Namespace YoutubeBrowser

Classes

<u>AddVideoWindow</u>

<u>App</u>

Interaction logic for App.xaml

<u>DeleteVideoWindow</u>

MainWindow

Class AddVideoWindow

Namespace: <u>YoutubeBrowser</u>
Assembly: YoutubeBrowser.dll

```
public class AddVideoWindow : Window, IAnimatable, ISupportInitialize,
IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

Inheritance

```
<u>object</u> ♂ ← <u>DispatcherObject</u> ♂ ← <u>DependencyObject</u> ♂ ← <u>Visual</u> ♂ ← <u>UIElement</u> ♂ ← 
<u>FrameworkElement</u> ♂ ← <u>Control</u> ♂ ← <u>ContentControl</u> ~ Window ♂ ← AddVideoWindow
```

Implements

<u>IAnimatable</u> ☑, <u>ISupportInitialize</u> ☑, <u>IFrameworkInputElement</u> ☑, <u>IInputElement</u> ☑, <u>IQueryAmbient</u> ☑, IAddChild ☑

Inherited Members

```
Window.AllowsTransparencyProperty degree , Window.DpiChangedEvent degree , Window.IconProperty degree ,
Window.IsActiveProperty down, A Window.LeftProperty down, A Window.ResizeModeProperty down, A Window.Resize
<u>Window.ShowActivatedProperty</u> ♂, <u>Window.ShowInTaskbarProperty</u> ♂,
Window.SizeToContentProperty ☑, Window.TaskbarltemInfoProperty ☑, Window.TitleProperty ☑,
Window.TopmostProperty down, Window.TopProperty down, Window.WindowStateProperty down, window.TopProperty down, window.WindowStateProperty down, down, window.TopProperty down, dow
<u>Window.WindowStyleProperty</u> ✓ , <u>Window.Activate()</u> ✓ , <u>Window.ArrangeOverride(Size)</u> ✓ ,
<u>Window.Close()</u> ¬ , <u>Window.DragMove()</u> ¬ , <u>Window.GetWindow(DependencyObject)</u> ¬ ,
Window.Hide() □ , Window.MeasureOverride(Size) □ , Window.OnActivated(EventArgs) □ ,
Window.OnClosed(EventArgs) ☑ , Window.OnClosing(CancelEventArgs) ☑ ,
<u>Window.OnContentChanged(object, object)</u> 

☑ , <u>Window.OnContentRendered(EventArgs)</u> 

☑ ,
Window.OnCreateAutomationPeer() □ , Window.OnDeactivated(EventArgs) □ ,
Window.OnDpiChanged(DpiScale, DpiScale)  

✓ , Window.OnLocationChanged(EventArgs)  

✓ ,
<u>Window.OnManipulationBoundaryFeedback(ManipulationBoundaryFeedbackEventArgs)</u> ,
<u>Window.OnSourceInitialized(EventArgs)</u>  

☑ , <u>Window.OnStateChanged(EventArgs)</u>  

☑ ,
Window.OnVisualChildrenChanged(DependencyObject, DependencyObject) ,
Window.OnVisualParentChanged(DependencyObject) □ , Window.Show() □ , Window.ShowDialog() □ ,
<u>Window.AllowsTransparency</u> ✓ , <u>Window.DialogResult</u> ✓ , <u>Window.Icon</u> ✓ , <u>Window.IsActive</u> ✓ ,
Window.Left down, Window.LogicalChildren down, Window.OwnedWindows down, Window.Owner down, Window.OwnedWindows down, Window.OwnedWindow.
Window.ResizeMode ☑, Window.RestoreBounds ☑, Window.ShowActivated ☑,
Window.ShowInTaskbar

☐ , Window.SizeToContent
☐ , Window.TaskbarItemInfo
☐ , Window.Title
☐ ,
Window.Top™, Window.Topmost™, Window.WindowStartupLocation™, Window.WindowState™,
Window.WindowStyle down, Window.Activated down, Window.Closed down, Window.Closing down, Window.Closing down, Window.Closed down, Window.Closing down, Window.Closed down, Window.Closed
```

```
Window.ContentRendered down, Window.Deactivated down, Window.DpiChanged down,
ContentControl.ContentProperty de , ContentControl.ContentStringFormatProperty de ,
ContentControl.ContentTemplateProperty , ContentControl.ContentTemplateSelectorProperty ,
ContentControl.AddText(string) □, ContentControl.OnContentStringFormatChanged(string, string) □,
<u>ContentControl.OnContentTemplateChanged(DataTemplate, DataTemplate)</u> ✓,
<u>ContentControl.OnContentTemplateSelectorChanged(DataTemplateSelector, DataTemplateSelector)</u>  

∠ ,
ContentControl.Content♂, ContentControl.ContentStringFormat♂, ContentControl.ContentTemplate♂,
ContentControl.ContentTemplateSelector day, ContentControl.HasContent day,
Control.BackgroundProperty derived , Control.BorderBrushProperty der , Control.BorderThicknessProperty der ,
<u>Control.FontFamilyProperty</u> , <u>Control.FontSizeProperty</u> , <u>Control.FontStretchProperty</u> ,
Control.FontStyleProperty, Control.FontWeightProperty, Control.ForegroundProperty, ,
Control.HorizontalContentAlignmentProperty , Control.IsTabStopProperty ,
Control.MouseDoubleClickEvent down, Control.PaddingProperty down,
Control.PreviewMouseDoubleClickEvent dots, Control.TabIndexProperty dots, Control.TemplateProperty dots,
Control.VerticalContentAlignmentProperty, Control.OnMouseDoubleClick(MouseButtonEventArgs), ,
Control.OnPreviewMouseDoubleClick(MouseButtonEventArgs) □,
<u>Control.OnTemplateChanged(ControlTemplate, ControlTemplate)</u> 
☐ , <u>Control.ToString()</u> 
☐ ,
Control.Background ☑, Control.BorderBrush ☑, Control.BorderThickness ☑, Control.FontFamily ☑,
Control.FontSize day, Control.FontStretch day, Control.FontStyle day, Control.FontWeight day,
Control.Foreground ☑ , Control.HandlesScrolling ☑ , Control.HorizontalContentAlignment ☑ ,
Control.IsTabStop ☑ , Control.Padding ☑ , Control.TabIndex ☑ , Control.Template ☑ ,
Control. Vertical Content Alignment ☑, Control. Mouse Double Click ☑,
Control.PreviewMouseDoubleClick , FrameworkElement.ActualHeightProperty ,
<u>FrameworkElement.ActualWidthProperty</u> ♂, <u>FrameworkElement.BindingGroupProperty</u> ♂,
<u>FrameworkElement.ContextMenuClosingEvent</u> , <u>FrameworkElement.ContextMenuOpeningEvent</u> ,
FrameworkElement.ContextMenuProperty, , FrameworkElement.CursorProperty, ,
FrameworkElement.FlowDirectionProperty , FrameworkElement.FocusVisualStyleProperty ,
FrameworkElement.ForceCursorProperty, , FrameworkElement.HeightProperty, ,
FrameworkElement.HorizontalAlignmentProperty, FrameworkElement.InputScopeProperty, ,
<u>FrameworkElement.LanguageProperty</u> ♂, <u>FrameworkElement.LayoutTransformProperty</u> ♂,
<u>FrameworkElement.LoadedEvent</u> , <u>FrameworkElement.MarginProperty</u> ,
FrameworkElement.MaxHeightProperty,, FrameworkElement.MaxWidthProperty,,
<u>FrameworkElement.MinHeightProperty</u> , <u>FrameworkElement.MinWidthProperty</u>, ,
<u>FrameworkElement.NameProperty</u> , <u>FrameworkElement.OverridesDefaultStyleProperty</u> ,
FrameworkElement.RequestBringIntoViewEvent , FrameworkElement.SizeChangedEvent ,
FrameworkElement.StyleProperty, , FrameworkElement.TagProperty, ,
<u>FrameworkElement.ToolTipClosingEvent</u> , <u>FrameworkElement.ToolTipOpeningEvent</u> ,
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<u>FrameworkElement.ToolTipProperty</u> , <u>FrameworkElement.UnloadedEvent</u> ,
<u>FrameworkElement.UseLayoutRoundingProperty</u> ♂, <u>FrameworkElement.VerticalAlignmentProperty</u> ♂,
FrameworkElement.WidthProperty , FrameworkElement.AddLogicalChild(object) ,
<u>FrameworkElement.ApplyTemplate()</u> , <u>FrameworkElement.ArrangeCore(Rect)</u> ,
FrameworkElement.BeginInit() , FrameworkElement.BeginStoryboard(Storyboard) ,
FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior, bool) ... ,
<u>FrameworkElement.BringIntoView()</u> , <u>FrameworkElement.BringIntoView(Rect)</u>, ,
FrameworkElement.EndInit() , FrameworkElement.FindName(string) ,
FrameworkElement.FindResource(object) □ ,
<u>FrameworkElement.GetBindingExpression(DependencyProperty)</u> ,
FrameworkElement.GetFlowDirection(DependencyObject) , FrameworkElement.GetLayoutClip(Size) ,
FrameworkElement.GetTemplateChild(string) , FrameworkElement.GetUIParentCore() ,
<u>FrameworkElement.MoveFocus(TraversalRequest)</u> ♂, <u>FrameworkElement.OnApplyTemplate()</u> ♂,
<u>FrameworkElement.OnContextMenuClosing(ContextMenuEventArgs)</u> ,
<u>FrameworkElement.OnContextMenuOpening(ContextMenuEventArgs)</u> ,
<u>FrameworkElement.OnGotFocus(RoutedEventArgs)</u> ✓, <u>FrameworkElement.OnInitialized(EventArgs)</u> ✓,
<u>FrameworkElement.OnPropertyChanged(DependencyPropertyChangedEventArgs)</u> \( \textit{\rm} \) ,
FrameworkElement.OnRenderSizeChanged(SizeChangedInfo) d,
FrameworkElement.OnStyleChanged(Style, Style) ,
<u>FrameworkElement.OnToolTipClosing(ToolTipEventArgs)</u> ,
FrameworkElement.OnToolTipOpening(ToolTipEventArgs) d.,
<u>FrameworkElement.ParentLayoutInvalidated(UIElement)</u> document.
<u>FrameworkElement.PredictFocus(FocusNavigationDirection)</u> \( \textit{\textit{\textit{o}}} \) ,
FrameworkElement.RegisterName(string, object) , FrameworkElement.RemoveLogicalChild(object) ,
<u>FrameworkElement.SetBinding(DependencyProperty, string)</u> \( \textit{\rightarrow} \) ,
FrameworkElement.SetBinding(DependencyProperty, BindingBase) ,
<u>FrameworkElement.SetFlowDirection(DependencyObject, FlowDirection)</u> <a href="mailto:rection">rection</a>(DependencyObject, FlowDirection)</a>
FrameworkElement.SetResourceReference(DependencyProperty, object) ...,
<u>FrameworkElement.TryFindResource(object)</u> 

✓ , <u>FrameworkElement.UnregisterName(string)</u> 

✓ ,
FrameworkElement.UpdateDefaultStyle() , FrameworkElement.ActualHeight ,
<u>FrameworkElement.ActualWidth</u> ♂, <u>FrameworkElement.BindingGroup</u> ♂,
<u>FrameworkElement.ContextMenu</u> do , <u>FrameworkElement.Cursor</u> do , <u>FrameworkElement.DataContext</u> do ,
FrameworkElement.DefaultStyleKeyr, FrameworkElement.FlowDirectionr,
<u>FrameworkElement.FocusVisualStyle</u> ♂, <u>FrameworkElement.ForceCursor</u> ♂, <u>FrameworkElement.Height</u> ♂,
<u>FrameworkElement.HorizontalAlignment</u> , <u>FrameworkElement.InheritanceBehavior</u> ,
<u>FrameworkElement.InputScope</u> ♂, <u>FrameworkElement.IsInitialized</u> ♂, <u>FrameworkElement.IsLoaded</u> ♂,
<u>FrameworkElement.Language</u> ♂, <u>FrameworkElement.LayoutTransform</u> ♂, <u>FrameworkElement.Marqin</u> ♂,
FrameworkElement.MaxHeight , FrameworkElement.MaxWidth , FrameworkElement.MinHeight ,
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<u>FrameworkElement.MinWidth</u> ♂, <u>FrameworkElement.Name</u> ♂,
FrameworkElement.OverridesDefaultStyle ♂, FrameworkElement.Parent ♂,
FrameworkElement.Resources ☑ , FrameworkElement.Style ☑ , FrameworkElement.Tag ☑ ,
<u>FrameworkElement.TemplatedParent</u> downward. , <u>FrameworkElement.ToolTip</u> downward. , <u>FrameworkElement.Triggers</u> downward.
FrameworkElement.UseLayoutRounding ?, FrameworkElement.VerticalAlignment ?,
FrameworkElement.VisualChildrenCount , FrameworkElement.Width ,
FrameworkElement.ContextMenuClosing , FrameworkElement.ContextMenuOpening ,
<u>FrameworkElement.DataContextChanged</u> ☑ , <u>FrameworkElement.Initialized</u> ☑ ,
FrameworkElement.Loaded ☑, FrameworkElement.RequestBringIntoView ☑,
FrameworkElement.SizeChanged , FrameworkElement.SourceUpdated ,
<u>FrameworkElement.ToolTipOpening</u> , <u>FrameworkElement.Unloaded</u> ,
<u>UIElement.AllowDropProperty</u> , <u>UIElement.AreAnyTouchesCapturedProperty</u> , ,
<u>UIElement.AreAnyTouchesCapturedWithinProperty</u> ✓, <u>UIElement.AreAnyTouchesDirectlyOverProperty</u> ✓,
<u>UIElement.AreAnyTouchesOverProperty</u> ✓ , <u>UIElement.BitmapEffectInputProperty</u> ✓ ,
<u>UIElement.BitmapEffectProperty</u> do , <u>UIElement.CacheModeProperty</u> do , <u>UIElement.ClipProperty</u> do ,
<u>UIElement.ClipToBoundsProperty</u> , <u>UIElement.DragEnterEvent</u> , <u>UIElement.DragLeaveEvent</u> ,
<u>UIElement.DragOverEvent</u> downward, <u>UIElement.DropEvent</u> downward, <u>UIElement.EffectProperty</u> downward, <u>UIElement.DragOverEvent</u> downward, <u>UIElement.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOve</u>
<u>UIElement.FocusableProperty</u> ✓ , <u>UIElement.GiveFeedbackEvent</u> ✓ , <u>UIElement.GotFocusEvent</u> ✓ ,
<u>UIElement.GotKeyboardFocusEvent</u> , <u>UIElement.GotMouseCaptureEvent</u> ,
<u>UIElement.GotStylusCaptureEvent</u> <u>JUIElement.GotTouchCaptureEvent</u> <u>JUIE</u>
<u>UIElement.IsEnabledProperty</u> , <u>UIElement.IsFocusedProperty</u> , <u>UIElement.IsHitTestVisibleProperty</u> ,
<u>UIElement.IsKeyboardFocusedProperty</u> 

✓ , <u>UIElement.IsKeyboardFocusWithinProperty</u> 

✓ ,
<u>UIElement.IsManipulationEnabledProperty</u> , <u>UIElement.IsMouseCapturedProperty</u> ,
<u>UIElement.IsMouseCaptureWithinProperty</u> ♂, <u>UIElement.IsMouseDirectlyOverProperty</u> ♂,
<u>UIElement.IsMouseOverProperty</u> , <u>UIElement.IsStylusCapturedProperty</u> , , , , , ,
<u>UIElement.IsStylusCaptureWithinProperty</u> , <u>UIElement.IsStylusDirectlyOverProperty</u>, ,
<u>UIElement.IsStylusOverProperty</u> , <u>UIElement.IsVisibleProperty</u> , <u>UIElement.KeyDownEvent</u> ,
<u>UIElement.KeyUpEvent</u> , <u>UIElement.LostFocusEvent</u> , <u>UIElement.LostKeyboardFocusEvent</u> ,
<u>UIElement.LostMouseCaptureEvent</u> ♂, <u>UIElement.LostStylusCaptureEvent</u> ♂,
<u>UIElement.LostTouchCaptureEvent</u> , <u>UIElement.ManipulationBoundaryFeedbackEvent</u> ,
<u>UIElement.ManipulationCompletedEvent</u> , <u>UIElement.ManipulationDeltaEvent</u> ,
<u>UIElement.ManipulationStartingEvent</u> , <u>UIElement.MouseDownEvent</u> , <u>UIElement.MouseEnterEvent</u> ,
<u>UIElement.MouseLeaveEvent</u> , <u>UIElement.MouseLeftButtonDownEvent</u> ,
<u>UIElement.MouseRightButtonDownEvent</u> , <u>UIElement.MouseRightButtonUpEvent</u> ,
<u>UIElement.MouseUpEvent</u> ♂, <u>UIElement.MouseWheelEvent</u> ♂, <u>UIElement.OpacityMaskProperty</u> ♂,
<u>UIElement.OpacityProperty</u> ✓, <u>UIElement.PreviewDragEnterEvent</u> ✓,
<u>UIElement.PreviewDragLeaveEvent</u> 

☑ , <u>UIElement.PreviewDragOverEvent</u> 
☑ ,
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<u>UIElement.PreviewDropEvent</u> , <u>UIElement.PreviewGiveFeedbackEvent</u> ,
<u>UIElement.PreviewGotKeyboardFocusEvent</u> , <u>UIElement.PreviewKeyDownEvent</u> ,
<u>UIElement.PreviewKeyUpEvent</u> , <u>UIElement.PreviewLostKeyboardFocusEvent</u> ,
UIElement.PreviewMouseDownEvent ☑, UIElement.PreviewMouseLeftButtonDownEvent ☑,
<u>UIElement.PreviewMouseRightButtonDownEvent</u> , <u>UIElement.PreviewMouseRightButtonUpEvent</u> ,
<u>UIElement.PreviewMouseUpEvent</u> , <u>UIElement.PreviewMouseWheelEvent</u> ,
<u>UIElement.PreviewQueryContinueDragEvent</u> ∠, <u>UIElement.PreviewStylusButtonDownEvent</u> ∠,
<u>UIElement.PreviewStylusInAirMoveEvent</u> , <u>UIElement.PreviewStylusInRangeEvent</u> ,
<u>UIElement.PreviewStylusMoveEvent</u> , <u>UIElement.PreviewStylusOutOfRangeEvent</u> ,
<u>UIElement.PreviewStylusSystemGestureEvent</u> ♂, <u>UIElement.PreviewStylusUpEvent</u> ♂,
<u>UIElement.PreviewTextInputEvent</u> , <u>UIElement.PreviewTouchDownEvent</u> ,
<u>UIElement.PreviewTouchMoveEvent</u> , <u>UIElement.PreviewTouchUpEvent</u> , , <u>UIElement.PreviewTouchUpEvent</u> ,
<u>UIElement.QueryContinueDragEvent</u> de , <u>UIElement.QueryCursorEvent</u> de ,
<u>UIElement.RenderTransformOriginProperty</u> , <u>UIElement.RenderTransformProperty</u> ,
<u>UIElement.SnapsToDevicePixelsProperty</u> , <u>UIElement.StylusButtonDownEvent</u> ,
<u>UIElement.StylusButtonUpEvent</u> down the interest of the control 
<u>UIElement.StylusInAirMoveEvent</u> , <u>UIElement.StylusInRangeEvent</u> , <u>UIElement.StylusLeaveEvent</u> ,
<u>UIElement.StylusSystemGestureEvent</u> , <u>UIElement.StylusUpEvent</u> , <u>UIElement.TextInputEvent</u> ,
UIElement.TouchDownEvent ☑, UIElement.TouchEnterEvent ☑, UIElement.TouchLeaveEvent ☑,
<u>UIElement.TouchMoveEvent</u> ♂, <u>UIElement.TouchUpEvent</u> ♂, <u>UIElement.UidProperty</u> ♂,
UIElement. Visibility Property ☑, UIElement. Add Handler (Routed Event, Delegate) ☑,
<u>UIElement.AddHandler(RoutedEvent, Delegate, bool)</u>

☑ ,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock)</u> , ,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)</u> ,
<u>UIElement.Arrange(Rect)</u> ✓ , <u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline)</u> ✓ ,
<u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)</u> ,
<u>UIElement.InputHitTest(Point)</u> , <u>UIElement.InvalidateArrange()</u> , <u>UIElement.InvalidateMeasure()</u> , ,
UIElement.InvalidateVisual() □ , UIElement.Measure(Size) □ ,
<u>UIElement.OnAccessKey(AccessKeyEventArgs)</u> □ , <u>UIElement.OnChildDesiredSizeChanged(UIElement)</u> □ ,
<u>UIElement.OnDragOver(DragEventArgs)</u> 

☑ , <u>UIElement.OnDrop(DragEventArgs)</u> 
☑ ,
<u>UIElement.OnGiveFeedback(GiveFeedbackEventArgs)</u> ☑ ,
<u>UIElement.OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)</u> □ ,
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<u>UIElement.OnGotMouseCapture(MouseEventArgs)</u> \( \textit{\textit{\textit{\textit{P}}}} \) ,
<u>UIElement.OnGotStylusCapture(StylusEventArgs)</u> ∠, <u>UIElement.OnGotTouchCapture(TouchEventArgs)</u> ∠,
\underline{UIElement.OnlsKeyboardFocusedChanged(DependencyPropertyChangedEventArgs)} \square \ ,
<u>UIElement.OnlsKeyboardFocusWithinChanged(DependencyPropertyChangedEventArgs)</u> ,
\underline{\mathsf{UIElement}.\mathsf{Onls}\mathsf{MouseCapturedChanged}(\mathsf{DependencyPropertyChangedEventArgs})} \, \square \, ,
<u>UIElement.OnlsStylusCapturedChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnlsStylusCaptureWithinChanged(DependencyPropertyChangedEventArgs)</u> □ ,
<u>UIElement.OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnLostFocus(RoutedEventArgs)</u>  

✓ ,
<u>UIElement.OnLostStylusCapture(StylusEventArgs)</u> 

☑ , <u>UIElement.OnLostTouchCapture(TouchEventArgs)</u> 
☑ ,
<u>UIElement.OnManipulationCompleted(ManipulationCompletedEventArgs)</u>  

✓ ,
<u>UIElement.OnManipulationDelta(ManipulationDeltaEventArgs)</u> □ ,
<u>UIElement.OnManipulationInertiaStarting(ManipulationInertiaStartingEventArgs)</u> \( \textit{\rm} \) ,
<u>UIElement.OnManipulationStarted(ManipulationStartedEventArgs)</u> \( \operatorname{\text{\substartedEventArgs}} \) \( \operatorname{\text{\substartedEventArgs}} \) \( \operatorname{\text{\substartedEventArgs}} \)
<u>UIElement.OnManipulationStarting(ManipulationStartingEventArgs)</u> ,
<u>UIElement.OnPreviewDragEnter(DragEventArgs)</u> , <u>UIElement.OnPreviewDragLeave(DragEventArgs)</u> , ,
<u>UIElement.OnPreviewGiveFeedback(GiveFeedbackEventArgs)</u> □ ,
<u>UIElement.OnPreviewKeyDown(KeyEventArgs)</u> , <u>UIElement.OnPreviewKeyUp(KeyEventArgs)</u> , ,
<u>UIElement.OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseDown(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)</u> \( \textit{\textit{o}} \) ,
<u>UIElement.OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)</u> ,
<u>UIElement.OnPreviewMouseMove(MouseEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseRightButtonDown(MouseButtonEventArgs)</u> ,
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<u>UIElement.OnPreviewMouseRightButtonUp(MouseButtonEventArgs)</u> ,
<u>UIElement.OnPreviewMouseUp(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseWheel(MouseWheelEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusButtonUp(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusDown(StylusDownEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusInAirMove(StylusEventArgs)</u>  

✓ ,
<u>UIElement.OnPreviewStylusInRange(StylusEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusMove(StylusEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusOutOfRange(StylusEventArgs)</u> □,
<u>UIElement.OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)</u> \( \operatorname{C} \),
<u>UIElement.OnPreviewTextInput(TextCompositionEventArgs)</u> □ ,
<u>UIElement.OnPreviewTouchDown(TouchEventArgs)</u> □ ,
<u>UIElement.OnPreviewTouchMove(TouchEventArgs)</u> , <u>UIElement.OnPreviewTouchUp(TouchEventArgs)</u> ,
<u>UIElement.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> □ ,
<u>UIElement.OnQueryCursor(QueryCursorEventArgs)</u> ∠, <u>UIElement.OnRender(DrawingContext)</u> ∠,
<u>UIElement.OnStylusButtonDown(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnStylusButtonUp(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnStylusDown(StylusDownEventArgs)</u> 

☑ , <u>UIElement.OnStylusEnter(StylusEventArgs)</u> 
☑ ,
<u>UIElement.OnStylusInAirMove(StylusEventArgs)</u> 

✓ , <u>UIElement.OnStylusInRange(StylusEventArgs)</u> 

✓ ,
<u>UIElement.OnStylusLeave(StylusEventArgs)</u> 

☑ , <u>UIElement.OnStylusMove(StylusEventArgs)</u> 
☑ ,
<u>UIElement.OnStylusUp(StylusEventArgs)</u> □ , <u>UIElement.OnTextInput(TextCompositionEventArgs)</u> □ ,
<u>UIElement.OnTouchDown(TouchEventArgs)</u> ♂, <u>UIElement.OnTouchEnter(TouchEventArgs)</u> ♂,
<u>UIElement.RemoveHandler(RoutedEvent, Delegate)</u> ∠, <u>UIElement.TranslatePoint(Point, UIElement)</u> ∠,
<u>UIElement.AreAnyTouchesCapturedWithin</u> , <u>UIElement.AreAnyTouchesDirectlyOver</u>, ,
<u>UIElement.AreAnyTouchesOver</u> , <u>UIElement.BitmapEffect</u> , <u>UIElement.BitmapEffectInput</u> ,
<u>UIElement.CacheMode</u> ✓, <u>UIElement.Clip</u> ✓, <u>UIElement.Clip</u> ToBounds ✓,
<u>UIElement.CommandBindings</u> day , <u>UIElement.DesiredSize</u> day , <u>UIElement.Effect</u> day , <u>UIElement.Focusable</u> day ,
<u>UIElement.HasAnimatedProperties</u> ✓, <u>UIElement.HasEffectiveKeyboardFocus</u> ✓,
UIElement.InputBindings ☑, UIElement.IsArrangeValid ☑, UIElement.IsEnabled ☑,
<u>UIElement.IsEnabledCore</u> dorum , <u>UIElement.IsFocused</u> dorum , <u>UIElement.IsHitTestVisible</u> dorum ,
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UIElement.IsKeyboardFocusWithind, UIElement.IsManipulationEnabledd, UIElement.IsMeasureValidd,
<u>UIElement.IsMouseCaptured</u> ☑, <u>UIElement.IsMouseCaptureWithin</u> ☑, <u>UIElement.IsMouseDirectlyOver</u> ☑,
<u>UIElement.IsMouseOver</u> day, <u>UIElement.IsStylusCaptured</u> day, <u>UIElement.IsStylusCaptureWithin</u> day,
<u>UIElement.IsStylusDirectlyOver</u> , <u>UIElement.IsStylusOver</u> , <u>UIElement.IsVisible</u> , <u>UIElement.Opacity</u> ,
<u>UIElement.RenderTransform</u> ✓ , <u>UIElement.RenderTransformOrigin</u> ✓ , <u>UIElement.SnapsToDevicePixels</u> ✓ ,
<u>UIElement.StylusPlugIns</u> , <u>UIElement.TouchesCaptured</u> , <u>UIElement.TouchesCapturedWithin</u> ,
<u>UIElement.TouchesDirectlyOver</u> , <u>UIElement.TouchesOver</u> , <u>UIElement.Uid</u> , <u>UIElement.Visibility</u> ,
<u>UIElement.DragEnter</u> , <u>UIElement.DragLeave</u> , <u>UIElement.DragOver</u> , <u>UIElement.Drop</u> ,
<u>UIElement.GotTouchCapture</u> , <u>UIElement.IsEnabledChanged</u> , <u>UIElement.IsHitTestVisibleChanged</u> ,
<u>UIElement.IsKeyboardFocusedChanged</u> , <u>UIElement.IsKeyboardFocusWithinChanged</u> ,
<u>UIElement.IsMouseCapturedChanged</u> ✓, <u>UIElement.IsMouseCaptureWithinChanged</u> ✓,
<u>UIElement.IsVisibleChanged</u> , <u>UIElement.KeyDown</u> , <u>UIElement.KeyUp</u> ,
<u>UIElement.LayoutUpdated</u> ☑ , <u>UIElement.LostFocus</u> ☑ , <u>UIElement.LostKeyboardFocus</u> ☑ ,
<u>UIElement.LostMouseCapture</u> de , <u>UIElement.LostStylusCapture</u> de , <u>UIElement.LostTouchCapture</u> de ,
<u>UIElement.ManipulationBoundaryFeedback</u> , <u>UIElement.ManipulationCompleted</u> ,
<u>UIElement.ManipulationDelta</u> , <u>UIElement.ManipulationInertiaStarting</u> ,
UIElement.ManipulationStarted ☑, UIElement.ManipulationStarting ☑, UIElement.MouseDown ☑,
<u>UIElement.MouseEnter</u> <u>JUIElement.MouseLeave</u> <u>JUIElement.MouseLeftButtonDown</u> <u>JUIElement.MouseL</u>
<u>UIElement.MouseLeftButtonUp</u> day, <u>UIElement.MouseMove</u> day, <u>UIElement.MouseRightButtonDown</u> day,
<u>UIElement.MouseRightButtonUp</u> ♂, <u>UIElement.MouseUp</u> ♂, <u>UIElement.MouseWheel</u> ♂,
<u>UIElement.PreviewDragEnter</u> de , <u>UIElement.PreviewDragLeave</u> de , <u>UIElement.PreviewDragOver</u> de ,
<u>UIElement.PreviewDrop</u>

☐ , <u>UIElement.PreviewGotKeyboardFocus</u>
☐ ,
<u>UIElement.PreviewMouseLeftButtonUp</u> , <u>UIElement.PreviewMouseMove</u>,
<u>UIElement.PreviewMouseRightButtonDown</u> , <u>UIElement.PreviewMouseRightButtonUp</u> ,
<u>UIElement.PreviewMouseUp</u> , <u>UIElement.PreviewMouseWheel</u> ,
<u>UIElement.PreviewQueryContinueDrag</u> , <u>UIElement.PreviewStylusButtonDown</u> ,
<u>UIElement.PreviewStylusButtonUp</u> , <u>UIElement.PreviewStylusDown</u>, ,
<u>UIElement.PreviewStylusInAirMove</u>, <u>UIElement.PreviewStylusInRange</u>,
<u>UIElement.PreviewStylusMove</u> , <u>UIElement.PreviewStylusOutOfRange</u> ,
<u>UIElement.PreviewStylusSystemGesture</u> ∠, <u>UIElement.PreviewStylusUp</u> ∠, <u>UIElement.PreviewTextInput</u> ∠,
<u>UIElement.PreviewTouchDown</u> , <u>UIElement.PreviewTouchMove</u> , <u>UIElement.PreviewTouchUp</u> ,
<u>UIElement.QueryContinueDrag</u> , <u>UIElement.QueryCursor</u> , <u>UIElement.StylusButtonDown</u> ,
```

```
<u>UIElement.StylusButtonUp</u> ♂, <u>UIElement.StylusDown</u> ♂, <u>UIElement.StylusEnter</u> ♂,
<u>UIElement.StylusInAirMove</u> , <u>UIElement.StylusInRange</u> , <u>UIElement.StylusLeave</u> ,
<u>UIElement.StylusMove</u> <u>JUIElement.StylusOutOfRange</u> <u>JUIElement.StylusSystemGesture</u> <u>JUIElement.StylusSystemGesture</u> ,
<u>UIElement.StylusUp</u> do , <u>UIElement.TextInput</u> do , <u>UIElement.TouchDown</u> do , <u>UIElement.TouchEnter</u> do ,
<u>UIElement.TouchLeave</u> , <u>UIElement.TouchMove</u> , <u>UIElement.TouchUp</u> ,
Visual.AddVisualChild(Visual) . Visual.FindCommonVisualAncestor(DependencyObject) . , , visual.FindCommonVisualAncestor(DependencyObject) . , visual.FindCom
<u>Visual.IsAncestorOf(DependencyObject)</u> ✓, <u>Visual.IsDescendantOf(DependencyObject)</u> ✓,
<u>Visual.PointFromScreen(Point)</u> ✓ , <u>Visual.PointToScreen(Point)</u> ✓ , <u>Visual.RemoveVisualChild(Visual)</u> ✓ ,
Visual.TransformToAncestor(Visual3D) ☑ , Visual.TransformToAncestor(Visual) ☑ ,
<u>Visual.TransformToDescendant(Visual)</u> ✓, <u>Visual.TransformToVisual(Visual)</u> ✓, <u>Visual.VisualBitmapEffect</u> ✓,
<u>Visual.VisualBitmapEffectInput</u> , <u>Visual.VisualBitmapScalingMode</u> , <u>Visual.VisualCacheMode</u> ,
<u>Visual.VisualClearTypeHint</u> , <u>Visual.VisualClip</u> , <u>Visual.VisualEdgeMode</u> , <u>Visual.VisualEffect</u> ,
Visual.VisualOffset ☑, Visual.VisualOpacity ☑, Visual.VisualOpacityMask ☑, Visual.VisualParent ☑,
Visual.VisualScrollableAreaClip , Visual.VisualTextHintingMode , Visual.VisualTextRenderingMode , visual.VisualTextRenderingMode
<u>Visual.VisualTransform</u> down discussion of the visual of
 <u>DependencyObject.ClearValue(DependencyProperty)</u> ,
 <u>DependencyObject.ClearValue(DependencyPropertyKey)</u> ,
 <u>DependencyObject.CoerceValue(DependencyProperty)</u> , <u>DependencyObject.Equals(object)</u> ,
 <u>DependencyObject.GetValue(DependencyProperty)</u>

□ ,
 <u>DependencyObject.InvalidateProperty(DependencyProperty)</u> ,
 <u>DependencyObject.ReadLocalValue(DependencyProperty)</u> ,
 <u>DependencyObject.SetCurrentValue(DependencyProperty, object)</u> ,
 <u>DependencyObject.SetValue(DependencyProperty, object)</u> □,
 <u>DependencyObject.SetValue(DependencyPropertyKey, object)</u> ,
 <u>DependencyObject.ShouldSerializeProperty(DependencyProperty)</u> ,
 <u>DispatcherObject.Dispatcher</u> dobject. <u>PiperCobject.Dispatcher</u> , <u>object.Equals(object, object)</u> dobject. <u>Object.GetType()</u> dobject. <u>Object.GetType()</u> dobject. <u>Object.Dispatcher</u> dobje
object.MemberwiseClone() □ , object.ReferenceEquals(object, object) □
```

Constructors

AddVideoWindow(Video)

public AddVideoWindow(Video p_video)

Parameters

p_video Video

Class App

Namespace: YoutubeBrowser

```
Assembly: YoutubeBrowser.dll
Interaction logic for App.xaml
    public class App : Application, IQueryAmbient
Inheritance
<u>object</u> ← <u>DispatcherObject</u> ← <u>Application</u> ← App
Implements
Inherited Members
<u>Application.FindResource(object)</u> ✓, <u>Application.GetContentStream(Uri)</u> ✓, <u>Application.GetCookie(Uri)</u> ✓,
Application.GetRemoteStream(Uri) d , Application.GetResourceStream(Uri) d ,
Application.LoadComponent(object, Uri) . Application.LoadComponent(Uri) . ,
Application.OnActivated(EventArgs) . Application.OnDeactivated(EventArgs)., ,
Application.OnExit(ExitEventArgs) □,
<u>Application.OnLoadCompleted(NavigationEventArgs)</u> ,
<u>Application.OnNavigated(NavigationEventArgs)</u> 

✓ ,
<u>Application.OnNavigating(NavigatingCancelEventArgs)</u> ,
<u>Application.OnNavigationFailed(NavigationFailedEventArgs)</u> ,
<u>Application.OnNavigationProgress(NavigationProgressEventArgs)</u> ,
Application.OnNavigationStopped(NavigationEventArgs) ,
Application.OnSessionEnding(SessionEndingCancelEventArgs) . Application.Run() . ,
<u>Application.Run(Window)</u> ♂, <u>Application.SetCookie(Uri, string)</u> ♂, <u>Application.Shutdown()</u> ♂,
<u>Application.Shutdown(int)</u> downward , <u>Application.TryFindResource(object)</u> downward , <u>Application.Current</u> downward , <u>Application.Shutdown(int)</u> downward , <u>Application.TryFindResource(object)</u> downward , <u>Application.TryFindRes</u>
Application.MainWindow , Application.Properties , Application.ResourceAssembly ,
<u>Application.Resources</u> ✓, <u>Application.ShutdownMode</u> ✓, <u>Application.StartupUri</u> ✓,
Application.DispatcherUnhandledException d, Application.Exit d, Application.FragmentNavigation d,
<u>Application.LoadCompleted</u> ☑ , <u>Application.Navigated</u> ☑ , <u>Application.Navigating</u> ☑ ,
<u>Application.NavigationFailed</u> ✓, <u>Application.NavigationProgress</u> ✓, <u>Application.NavigationStopped</u> ✓,
<u>Application.SessionEnding</u> degree , <u>Application.Startup</u> degree , <u>DispatcherObject.Dispatcher</u> degree ,
```

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \ \underline{object.GetHashCode()} \ \ \ \ \ \underline{object.GetType()} \ \ \ \ \ \ \\ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \underline{object.ToString()} \ \underline{object.ToString()} \ \ \underline{object.ToString()} \ \ \underline{object.ToStr$

Constructors

App()

public App()

Methods

OnStartup(StartupEventArgs)

Raises the <u>Startup</u> devent.

protected override void OnStartup(StartupEventArgs e)

Parameters

e <u>StartupEventArgs</u>

☑

A <u>StartupEventArgs</u> that contains the event data.

Class DeleteVideoWindow

Namespace: <u>YoutubeBrowser</u>
Assembly: YoutubeBrowser.dll

```
public class DeleteVideoWindow : Window, IAnimatable, ISupportInitialize,
IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

Inheritance

```
<u>object</u> ♂ ← <u>DispatcherObject</u> ♂ ← <u>DependencyObject</u> ♂ ← <u>Visual</u> ♂ ← <u>UlElement</u> ♂ ← 
<u>FrameworkElement</u> ♂ ← <u>Control</u> ♂ ← <u>ContentControl</u> ~ <u>Window</u> ← <u>DeleteVideoWindow</u>
```

Implements

<u>IAnimatable</u> ☑, <u>ISupportInitialize</u> ☑, <u>IFrameworkInputElement</u> ☑, <u>IInputElement</u> ☑, <u>IQueryAmbient</u> ☑, IAddChild ☑

Inherited Members

```
Window.AllowsTransparencyProperty degree , Window.DpiChangedEvent degree , Window.IconProperty degree ,
Window.IsActiveProperty down, A Window.LeftProperty down, A Window.ResizeModeProperty down, A Window.Resize
<u>Window.ShowActivatedProperty</u> ♂, <u>Window.ShowInTaskbarProperty</u> ♂,
Window.SizeToContentProperty ☑, Window.TaskbarltemInfoProperty ☑, Window.TitleProperty ☑,
Window.TopmostProperty down, Window.TopProperty down, Window.WindowStateProperty down, window.TopProperty down, window.WindowStateProperty down, down, window.TopProperty down, dow
<u>Window.WindowStyleProperty</u> ✓ , <u>Window.Activate()</u> ✓ , <u>Window.ArrangeOverride(Size)</u> ✓ ,
<u>Window.Close()</u> ¬ , <u>Window.DragMove()</u> ¬ , <u>Window.GetWindow(DependencyObject)</u> ¬ ,
Window.Hide() □ , Window.MeasureOverride(Size) □ , Window.OnActivated(EventArgs) □ ,
Window.OnClosed(EventArgs) ☑ , Window.OnClosing(CancelEventArgs) ☑ ,
<u>Window.OnContentChanged(object, object)</u> 

☑ , <u>Window.OnContentRendered(EventArgs)</u> 

☑ ,
Window.OnCreateAutomationPeer() □ , Window.OnDeactivated(EventArgs) □ ,
Window.OnDpiChanged(DpiScale, DpiScale)  

✓ , Window.OnLocationChanged(EventArgs)  

✓ ,
<u>Window.OnManipulationBoundaryFeedback(ManipulationBoundaryFeedbackEventArgs)</u>  

✓ ,
<u>Window.OnSourceInitialized(EventArgs)</u>  

☑ , <u>Window.OnStateChanged(EventArgs)</u>  

☑ ,
Window.OnVisualChildrenChanged(DependencyObject, DependencyObject) □ ,
Window.OnVisualParentChanged(DependencyObject) □ , Window.Show() □ , Window.ShowDialog() □ ,
<u>Window.AllowsTransparency</u> ✓ , <u>Window.DialogResult</u> ✓ , <u>Window.Icon</u> ✓ , <u>Window.IsActive</u> ✓ ,
Window.Left down, Window.LogicalChildren down, Window.OwnedWindows down, Window.Owner down, Window.OwnedWindows down, Window.OwnedWindow.
Window.ResizeMode ☑, Window.RestoreBounds ☑, Window.ShowActivated ☑,
Window.ShowInTaskbar

☐ , Window.SizeToContent
☐ , Window.TaskbarItemInfo
☐ , Window.Title
☐ ,
Window.Top

☐ , Window.Topmost

☐ , Window.WindowStartupLocation

☐ , Window.WindowState

☐ ,
Window.WindowStyle down, Window.Activated down, Window.Closed down, Window.Closing down, Window.Closing down, Window.Closed down, Window.Closing down, Window.Closed down, Window.Closed
```

```
Window.ContentRendered down, Window.Deactivated down, Window.DpiChanged down,
ContentControl.ContentProperty de , ContentControl.ContentStringFormatProperty de ,
<u>ContentControl.ContentTemplateProperty</u> , <u>ContentControl.ContentTemplateSelectorProperty</u>, ,
ContentControl.AddText(string) □, ContentControl.OnContentStringFormatChanged(string, string) □,
<u>ContentControl.OnContentTemplateChanged(DataTemplate, DataTemplate)</u> ✓,
<u>ContentControl.OnContentTemplateSelectorChanged(DataTemplateSelector, DataTemplateSelector)</u>  

∠ ,
ContentControl.Content♂, ContentControl.ContentStringFormat♂, ContentControl.ContentTemplate♂,
ContentControl.ContentTemplateSelector day, ContentControl.HasContent day,
Control.BackgroundProperty derived , Control.BorderBrushProperty der , Control.BorderThicknessProperty der ,
Control.FontFamilyProperty degree , Control.FontSizeProperty degree , Control.FontStretchProperty degree ,
Control.FontStyleProperty, Control.FontWeightProperty, Control.ForegroundProperty, ,
Control.HorizontalContentAlignmentProperty , Control.IsTabStopProperty ,
Control.MouseDoubleClickEvent down, Control.PaddingProperty down,
Control.PreviewMouseDoubleClickEvent dots, Control.TabIndexProperty dots, Control.TemplateProperty dots,
Control.VerticalContentAlignmentProperty, Control.OnMouseDoubleClick(MouseButtonEventArgs), ,
Control.OnPreviewMouseDoubleClick(MouseButtonEventArgs) □,
<u>Control.OnTemplateChanged(ControlTemplate, ControlTemplate)</u> 
☐ , <u>Control.ToString()</u> 
☐ ,
Control.Background ☑, Control.BorderBrush ☑, Control.BorderThickness ☑, Control.FontFamily ☑,
Control.FontSize day, Control.FontStretch day, Control.FontStyle day, Control.FontWeight day,
Control.Foreground ☑ , Control.HandlesScrolling ☑ , Control.HorizontalContentAlignment ☑ ,
Control.IsTabStop ☑, Control.Padding ☑, Control.TabIndex ☑, Control.Template ☑,
Control. Vertical Content Alignment ☑, Control. Mouse Double Click ☑,
Control.PreviewMouseDoubleClick , FrameworkElement.ActualHeightProperty ,
<u>FrameworkElement.ActualWidthProperty</u> ♂, <u>FrameworkElement.BindingGroupProperty</u> ♂,
<u>FrameworkElement.ContextMenuClosingEvent</u> , <u>FrameworkElement.ContextMenuOpeningEvent</u> ,
FrameworkElement.ContextMenuProperty, , FrameworkElement.CursorProperty, ,
FrameworkElement.FlowDirectionProperty , FrameworkElement.FocusVisualStyleProperty ,
FrameworkElement.ForceCursorProperty, , FrameworkElement.HeightProperty, ,
FrameworkElement.HorizontalAlignmentProperty, FrameworkElement.InputScopeProperty, ,
FrameworkElement.LanguageProperty , FrameworkElement.LayoutTransformProperty ,
<u>FrameworkElement.LoadedEvent</u> , <u>FrameworkElement.MarginProperty</u> ,
FrameworkElement.MaxHeightProperty,, FrameworkElement.MaxWidthProperty,,
<u>FrameworkElement.MinHeightProperty</u> , <u>FrameworkElement.MinWidthProperty</u>, ,
<u>FrameworkElement.NameProperty</u> , <u>FrameworkElement.OverridesDefaultStyleProperty</u> ,
<u>FrameworkElement.RequestBringIntoViewEvent</u> ✓, <u>FrameworkElement.SizeChangedEvent</u> ✓,
<u>FrameworkElement.StyleProperty</u> , <u>FrameworkElement.TagProperty</u> ,
<u>FrameworkElement.ToolTipClosingEvent</u> , <u>FrameworkElement.ToolTipOpeningEvent</u> ,
```

```
<u>FrameworkElement.ToolTipProperty</u> , <u>FrameworkElement.UnloadedEvent</u> ,
<u>FrameworkElement.UseLayoutRoundingProperty</u> ♂, <u>FrameworkElement.VerticalAlignmentProperty</u> ♂,
FrameworkElement.WidthProperty , FrameworkElement.AddLogicalChild(object) ,
<u>FrameworkElement.ApplyTemplate()</u> , <u>FrameworkElement.ArrangeCore(Rect)</u> ,
FrameworkElement.BeginInit() , FrameworkElement.BeginStoryboard(Storyboard) ,
FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior, bool) ... ,
<u>FrameworkElement.BringIntoView()</u> , <u>FrameworkElement.BringIntoView(Rect)</u>, ,
FrameworkElement.EndInit() , FrameworkElement.FindName(string) ,
FrameworkElement.FindResource(object) □ ,
<u>FrameworkElement.GetBindingExpression(DependencyProperty)</u> ,
FrameworkElement.GetFlowDirection(DependencyObject) , FrameworkElement.GetLayoutClip(Size) ,
FrameworkElement.GetTemplateChild(string) , FrameworkElement.GetUIParentCore() ,
<u>FrameworkElement.MoveFocus(TraversalRequest)</u> ♂, <u>FrameworkElement.OnApplyTemplate()</u> ♂,
<u>FrameworkElement.OnContextMenuClosing(ContextMenuEventArgs)</u> ,
<u>FrameworkElement.OnContextMenuOpening(ContextMenuEventArgs)</u> ,
<u>FrameworkElement.OnGotFocus(RoutedEventArgs)</u> ✓, <u>FrameworkElement.OnInitialized(EventArgs)</u> ✓,
<u>FrameworkElement.OnPropertyChanged(DependencyPropertyChangedEventArgs)</u> \( \textit{\rm} \) ,
FrameworkElement.OnRenderSizeChanged(SizeChangedInfo) d,
FrameworkElement.OnStyleChanged(Style, Style) ,
<u>FrameworkElement.OnToolTipClosing(ToolTipEventArgs)</u> ,
FrameworkElement.OnToolTipOpening(ToolTipEventArgs) d.,
<u>FrameworkElement.ParentLayoutInvalidated(UIElement)</u> document.
<u>FrameworkElement.PredictFocus(FocusNavigationDirection)</u> \( \textit{\textit{\textit{o}}} \) ,
FrameworkElement.RegisterName(string, object) , FrameworkElement.RemoveLogicalChild(object) ,
<u>FrameworkElement.SetBinding(DependencyProperty, string)</u> \( \textit{\rightarrow} \) ,
FrameworkElement.SetBinding(DependencyProperty, BindingBase) ,
<u>FrameworkElement.SetFlowDirection(DependencyObject, FlowDirection)</u> <a href="mailto:rection">rection</a>(DependencyObject, FlowDirection)</a>
FrameworkElement.SetResourceReference(DependencyProperty, object) ...,
<u>FrameworkElement.TryFindResource(object)</u> 

✓ , <u>FrameworkElement.UnregisterName(string)</u> 

✓ ,
FrameworkElement.UpdateDefaultStyle() , FrameworkElement.ActualHeight ,
<u>FrameworkElement.ActualWidth</u> ♂, <u>FrameworkElement.BindingGroup</u> ♂,
<u>FrameworkElement.ContextMenu</u> do , <u>FrameworkElement.Cursor</u> do , <u>FrameworkElement.DataContext</u> do ,
FrameworkElement.DefaultStyleKeyr, FrameworkElement.FlowDirectionr,
<u>FrameworkElement.FocusVisualStyle</u> ♂, <u>FrameworkElement.ForceCursor</u> ♂, <u>FrameworkElement.Height</u> ♂,
<u>FrameworkElement.HorizontalAlignment</u> , <u>FrameworkElement.InheritanceBehavior</u> ,
<u>FrameworkElement.InputScope</u> ♂, <u>FrameworkElement.IsInitialized</u> ♂, <u>FrameworkElement.IsLoaded</u> ♂,
<u>FrameworkElement.Language</u> ♂, <u>FrameworkElement.LayoutTransform</u> ♂, <u>FrameworkElement.Margin</u> ♂,
FrameworkElement.MaxHeight , FrameworkElement.MaxWidth , FrameworkElement.MinHeight ,
```

```
<u>FrameworkElement.MinWidth</u> ♂, <u>FrameworkElement.Name</u> ♂,
FrameworkElement.OverridesDefaultStyle ♂, FrameworkElement.Parent ♂,
FrameworkElement.Resources ☑ , FrameworkElement.Style ☑ , FrameworkElement.Tag ☑ ,
<u>FrameworkElement.TemplatedParent</u> downward. Triggers downward. ToolTip downward. Triggers downward. Trigge
FrameworkElement.UseLayoutRounding ?, FrameworkElement.VerticalAlignment ?,
FrameworkElement.VisualChildrenCount , FrameworkElement.Width ,
FrameworkElement.ContextMenuClosing , FrameworkElement.ContextMenuOpening ,
<u>FrameworkElement.DataContextChanged</u> ☑ , <u>FrameworkElement.Initialized</u> ☑ ,
FrameworkElement.Loaded ☑, FrameworkElement.RequestBringIntoView ☑,
FrameworkElement.SizeChanged , FrameworkElement.SourceUpdated ,
<u>FrameworkElement.ToolTipOpening</u> , <u>FrameworkElement.Unloaded</u> ,
<u>UIElement.AllowDropProperty</u> , <u>UIElement.AreAnyTouchesCapturedProperty</u> , ,
<u>UIElement.AreAnyTouchesCapturedWithinProperty</u> ✓, <u>UIElement.AreAnyTouchesDirectlyOverProperty</u> ✓,
<u>UIElement.AreAnyTouchesOverProperty</u> ✓ , <u>UIElement.BitmapEffectInputProperty</u> ✓ ,
<u>UIElement.BitmapEffectProperty</u> do , <u>UIElement.CacheModeProperty</u> do , <u>UIElement.ClipProperty</u> do ,
<u>UIElement.ClipToBoundsProperty</u> , <u>UIElement.DragEnterEvent</u> , <u>UIElement.DragLeaveEvent</u> ,
<u>UIElement.DragOverEvent</u> downward, <u>UIElement.DropEvent</u> downward, <u>UIElement.EffectProperty</u> downward, <u>UIElement.DragOverEvent</u> downward, <u>UIElement.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOve</u>
<u>UIElement.FocusableProperty</u> ✓ , <u>UIElement.GiveFeedbackEvent</u> ✓ , <u>UIElement.GotFocusEvent</u> ✓ ,
<u>UIElement.GotStylusCaptureEvent</u> <u>JUIElement.GotTouchCaptureEvent</u> <u>JUIElement.GotTouchCaptureEvent</u> ,
<u>UIElement.IsEnabledProperty</u> ✓ , <u>UIElement.IsFocusedProperty</u> ✓ , <u>UIElement.IsHitTestVisibleProperty</u> ✓ ,
<u>UIElement.IsKeyboardFocusedProperty</u> 

✓ , <u>UIElement.IsKeyboardFocusWithinProperty</u> 

✓ ,
<u>UIElement.IsManipulationEnabledProperty</u> , <u>UIElement.IsMouseCapturedProperty</u> ,
<u>UIElement.IsMouseCaptureWithinProperty</u> , <u>UIElement.IsMouseDirectlyOverProperty</u> ,
<u>UIElement.IsMouseOverProperty</u> , <u>UIElement.IsStylusCapturedProperty</u> , , , , , ,
<u>UIElement.IsStylusCaptureWithinProperty</u> , <u>UIElement.IsStylusDirectlyOverProperty</u>, ,
<u>UIElement.IsStylusOverProperty</u> , <u>UIElement.IsVisibleProperty</u> , <u>UIElement.KeyDownEvent</u> ,
<u>UIElement.KeyUpEvent</u> ♂, <u>UIElement.LostFocusEvent</u> ♂, <u>UIElement.LostKeyboardFocusEvent</u> ♂,
<u>UIElement.LostMouseCaptureEvent</u> ♂, <u>UIElement.LostStylusCaptureEvent</u> ♂,
<u>UIElement.LostTouchCaptureEvent</u> , <u>UIElement.ManipulationBoundaryFeedbackEvent</u> ,
<u>UIElement.ManipulationCompletedEvent</u> , <u>UIElement.ManipulationDeltaEvent</u> ,
<u>UIElement.ManipulationStartingEvent</u> , <u>UIElement.MouseDownEvent</u> , <u>UIElement.MouseEnterEvent</u> ,
<u>UIElement.MouseLeaveEvent</u> , <u>UIElement.MouseLeftButtonDownEvent</u> ,
<u>UIElement.MouseRightButtonDownEvent</u> , <u>UIElement.MouseRightButtonUpEvent</u> ,
<u>UIElement.MouseUpEvent</u> ♂, <u>UIElement.MouseWheelEvent</u> ♂, <u>UIElement.OpacityMaskProperty</u> ♂,
<u>UIElement.OpacityProperty</u> ✓, <u>UIElement.PreviewDragEnterEvent</u> ✓,
<u>UIElement.PreviewDragLeaveEvent</u> 

☑ , <u>UIElement.PreviewDragOverEvent</u> 
☑ ,
```

```
<u>UIElement.PreviewDropEvent</u> , <u>UIElement.PreviewGiveFeedbackEvent</u> ,
<u>UIElement.PreviewGotKeyboardFocusEvent</u> , <u>UIElement.PreviewKeyDownEvent</u> ,
<u>UIElement.PreviewKeyUpEvent</u> , <u>UIElement.PreviewLostKeyboardFocusEvent</u> ,
UIElement.PreviewMouseDownEvent ☑, UIElement.PreviewMouseLeftButtonDownEvent ☑,
<u>UIElement.PreviewMouseRightButtonDownEvent</u> , <u>UIElement.PreviewMouseRightButtonUpEvent</u> ,
<u>UIElement.PreviewMouseUpEvent</u> , <u>UIElement.PreviewMouseWheelEvent</u> ,
<u>UIElement.PreviewQueryContinueDragEvent</u> , <u>UIElement.PreviewStylusButtonDownEvent</u> ,
<u>UIElement.PreviewStylusInAirMoveEvent</u> , <u>UIElement.PreviewStylusInRangeEvent</u> ,
<u>UIElement.PreviewStylusMoveEvent</u> , <u>UIElement.PreviewStylusOutOfRangeEvent</u> ,
<u>UIElement.PreviewStylusSystemGestureEvent</u> 

✓ , <u>UIElement.PreviewStylusUpEvent</u> 

✓ ,
<u>UIElement.PreviewTextInputEvent</u> , <u>UIElement.PreviewTouchDownEvent</u> ,
<u>UIElement.PreviewTouchMoveEvent</u> , <u>UIElement.PreviewTouchUpEvent</u> , , <u>UIElement.PreviewTouchUpEvent</u> ,
<u>UIElement.QueryContinueDragEvent</u> de , <u>UIElement.QueryCursorEvent</u> de ,
<u>UIElement.RenderTransformOriginProperty</u> , <u>UIElement.RenderTransformProperty</u> ,
<u>UIElement.SnapsToDevicePixelsProperty</u> , <u>UIElement.StylusButtonDownEvent</u> ,
<u>UIElement.StylusButtonUpEvent</u> down the interest of the control 
<u>UIElement.StylusInAirMoveEvent</u> , <u>UIElement.StylusInRangeEvent</u> , <u>UIElement.StylusLeaveEvent</u> ,
<u>UIElement.StylusSystemGestureEvent</u> , <u>UIElement.StylusUpEvent</u> , <u>UIElement.TextInputEvent</u> ,
UIElement.TouchDownEvent ☑, UIElement.TouchEnterEvent ☑, UIElement.TouchLeaveEvent ☑,
<u>UIElement.TouchMoveEvent</u> ♂, <u>UIElement.TouchUpEvent</u> ♂, <u>UIElement.UidProperty</u> ♂,
<u>UIElement.VisibilityProperty</u> , <u>UIElement.AddHandler(RoutedEvent, Delegate)</u> , ,
<u>UIElement.AddHandler(RoutedEvent, Delegate, bool)</u>

☑ ,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock)</u> , ,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)</u> ,
<u>UIElement.Arrange(Rect)</u> ✓ , <u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline)</u> ✓ ,
<u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)</u> ,
<u>UIElement.InputHitTest(Point)</u> , <u>UIElement.InvalidateArrange()</u> , <u>UIElement.InvalidateMeasure()</u> , ,
UIElement.InvalidateVisual() □ , UIElement.Measure(Size) □ ,
<u>UIElement.OnAccessKey(AccessKeyEventArgs)</u> □ , <u>UIElement.OnChildDesiredSizeChanged(UIElement)</u> □ ,
\underline{\mathsf{UIElement}.\mathsf{OnDragEnter}(\mathsf{DragEventArgs})} \square \mathsf{Z} \text{ , } \underline{\mathsf{UIElement}.\mathsf{OnDragLeave}(\mathsf{DragEventArgs})} \square \mathsf{Z} \text{ , } \underline{\mathsf{UIElement}.\mathsf{UIElement}} \square \mathsf{Z} \text{ . } \underline{\mathsf{UIElement}} \square \mathsf{Z
<u>UIElement.OnGiveFeedback(GiveFeedbackEventArgs)</u> ☑ ,
<u>UIElement.OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)</u> □ ,
```

```
<u>UIElement.OnGotMouseCapture(MouseEventArgs)</u> \( \textit{\textit{\textit{\textit{P}}}} \) ,
<u>UIElement.OnGotStylusCapture(StylusEventArgs)</u> ∠, <u>UIElement.OnGotTouchCapture(TouchEventArgs)</u> ∠,
\underline{UIElement.OnlsKeyboardFocusedChanged(DependencyPropertyChangedEventArgs)} \square \ ,
<u>UIElement.OnlsKeyboardFocusWithinChanged(DependencyPropertyChangedEventArgs)</u> ,
\underline{\mathsf{UIElement}.\mathsf{Onls}\mathsf{MouseCapturedChanged}(\mathsf{DependencyPropertyChangedEventArgs})} \, \square \, ,
<u>UIElement.OnlsStylusCapturedChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnlsStylusCaptureWithinChanged(DependencyPropertyChangedEventArgs)</u> □ ,
<u>UIElement.OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnLostFocus(RoutedEventArgs)</u>  

✓ ,
<u>UIElement.OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)</u> □ ,
<u>UIElement.OnLostMouseCapture(MouseEventArgs)</u> □ ,
<u>UIElement.OnLostStylusCapture(StylusEventArgs)</u> 

☑ , <u>UIElement.OnLostTouchCapture(TouchEventArgs)</u> 
☑ ,
<u>UIElement.OnManipulationCompleted(ManipulationCompletedEventArgs)</u>  

✓ ,
<u>UIElement.OnManipulationDelta(ManipulationDeltaEventArgs)</u> □ ,
<u>UIElement.OnManipulationInertiaStarting(ManipulationInertiaStartingEventArgs)</u> \( \textit{\rm} \) ,
<u>UIElement.OnManipulationStarted(ManipulationStartedEventArgs)</u> \( \operatorname{\text{\substartedEventArgs}} \) \( \operatorname{\text{\substartedEventArgs}} \) \( \operatorname{\text{\substartedEventArgs}} \)
<u>UIElement.OnManipulationStarting(ManipulationStartingEventArgs)</u> ,
<u>UIElement.OnMouseDown(MouseButtonEventArgs)</u>  
□ , <u>UIElement.OnMouseEnter(MouseEventArgs)</u>  
□ ,
<u>UIElement.OnMouseRightButtonUp(MouseButtonEventArgs)</u> ,
<u>UIElement.OnPreviewDragEnter(DragEventArgs)</u> , <u>UIElement.OnPreviewDragLeave(DragEventArgs)</u> , ,
<u>UIElement.OnPreviewGiveFeedback(GiveFeedbackEventArgs)</u> □ ,
<u>UIElement.OnPreviewKeyDown(KeyEventArgs)</u> , <u>UIElement.OnPreviewKeyUp(KeyEventArgs)</u> , ,
<u>UIElement.OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseDown(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)</u> \( \textit{\textit{o}} \) ,
<u>UIElement.OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)</u> ,
<u>UIElement.OnPreviewMouseMove(MouseEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseRightButtonDown(MouseButtonEventArgs)</u> ,
```

```
<u>UIElement.OnPreviewMouseRightButtonUp(MouseButtonEventArgs)</u> ,
<u>UIElement.OnPreviewMouseUp(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseWheel(MouseWheelEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusButtonUp(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusDown(StylusDownEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusInAirMove(StylusEventArgs)</u>  

✓ ,
<u>UIElement.OnPreviewStylusInRange(StylusEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusMove(StylusEventArgs)</u> 

✓ ,
<u>UIElement.OnPreviewStylusOutOfRange(StylusEventArgs)</u> □,
<u>UIElement.OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)</u> \( \operatorname{C} \),
<u>UIElement.OnPreviewTextInput(TextCompositionEventArgs)</u> □ ,
<u>UIElement.OnPreviewTouchDown(TouchEventArgs)</u> □ ,
<u>UIElement.OnPreviewTouchMove(TouchEventArgs)</u> , <u>UIElement.OnPreviewTouchUp(TouchEventArgs)</u> ,
<u>UIElement.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> □ ,
<u>UIElement.OnQueryCursor(QueryCursorEventArgs)</u> ∠, <u>UIElement.OnRender(DrawingContext)</u> ∠,
<u>UIElement.OnStylusButtonDown(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnStylusButtonUp(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnStylusDown(StylusDownEventArgs)</u> 

☑ , <u>UIElement.OnStylusEnter(StylusEventArgs)</u> 
☑ ,
<u>UIElement.OnStylusInAirMove(StylusEventArgs)</u> 

✓ , <u>UIElement.OnStylusInRange(StylusEventArgs)</u> 

✓ ,
<u>UIElement.OnStylusLeave(StylusEventArgs)</u> 

☑ , <u>UIElement.OnStylusMove(StylusEventArgs)</u> 
☑ ,
<u>UIElement.OnStylusUp(StylusEventArgs)</u> □ , <u>UIElement.OnTextInput(TextCompositionEventArgs)</u> □ ,
<u>UIElement.OnTouchDown(TouchEventArgs)</u> ✓, <u>UIElement.OnTouchEnter(TouchEventArgs)</u> ✓,
<u>UIElement.OnTouchUp(TouchEventArgs)</u>  

☑ , <u>UIElement.RaiseEvent(RoutedEventArgs)</u>  

☑ ,
<u>UIElement.RemoveHandler(RoutedEvent, Delegate)</u> ∠, <u>UIElement.TranslatePoint(Point, UIElement)</u> ∠,
<u>UIElement.AreAnyTouchesCapturedWithin</u> , <u>UIElement.AreAnyTouchesDirectlyOver</u>, ,
<u>UIElement.AreAnyTouchesOver</u> , <u>UIElement.BitmapEffect</u> , <u>UIElement.BitmapEffectInput</u> ,
UIElement.CacheMode day, UIElement.Clip day, 
<u>UIElement.CommandBindings</u> degree , <u>UIElement.DesiredSize</u> degree , <u>UIElement.Effect</u> degree , <u>UIElement.Focusable</u> degree ,
<u>UIElement.HasAnimatedProperties</u> ✓, <u>UIElement.HasEffectiveKeyboardFocus</u> ✓,
UIElement.InputBindings ☑, UIElement.IsArrangeValid ☑, UIElement.IsEnabled ☑,
<u>UIElement.IsEnabledCore</u> dorum , <u>UIElement.IsFocused</u> dorum , <u>UIElement.IsHitTestVisible</u> dorum ,
```

```
UIElement.IsKeyboardFocusWithind, UIElement.IsManipulationEnabledd, UIElement.IsMeasureValidd,
<u>UIElement.IsMouseCaptured</u> ☑, <u>UIElement.IsMouseCaptureWithin</u> ☑, <u>UIElement.IsMouseDirectlyOver</u> ☑,
<u>UIElement.IsMouseOver</u> day, <u>UIElement.IsStylusCaptured</u> day, <u>UIElement.IsStylusCaptureWithin</u> day,
<u>UIElement.IsStylusDirectlyOver</u> , <u>UIElement.IsStylusOver</u> , <u>UIElement.IsVisible</u> , <u>UIElement.Opacity</u> ,
<u>UIElement.RenderTransform</u> ✓ , <u>UIElement.RenderTransformOrigin</u> ✓ , <u>UIElement.SnapsToDevicePixels</u> ✓ ,
<u>UIElement.StylusPlugIns</u> , <u>UIElement.TouchesCaptured</u> , <u>UIElement.TouchesCapturedWithin</u> ,
<u>UIElement.TouchesDirectlyOver</u> , <u>UIElement.TouchesOver</u> , <u>UIElement.Uid</u> , <u>UIElement.Visibility</u> ,
<u>UIElement.DragEnter</u> , <u>UIElement.DragLeave</u> , <u>UIElement.DragOver</u> , <u>UIElement.Drop</u> ,
<u>UIElement.GotKeyboardFocus</u> , <u>UIElement.GotMouseCapture</u> , <u>UIElement.GotStylusCapture</u> , , <u>UIElement.GotStylusCapture</u> ,
<u>UIElement.GotTouchCapture</u> , <u>UIElement.IsEnabledChanged</u> , <u>UIElement.IsHitTestVisibleChanged</u> ,
<u>UIElement.IsKeyboardFocusedChanged</u> , <u>UIElement.IsKeyboardFocusWithinChanged</u> ,
<u>UIElement.IsMouseCapturedChanged</u> 

☑ , <u>UIElement.IsMouseCaptureWithinChanged</u> 

☑ ,
<u>UIElement.IsStylusCaptureWithinChanged</u> 
□ , <u>UIElement.IsStylusDirectlyOverChanged</u> 
□ ,
<u>UIElement.IsVisibleChanged</u> , <u>UIElement.KeyDown</u> , <u>UIElement.KeyUp</u> ,
<u>UIElement.LayoutUpdated</u> ☑ , <u>UIElement.LostFocus</u> ☑ , <u>UIElement.LostKeyboardFocus</u> ☑ ,
<u>UIElement.LostMouseCapture</u> de , <u>UIElement.LostStylusCapture</u> de , <u>UIElement.LostTouchCapture</u> de ,
<u>UIElement.ManipulationBoundaryFeedback</u> , <u>UIElement.ManipulationCompleted</u> ,
<u>UIElement.ManipulationDelta</u> , <u>UIElement.ManipulationInertiaStarting</u> ,
UIElement.ManipulationStarted ☑, UIElement.ManipulationStarting ☑, UIElement.MouseDown ☑,
<u>UIElement.MouseEnter</u> <u>JUIElement.MouseLeave</u> <u>JUIElement.MouseLeftButtonDown</u> <u>JUIElement.MouseL</u>
<u>UIElement.MouseLeftButtonUp</u> day, <u>UIElement.MouseMove</u> day, <u>UIElement.MouseRightButtonDown</u> day,
<u>UIElement.MouseRightButtonUp</u> ♂, <u>UIElement.MouseUp</u> ♂, <u>UIElement.MouseWheel</u> ♂,
<u>UIElement.PreviewDragEnter</u> de , <u>UIElement.PreviewDragLeave</u> de , <u>UIElement.PreviewDragOver</u> de ,
<u>UIElement.PreviewDrop</u>

☐ , <u>UIElement.PreviewGotKeyboardFocus</u>
☐ ,
<u>UIElement.PreviewMouseLeftButtonUp</u> , <u>UIElement.PreviewMouseMove</u>,
<u>UIElement.PreviewMouseRightButtonDown</u> , <u>UIElement.PreviewMouseRightButtonUp</u> ,
<u>UIElement.PreviewMouseUp</u> , <u>UIElement.PreviewMouseWheel</u> ,
<u>UIElement.PreviewQueryContinueDrag</u> , <u>UIElement.PreviewStylusButtonDown</u> ,
<u>UIElement.PreviewStylusButtonUp</u> , <u>UIElement.PreviewStylusDown</u>, ,
<u>UIElement.PreviewStylusInAirMove</u>, <u>UIElement.PreviewStylusInRange</u>,
<u>UIElement.PreviewStylusMove</u> , <u>UIElement.PreviewStylusOutOfRange</u> ,
<u>UIElement.PreviewStylusSystemGesture</u> ∠, <u>UIElement.PreviewStylusUp</u> ∠, <u>UIElement.PreviewTextInput</u> ∠,
<u>UIElement.PreviewTouchDown</u> , <u>UIElement.PreviewTouchMove</u> , <u>UIElement.PreviewTouchUp</u> ,
<u>UIElement.QueryContinueDrag</u> , <u>UIElement.QueryCursor</u> , <u>UIElement.StylusButtonDown</u> ,
```

```
<u>UIElement.StylusButtonUp</u> ♂, <u>UIElement.StylusDown</u> ♂, <u>UIElement.StylusEnter</u> ♂,
<u>UIElement.StylusInAirMove</u> , <u>UIElement.StylusInRange</u> , <u>UIElement.StylusLeave</u> ,
<u>UIElement.StylusMove</u> <u>JUIElement.StylusOutOfRange</u> <u>JUIElement.StylusSystemGesture</u> <u>JUIElement.StylusSystemGesture</u> ,
<u>UIElement.StylusUp</u> do , <u>UIElement.TextInput</u> do , <u>UIElement.TouchDown</u> do , <u>UIElement.TouchEnter</u> do ,
<u>UIElement.TouchLeave</u> , <u>UIElement.TouchMove</u> , <u>UIElement.TouchUp</u> ,
Visual.AddVisualChild(Visual) . Visual.FindCommonVisualAncestor(DependencyObject) . , , visual.FindCommonVisualAncestor(DependencyObject) . , visual.FindCom
<u>Visual.IsAncestorOf(DependencyObject)</u> ✓, <u>Visual.IsDescendantOf(DependencyObject)</u> ✓,
<u>Visual.PointFromScreen(Point)</u> ✓ , <u>Visual.PointToScreen(Point)</u> ✓ , <u>Visual.RemoveVisualChild(Visual)</u> ✓ ,
Visual.TransformToAncestor(Visual3D) ☑ , Visual.TransformToAncestor(Visual) ☑ ,
<u>Visual.TransformToDescendant(Visual)</u> ✓, <u>Visual.TransformToVisual(Visual)</u> ✓, <u>Visual.VisualBitmapEffect</u> ✓,
<u>Visual.VisualBitmapEffectInput</u> , <u>Visual.VisualBitmapScalingMode</u> , <u>Visual.VisualCacheMode</u> ,
<u>Visual.VisualClearTypeHint</u> , <u>Visual.VisualClip</u> , <u>Visual.VisualEdgeMode</u> , <u>Visual.VisualEffect</u> ,
Visual.VisualOffset ☑, Visual.VisualOpacity ☑, Visual.VisualOpacityMask ☑, Visual.VisualParent ☑,
Visual.VisualScrollableAreaClip , Visual.VisualTextHintingMode , Visual.VisualTextRenderingMode , visual.VisualTextRenderingMode
<u>Visual.VisualTransform</u> domain delines delines domain delines delines domain delines domain delines domain delines domain delines domain delines domain delines delines
 <u>DependencyObject.ClearValue(DependencyProperty)</u> ,
 <u>DependencyObject.ClearValue(DependencyPropertyKey)</u> ,
 <u>DependencyObject.CoerceValue(DependencyProperty)</u> , <u>DependencyObject.Equals(object)</u> ,
 <u>DependencyObject.GetValue(DependencyProperty)</u>

□ ,
 <u>DependencyObject.InvalidateProperty(DependencyProperty)</u> ,
 <u>DependencyObject.ReadLocalValue(DependencyProperty)</u> ,
 <u>DependencyObject.SetCurrentValue(DependencyProperty, object)</u> ,
 <u>DependencyObject.SetValue(DependencyProperty, object)</u> 
□ ,
 <u>DependencyObject.SetValue(DependencyPropertyKey, object)</u> ,
 <u>DependencyObject.ShouldSerializeProperty(DependencyProperty)</u> ,
 <u>DispatcherObject.Dispatcher</u> dobject. <u>PiperCobject.Dispatcher</u> , <u>object.Equals(object, object)</u> dobject. <u>Object.GetType()</u> dobject. <u>Object.GetType()</u> dobject. <u>Object.Dispatcher</u> dobje
object.MemberwiseClone() □ , object.ReferenceEquals(object, object) □
```

Constructors

DeleteVideoWindow(Video)

public DeleteVideoWindow(Video p_video)

Parameters

p_video Video

Class MainWindow

Namespace: <u>YoutubeBrowser</u>
Assembly: YoutubeBrowser.dll

```
public class MainWindow : Window, IAnimatable, ISupportInitialize, IFrameworkInputElement,
IInputElement, IQueryAmbient, IAddChild
```

Inheritance

<u>object</u> ♂ ← <u>DispatcherObject</u> ♂ ← <u>DependencyObject</u> ♂ ← <u>Visual</u> ♂ ← <u>UIElement</u> ♂ ← FrameworkElement ♂ ← Control ♂ ← ContentControl ♂ ← Window ♂ ← MainWindow

Implements

<u>IAnimatable</u> ☑, <u>ISupportInitialize</u> ☑, <u>IFrameworkInputElement</u> ☑, <u>IInputElement</u> ☑, <u>IQueryAmbient</u> ☑, IAddChild ☑

Inherited Members

```
Window.AllowsTransparencyProperty degree , Window.DpiChangedEvent degree , Window.IconProperty degree ,
Window.IsActiveProperty 

∠ , Window.LeftProperty 

∠ , Window.ResizeModeProperty 

∠ ,
<u>Window.ShowActivatedProperty</u> ♂, <u>Window.ShowInTaskbarProperty</u> ♂,
Window.SizeToContentProperty ☑, Window.TaskbarltemInfoProperty ☑, Window.TitleProperty ☑,
Window.TopmostProperty degree , Window.TopProperty degree , Window.WindowStateProperty degree , WindowStateProperty degree , 
<u>Window.WindowStyleProperty</u> ✓ , <u>Window.Activate()</u> ✓ , <u>Window.ArrangeOverride(Size)</u> ✓ ,
<u>Window.Close()</u> ¬ , <u>Window.DragMove()</u> ¬ , <u>Window.GetWindow(DependencyObject)</u> ¬ ,
Window.Hide() □ , Window.MeasureOverride(Size) □ , Window.OnActivated(EventArgs) □ ,
Window.OnClosed(EventArgs) ☑ , Window.OnClosing(CancelEventArgs) ☑ ,
<u>Window.OnContentChanged(object, object)</u> 

☑ , <u>Window.OnContentRendered(EventArgs)</u> 

☑ ,
Window.OnCreateAutomationPeer() □ , Window.OnDeactivated(EventArgs) □ ,
Window.OnDpiChanged(DpiScale, DpiScale)  

✓ , Window.OnLocationChanged(EventArgs)  

✓ ,
<u>Window.OnManipulationBoundaryFeedback(ManipulationBoundaryFeedbackEventArgs)</u> ,
<u>Window.OnSourceInitialized(EventArgs)</u>  

☑ , <u>Window.OnStateChanged(EventArgs)</u>  

☑ ,
Window.OnVisualChildrenChanged(DependencyObject, DependencyObject) ,
Window.OnVisualParentChanged(DependencyObject) □ , Window.Show() □ , Window.ShowDialog() □ ,
<u>Window.AllowsTransparency</u> ✓ , <u>Window.DialogResult</u> ✓ , <u>Window.Icon</u> ✓ , <u>Window.IsActive</u> ✓ ,
Window.Left down, Window.LogicalChildren down, Window.OwnedWindows down, Window.Owner down, Window.OwnedWindows down, Window.OwnedWindow.
Window.ResizeMode ☑, Window.RestoreBounds ☑, Window.ShowActivated ☑,
Window.ShowInTaskbar

☐ , Window.SizeToContent
☐ , Window.TaskbarItemInfo
☐ , Window.Title
☐ ,
Window.Top

☐ , Window.Topmost

☐ , Window.WindowStartupLocation

☐ , Window.WindowState

☐ ,
Window.WindowStyle down, Window.Activated down, Window.Closed down, Window.Closing down, Window.Closing down, Window.Closed down, Window.Closing down, Window.Closed down, Window.Closed
```

```
ContentControl.ContentProperty de , ContentControl.ContentStringFormatProperty de ,
<u>ContentControl.ContentTemplateProperty</u> , <u>ContentControl.ContentTemplateSelectorProperty</u>, ,
ContentControl.AddText(string) □, ContentControl.OnContentStringFormatChanged(string, string) □,
<u>ContentControl.OnContentTemplateChanged(DataTemplate, DataTemplate)</u> ✓,
<u>ContentControl.OnContentTemplateSelectorChanged(DataTemplateSelector, DataTemplateSelector)</u>  

∠ ,
ContentControl.Content♂, ContentControl.ContentStringFormat♂, ContentControl.ContentTemplate♂,
ContentControl.ContentTemplateSelector day, ContentControl.HasContent day,
Control.BackgroundProperty derived , Control.BorderBrushProperty der , Control.BorderThicknessProperty der ,
Control.FontFamilyProperty degree , Control.FontSizeProperty degree , Control.FontStretchProperty degree ,
Control.FontStyleProperty, Control.FontWeightProperty, Control.ForegroundProperty, ,
Control.HorizontalContentAlignmentProperty , Control.IsTabStopProperty ,
Control.MouseDoubleClickEvent down, Control.PaddingProperty down,
Control.PreviewMouseDoubleClickEvent dots, Control.TabIndexProperty dots, Control.TemplateProperty dots,
Control.VerticalContentAlignmentProperty, Control.OnMouseDoubleClick(MouseButtonEventArgs), ,
Control.OnPreviewMouseDoubleClick(MouseButtonEventArgs) □,
<u>Control.OnTemplateChanged(ControlTemplate, ControlTemplate)</u> 
☐ , <u>Control.ToString()</u> 
☐ ,
Control.Background ☑, Control.BorderBrush ☑, Control.BorderThickness ☑, Control.FontFamily ☑,
Control.FontSize day, Control.FontStretch day, Control.FontStyle day, Control.FontWeight day,
Control.Foreground ☑ , Control.HandlesScrolling ☑ , Control.HorizontalContentAlignment ☑ ,
Control.IsTabStop ☑ , Control.Padding ☑ , Control.TabIndex ☑ , Control.Template ☑ ,
Control. Vertical Content Alignment ☑, Control. Mouse Double Click ☑,
Control.PreviewMouseDoubleClick , FrameworkElement.ActualHeightProperty ,
<u>FrameworkElement.ActualWidthProperty</u> ♂, <u>FrameworkElement.BindingGroupProperty</u> ♂,
<u>FrameworkElement.ContextMenuClosingEvent</u> , <u>FrameworkElement.ContextMenuOpeningEvent</u> ,
FrameworkElement.ContextMenuProperty 7, FrameworkElement.CursorProperty 7,
FrameworkElement.FlowDirectionProperty , FrameworkElement.FocusVisualStyleProperty ,
FrameworkElement.ForceCursorProperty, , FrameworkElement.HeightProperty, ,
FrameworkElement.HorizontalAlignmentProperty, FrameworkElement.InputScopeProperty, ,
FrameworkElement.LanguageProperty , FrameworkElement.LayoutTransformProperty ,
<u>FrameworkElement.LoadedEvent</u> , <u>FrameworkElement.MarginProperty</u> ,
FrameworkElement.MaxHeightProperty,, FrameworkElement.MaxWidthProperty,,
<u>FrameworkElement.MinHeightProperty</u> , <u>FrameworkElement.MinWidthProperty</u>, ,
<u>FrameworkElement.NameProperty</u> , <u>FrameworkElement.OverridesDefaultStyleProperty</u> ,
<u>FrameworkElement.RequestBringIntoViewEvent</u> ✓, <u>FrameworkElement.SizeChangedEvent</u> ✓,
<u>FrameworkElement.StyleProperty</u> , <u>FrameworkElement.TagProperty</u> ,
<u>FrameworkElement.ToolTipClosingEvent</u> , <u>FrameworkElement.ToolTipOpeningEvent</u> ,
```

```
<u>FrameworkElement.ToolTipProperty</u> , <u>FrameworkElement.UnloadedEvent</u> ,
<u>FrameworkElement.UseLayoutRoundingProperty</u> ♂, <u>FrameworkElement.VerticalAlignmentProperty</u> ♂,
FrameworkElement.WidthProperty , FrameworkElement.AddLogicalChild(object) ,
<u>FrameworkElement.ApplyTemplate()</u> , <u>FrameworkElement.ArrangeCore(Rect)</u> ,
FrameworkElement.BeginInit() , FrameworkElement.BeginStoryboard(Storyboard) ,
FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior, bool) ... ,
<u>FrameworkElement.BringIntoView()</u> , <u>FrameworkElement.BringIntoView(Rect)</u>, ,
FrameworkElement.EndInit() , FrameworkElement.FindName(string) ,
FrameworkElement.FindResource(object) □ ,
<u>FrameworkElement.GetBindingExpression(DependencyProperty)</u> ,
FrameworkElement.GetFlowDirection(DependencyObject) , FrameworkElement.GetLayoutClip(Size) ,
FrameworkElement.GetTemplateChild(string) , FrameworkElement.GetUIParentCore() ,
<u>FrameworkElement.MoveFocus(TraversalRequest)</u> ♂, <u>FrameworkElement.OnApplyTemplate()</u> ♂,
<u>FrameworkElement.OnContextMenuClosing(ContextMenuEventArgs)</u> ,
<u>FrameworkElement.OnContextMenuOpening(ContextMenuEventArgs)</u> ,
<u>FrameworkElement.OnGotFocus(RoutedEventArgs)</u> ✓, <u>FrameworkElement.OnInitialized(EventArgs)</u> ✓,
<u>FrameworkElement.OnPropertyChanged(DependencyPropertyChangedEventArgs)</u> \( \textit{\rm} \) ,
FrameworkElement.OnRenderSizeChanged(SizeChangedInfo) d,
FrameworkElement.OnStyleChanged(Style, Style) ,
<u>FrameworkElement.OnToolTipClosing(ToolTipEventArgs)</u> ,
FrameworkElement.OnToolTipOpening(ToolTipEventArgs) d.,
FrameworkElement.ParentLayoutInvalidated(UIElement) d ,
<u>FrameworkElement.PredictFocus(FocusNavigationDirection)</u> \( \textit{\textit{\textit{o}}} \) ,
FrameworkElement.RegisterName(string, object) , FrameworkElement.RemoveLogicalChild(object) ,
<u>FrameworkElement.SetBinding(DependencyProperty, string)</u> \( \textit{\rightarrow} \) ,
FrameworkElement.SetBinding(DependencyProperty, BindingBase) ,
<u>FrameworkElement.SetFlowDirection(DependencyObject, FlowDirection)</u> <a href="mailto:rection">rection</a>(DependencyObject, FlowDirection)</a>
FrameworkElement.SetResourceReference(DependencyProperty, object) ...,
<u>FrameworkElement.TryFindResource(object)</u> 

✓ , <u>FrameworkElement.UnregisterName(string)</u> 

✓ ,
FrameworkElement.UpdateDefaultStyle() , FrameworkElement.ActualHeight ,
<u>FrameworkElement.ActualWidth</u> ♂, <u>FrameworkElement.BindingGroup</u> ♂,
<u>FrameworkElement.ContextMenu</u> do , <u>FrameworkElement.Cursor</u> do , <u>FrameworkElement.DataContext</u> do ,
FrameworkElement.DefaultStyleKeyr, FrameworkElement.FlowDirectionr,
<u>FrameworkElement.FocusVisualStyle</u> ♂, <u>FrameworkElement.ForceCursor</u> ♂, <u>FrameworkElement.Height</u> ♂,
<u>FrameworkElement.HorizontalAlignment</u> , <u>FrameworkElement.InheritanceBehavior</u> ,
<u>FrameworkElement.InputScope</u> ♂, <u>FrameworkElement.IsInitialized</u> ♂, <u>FrameworkElement.IsLoaded</u> ♂,
FrameworkElement.Language ♂, FrameworkElement.LayoutTransform ♂, FrameworkElement.Margin ♂,
FrameworkElement.MaxHeight , FrameworkElement.MaxWidth , FrameworkElement.MinHeight ,
```

```
<u>FrameworkElement.MinWidth</u> ♂, <u>FrameworkElement.Name</u> ♂,
FrameworkElement.OverridesDefaultStyle ♂, FrameworkElement.Parent ♂,
FrameworkElement.Resources ☑ , FrameworkElement.Style ☑ , FrameworkElement.Tag ☑ ,
<u>FrameworkElement.TemplatedParent</u> downward. Triggers downward. ToolTip downward. Triggers downward. Trigge
FrameworkElement.UseLayoutRounding ?, FrameworkElement.VerticalAlignment ?,
FrameworkElement.VisualChildrenCount , FrameworkElement.Width ,
FrameworkElement.ContextMenuClosing , FrameworkElement.ContextMenuOpening ,
<u>FrameworkElement.DataContextChanged</u> ☑ , <u>FrameworkElement.Initialized</u> ☑ ,
FrameworkElement.Loaded ☑, FrameworkElement.RequestBringIntoView ☑,
FrameworkElement.SizeChanged , FrameworkElement.SourceUpdated ,
<u>FrameworkElement.ToolTipOpening</u> , <u>FrameworkElement.Unloaded</u> ,
<u>UIElement.AllowDropProperty</u> , <u>UIElement.AreAnyTouchesCapturedProperty</u> , ,
<u>UIElement.AreAnyTouchesCapturedWithinProperty</u> ✓, <u>UIElement.AreAnyTouchesDirectlyOverProperty</u> ✓,
<u>UIElement.AreAnyTouchesOverProperty</u> ✓ , <u>UIElement.BitmapEffectInputProperty</u> ✓ ,
<u>UIElement.BitmapEffectProperty</u> do , <u>UIElement.CacheModeProperty</u> do , <u>UIElement.ClipProperty</u> do ,
<u>UIElement.ClipToBoundsProperty</u> , <u>UIElement.DragEnterEvent</u> , <u>UIElement.DragLeaveEvent</u> ,
<u>UIElement.DragOverEvent</u> downward, <u>UIElement.DropEvent</u> downward, <u>UIElement.EffectProperty</u> downward, <u>UIElement.DragOverEvent</u> downward, <u>UIElement.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOverEvent.DragOve</u>
<u>UIElement.FocusableProperty</u> ✓ , <u>UIElement.GiveFeedbackEvent</u> ✓ , <u>UIElement.GotFocusEvent</u> ✓ ,
<u>UIElement.GotStylusCaptureEvent</u> <u>JUIElement.GotTouchCaptureEvent</u> <u>JUIElement.GotTouchCaptureEvent</u> ,
<u>UIElement.IsEnabledProperty</u> ✓ , <u>UIElement.IsFocusedProperty</u> ✓ , <u>UIElement.IsHitTestVisibleProperty</u> ✓ ,
<u>UIElement.IsKeyboardFocusedProperty</u> 

✓ , <u>UIElement.IsKeyboardFocusWithinProperty</u> 

✓ ,
<u>UIElement.IsManipulationEnabledProperty</u> , <u>UIElement.IsMouseCapturedProperty</u> ,
<u>UIElement.IsMouseCaptureWithinProperty</u> , <u>UIElement.IsMouseDirectlyOverProperty</u> ,
<u>UIElement.IsMouseOverProperty</u> , <u>UIElement.IsStylusCapturedProperty</u> , , , , , ,
<u>UIElement.IsStylusCaptureWithinProperty</u> , <u>UIElement.IsStylusDirectlyOverProperty</u>, ,
<u>UIElement.IsStylusOverProperty</u> , <u>UIElement.IsVisibleProperty</u> , <u>UIElement.KeyDownEvent</u> ,
<u>UIElement.KeyUpEvent</u> ♂, <u>UIElement.LostFocusEvent</u> ♂, <u>UIElement.LostKeyboardFocusEvent</u> ♂,
<u>UIElement.LostMouseCaptureEvent</u> ♂, <u>UIElement.LostStylusCaptureEvent</u> ♂,
<u>UIElement.LostTouchCaptureEvent</u> , <u>UIElement.ManipulationBoundaryFeedbackEvent</u> ,
<u>UIElement.ManipulationCompletedEvent</u> , <u>UIElement.ManipulationDeltaEvent</u> ,
<u>UIElement.ManipulationStartingEvent</u> , <u>UIElement.MouseDownEvent</u> , <u>UIElement.MouseEnterEvent</u> ,
<u>UIElement.MouseLeaveEvent</u> , <u>UIElement.MouseLeftButtonDownEvent</u> ,
<u>UIElement.MouseRightButtonDownEvent</u> , <u>UIElement.MouseRightButtonUpEvent</u> ,
<u>UIElement.MouseUpEvent</u> ♂, <u>UIElement.MouseWheelEvent</u> ♂, <u>UIElement.OpacityMaskProperty</u> ♂,
<u>UIElement.OpacityProperty</u> ✓, <u>UIElement.PreviewDragEnterEvent</u> ✓,
<u>UIElement.PreviewDragLeaveEvent</u> 

☑ , <u>UIElement.PreviewDragOverEvent</u> 
☑ ,
```

```
<u>UIElement.PreviewDropEvent</u> , <u>UIElement.PreviewGiveFeedbackEvent</u> ,
<u>UIElement.PreviewGotKeyboardFocusEvent</u> , <u>UIElement.PreviewKeyDownEvent</u> ,
<u>UIElement.PreviewKeyUpEvent</u> , <u>UIElement.PreviewLostKeyboardFocusEvent</u> ,
UIElement.PreviewMouseDownEvent ☑, UIElement.PreviewMouseLeftButtonDownEvent ☑,
<u>UIElement.PreviewMouseRightButtonDownEvent</u> , <u>UIElement.PreviewMouseRightButtonUpEvent</u> ,
<u>UIElement.PreviewMouseUpEvent</u> , <u>UIElement.PreviewMouseWheelEvent</u> ,
<u>UIElement.PreviewQueryContinueDragEvent</u> , <u>UIElement.PreviewStylusButtonDownEvent</u> ,
<u>UIElement.PreviewStylusInAirMoveEvent</u> , <u>UIElement.PreviewStylusInRangeEvent</u> ,
<u>UIElement.PreviewStylusMoveEvent</u> , <u>UIElement.PreviewStylusOutOfRangeEvent</u> ,
<u>UIElement.PreviewStylusSystemGestureEvent</u> 

✓ , <u>UIElement.PreviewStylusUpEvent</u> 

✓ ,
<u>UIElement.PreviewTextInputEvent</u> , <u>UIElement.PreviewTouchDownEvent</u> ,
<u>UIElement.PreviewTouchMoveEvent</u> , <u>UIElement.PreviewTouchUpEvent</u> , , <u>UIElement.PreviewTouchUpEvent</u> ,
<u>UIElement.QueryContinueDragEvent</u> de , <u>UIElement.QueryCursorEvent</u> de ,
<u>UIElement.RenderTransformOriginProperty</u> , <u>UIElement.RenderTransformProperty</u> ,
<u>UIElement.SnapsToDevicePixelsProperty</u> , <u>UIElement.StylusButtonDownEvent</u> ,
<u>UIElement.StylusButtonUpEvent</u> down the interest of the control 
<u>UIElement.StylusInAirMoveEvent</u> , <u>UIElement.StylusInRangeEvent</u> , <u>UIElement.StylusLeaveEvent</u> ,
<u>UIElement.StylusSystemGestureEvent</u> , <u>UIElement.StylusUpEvent</u> , <u>UIElement.TextInputEvent</u> ,
UIElement.TouchDownEvent ☑, UIElement.TouchEnterEvent ☑, UIElement.TouchLeaveEvent ☑,
<u>UIElement.TouchMoveEvent</u> ♂, <u>UIElement.TouchUpEvent</u> ♂, <u>UIElement.UidProperty</u> ♂,
<u>UIElement.VisibilityProperty</u> , <u>UIElement.AddHandler(RoutedEvent, Delegate)</u> , ,
<u>UIElement.AddHandler(RoutedEvent, Delegate, bool)</u>

☑ ,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock)</u>  □ ,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)</u> ,
<u>UIElement.Arrange(Rect)</u> ✓ , <u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline)</u> ✓ ,
<u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)</u> ,
<u>UIElement.InputHitTest(Point)</u> , <u>UIElement.InvalidateArrange()</u> , <u>UIElement.InvalidateMeasure()</u> , ,
UIElement.InvalidateVisual() □ , UIElement.Measure(Size) □ ,
<u>UIElement.OnAccessKey(AccessKeyEventArgs)</u> □ , <u>UIElement.OnChildDesiredSizeChanged(UIElement)</u> □ ,
<u>UIElement.OnGiveFeedback(GiveFeedbackEventArgs)</u> ☑ ,
<u>UIElement.OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)</u> □ ,
```

```
<u>UIElement.OnGotMouseCapture(MouseEventArgs)</u> \( \textit{\textit{\textit{\textit{P}}}} \) ,
<u>UIElement.OnGotStylusCapture(StylusEventArgs)</u> ∠, <u>UIElement.OnGotTouchCapture(TouchEventArgs)</u> ∠,
\underline{UIElement.OnlsKeyboardFocusedChanged(DependencyPropertyChangedEventArgs)} \square \ ,
<u>UIElement.OnlsKeyboardFocusWithinChanged(DependencyPropertyChangedEventArgs)</u> ,
\underline{\mathsf{UIElement}.\mathsf{Onls}\mathsf{MouseCapturedChanged}(\mathsf{DependencyPropertyChangedEventArgs})} \, \square \, ,
<u>UIElement.OnlsStylusCapturedChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnlsStylusCaptureWithinChanged(DependencyPropertyChangedEventArgs)</u> □ ,
<u>UIElement.OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnLostFocus(RoutedEventArgs)</u>  

✓ ,
<u>UIElement.OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)</u> □ ,
<u>UIElement.OnLostMouseCapture(MouseEventArgs)</u> □ ,
<u>UIElement.OnLostStylusCapture(StylusEventArgs)</u> 

☑ , <u>UIElement.OnLostTouchCapture(TouchEventArgs)</u> 
☑ ,
<u>UIElement.OnManipulationCompleted(ManipulationCompletedEventArgs)</u>  

✓ ,
<u>UIElement.OnManipulationDelta(ManipulationDeltaEventArgs)</u> □ ,
<u>UIElement.OnManipulationInertiaStarting(ManipulationInertiaStartingEventArgs)</u> \( \textit{\rm} \) ,
<u>UIElement.OnManipulationStarted(ManipulationStartedEventArgs)</u> \( \operatorname{\text{\substartedEventArgs}} \) \( \operatorname{\text{\substartedEventArgs}} \) \( \operatorname{\text{\substartedEventArgs}} \)
<u>UIElement.OnManipulationStarting(ManipulationStartingEventArgs)</u> ,
<u>UIElement.OnMouseDown(MouseButtonEventArgs)</u>  
□ , <u>UIElement.OnMouseEnter(MouseEventArgs)</u>  
□ ,
<u>UIElement.OnPreviewDragEnter(DragEventArgs)</u> , <u>UIElement.OnPreviewDragLeave(DragEventArgs)</u> , ,
<u>UIElement.OnPreviewGiveFeedback(GiveFeedbackEventArgs)</u> □ ,
<u>UIElement.OnPreviewKeyDown(KeyEventArgs)</u> , <u>UIElement.OnPreviewKeyUp(KeyEventArgs)</u> , ,
<u>UIElement.OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseDown(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)</u> \( \textit{\textit{o}} \) ,
<u>UIElement.OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)</u> ,
<u>UIElement.OnPreviewMouseMove(MouseEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseRightButtonDown(MouseButtonEventArgs)</u> ,
```

```
<u>UIElement.OnPreviewMouseRightButtonUp(MouseButtonEventArgs)</u> ,
<u>UIElement.OnPreviewMouseUp(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseWheel(MouseWheelEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusButtonUp(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusDown(StylusDownEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusInAirMove(StylusEventArgs)</u>  

✓ ,
<u>UIElement.OnPreviewStylusInRange(StylusEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusMove(StylusEventArgs)</u> 

✓ ,
<u>UIElement.OnPreviewStylusOutOfRange(StylusEventArgs)</u> □,
<u>UIElement.OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)</u> \( \operatorname{C} \),
<u>UIElement.OnPreviewTextInput(TextCompositionEventArgs)</u> □ ,
<u>UIElement.OnPreviewTouchDown(TouchEventArgs)</u> □ ,
<u>UIElement.OnPreviewTouchMove(TouchEventArgs)</u> , <u>UIElement.OnPreviewTouchUp(TouchEventArgs)</u> ,
<u>UIElement.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> □ ,
<u>UIElement.OnQueryCursor(QueryCursorEventArgs)</u> ∠, <u>UIElement.OnRender(DrawingContext)</u> ∠,
<u>UIElement.OnStylusButtonDown(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnStylusButtonUp(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnStylusDown(StylusDownEventArgs)</u> 

☑ , <u>UIElement.OnStylusEnter(StylusEventArgs)</u> 
☑ ,
<u>UIElement.OnStylusInAirMove(StylusEventArgs)</u> 

✓ , <u>UIElement.OnStylusInRange(StylusEventArgs)</u> 

✓ ,
<u>UIElement.OnStylusLeave(StylusEventArgs)</u> 

☑ , <u>UIElement.OnStylusMove(StylusEventArgs)</u> 
☑ ,
<u>UIElement.OnStylusUp(StylusEventArgs)</u> □ , <u>UIElement.OnTextInput(TextCompositionEventArgs)</u> □ ,
<u>UIElement.OnTouchDown(TouchEventArgs)</u> ♂, <u>UIElement.OnTouchEnter(TouchEventArgs)</u> ♂,
<u>UIElement.RemoveHandler(RoutedEvent, Delegate)</u> ∠, <u>UIElement.TranslatePoint(Point, UIElement)</u> ∠,
<u>UIElement.AreAnyTouchesCapturedWithin</u> , <u>UIElement.AreAnyTouchesDirectlyOver</u>, ,
<u>UIElement.AreAnyTouchesOver</u> , <u>UIElement.BitmapEffect</u> , <u>UIElement.BitmapEffectInput</u> ,
UIElement.CacheMode day, UIElement.Clip day, 
<u>UIElement.CommandBindings</u> document.DesiredSize document.Effect document.Focusable docu
<u>UIElement.HasAnimatedProperties</u> ✓, <u>UIElement.HasEffectiveKeyboardFocus</u> ✓,
UIElement.InputBindings ♂, UIElement.IsArrangeValid ♂, UIElement.IsEnabled ♂,
<u>UIElement.IsEnabledCore</u> dorum , <u>UIElement.IsFocused</u> dorum , <u>UIElement.IsHitTestVisible</u> dorum ,
```

```
UIElement.IsKeyboardFocusWithing, UIElement.IsManipulationEnabledg, UIElement.IsMeasureValidg,
<u>UIElement.IsMouseCaptured</u> ☑, <u>UIElement.IsMouseCaptureWithin</u> ☑, <u>UIElement.IsMouseDirectlyOver</u> ☑,
<u>UIElement.IsMouseOver</u> day, <u>UIElement.IsStylusCaptured</u> day, <u>UIElement.IsStylusCaptureWithin</u> day,
<u>UIElement.IsStylusDirectlyOver</u> , <u>UIElement.IsStylusOver</u> , <u>UIElement.IsVisible</u> , <u>UIElement.Opacity</u> ,
<u>UIElement.RenderTransform</u> ✓ , <u>UIElement.RenderTransformOrigin</u> ✓ , <u>UIElement.SnapsToDevicePixels</u> ✓ ,
<u>UIElement.StylusPlugIns</u> , <u>UIElement.TouchesCaptured</u> , <u>UIElement.TouchesCapturedWithin</u> ,
<u>UIElement.TouchesDirectlyOver</u> , <u>UIElement.TouchesOver</u> , <u>UIElement.Uid</u> , <u>UIElement.Visibility</u> ,
<u>UIElement.DragEnter</u> , <u>UIElement.DragLeave</u> , <u>UIElement.DragOver</u> , <u>UIElement.Drop</u> ,
<u>UIElement.GotKeyboardFocus</u> , <u>UIElement.GotMouseCapture</u> , <u>UIElement.GotStylu</u>sCapture  , , <u>UIElement.GotStylu</u>sCapture  , ,
<u>UIElement.GotTouchCapture</u> , <u>UIElement.IsEnabledChanged</u> , <u>UIElement.IsHitTestVisibleChanged</u> ,
<u>UIElement.IsKeyboardFocusedChanged</u> , <u>UIElement.IsKeyboardFocusWithinChanged</u> ,
<u>UIElement.IsMouseCapturedChanged</u> ✓, <u>UIElement.IsMouseCaptureWithinChanged</u> ✓,
<u>UIElement.IsStylusCaptureWithinChanged</u> 
□ , <u>UIElement.IsStylusDirectlyOverChanged</u> 
□ ,
<u>UIElement.IsVisibleChanged</u> , <u>UIElement.KeyDown</u> , <u>UIElement.KeyUp</u> ,
<u>UIElement.LayoutUpdated</u> ☑ , <u>UIElement.LostFocus</u> ☑ , <u>UIElement.LostKeyboardFocus</u> ☑ ,
<u>UIElement.LostMouseCapture</u> de , <u>UIElement.LostStylusCapture</u> de , <u>UIElement.LostTouchCapture</u> de ,
<u>UIElement.ManipulationBoundaryFeedback</u> , <u>UIElement.ManipulationCompleted</u> ,
<u>UIElement.ManipulationDelta</u> , <u>UIElement.ManipulationInertiaStarting</u> ,
UIElement.ManipulationStarted ☑, UIElement.ManipulationStarting ☑, UIElement.MouseDown ☑,
<u>UIElement.MouseEnter</u> <u>JUIElement.MouseLeave</u> <u>JUIElement.MouseLeftButtonDown</u> <u>JUIElement.MouseL</u>
<u>UIElement.MouseLeftButtonUp</u> day, <u>UIElement.MouseMove</u> day, <u>UIElement.MouseRightButtonDown</u> day,
<u>UIElement.MouseRightButtonUp</u> ♂, <u>UIElement.MouseUp</u> ♂, <u>UIElement.MouseWheel</u> ♂,
<u>UIElement.PreviewDragEnter</u> <u>JUIElement.PreviewDragLeave</u> <u>JUIElement.PreviewDragOver</u> ,
<u>UIElement.PreviewDrop</u>

☐ , <u>UIElement.PreviewGotKeyboardFocus</u>
☐ ,
<u>UIElement.PreviewMouseLeftButtonUp</u> , <u>UIElement.PreviewMouseMove</u>,
<u>UIElement.PreviewMouseRightButtonDown</u> , <u>UIElement.PreviewMouseRightButtonUp</u> ,
<u>UIElement.PreviewMouseUp</u> , <u>UIElement.PreviewMouseWheel</u> ,
<u>UIElement.PreviewQueryContinueDrag</u> , <u>UIElement.PreviewStylusButtonDown</u> ,
<u>UIElement.PreviewStylusButtonUp</u> , <u>UIElement.PreviewStylusDown</u>, ,
<u>UIElement.PreviewStylusInAirMove</u>, <u>UIElement.PreviewStylusInRange</u>,
<u>UIElement.PreviewStylusMove</u> , <u>UIElement.PreviewStylusOutOfRange</u> ,
<u>UIElement.PreviewStylusSystemGesture</u> ∠, <u>UIElement.PreviewStylusUp</u> ∠, <u>UIElement.PreviewTextInput</u> ∠,
<u>UIElement.PreviewTouchDown</u> , <u>UIElement.PreviewTouchMove</u> , <u>UIElement.PreviewTouchUp</u> ,
<u>UIElement.QueryContinueDrag</u> , <u>UIElement.QueryCursor</u> , <u>UIElement.StylusButtonDown</u> ,
```

```
<u>UIElement.StylusButtonUp</u> ♂, <u>UIElement.StylusDown</u> ♂, <u>UIElement.StylusEnter</u> ♂,
<u>UIElement.StylusInAirMove</u> , <u>UIElement.StylusInRange</u> , <u>UIElement.StylusLeave</u> ,
<u>UIElement.StylusMove</u> <u>JUIElement.StylusOutOfRange</u> <u>JUIElement.StylusSystemGesture</u> <u>JUIElement.StylusSystemGesture</u> ,
<u>UIElement.StylusUp</u> do , <u>UIElement.TextInput</u> do , <u>UIElement.TouchDown</u> do , <u>UIElement.TouchEnter</u> do ,
<u>UIElement.TouchLeave</u> , <u>UIElement.TouchMove</u> , <u>UIElement.TouchUp</u> ,
Visual.AddVisualChild(Visual) . Visual.FindCommonVisualAncestor(DependencyObject) . , , visual.FindCommonVisualAncestor(DependencyObject) . , visual.FindCom
<u>Visual.IsAncestorOf(DependencyObject)</u> , <u>Visual.IsDescendantOf(DependencyObject)</u> , <u>visual.IsDescendantOf(</u>
<u>Visual.PointFromScreen(Point)</u> ✓ , <u>Visual.PointToScreen(Point)</u> ✓ , <u>Visual.RemoveVisualChild(Visual)</u> ✓ ,
Visual.TransformToAncestor(Visual3D) ☑ , Visual.TransformToAncestor(Visual) ☑ ,
<u>Visual.TransformToDescendant(Visual)</u> ✓, <u>Visual.TransformToVisual(Visual)</u> ✓, <u>Visual.VisualBitmapEffect</u> ✓,
<u>Visual.VisualBitmapEffectInput</u> ✓, <u>Visual.VisualBitmapScalingMode</u> ✓, <u>Visual.VisualCacheMode</u> ✓,
<u>Visual.VisualClearTypeHint</u> , <u>Visual.VisualClip</u> , <u>Visual.VisualEdgeMode</u> , <u>Visual.VisualEffect</u> ,
Visual.VisualOffset ☑, Visual.VisualOpacity ☑, Visual.VisualOpacityMask ☑, Visual.VisualParent ☑,
Visual.VisualScrollableAreaClip , Visual.VisualTextHintingMode , Visual.VisualTextRenderingMode , visual.VisualTextRenderingMode
<u>Visual.VisualTransform</u> doi: <u>Visual.VisualXSnappingGuidelines</u> doi: <u>Visual.VisualYSnappingGuidelines</u> doi: <u>Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.Visual.V</u>
 <u>DependencyObject.ClearValue(DependencyProperty)</u> ,
 <u>DependencyObject.ClearValue(DependencyPropertyKey)</u>

□ ,
<u>DependencyObject.CoerceValue(DependencyProperty)</u> , <u>DependencyObject.Equals(object)</u> ,
 <u>DependencyObject.GetValue(DependencyProperty)</u>

□ ,
 <u>DependencyObject.InvalidateProperty(DependencyProperty)</u> ,
 <u>DependencyObject.ReadLocalValue(DependencyProperty)</u> ,
 <u>DependencyObject.SetCurrentValue(DependencyProperty, object)</u> ,
 <u>DependencyObject.SetValue(DependencyProperty, object)</u> 
□ ,
 <u>DependencyObject.SetValue(DependencyPropertyKey, object)</u> ,
 <u>DependencyObject.ShouldSerializeProperty(DependencyProperty)</u> ,
 <u>DispatcherObject.Dispatcher</u> dobject. <u>PiperCobject.Dispatcher</u> , <u>object.Equals(object, object)</u> dobject. <u>Object.GetType()</u> dobject. <u>Object.GetType()</u> dobject. <u>Object.Dispatcher</u> dobje
object.MemberwiseClone() □ , object.ReferenceEquals(object, object) □
```

Constructors

MainWindow()

public MainWindow()

Fields

search_text

public string search_text

Field Value

Namespace YoutubeBrowser.ApiService

Classes

<u>YoutubeApiService</u>

Interfaces

<u>IYoutubeApi</u>

Interface IYoutubeApi

Namespace: YoutubeBrowser.ApiService

Assembly: YoutubeBrowser.dll

public interface IYoutubeApi

Methods

GetVideos(string, int)

Function return videos from Api search

Task<List<Video>> GetVideos(string search, int video_n)

Parameters

video_n <u>int</u>♂

Returns

<u>Task</u>♂<<u>List</u>♂<<u>Video</u>>>

Class YoutubeApiService

Namespace: <u>YoutubeBrowser.ApiService</u>

Assembly: YoutubeBrowser.dll

```
public class YoutubeApiService : IYoutubeApi
```

Inheritance

<u>object</u>

✓ YoutubeApiService

Implements

<u>IYoutubeApi</u>

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStr$

Constructors

YoutubeApiService()

```
public YoutubeApiService()
```

Methods

GetVideos(string, int)

function returns list of links from search

```
public Task<List<Video>> GetVideos(string search, int video_n)
```

Parameters

```
search <u>string</u>♂
```

video_n <u>int</u>♂

Returns

<u>Task</u>♂<<u>List</u>♂<<u>Video</u>>>

Namespace YoutubeBrowser.DbContexts

Classes

<u>YoutubeBrowserContext</u>

<u>YoutubeBrowserDbContextFactory</u>

Class YoutubeBrowserContext

Namespace: YoutubeBrowser.DbContexts

Assembly: YoutubeBrowser.dll

```
public class YoutubeBrowserContext : DbContext, IInfrastructure<IServiceProvider>,
IDbContextDependencies, IDbSetCache, IDbContextPoolable, IResettableService,
IDisposable, IAsyncDisposable
```

Inheritance

<u>object</u> ✓ ← <u>DbContext</u> ✓ ← YoutubeBrowserContext

Implements

<u>IInfrastructure</u> ♂ < <u>IServiceProvider</u> ♂ >, <u>IDbContextDependencies</u> ♂, <u>IDbSetCache</u> ♂, <u>IDbContextPoolable</u> ♂, <u>IResettableService</u> ♂, <u>IDisposable</u> ♂, <u>IAsyncDisposable</u> ♂

Inherited Members

<u>DbContext.Set<TEntity>()</u> □, <u>DbContext.Set<TEntity>(string)</u> □,

<u>DbContext.OnConfiguring(DbContextOptionsBuilder)</u> \(\operatorname{\operatorname{O}} \) ,

<u>DbContext.ConfigureConventions(ModelConfigurationBuilder)</u> ∠ , <u>DbContext.SaveChanges()</u> ∠ ,

<u>DbContext.SaveChanges(bool)</u> ♂, <u>DbContext.SaveChangesAsync(CancellationToken)</u> ♂,

<u>DbContext.SaveChangesAsync(bool, CancellationToken)</u> do , <u>DbContext.Dispose()</u> do ,

<u>DbContext.DisposeAsync()</u> □, <u>DbContext.Entry<TEntity>(TEntity)</u> □, <u>DbContext.Entry(object)</u> □,

<u>DbContext.Add<TEntity>(TEntity)</u> ♂, <u>DbContext.AddAsync<TEntity>(TEntity, CancellationToken)</u> ♂,

<u>DbContext.Attach<TEntity>(TEntity)</u> ♂, <u>DbContext.Update<TEntity>(TEntity)</u> ♂,

<u>DbContext.Remove<TEntity>(TEntity)</u> ♂, <u>DbContext.Add(object)</u> ♂,

DbContext.AddAsync(object, CancellationToken) □ , DbContext.Attach(object) □ ,

<u>DbContext.Update(object)</u> ♂, <u>DbContext.Remove(object)</u> ♂, <u>DbContext.AddRange(params object[])</u> ♂,

DbContext.AddRange(IEnumerable < object >) ♂ ,

<u>DbContext.FindAsync(Type, params object[])</u> ✓ ,

<u>DbContext.FindAsync(Type, object[], CancellationToken)</u> ✓, <u>DbContext.Find<TEntity>(params object[])</u> ✓,

<u>DbContext.FindAsync<TEntity>(params object[])</u> ✓,

<u>DbContext.FindAsync<TEntity>(object[], CancellationToken)</u> ✓,

DbContext.FromExpression<TResult>(Expression<Func<IQueryable<TResult>>>) \(\text{\text{\$\sigma}} \) ,

<u>DbContext.Database</u> , <u>DbContext.ChangeTracker</u> , <u>DbContext.Model</u> , <u>DbContext.ContextId</u> , <u>DbContext.SavingChanges</u> , <u>DbContext.SavedChanges</u> , <u>DbContext.SaveChangesFailed</u> , <u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object, object.ToString()</u>

Constructors

YoutubeBrowserContext(DbContextOptions)

```
public YoutubeBrowserContext(DbContextOptions options)
```

Parameters

options <u>DbContextOptions</u> ☑

Properties

Playlists

```
public DbSet<Playlist> Playlists { get; set; }
```

Property Value

<u>DbSet</u> < <u>Playlist</u> >

PlaylistsVideos

```
public DbSet<PlaylistVideo> PlaylistsVideos { get; set; }
```

Property Value

<u>DbSet</u> < <u>PlaylistVideo</u> >

Videos

```
public DbSet<Video> Videos { get; set; }
```

Property Value

DbSet < Video >

Methods

OnModelCreating(ModelBuilder)

Override this method to further configure the model that was discovered by convention from the entity types exposed in <a href="DbSet<TEntity">DbSet<TEntity properties on your derived context. The resulting model may be cached and re-used for subsequent instances of your derived context.

protected override void OnModelCreating(ModelBuilder builder)

Parameters

builder ModelBuilder♂

Remarks

If a model is explicitly set on the options for this context (via <u>UseModel(IModel)</u>) then this method will not be run. However, it will still run when creating a compiled model.

See Modeling entity types and relationships of for more information and examples.

Class YoutubeBrowserDbContextFactory

Namespace: YoutubeBrowser.DbContexts

Assembly: YoutubeBrowser.dll

```
public class YoutubeBrowserDbContextFactory :
IDesignTimeDbContextFactory<YoutubeBrowserContext>
```

Inheritance

<u>object</u>

✓ YoutubeBrowserDbContextFactory

Implements

<u>IDesignTimeDbContextFactory</u> < <u>YoutubeBrowserContext</u>>

Inherited Members

<u>object.Equals(object)</u> dobject.Equals(object, object) dobject.GetHashCode() dobject.GetType() dobject.MemberwiseClone() dobject.ReferenceEquals(object, object) dobject.ToString() dob

Methods

CreateDbContext(string[])

Creates a new instance of a derived context.

```
public YoutubeBrowserContext CreateDbContext(string[] args)
```

Parameters

args <u>string</u> []

Arguments provided by the design-time service.

Returns

YoutubeBrowserContext

An instance of YoutubeBrowserContext.

Namespace YoutubeBrowser.Migrations Classes

<u>initial</u>

A base class inherited by each EF Core migration.

Class initial

Namespace: YoutubeBrowser.Migrations

Assembly: YoutubeBrowser.dll

A base class inherited by each EF Core migration.

```
[DbContext(typeof(YoutubeBrowserContext))]
[Migration("20240421112801_initial")]
public class initial : Migration
```

Inheritance

<u>object</u> ♂ ← <u>Migration</u> ♂ ← initial

Inherited Members

Migration.InitialDatabase☑, Migration.TargetModel☑, Migration.UpOperations☑, Migration.DownOperations☑, Migration.ActiveProvider☑, object.Equals(object)☑, object.Equals(object, object)☑, object.GetHashCode()☑, object.GetType()☑, object.MemberwiseClone()☑, object.ReferenceEquals(object, object)☑, object.ToString()☑

Remarks

See <u>Database migrations</u> of for more information and examples.

Methods

BuildTargetModel(ModelBuilder)

Implemented to build the <u>TargetModel</u> ✓.

```
protected override void BuildTargetModel(ModelBuilder modelBuilder)
```

Parameters

modelBuilder ModelBuilder♂

Remarks

See <u>Database migrations</u> of for more information and examples.

Down(MigrationBuilder)

Builds the operations that will migrate the database 'down'.

protected override void Down(MigrationBuilder migrationBuilder)

Parameters

migrationBuilder <u>MigrationBuilder</u> ✓

Remarks

That is, builds the operations that will take the database from the state left in by this migration so that it returns to the state that it was in before this migration was applied.

This method must be overridden in each class that inherits from <u>Migration</u> if both 'up' and 'down' migrations are to be supported. If it is not overridden, then calling it will throw and it will not be possible to migrate in the 'down' direction.

See <u>Database migrations</u> of for more information and examples.

Up(MigrationBuilder)

Builds the operations that will migrate the database 'up'.

protected override void Up(MigrationBuilder migrationBuilder)

Parameters

migrationBuilder <u>MigrationBuilder</u> ☑

The <u>MigrationBuilder</u> dot that will build the operations.

Remarks

That is, builds the operations that will take the database from the state left in by the previous migration so that it is up-to-date with regard to this migration.

This method must be overridden in each class that inherits from Migration ☑.

See <u>Database migrations</u> of for more information and examples.

Namespace YoutubeBrowser.Models

Classes

<u>Playlist</u>

<u>PlaylistVideo</u>

<u>Video</u>

Class Playlist

int♂

```
Namespace: YoutubeBrowser.Models
Assembly: YoutubeBrowser.dll
 public class Playlist
Inheritance
<u>object</u> ← Playlist
Inherited Members
object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂,
Properties
Description
 public string? Description { get; set; }
Property Value
Id
 [DatabaseGenerated(DatabaseGeneratedOption.Identity)]
 public int Id { get; set; }
Property Value
```

Name

```
[Required]
public string Name { get; set; }

Property Value
string♂
```

Videos

```
public ICollection<Video> Videos { get; set; }
```

Property Value

Class PlaylistVideo

```
Namespace: YoutubeBrowser.Models
Assembly: YoutubeBrowser.dll

public class PlaylistVideo
```

Inheritance

object

← Playlist Video

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToS$

Properties

ID

```
[Key]
[DatabaseGenerated(DatabaseGeneratedOption.Identity)]
public int ID { get; set; }
```

Property Value

<u>int</u>♂

Playlist

```
[ForeignKey("PlaylistId")]
public virtual Playlist Playlist { get; set; }
```

Property Value

<u>Playlist</u>

PlaylistId

```
public int PlaylistId { get; set; }
Property Value
int♂
```

Video

```
[ForeignKey("VideoId")]
public virtual Video Video { get; set; }
```

Property Value

<u>Video</u>

VideoId

```
public int VideoId { get; set; }
```

Property Value

<u>int</u>♂

Class Video

```
Namespace: YoutubeBrowser.Models
Assembly: YoutubeBrowser.dll

public class Video

Inheritance
```

<u>object</u>♂ ← Video

Inherited Members

Properties

Id

```
[Key]
[DatabaseGenerated(DatabaseGeneratedOption.Identity)]
public int Id { get; set; }

Property Value
```

<u>int</u>♂

Playlists

```
public virtual ICollection<Playlist> Playlists { get; set; }
Property Value
```

<u>ICollection</u> < <u>Playlist</u>>

Thumbnail_url

```
[Required]
public string Thumbnail_url { get; set; }
Property Value
string♂
```

Title

```
[Required]
public string Title { get; set; }
Property Value
```

Youtubeld

```
[Required]
public string YoutubeId { get; set; }
```

Property Value

<u>string</u> ♂

Namespace YoutubeBrowser.Temporary Classes

DbUtility

Class DbUtility

Namespace: YoutubeBrowser.Temporary

Assembly: YoutubeBrowser.dll

```
public class DbUtility
```

Inheritance

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStrin$

Constructors

DbUtility()

```
public DbUtility()
```

Methods

ClearPlaylists()

```
public static void ClearPlaylists()
```

ClearVideos()

```
public static void ClearVideos()
```

Namespace YoutubeBrowser.Utility Classes

Messages

Class Messages

Namespace: <u>YoutubeBrowser</u>.<u>Utility</u>

Assembly: YoutubeBrowser.dll

public static class Messages

Inheritance

object d ← Messages

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStrin$

Methods

showMessageBox(string, string, MessageBoxButton)

public static void showMessageBox(string message, string caption, MessageBoxButton button)

Parameters

caption <u>string</u>♂

button <u>MessageBoxButton</u> ☑