Working With ItemsControls

Kevin Dockx
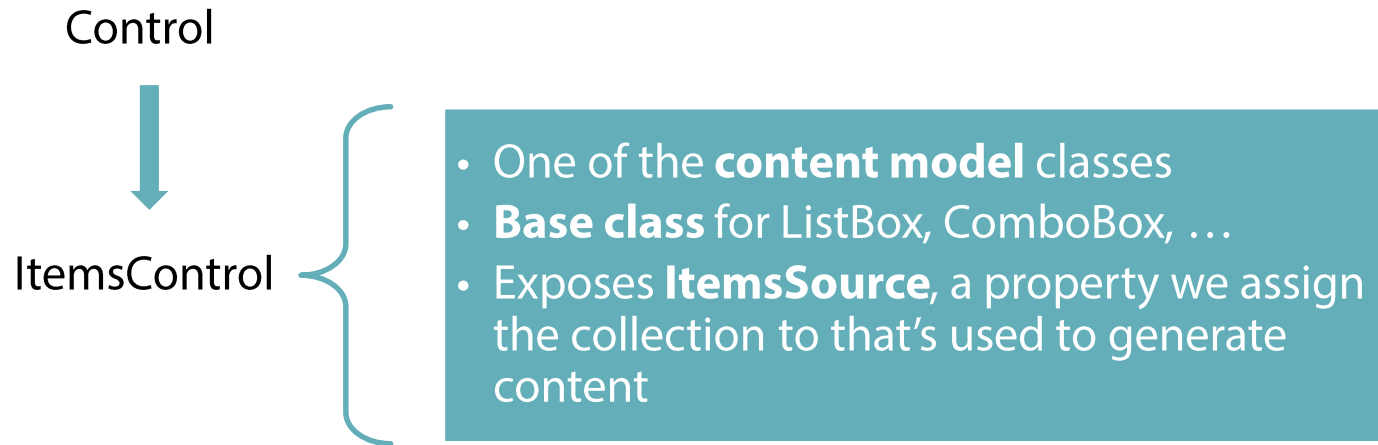http://blog.kevindockx.com/
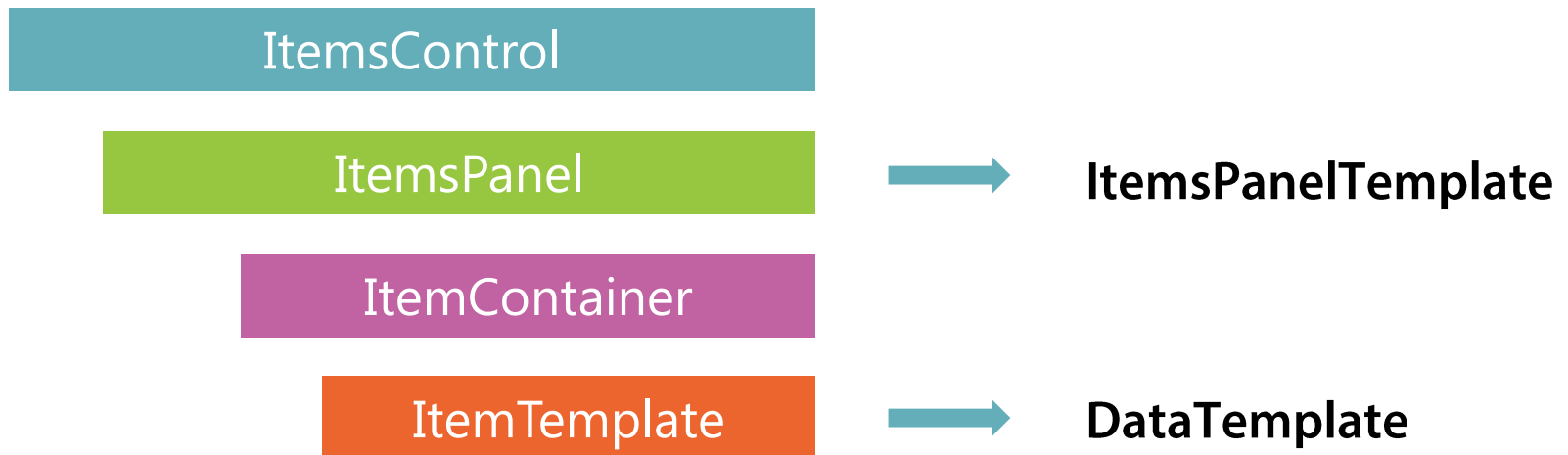@KevinDockx

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What's an ItemsControl?

When you want to display a list of data, you'll use an ItemsControl, or a class inheriting it.

Control

↓

ItemsControl

- One of the **content model** classes
- **Base class** for ListBox, ComboBox, …
- Exposes **ItemsSource**, a property we assign the collection to that's used to generate content

A Look Into the Structure of an ItemsControl

Three important concepts: ItemsPanel, ItemTemplate and ItemContainer

What About Different DataTemplates?

A DataTemplateSelector allows us to choose a different DataTemplate to visualize each item in the collection

To use a DataTemplateSelector

- Create a new class that inherits **DataTemplateSelector**

- Override and implement the **SelectTemplate** method

- Assign an instance of it to the **ItemTemplateSelector** property of the ItemsControl

Notifying the UI: Collections

A List doesn't notify the UI when an item is added or removed.

To allow
reporting
change

- The collection should implement the **INotifyCollectionChanged** interface

- This interface exposes a **CollectionChanged** event that should be invoked when the UI should be notified

- **ObservableCollection<T>** implements this

Summary

- **ItemsControl & its structure**
  - ItemsPanel
  - ItemContainer
  - ItemTemplate

- **DataTemplateSelector**

- **Notifying the UI**