Quick Demonstration of OnAppearing() and OnDisappearing()

Can add this to really an example with navigation, just tack them on.

OnAppearing allows the content page to react to it being displayed, perhaps when being returned to after navigating to another page. It is inherited from Page and can be overridden. Mainly useful if there is something on the second page that affects the first (perhaps the second page modifies a list that is shown on the first, so you want the list to update.)

Example below just has a static count variable that is increased to show that something is happening each time the page is returned to (obviously if the page was destroyed count would reset to 0 each time):

Button btn;

int count = 0;

public MainPage()

{

InitializeComponent();

btn = this.FindByName<Button>("btnClick");

btn.Clicked += (sender, e) => { Navigation.PushAsync(new Page1()); };

}

protected override void OnAppearing()

{

btn.Text = "Here " + ++count;

base.OnAppearing();

}

There is also an OnDisappearing which occurs when a page is hidden or closed

protected override void OnDisappearing()

{

btn.Text = "Here " + ++count;

base.OnDisappearing();

}

\*\*\*Using the Navigation Passing example:

protected override void OnAppearing()

{

// this is only useful if you there is something you want to do when the page appears/reappears.

// a good example might be the second page makes changes to data that this page is displaying,

// so refresh the data. Here we read what the people's current names are

Button btnJoe2 = Content.FindByName<Button>("btnJoe2");

Button btnJane2 = Content.FindByName<Button>("btnJane2");

Button btnJenny2 = Content.FindByName<Button>("btnJenny2");

btnJoe2.Text = people[0].firstname + " " + people[0].lastname;

btnJane2.Text = people[1].firstname + " " + people[1].lastname;

btnJenny2.Text = people[2].firstname + " " + people[2].lastname;

base.OnAppearing();

}