

# Creating Your First Prism Application

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# Agenda



**Creating a Prism Application**

**Initialization Process**

**What Is the Shell?**

**An Easier Way to Create Your App**



# Creating a Prism Application



## Create a new WPF Application

## Reference NuGet Packages

- Prism.Dryloc

## Update App to use PrismApplication

- Replaces the WPF base application
- Core services
- Application specific services



# Update App.xaml

```
<Application x:Class="PrismDemo.App"
```

```
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
```

```
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
```

```
    StartupUri="MainWindow.xaml"
```

```
    xmlns
```

```
</Application>
```



# Update App.xaml

```
<Application x:Class="PrismDemo.App"
```

```
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
```

```
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
```

```
    StartupUri="MainWindow.xaml"
```

```
    xmlns:prism="http://prismlibrary.com/" >
```

```
</Application>
```



# Update App.xaml

```
<prism:PrismApplication x:Class="PrismDemo.App"  
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  
    StartupUri="MainWindow.xaml"  
    xmlns:prism="http://prismlibrary.com/" >  
  
</prism:PrismApplication>
```



# Update App.xaml

```
<prism:PrismApplication x:Class="PrismDemo.App"  
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"  
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"  
    xmlns:prism="http://prismlibrary.com/" >  
  
</prism:PrismApplication>
```



# Update App.xaml.cs

```
public partial class App : Application
```

```
{
```

```
}
```





# Update App.xaml.cs

```
public partial class App : PrismApplication
```

```
{
```

```
}
```



# Update App.xaml.cs

```
public partial class App : PrismApplication
{
    protected override Window CreateShell()
    {
        throw new NotImplementedException();
    }
}
```



# Update App.xaml.cs

```
public partial class App : PrismApplication
{
    protected override Window CreateShell()
    {
        throw new NotImplementedException();
    }

    protected override void RegisterTypes(IContainerRegistry containerRegistry)
    {
        throw new NotImplementedException();
    }
}
```



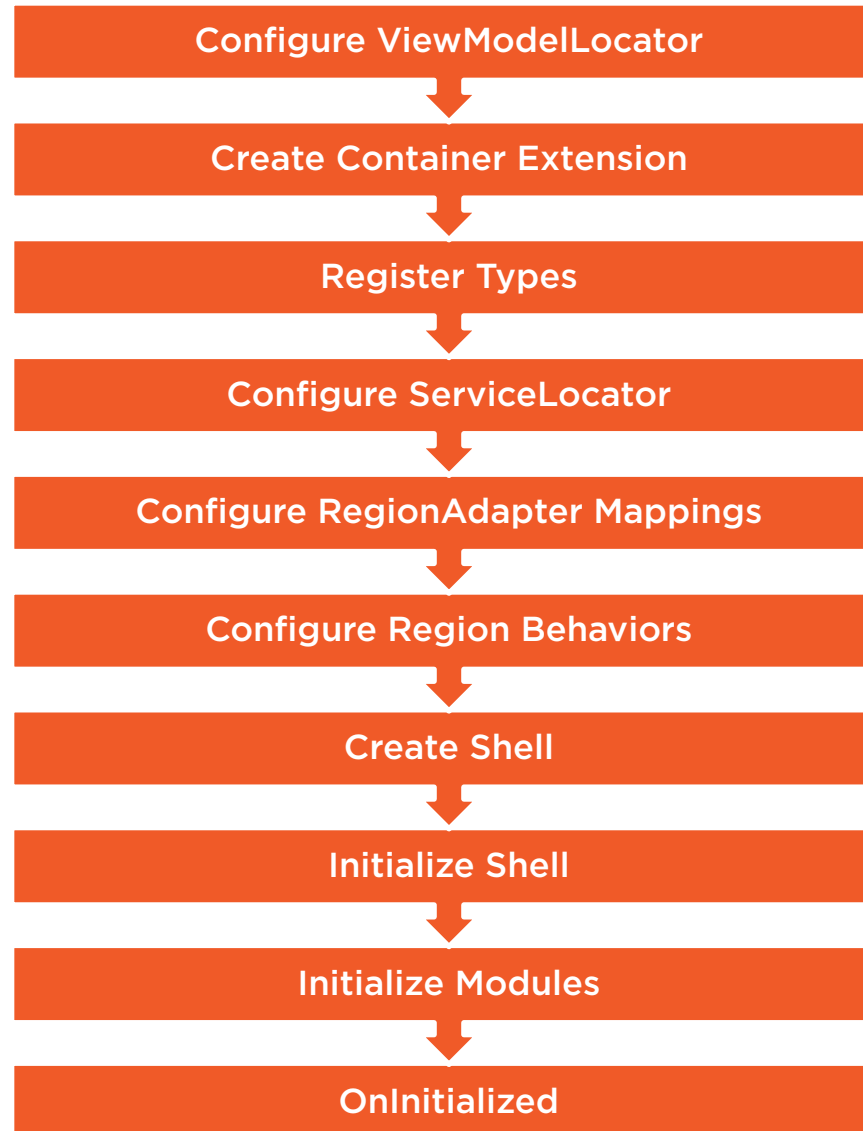
# Demo



## Create your first Prism Application



# Application Initialization Process



# What Is a Shell?

Main application window

“Master Page”

Contains regions



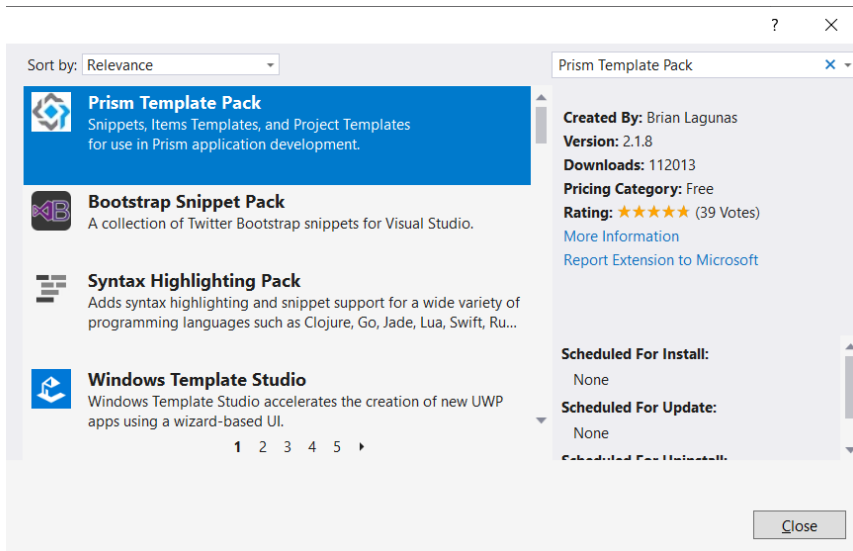
# Demo



## Creating a Shell



# An Easier Way to Create Your App



## Project Templates

- Blank Project
- Module Project

## Item Templates

- UserControl
- Window
- ViewModel
- More...

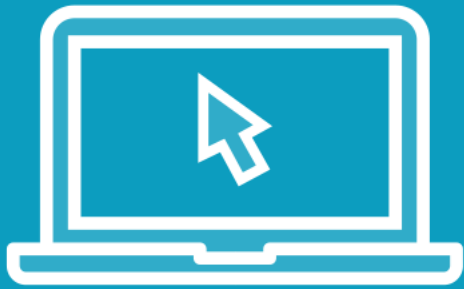
## Snippets

- propp - property (depends on BindableBase)
- cmd - DelegateCommand
- cmdg - DelegateCommand<T>





# Demo



## Using the Prism Template Pack



# Summary



**Creating a Prism Application**

**Initialization Process**

**What Is the Shell?**

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