

WinUI - Getting started

<https://learn.microsoft.com/en-us/windows/apps/get-started>

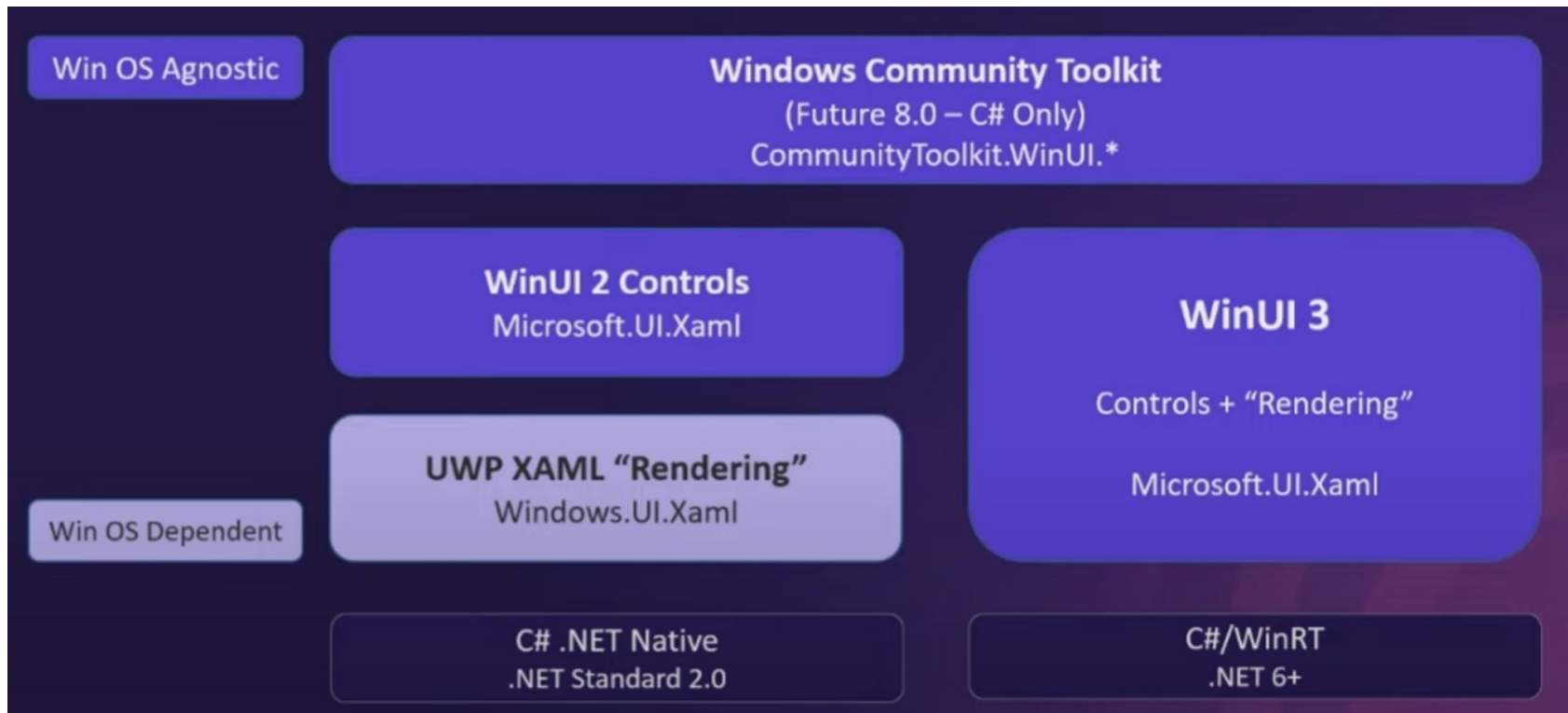
What is WinUI?

- ❑ **XAML** markup-based user interface layer
- ❑ Contains **modern controls** and **styles** for building Windows apps
- ❑ **Native UI layer** for **Windows App SDK**
 - ❑ Embodies **Fluent Design**

History



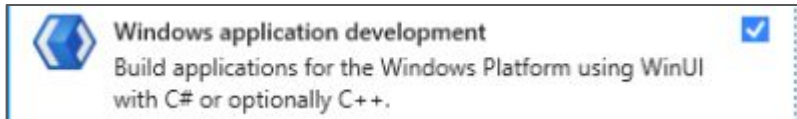
Evolution



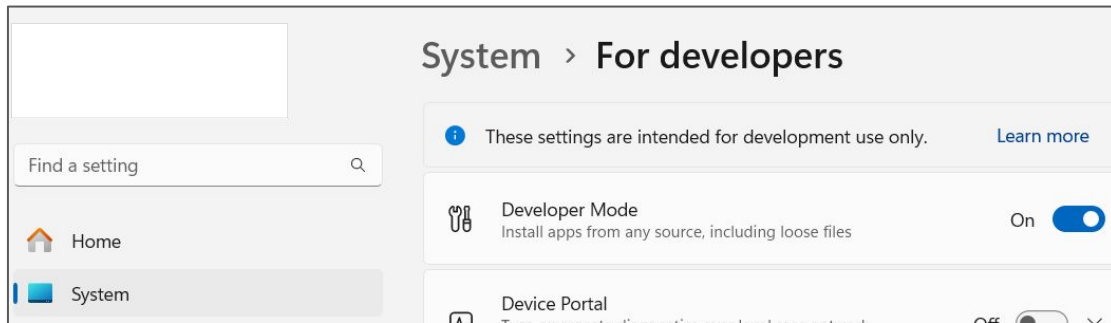
Getting started

1. Install **Visual Studio** (**Community** Edition is enough)

❏ Required workload:

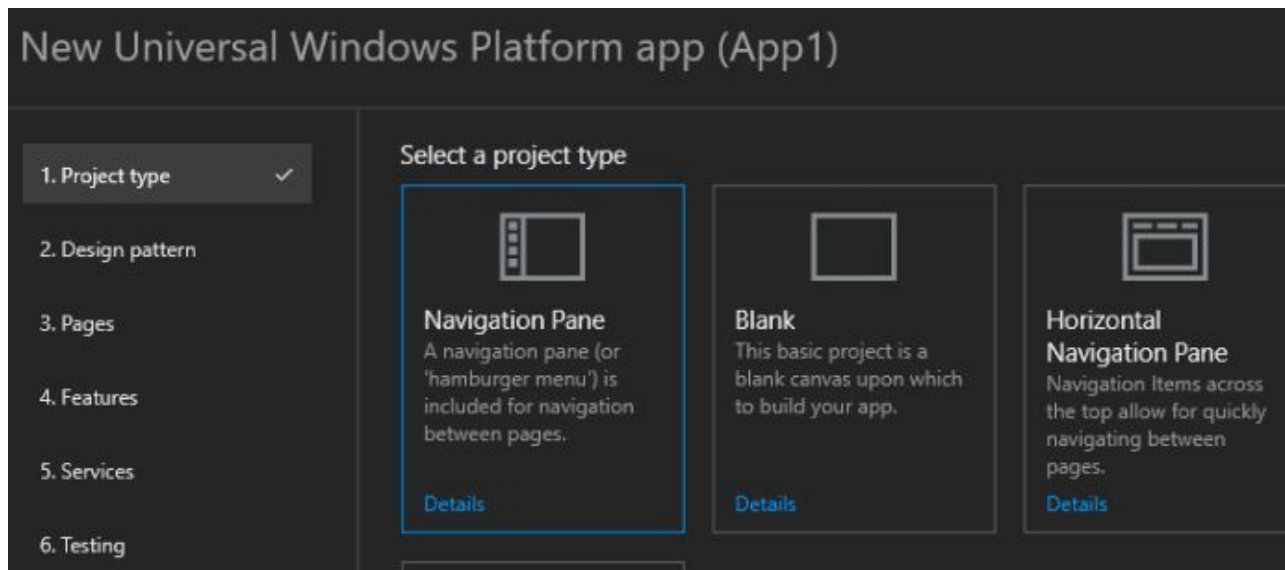


2. Enable **Developer Mode**



3. Extension: Template Studio for WinUI

- ❑ Create apps using C# and the MVVM Toolkit
 - ❑ **Must use** the **MVVM** design pattern
- ❑ Support multiple layout



Create your first WinUI app


Create a new project

Recent project templates

A list of your recently accessed templates will be displayed here.

× ▼ Clear all


All languages ▼ All platforms ▼ All project types ▼



Blank App, Packaged (WinUI 3 in Desktop) New

A project template for creating a Desktop app based on the Windows UI Library (WinUI 3) along with a MSIX package for side-loading or distribution via the Microsoft Store.

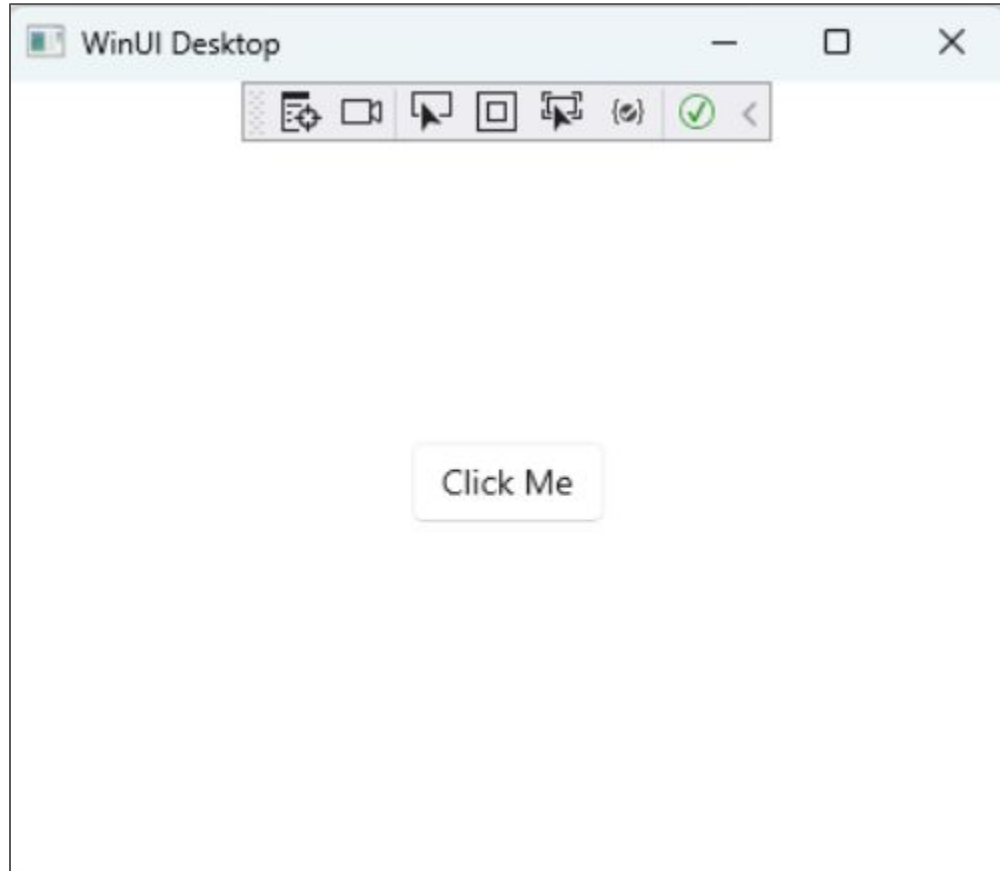
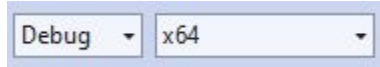
C# XAML Windows Desktop **WinUI**



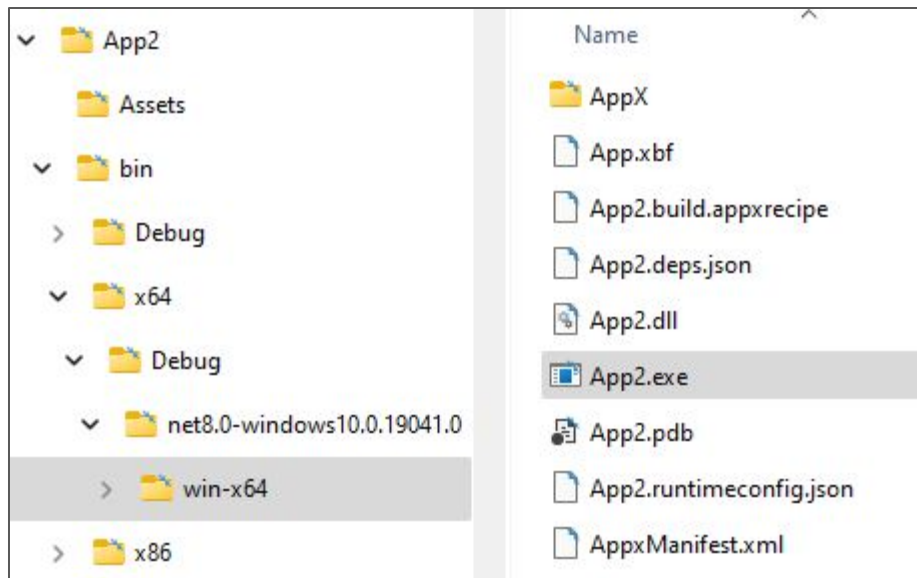
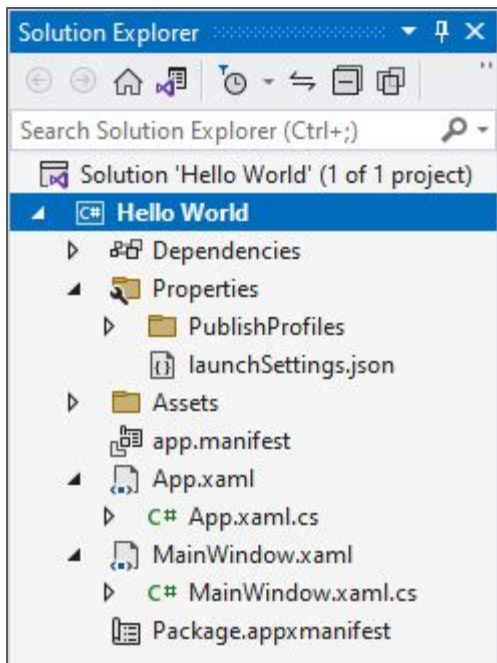
Blank App, Packaged with Windows Application Packaging Project (WinUI 3 in Desktop) New

A project template for creating a Desktop app based on the Windows UI Library

Build & Launch the app: Ctrl + Shift + B > Ctrl + F5



Project structure & Artifacts



Currently you **cannot** run this exe file directly!
You **must deploy it**!

UI definition: MainWindow.xaml

```
<Window
  x:Class="App1.MainWindow"
  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  xmlns:local="using:App1"
  xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
  xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
  mc:Ignorable="d">

  <StackPanel Orientation="Horizontal" HorizontalAlignment="Center" VerticalAlignment="Center">
    <Button x:Name="myButton" Click="myButton_Click">Click Me</Button>
  </StackPanel>
</Window>
```

XML Quick summary

```
<?xml version="1.0" encoding="utf-8"?>
<Root>
  <Student>
    <Name>Tran Duy Quang</Name>
    <Email>tdquang@gmail.com</Email>
  </Student>
  <Student Name="Nguyen Dieu Linh" Email="ndlinh@gmail.com" />
  <Class Name="Windows programming">
    <Student Name="Le Thai Minh"
      Class.Role="Monitor" />
  </Class>
</Root>
```

Event handler mapping: MainWindow.xaml.cs

```
<Button x:Name="myButton"  
    Click="myButton_Click">  
    Click Me  
</Button>
```

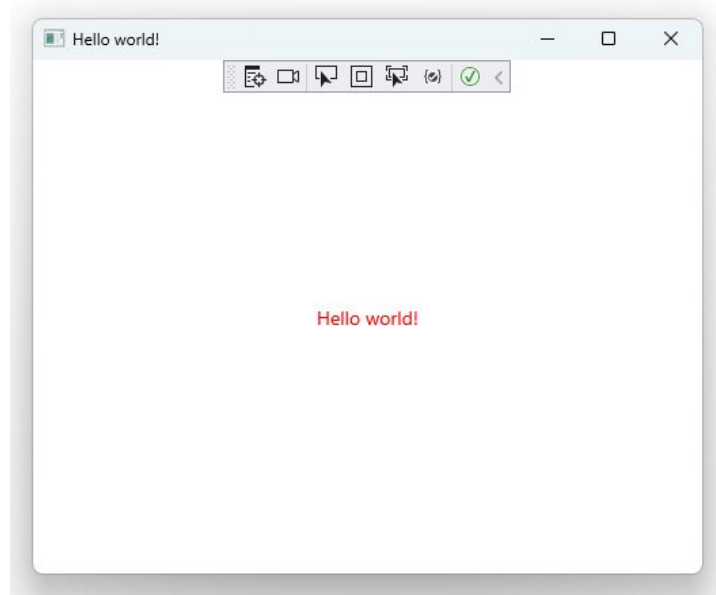
```
private void myButton_Click(  
    object sender, RoutedEventArgs e)  
{  
    myButton.Content = "Clicked";  
}
```

Entry point: App.xaml.cs > OnLaunched

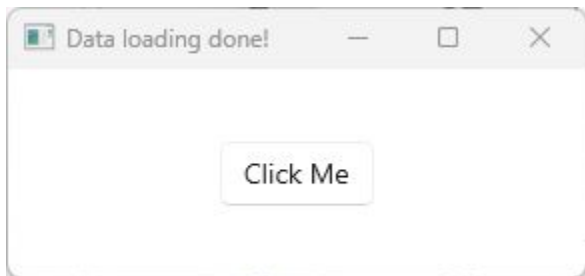
```
protected override void OnLaunched(  
    Microsoft.UI.Xaml.LaunchActivatedEventArgs args)  
{  
    m_window = new MainWindow();  
    m_window.Activate();  
}  
  
private Window m_window;
```

Minor changes

- Create a red “Hello world” text instead of a button
- Change the **Title** to “Hello world”



Another change



```
public MainWindow()  
{  
    this.InitializeComponent();  
    this.Activated += MainWindow_Activated;  
}  
  
1 reference  
private void MainWindow_Activated(  
    object sender, WindowActivatedEventArgs args)  
{  
    this.Title = "Data loading done!";  
}
```

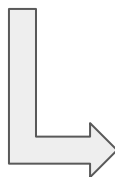
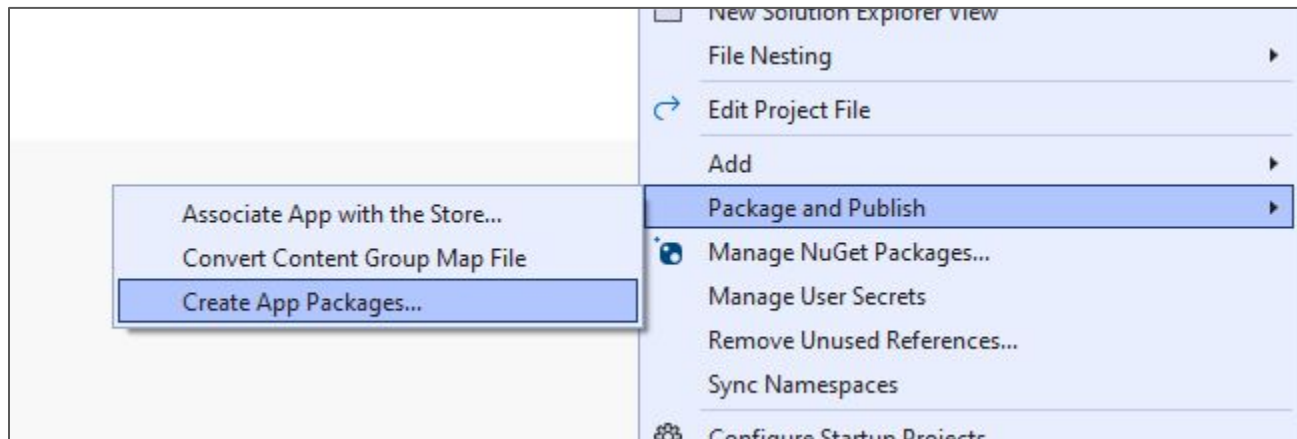
Clean for submission

- Build > Clean solution
- Delete these folders: .vs, bin, obj

Your compressed file should be very small!

Local Publish & Deploy

Create msix file by creating a package



Select distribution method

How will you distribute this application?

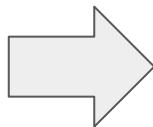
- ☐ Microsoft Store under a new app name
- ☒ Sideload [What is sideloading?](#)
 - ☒ Enable automatic updates

Sign your package & Trust it

Select signing method

Would you like to sign this app package?

- ☐ No, skip package signing.
App packages must be signed before they can be installed. You will have to sign the app packages externally.
[How do I sign an app package?](#)
- ☒ Yes, select a certificate:
- Select From Azure Key Vault... Select From Store... Select From File... **Create...**
- ✗ Choose a certificate to sign the app package.



Create a Self-Signed Test Certificate

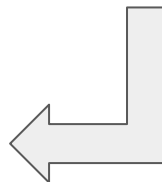
Self-signed certificates are intended for testing and may prevent your app from installing on other machines. We recommend using a trusted certificate when publishing your app.

Publisher Common Name

tdqua

Enter password for new file App1_TemporaryKey.pfx

Confirm your password



Would you like to sign this app package?

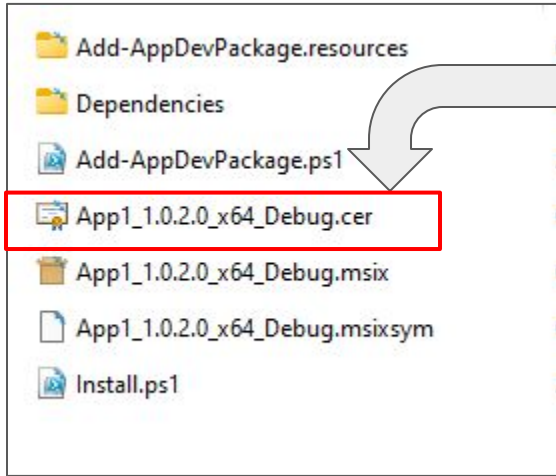
- ☐ No, skip package signing.
App packages must be signed before they can be installed. You will have to sign the app packages externally.
[How do I sign an app package?](#)
- ☒ Yes, use the current certificate:
- Subject: CN=tdqua
Thumbprint: 5C7B39DC341DF8F0C60789299031C8D770BE906F
Expiration Date: 04/08/2025 2:50:01 AM
- i** This certificate is not trusted on this PC.
If you plan to install this app, import this certificate to the trusted certificate store.
This operation requires Administrator privileges.
- [Learn about signing certificates.](#)

Remove

Details



Install using the newly created msix file



On other machine, install certificate first!!!! (file .cer)

Template Studio - Fixing RuntimeIdentifier error

The specified RuntimeIdentifier 'win10-arm64' is not recognized. See <https://aka.ms/net sdk1083> for more information.

Known RIDs

The following list shows a small subset of the most common RIDs used for each OS. For the latest and complete version, see the [PortableRuntimeIdentifierGraph.json](#) in the [dotnet/runtime](#) repository.

Windows RIDs

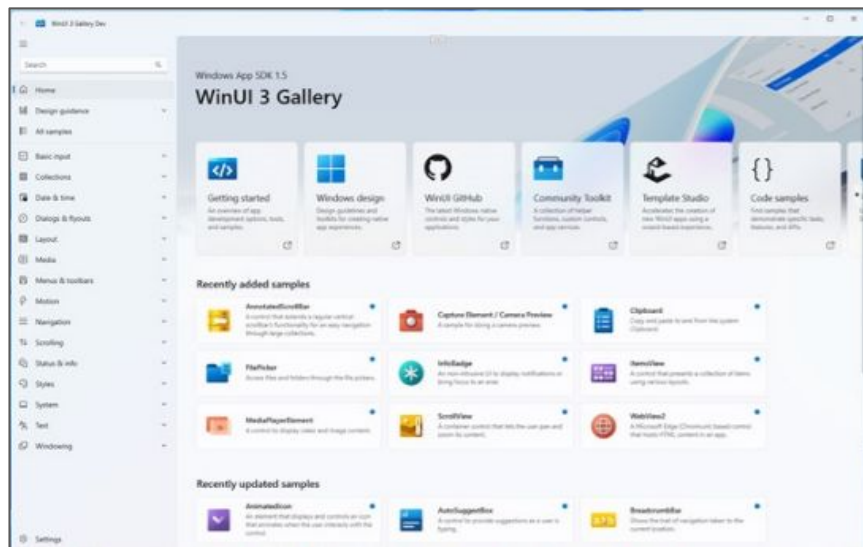
- win-x64
- win-x86
- win-arm64

Right click Project > Edit project file, delete the line that contains "win10-x86;win10-x64;win10-arm64"

Samples & Resources

Store > WinUI 3 gallery

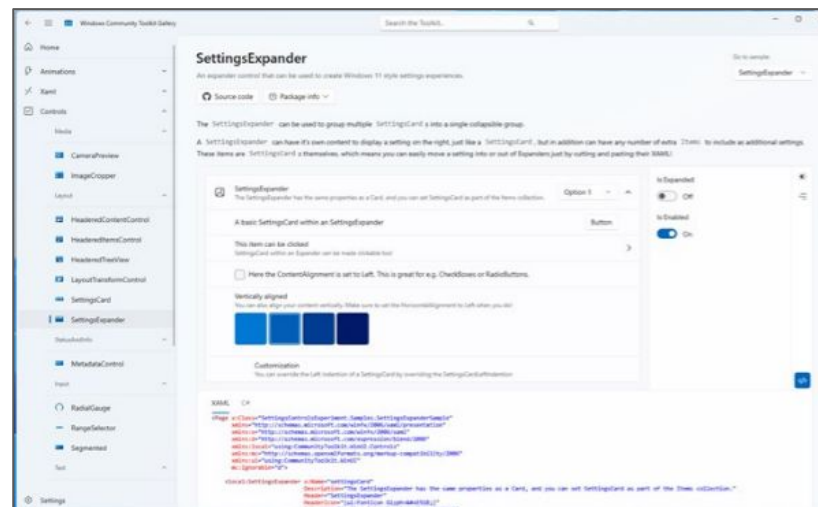
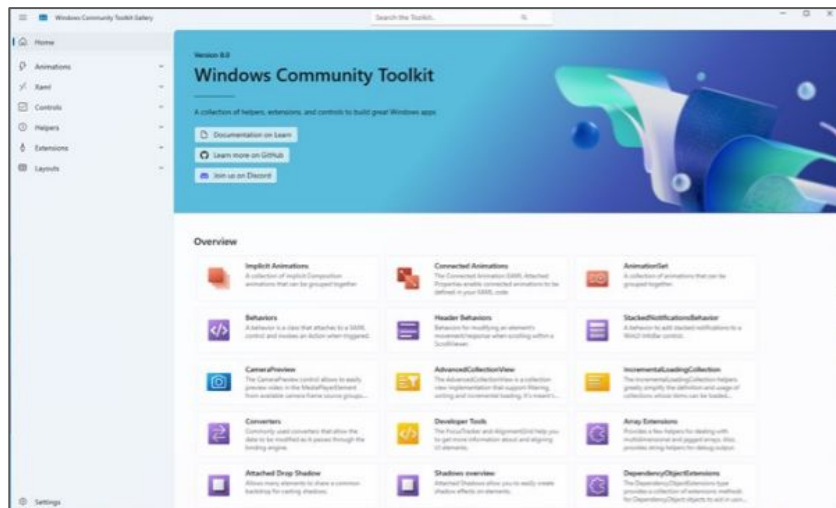
📖 Get an idea of what WinUI has to offer



Source: <https://github.com/microsoft/WinUI-Gallery>

Store > Windows Community Toolkit Gallery

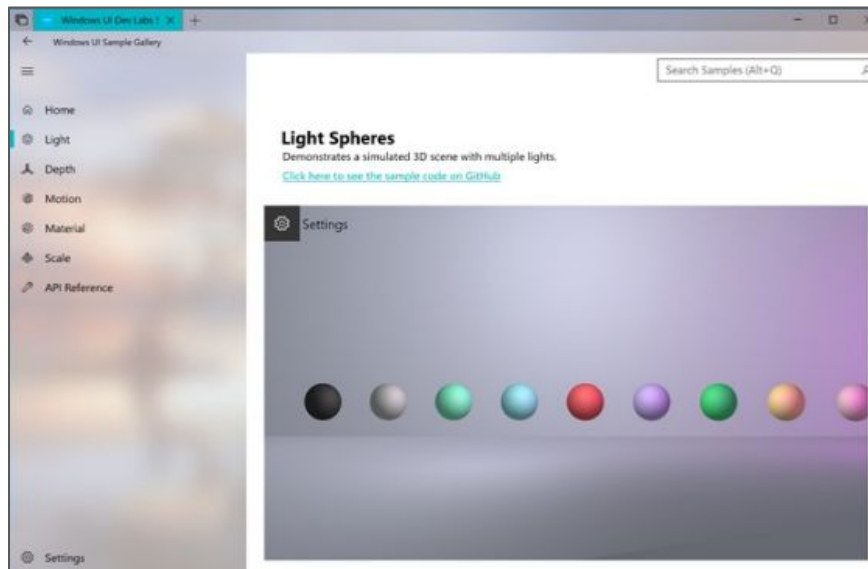
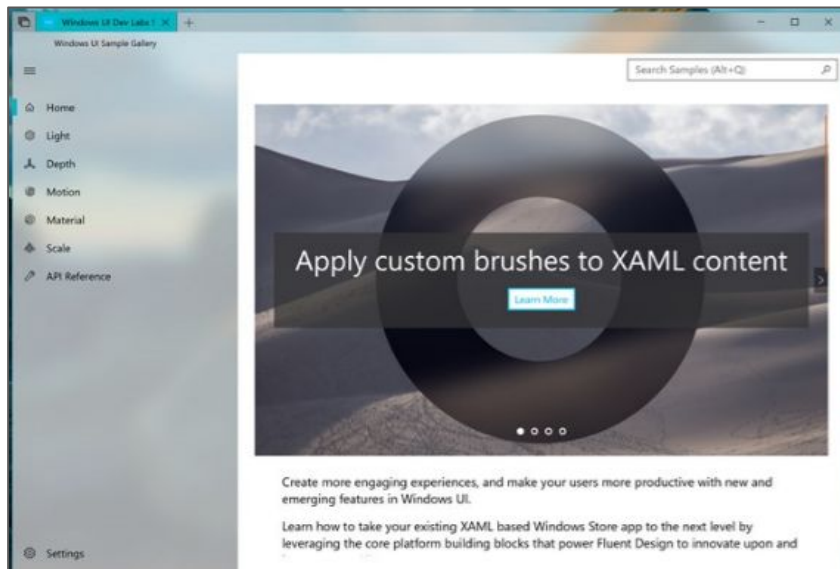
- ❑ Collection of helper functions, custom controls, app services
- ❑ Simplifies and demonstrates common developer tasks



Source: <https://github.com/CommunityToolkit/Windows>

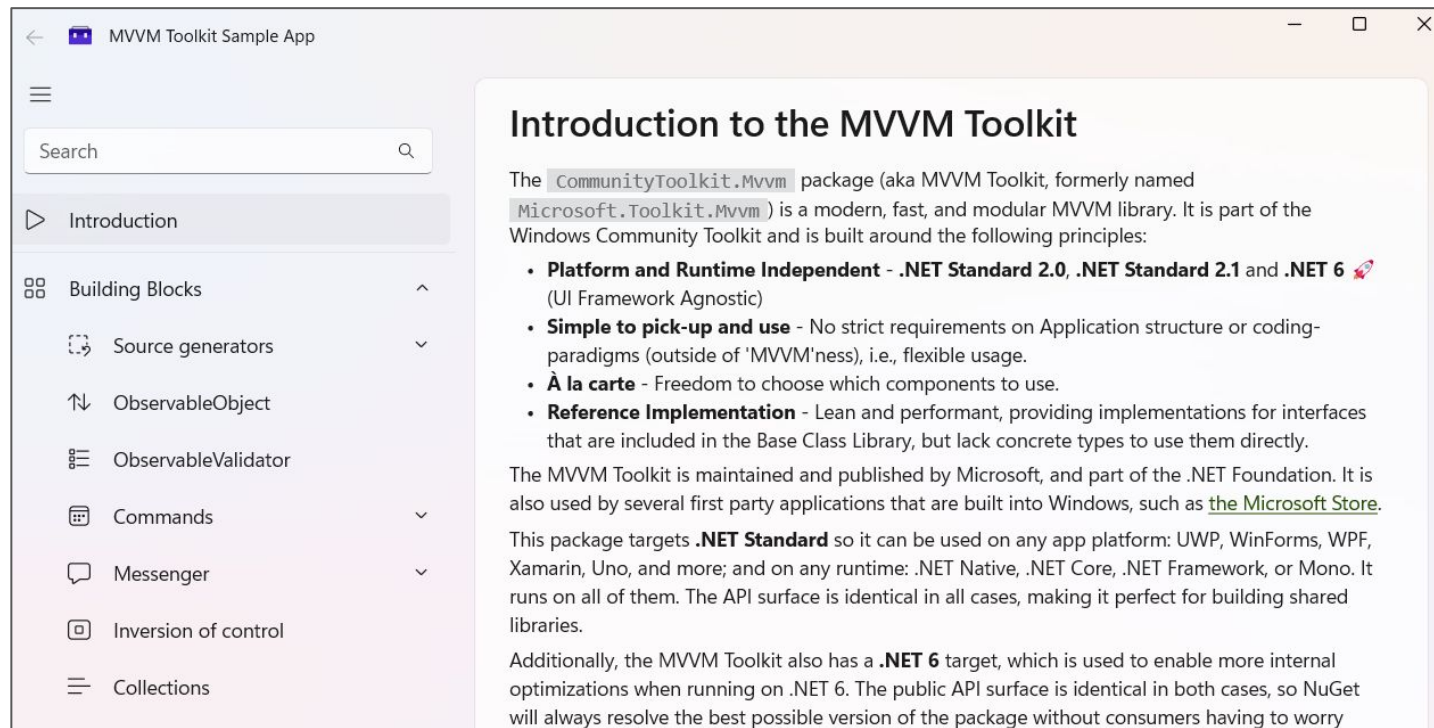
Store > Windows Composition Samples

❏ How to customize your app



Source: <https://github.com/microsoft/WindowsCompositionSamples> 25

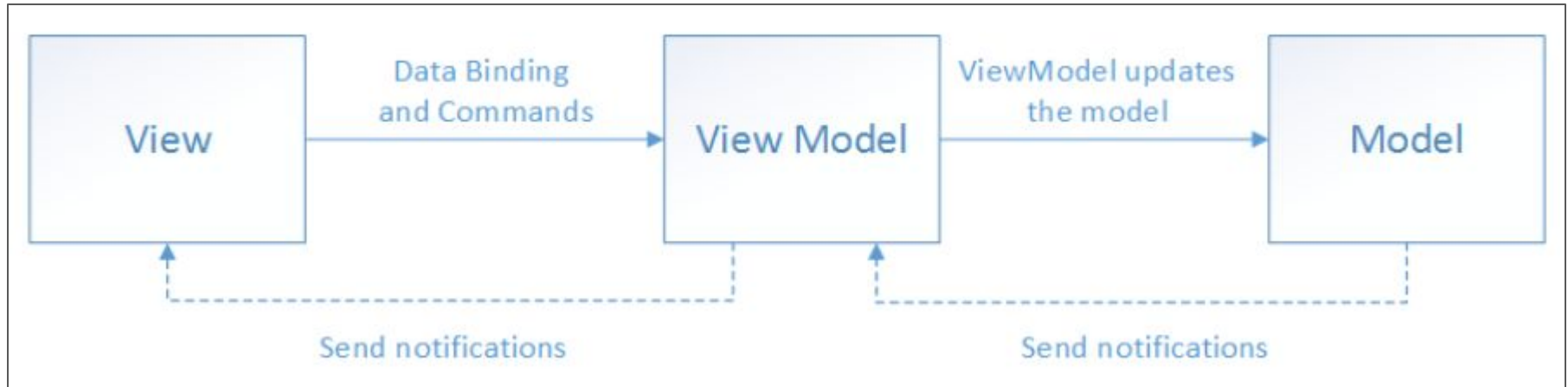
MVVM Toolkit & Samples



[CommunityToolkit/MVVM-Samples: Sample repo for MVVM package](#)

More on MVVM here

<https://learn.microsoft.com/en-us/dotnet/architecture/maui/mvvm>



Smallest MVVM example:

<https://github.com/MarkWithall/worlds-simplest-csharp-wpf-mvvm-example/tree/C%239.0>

MVC or MVVM?

<https://stackoverflow.com/questions/667781/what-is-the-difference-between-mvc-and-mvvm>

More samples source code

- ❏ <https://github.com/microsoft/WindowsAppSDK-Samples>
- ❏ <https://github.com/scottkuhl/awesome-winui>
- ❏ <https://learn.microsoft.com/en-us/windows/apps/design/downloads>

Best practices

[Windows Application Development - Best Practices](#)

User experience

❏ [Windows 11 design principles](#)

❏ [WinUI 3 Figma](#) Design toolkit

Areas to focus


1. Layout
2. UI interaction
3. Visual style
4. Window behavior
5. Shell integration points

Layout

- ❑ Test your application: dimensions, devices, window sizes, DPI settings, and scale settings
- ❑ Should work as expected even when resized down to small dimensions

Responsive layout

<https://learn.microsoft.com/en-us/windows/apps/design/layout/responsive-design>

<div><div>Small</div><div>Medium</div><div>Large</div></div>				
				
<div>Expand table</div>				
Size class	Breakpoints	Typical screen size	Devices	Window Sizes
Small	up to 640px	20" to 65"	TVs	320x569, 360x640, 480x854
Medium	641 - 1007px	7" to 12"	Tablets	960x540
Large	1008px and up	13" and up	PCs, Laptops, Surface Hub	1024x640, 1366x768, 1920x1080

Reposition

Resize

Reflow

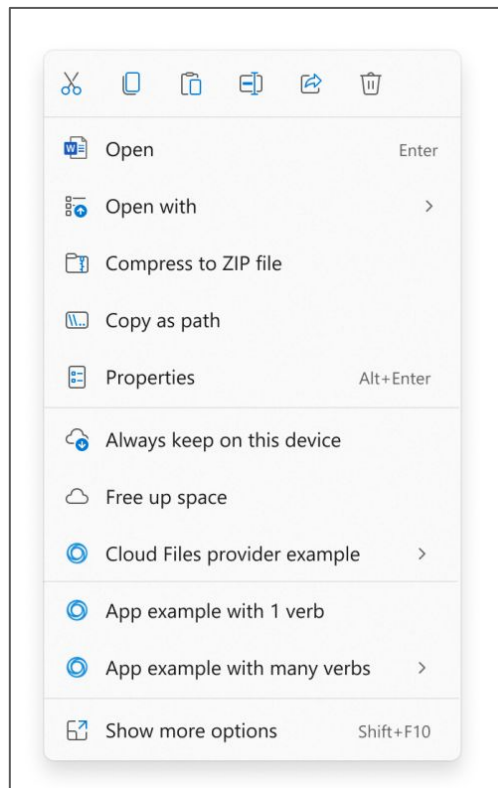
Show/hide

Replace

Re-architect

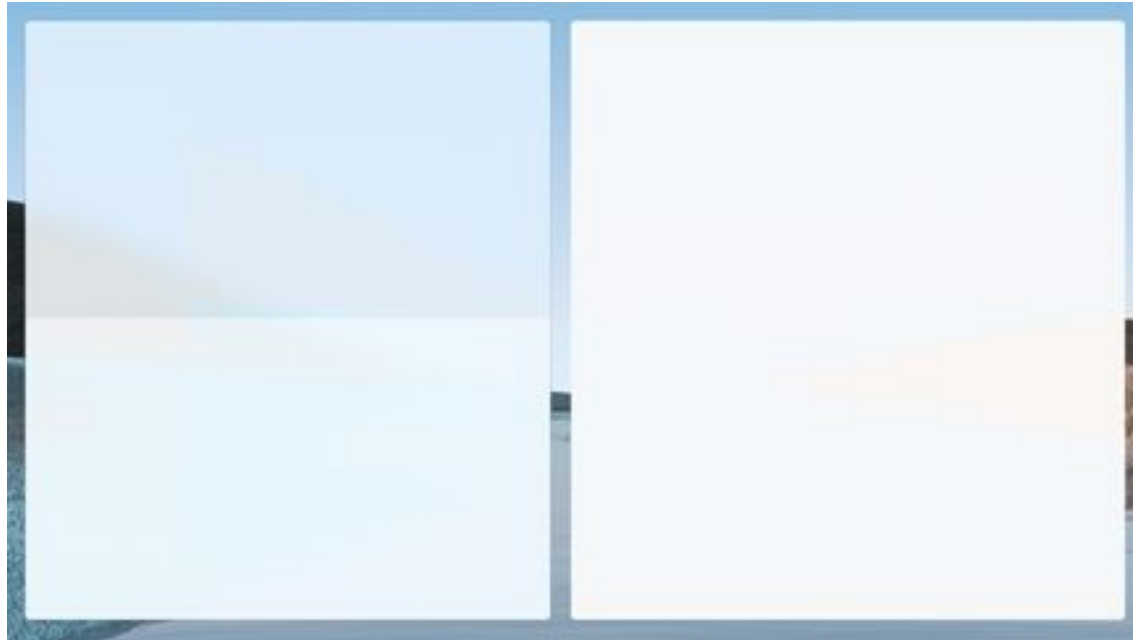
On-object commanding

1. Context menus
2. Swipe commands
3. Keyboard shortcuts.



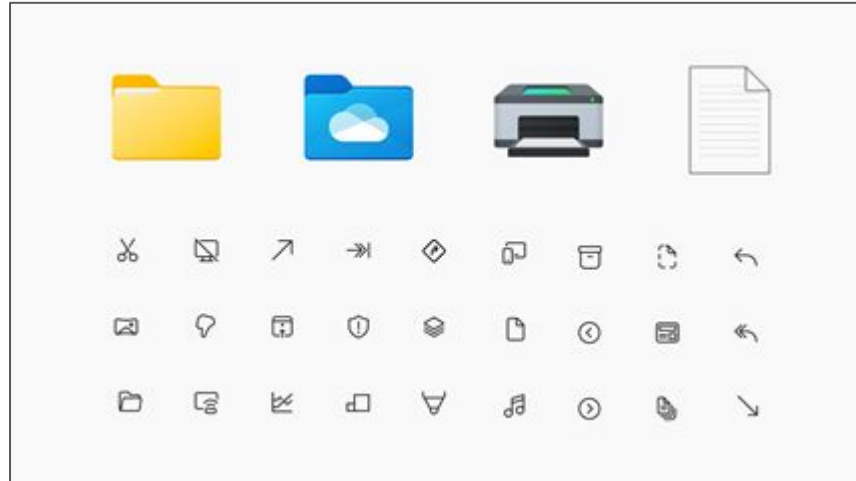
Materials: Acrylic and Mica

11 things to make your app great



Iconography and typography

New fonts & New icons



Clone war

Apps to clone as a practice

- ❑ Store
- ❑ Settings
- ❑ Weather
- ❑ XBox / Netflix / Spotify