Introduction

Namespace AlohaKit.Controls

Classes

Avatar

The Avatar is a custom drawn control that provides a flexible and efficient way to render avatar-like graphics, such as profile pictures, icons, or other visual representations, in an application.

AvatarDrawable

AvatarSizeExtensions

The AvatarSizeExtensions class provides extension methods for the AvatarSize enumeration, allowing developers to retrieve various sizing details for avatars based on their size (e.g., dimensions, indicator sizes, font sizes).

BarChart

The BarChart is a drawn control used to render bar charts, allowing for the visualization of data as rectangular bars. Each bar's length or height corresponds to the value it represents.

It extends the BaseChart class, providing additional functionality tailored to bar chart rendering while leveraging shared chart capabilities.

BarChartDrawable

BaseChart

BaseChartDrawable

BusyIndicator

The BusyIndicator is a drawn control that provides a graphical representation to indicate an application or process is busy.

BusyIndicatorDrawable

Button

The Button represents a customizable drawn button control. It allows developers to create interactive buttons with highly customizable designs, leveraging the power of lightweight graphics rendering.

ButtonDrawable

Captcha

The Captcha is a drawn control used to render and manage CAPTCHA (Completely Automated Public Turing test to tell Computers and Humans Apart) challenges. It leverages .NET MAUI Graphics for efficient graphical rendering and provides a flexible way to generate and validate CAPTCHAs in an application.

CaptchaDrawable

CheckBox

The CheckBox is a custom drawn control that represents a checkbox for selecting or deselecting options. It is highly customizable while maintaining efficient rendering capabilities.

CheckBoxDrawable

LineChart

The LineChart provides a drawn control to visualize data as a line chart. It allows data points to be represented by a continuous line, making it ideal for showing trends over time or relationships between variables.

This class inherits from BaseChart, leveraging shared charting functionality while adding line-specific rendering features.

LineChartDrawable

LinearGauge

The LinearGauge is a drawn control for rendering a linear gauge. A linear gauge is a visual representation of data along a straight or horizontal/vertical axis, commonly used to display values such as progress, measurements, or performance indicators.

LinearGaugeDrawable

MultiBarChart

The MultiBarChart is a drawn control designed to display multiple bar charts within a single charting view. It enables the visualization of grouped or stacked data, making it an ideal tool for comparing multiple datasets across categories.

This class inherits from BaseChart, leveraging core charting functionality while adding features specific to bar chart rendering.

MultiBarChartDrawable

MultiLineChartDrawable

MultiLineChartView

The MultiLineChartView is a drawn control for displaying multiple line charts within a single view. This enables the visualization of multiple data series, each represented by a separate line, on a shared coordinate system.

The class is derived from BaseChart, allowing it to inherit essential charting properties and behaviors while adding specialized features for multi-line visualization.

NumericUpDown

The NumericUpDown is a drawn control for selecting numeric values by incrementing or decrementing them with interactive buttons or input.

NumericUpDownDrawable

PieChart

The PieChart is a drawn control for rendering pie charts to visually represent data as portions of a circle.

PieChartDrawable

ProgressBar

The ProgressBar class represents a customizable control for displaying the progress of a task visually.

ProgressBarDrawable

ProgressRadial

The ProgressRadial is a drawn control designed to visually represent progress in a circular or radial form. It can be used to display percentages or completion statuses, such as task progress, loading indicators, or performance metrics.

ProgressRadialDrawable

PulseIcon

The PulseIcon is a drawn control that creates an animated pulsing effect around an icon. This control is particularly useful for drawing attention to specific elements in your user interface, such as notifications, interactive features, or status indicators.

PulseIconDrawable

Rating

The Rating is a drawn control that allows users to rate items or entities, typically using a star-based system or other graphical representation. This control is perfect for scenarios where users need to provide feedback, score performance, or indicate preferences in an intuitive visual format.

RatingDrawable

RatingValueChangedEventArgs

The RatingValueChangedEventArgs class provides data for events that report a change in the rating value of a Rating control.

SegmentedControl

The SegmentedControl is a drawn control that allows users to make a single selection from a set of segmented options. It is ideal for scenarios where a user needs to choose between mutually exclusive

options, such as switching between tabs or filtering content.

SegmentedControlDrawable

SelectedIndexEventArgs
The SelectedIndexEventArgs class provides data for events that report a change in the selected index of a SegmentedControl.

Slider
The Slider class is a graphical control that allows users to select a value from a continuous or discrete range by dragging a thumb along a track. This versatile control is widely used for adjusting settings like volume, brightness, or custom application parameters.

SliderDrawable

ToggleSwitch
The ToggleSwitch is a drawn control that allows users to toggle between two states (on and off). Designed for visual clarity and smooth interactivity, this control is ideal for enabling or disabling settings, features, or options within an application.

ToggleSwitchDrawable

Enums

AvatarSize
The AvatarSize enumeration represents predefined sizes for an avatar, providing a standardized way to specify dimensions across an application.

CaptchaLevel
The CaptchaLevel enumeration defines the different levels of complexity for CAPTCHA (Completely Automated Public Turing test to tell Computers and Humans Apart) challenges. This can be used to configure or determine the strength of a CAPTCHA system, balancing between ease of use and security requirements.

ProgressBarStyle
The ProgressBarStyle enumeration defines the visual style options for rendering a progress bar. This provides developers with a simple way to specify whether the progress bar appears with sharp corners or rounded edges.

ProgressRadialDirection
The ProgressRadialDirection enumeration specifies the direction of progress rendering for radial progress components, allowing developers to define whether progress moves clockwise or counterclockwise along the circular axis.

ThumbShape

The ThumbShape enumeration defines the possible shapes for a "thumb" in UI components, such as sliders, progress indicators, or drag handles. It provides developers with options to customize the appearance of the thumb based on design requirements.