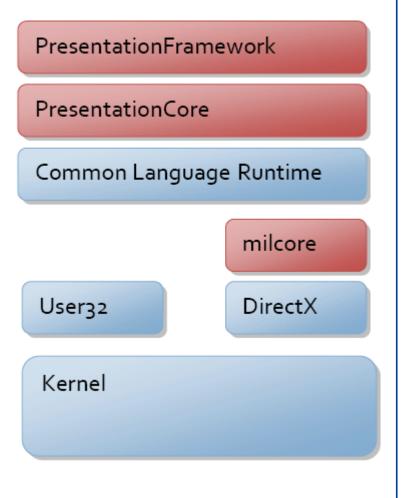
To build a unified presentation platform that could eventually replace User32/GDI32, Ruby, Trident and Windows Forms while enabling the new scenarios that customers were demanding in the presentation space.

- The project was called Avalon at that time
- In 2003 WPF had a major redesign
  - Since then there have been a more steady development
- The first release of WPF was in 2007
- WPF is the work of 5 years by more than 300 people.



### WPF and the OS

- The primary WPF programming model is exposed through managed code.
- The major components of WPF are illustrated in the figure.
  - The red sections of the diagram (PresentationFramework, PresentationCore, and milcore) are the major code portions of WPF.
  - Of these, only one is an unmanaged component milcore.
  - Milcore is written in unmanaged code in order to enable tight integration with DirectX.
  - All display in WPF is done through the DirectX engine, allowing for efficient hardware and software rendering.





# **WPF Framework Concepts**

- Applications
  - The top level architecture of an WPF application.
- Controls
  - Are the fundamental building blocks of user interface in WPF applications.
- Layout
  - Different types of panels are used to manage the layout of controls and other UI elements in a window.
- Visuals
  - Text, 2D and 3D graphics, animation, video and audio
- Data
  - Data sources and how to bind them to controls.
- Actions
  - Events, commands and triggers.
- Styles
  - The styling system enables a clear separation of the visual appearance of the UI and programmatic structure of the application.







# XAML: .NET Markup

 WPF uses XAML (an XML dialect) to separate the visual appearance of the UI and the programmatic structure of the application.

```
<Button x:Name="myButton"
                                    Button myButton = new Button();
        FontSize="24"
                                    myButton.FontSize = 24;
        FontFamily="Candara"
                                    myButton.FontFamily =
        Foreground="DarkRed">
                                           new FontFamily("Candara");
                                    myButton.Foreground =
                                          Brushes.DarkRed;
  click me!
                                    myButton.Content = "_Click me!";
</Button>
                                                      Or by code
                           Click me!
    You can create
     a button by
        xaml
```



### WPF vs. Windows Forms

- The foundation of WPF is very solid
  - dependency properties, routed events and XAML.
- And there are lots of cool features in WPF
  - particularly with graphics and animation.



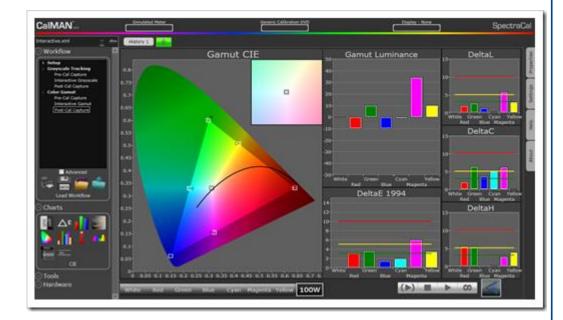
### What's New In WPF 4.5

- Ribbon control
- Improved performance when displaying large sets of grouped data
- New features for the VirtualizingPanel
- Binding to static properties
- Accessing collections on non-UI Threads
- Synchronously and Asynchronously validating data
- Automatically updating the source of a data binding
- Binding to types that Implement ICustomTypeProvider
- Retrieving data binding information from a binding expression
- Checking for a valid DataContext object
- Repositioning data as the data's values change (Live shaping)
- Improved Support for Establishing a Weak Reference to an Event
- New methods for the Dispatcher class
- Markup Extensions for Events



# Real Apps Build with WPF

- Inside Microsoft
  - Visual Studio only the GUI, the compilers are build with C++.
  - Expression Suite only the GUI.
  - WebMatrix
  - And many internal apps.
- Outside Microsoft
  - AutoCAD 2010
  - HyperDrive
  - Nero 9
  - Roxio Creator 2009
  - TurboTax 2010
  - CalMAN
  - Metrotwit (Twitter client)
  - Nemo Documents (DK)
  - You can find other examples in the BookOfWPF:
     <a href="http://10rem.net/blog/2010/02/10/the-book-of-wpf">http://10rem.net/blog/2010/02/10/the-book-of-wpf</a>



## **Books on WPF**

DOORS OII VVI I	
PTO WPF 4.5 in C# NAME POSITION Fundaments MT 4.5  APPRESS:	Pro WPF 4.5 in C#, 4rd Edition By Matthew MacDonald Publisher: Apress ISBN: 978-1-4302-4366-3
WPT IN ACTION with Yeard Yeards POOS  By to Saland Bras Brown	WPF in Action with Visual Studio 2008 By Arlen Feldman and Maxx Daymon Publisher: Manning Publications Co. ISBN: 1933988223
Essential Windows Presentation Foundation  Others Anderson	Essential Windows Presentation Foundation (WPF) By Chris Anderson the chief architect of WPF Publisher: Addison-Wesley Professional ISBN-13:9780321374479 Focused on concepts behind WPF
WPF 4 UNLEASHED	Windows Presentation Foundation Unleashed (WPF) By Adam Nathan Publisher: Sams ISBN-13: 978-0672331190
Programming  ORELLY  Can see & see conjus	Programming WPF Second Edition By Chris Sells, Ian Griffiths Publisher: O'Reilly ISBN 13: 9780596510374

## **Online Sources**

Walkthrough: Getting Started with WPF
 https://msdn.microsoft.com/enus/library/vstudio/ms752299(v=vs.100).aspx

