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Namespace: ElectronicParts

Assembly: ElectronicParts.dll

Syntax

```
public class App : Application, IHaveResources, IQueryAmbient
```

Methods

InitializeComponent()

InitializeComponent

Declaration

```
public void InitializeComponent()
```

Main()

Application Entry Point.

Declaration

```
[STAThread]
public static void Main()
```

Implements

System.Windows.Markup.IQueryAmbient

Namespace ElectronicParts.Components

Classes

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Represents an [XOrGate](#) with one output pin as boolean.

Class AndGate

Represents an AndGate with one output pin as boolean.

Inheritance

System.Object

AndGate

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class AndGate : IDisplayableNode, INode, IDisplayable
```

Constructors

AndGate()

Initializes a new instance of the AndGate class with two input pins and one output pin.

Declaration

```
public AndGate()
```

Properties

Description

Gets the description of this gate.

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The description of this gate.

Inputs

Gets the input pins of this gate.

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	The input pins of this gate.

Label

Gets the Label of this gate.

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The label of this gate.

Outputs

Gets the output pins of this gate. There is only one output pin - so use first pin of the Collection.

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	The output pins of this gate.

Picture

Gets the current picture of this node.

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	The current picture of this node.

Type

Gets the type of the node.

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	The type of the node.

Methods

Activate()

Empty Method. AndGate is always active.

Declaration

```
public void Activate()
```

Execute()

Evaluates all set input pins and sets output pin to true if all input pins are true otherwise to false.

Declaration

```
public void Execute()
```

Events

PictureChanged

Event to be called when picture has changed.

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

Class BitToInteger

Inheritance

System.Object

BitToInteger

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class BitToInteger : IDisplayableNode, INode, IDisplayable
```

Constructors

BitToInteger()

Declaration

```
public BitToInteger()
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Declaration

```
public void Activate()
```

Execute()

Declaration

```
public void Execute()
```

Events

PictureChanged

```
public event EventHandler PictureChanged
```

TYPE	DESCRIPTION
System.EventHandler	

Implements

[IDisplayableNode](#)
[INode](#)
[IDisplayable](#)

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION

Class BoolLed

Inheritance

System.Object

BoolLed

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class BoolLed : IDisplayableNode, INode, IDisplayable
```

Constructors

BoolLed()

Declaration

```
public BoolLed()
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Declaration

```
public void Activate()
```

Execute()

Declaration

```
public void Execute()
```

Events

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION

Class EvilNull

Inheritance

System.Object

EvilNull

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class EvilNull : IDisplayableNode, INode, IDisplayable
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Declaration

```
public void Activate()
```

Execute()

Declaration

```
public void Execute()
```

Events

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Class IntegerAdder

Inheritance

System.Object

IntegerAdder

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: **ElectronicParts.Components**

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class IntegerAdder : IDisplayableNode, INode, IDisplayable
```

Constructors

IntegerAdder()

Declaration

```
public IntegerAdder()
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Empty method. IntegerAdder is always active.

Declaration

```
public void Activate()
```

Execute()

Adds all input pin values and writes it to output pin.

Declaration

```
public void Execute()
```

Events

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

[IDisplayableNode](#)
[INode](#)
[IDisplayable](#)

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

Class IntegerDisplay

Inheritance

System.Object

IntegerDisplay

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class IntegerDisplay : IDisplayableNode, INode, IDisplayable
```

Constructors

IntegerDisplay()

Declaration

```
public IntegerDisplay()
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Gets the current picture of this node.

Declaration

```
public Bitmap Picture { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	The current picture of this node.

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Declaration

```
public void Activate()
```

Execute()

Declaration

```
public void Execute()
```

Events

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

Class IntegerSource

System.Object

IntegerSource

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class IntegerSource : IDisplayableNode, INode, IDisplayable
```

Constructors

IntegerSource()

Declaration

```
public IntegerSource()
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Empty method. Use Execute to generate a new value.

Declaration

```
public void Activate()
```

Execute()

Generates a new random digit and writes it to first (and only) output pin.

Declaration

```
public void Execute()
```

Events

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

[IDisplayableNode](#)
[INode](#)
[IDisplayable](#)

Class IntInverter

Inheritance

System.Object

IntInverter

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class IntInverter : IDisplayableNode, INode, IDisplayable
```

Constructors

IntInverter()

Declaration

```
public IntInverter()
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Declaration

```
public void Activate()
```

Execute()

Declaration

```
public void Execute()
```

Events

PictureChanged

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION

Class IntToString

Class IntTwoString.

Syntax

```
[Serializable]
public class IntToString : IDisplayableNode, INode, IDisplayable
```

Constructors

IntToString()

Declaration

```
public IntToString()
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Empty method. IntegerAdder is always active.

Declaration

```
public void Activate()
```

Execute()

Translate the input System.Int32 into a System.String

Declaration

```
public void Execute()
```

Events

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

See Also

IDisplayableNode

Class Inverter

Implements

[IDisplayableNode](#)

[INode](#)

[IDisplayable](#)

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: [ElectronicParts.Components](#)

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class Inverter : IDisplayableNode, INode, IDisplayable
```

Constructors

Inverter()

Declaration

```
public Inverter()
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<[IPin](#)>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Declaration

```
public void Activate()
```

Execute()

Declaration

```
public void Execute()
```

Events

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

[IDisplayableNode](#)
[INode](#)
[IDisplayable](#)

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION

Class MyValue<T>

Inheritance

System.Object

MyValue<T>

Implements

IValueGeneric<T>

IValue

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class MyValue<T> : IValueGeneric<T>, IValue
```

Type Parameters

NAME	DESCRIPTION
T	

Properties

Current

Declaration

```
public T Current { get; set; }
```

Property Value

TYPE	DESCRIPTION
T	

Explicit Interface Implementations

IValue.Current

Declaration

```
object IValue.Current { get; set; }
```

Returns

TYPE	DESCRIPTION
System.Object	

Implements

IValueGeneric<T>
IValue

Class OrGate

Represents an OrGate with one output pin as boolean.

Inheritance

System.Object

OrGate

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class OrGate : IDisplayableNode, INode, IDisplayable
```

Constructors

OrGate()

Initializes a new instance of the OrGate class with two input pins and one output pin.

Declaration

```
public OrGate()
```

Properties

Description

Gets the description of this gate.

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The description of this gate.

Inputs

Gets the input pins of this gate.

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	The input pins of this gate.

Label

Gets the label of this gate.

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The label of this gate.

Outputs

Gets the output pins of this gate. There is only one output pin - so use first pin of the Collection.

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	The output pins of this gate.

Picture

Gets the current picture of this node.

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	The current picture of this node.

Type

Gets the type of the node.

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	The type of the node.

Methods

Activate()

Empty Method. OrGate is always active.

Declaration

```
public void Activate()
```

Execute()

Evaluates all set input pins and sets output pin to true if at least one input pin is true, otherwise to false.

Declaration

```
public void Execute()
```

Events

PictureChanged

Event to be called when picture has changed.

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

Class Pin\<T>

Syntax

```
[Serializable]
public class Pin<T> : IPinGeneric<T>, IPin
```

Type Parameters

NAME	DESCRIPTION
T	

Constructors

Pin()

Declaration

```
public Pin()
```

Properties

Label

Declaration

```
public string Label { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Value

Declaration

```
public IValueGeneric<T> Value { get; set; }
```

Property Value

TYPE	DESCRIPTION
IValueGeneric<T>	

Explicit Interface Implementations

IPin.Value

Declaration

```
IValue IPin.Value { get; set; }
```

Returns

TYPE	DESCRIPTION
IValue	

Implements

IPinGeneric<T>

IPin

Class PowerOnOff

Represents an PowerOnOff node with one output pin as boolean.

Syntax

```
[Serializable]
public class PowerOnOff : IDisplayableNode, INode, IDisplayable
```

Constructors

PowerOnOff()

Initializes a new instance of the PowerOnOff class.

Declaration

```
public PowerOnOff()
```

Properties

Description

Gets the description of this node.

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The description of this node.

Inputs

Gets the input pins of this gate. List is empty because PowerOnOff has no inputs.

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	The input pins of this gate (Empty).

Label

Gets the label of this node.

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The label of this node.

Outputs

Gets the output pins of this gate. There is only one pin - so use first pin of the Collection.

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	The output pins of this gate.

Picture

Gets the current picture of this node.

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	The current picture of this node.

Type

Gets the type of the node.

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	The type of the node.

Methods

Activate()

Toggles the output value between true and false.

Declaration

```
public void Activate()
```

Execute()

This execute method is empty. To change state of PowerOnOff use activate.

Declaration

```
public void Execute()
```

Events

PictureChanged

Event to be called when picture has changed.

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

Class StringDisplay

Inheritance

System.Object

StringDisplay

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class StringDisplay : IDisplayableNode, INode, IDisplayable
```

Constructors

StringDisplay()

Declaration

```
public StringDisplay()
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Empty method. IntegerAdder is always active.

Declaration

```
public void Activate()
```

Execute()

Displays the current input value.

Declaration

```
public void Execute()
```

Events

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

Class Switch

Represents an Switch with one input and one output pin as boolean.

System.Object

Switch

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class Switch : IDisplayableNode, INode, IDisplayable
```

Constructors

Switch()

Initializes a new instance of the Switch class.

Declaration

```
public Switch()
```

Properties

Description

Gets the description of this node.

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The description of this node.

Inputs

Gets the input pins of this gate. There is only one input pin - so use first pin of collection.

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	The input pins of this gate.

Label

Gets the label of this gate.

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The label of this gate.

Outputs

Gets the output pins of this gate. There is only one output pin - so use first pin of the Collection.

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	The output pins of this gate.

Picture

Gets the current picture of this node.

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	The current picture of this node.

Type

Gets the type of the node.

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	The type of the node.

Methods

Activate()

Toggles between switched on and off.

Declaration

```
public void Activate()
```

Execute()

Evaluates whether switched on or off and sets output pin to corresponding state.

Declaration

```
public void Execute()
```

Events

PictureChanged

Event to be called when picture has changed.

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

Class Throwing

System.Object

Throwing

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class Throwing : IDisplayableNode, INode, IDisplayable
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Declaration

```
public void Activate()
```

Execute()

Declaration

```
public void Execute()
```

Events

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

Class Timer

Inheritance

System.Object

Timer

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class Timer : IDisplayableNode, INode, IDisplayable
```

Constructors

Timer()

Declaration

```
public Timer()
```

Properties

Description

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Inputs

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Label

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Outputs

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	

Picture

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	

Type

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	

Methods

Activate()

Declaration

```
public void Activate()
```

Execute()

Declaration

```
public void Execute()
```

Events

PictureChanged

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

[IDisplayableNode](#)
[INode](#)
[IDisplayable](#)

PictureChanged

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION

Class XOrGate

Represents an XOrGate with one output pin as boolean.

Inheritance

System.Object

XOrGate

Implements

IDisplayableNode

INode

IDisplayable

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Components

Assembly: ElectronicParts.Components.dll

Syntax

```
[Serializable]
public class XOrGate : IDisplayableNode, INode, IDisplayable
```

Constructors

XOrGate()

Initializes a new instance of the XOrGate class with two input pins and one output pin.

Declaration

```
public XOrGate()
```

Properties

Description

Gets the description of this gate.

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The description of this gate.

Inputs

Gets the input pins of this gate.

Declaration

```
public ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	The input pins of this gate.

Label

Gets the Label of this gate.

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The label of this gate.

Outputs

Gets the output pins of this gate. There is only one output pin - so use first pin of the Collection.

Declaration

```
public ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	The output pins of this gate.

Picture

Gets the current picture of this node.

Declaration

```
public Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	The current picture of this node.

Type

Gets the type of the node.

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	The type of the node.

Methods

Activate()

Empty Method. XOrGate is always active.

Declaration

```
public void Activate()
```

Execute()

Evaluates the two input pins and sets output pin to true if one is true and the other false, otherwise false.

Declaration

```
public void Execute()
```

Events

PictureChanged

Event to be called when picture has changed.

Declaration

```
public event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IDisplayableNode
INode
IDisplayable

Namespace ElectronicParts.Converter

Classes

BitmapToImageSourceConverter

Represents the BitmapToImageSourceConverter class of the ElectronicParts program.

BooleanInvertConverter

A boolean inverter.

BoolToColorConverter

Represents the BoolToColorConverter class of the ElectronicParts program.

ConnectionToMarginConverter

Represents the ConnectionToMarginConverter class of the ElectronicParts program.

GridSizeConverter

Represents the GridSizeConverter class of the ElectronicParts program.

IntToPointMulitConverter

Converts integers to a System.Windows.Point instance.

NameObserver

Observes a Xceed.Wpf.Toolkit.ColorPicker and notifies when the Xceed.Wpf.Toolkit.ColorPicker.SelectedColorText property changes.

PinToHeightConverter

Represents the PinToHeightConverter class of the ElectronicParts program.

ValueColorConverter

Represents the ValueColorConverter.cs class of the ElectronicParts program.

Class BitmapToImageSourceConverter

Represents the BitmapToImageSourceConverter class of the ElectronicParts program.

Inheritance

System.Object

BitmapToImageSourceConverter

Implements

System.Windows.Data.IValueConverter

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Converter

Assembly: ElectronicParts.dll

Syntax

```
public class BitmapToImageSourceConverter : IValueConverter
```

Methods

Convert(Object, Type, Object, CultureInfo)

Converts a Bitmap to a BitmapImage.

Declaration

```
public object Convert(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION

TYPE	**DESCRIPTION**
System.Object	The converted BitmapImage.

ConvertBack(Object, Type, Object, CultureInfo)

Converts a BitmapImage to a Bitmap.

Declaration

```
public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	**NAME**	**DESCRIPTION**
System.Object	value	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	**DESCRIPTION**
System.Object	The converted Bitmap.

Implements

System.Windows.Data.IValueConverter

Class BooleanInvertConverter

A boolean inverter.

Inheritance

System.Object

BooleanInvertConverter

Implements

System.Windows.Data.IValueConverter

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Converter

Assembly: ElectronicParts.dll

Syntax

```
public class BooleanInvertConverter : IValueConverter
```

Methods

Convert(Object, Type, Object, CultureInfo)

Inverts a given boolean.

Declaration

```
public object Convert(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.Object	The inverted boolean.

ConvertBack(Object, Type, Object, CultureInfo)

Inverts a given boolean.

Declaration

```
public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION
System.Object	The inverted boolean.

Implements

System.Windows.Data.IValueConverter

Class BoolToColorConverter

Represents the BoolToColorConverter class of the ElectronicParts program.

Inheritance

System.Object

BoolToColorConverter

Implements

System.Windows.Data.IValueConverter

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Converter

Assembly: ElectronicParts.dll

Syntax

```
public class BoolToColorConverter : IValueConverter
```

Methods

Convert(Object, Type, Object, CultureInfo)

Converts a boolean to a color.

Declaration

```
public object Convert(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.Object	The converted color.

ConvertBack(Object, Type, Object, CultureInfo)

Converts a color to a boolean.

Declaration

```
public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION
System.Object	The converted boolean.

Implements

System.Windows.Data.IValueConverter

Class ConnectionToMarginConverter

Represents the ConnectionToMarginConverter class of the ElectronicParts program.

Inheritance

System.Object

ConnectionToMarginConverter

Implements

System.Windows.Data.IMultiValueConverter

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Converter

Assembly: ElectronicParts.dll

Syntax

```
public class ConnectionToMarginConverter : IMultiValueConverter
```

Methods

Convert(Object[], Type, Object, CultureInfo)

Converts connection value to margins.

Declaration

```
public object Convert(object[] values, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object[]	values	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.Object	The converted margins.

ConvertBack(Object, Type[], Object, CultureInfo)

Converts a margin to connection values.

Declaration

```
public object[] ConvertBack(object value, Type[] targetTypes, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value which is converted.
System.Type[]	targetTypes	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION
System.Object[]	The converted connection values.

Implements

System.Windows.Data.IMultiValueConverter

Class GridSizeConverter

Represents the GridSizeConverter class of the ElectronicParts program.

Inheritance

System.Object

GridSizeConverter

Implements

System.Windows.Data.IValueConverter

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Converter

Assembly: ElectronicParts.dll

Syntax

```
public class GridSizeConverter : IValueConverter
```

Methods

Convert(Object, Type, Object, CultureInfo)

Converts an integer to a string describing the cell size.

Declaration

```
public object Convert(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.Object	A string describing the cell size.

ConvertBack(Object, Type, Object, CultureInfo)

Converts a string describing the cell size to an integer.

Declaration

```
public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION
System.Object	The converted integer.

Implements

System.Windows.Data.IValueConverter

Class IntToPointMulitConverter

Converts integers to a System.Windows.Point instance.

Syntax

```
public class IntToPointMulitConverter : IMultiValueConverter
```

Methods

Convert(Object[], Type, Object, CultureInfo)

Converts integers to a System.Windows.Point instance..

Declaration

```
public object Convert(object[] values, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object[]	values	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION

TYPE	**DESCRIPTION**
System.Object	The converted point.

ConvertBack(Object, Type[], Object, CultureInfo)

Converts a point to its integer values.

Declaration

```
public object[] ConvertBack(object value, Type[] targetTypes, object parameter, CultureInfo culture)
```

Parameters

TYPE	**NAME**	**DESCRIPTION**
System.Object	value	The value which is converted.
System.Type[]	targetTypes	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	**DESCRIPTION**
System.Object[]	The converted integers.

Implements

System.Windows.Data.IMultiValueConverter

Class NameObserver

Observes a Xceed.Wpf.Toolkit.ColorPicker and notifies when the Xceed.Wpf.Toolkit.ColorPicker.SelectedColorText property changes.

Inheritance

System.Object

NameObserver

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Converter

Assembly: ElectronicParts.dll

Syntax

```
public static class NameObserver
```

Methods

GetObserve(FrameworkElement)

Gets a value indicating whether the color picker is observed or not.

Declaration

```
public static bool GetObserve(FrameworkElement frameworkElement)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Windows.FrameworkElement	frameworkElement	The observed element.

Returns

TYPE	DESCRIPTION
System.Boolean	A value indicating whether the color picker is observed or not.

GetObservedName(FrameworkElement)

Gets the observed name of the selected color which can be bound to the view model.

Declaration

```
public static string GetObservedName(FrameworkElement frameworkElement)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Windows.FrameworkElement	frameworkElement	The observed element.

Returns

TYPE	DESCRIPTION
System.String	The observed name of the selected color which can be bound to the view model.

SetObserve(FrameworkElement, Boolean)

Sets a value indicating whether the color picker is observed or not.

Declaration

```
public static void SetObserve(FrameworkElement frameworkElement, bool observe)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Windows.FrameworkElement	frameworkElement	The observed element.
System.Boolean	observe	A value indicating whether the color picker is observed or not.

SetObservedName(FrameworkElement, String)

Sets the observed name of the selected color which can be bound to the view model.

Declaration

```
public static void SetObservedName(FrameworkElement frameworkElement, string observedName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Windows.FrameworkElement	frameworkElement	The observed element.
System.String	observedName	The observed name of the selected color which can be bound to the view model.

Class PinToHeightConverter

Represents the PinToHeightConverter class of the ElectronicParts program.

Inheritance

System.Object

PinToHeightConverter

Implements

System.Windows.Data.IValueConverter

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Converter

Assembly: ElectronicParts.dll

Syntax

```
public class PinToHeightConverter : IValueConverter
```

Methods

Convert(Object, Type, Object, CultureInfo)

Converts the amount of pins in a node to its height.

Declaration

```
public object Convert(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	DESCRIPTION

TYPE	**DESCRIPTION**
System.Object	The height of the node.

ConvertBack(Object, Type, Object, CultureInfo)

Converts the height of a node to the amount of pins.

Declaration

```
public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	**NAME**	**DESCRIPTION**
System.Object	value	The value which is converted.
System.Type	targetType	The type of the value that is required.
System.Object	parameter	A optional parameter used during the conversion.
System.Globalization.CultureInfo	culture	The culture info.

Returns

TYPE	**DESCRIPTION**
System.Object	The amount of pins.

Implements

System.Windows.Data.IValueConverter

Class ValueColorConverter

Represents the ValueColorConverter.cs class of the ElectronicParts program.

Syntax

```
public class ValueColorConverter : IValueConverter
```

Methods

Convert(Object, Type, Object, CultureInfo)

Converts a value to its specified color.

Declaration

```
public object Convert(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value produced by the binding source.
System.Type	targetType	The type of the binding target property.
System.Object	parameter	The converter parameter to use.
System.Globalization.CultureInfo	culture	The culture to use in the converter.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.Object	A converted value. If the method returns null, the valid null value is used.

ConvertBack(Object, Type, Object, CultureInfo)

Converts a color to its specified value.

Declaration

```
public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	value	The value produced by the binding source.
System.Type	targetType	The type of the binding target property.
System.Object	parameter	The converter parameter to use.
System.Globalization.CultureInfo	culture	The culture to use in the converter.

Returns

TYPE	DESCRIPTION
System.Object	A converted value.

Implements

System.Windows.Data.IValueConverter

Namespace ElectronicParts.DI

Classes

Container

Includes all services used in the application.

Class Container

Includes all services used in the application.

Syntax

```
public static class Container
```

Methods

Resolve<TItem>()

Gets an item out of the service provider.

Declaration

```
public static TItem Resolve<TItem>()
```

Returns

TYPE	DESCRIPTION
TItem	The wanted item.

Type Parameters

NAME	DESCRIPTION
TItem	The type of the wanted item.

Namespace ElectronicParts.Models

Classes

Configuration

Represents the Configuration class of the ElectronicParts program.

ConnectionSnapShot

Represents the ConnectionSnapShot class of the ElectronicParts program. This class is used to create serializable instances of the ConnectorViewModel class.

Connector

Represents a connection between two pins.

NodeSnapShot

Represents the NodeSnapShot class of the ElectronicParts program. This class is used to create serializable instances of the NodeViewModel class.

Pin<T>

Represents the Pin<T> class.

PinSnapShot

Represents the PinSnapShot class of the ElectronicParts program. This class is used to create serializable instances of the PinViewModel class.

Rule<T>

Represents the Rule class of the ElectronicParts program.

SnapShot

Represents the SnapShot class of the ElectronicParts program. This class is used to create serializable instances of the ViewModel.

Value<T>

Represents the Value<T> class.

Class Configuration

Represents the Configuration class of the ElectronicParts program.

Syntax

```
[DataContract]
public class Configuration
```

Constructors

Configuration()

Initializes a new instance of the Configuration class.

Declaration

```
public Configuration()
```

Configuration(IConfiguration)

Initializes a new instance of the Configuration class.

Declaration

```
public Configuration(IConfiguration config)
```

Parameters

TYPE	NAME	DESCRIPTION
Microsoft.Extensions.Configuration.IConfiguration	config	The IConfiguration instance used for setting up the starting configurations.

Properties

BoardHeight

Gets or sets the height of the board.

Declaration

```
[DataMember]
public int BoardHeight { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	The height of the board.

BoardWidth

Gets or sets the width of the board.

Declaration

```
[DataMember]
public int BoardWidth { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	The width of the board.

BoolRules

Gets or sets the boolean rules used for the color of connections with type boolean.

Declaration

```
[DataMember]
public List<Rule<bool>> BoolRules { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<Rule<System.Boolean>>	The boolean rules used for the color of connections with type boolean.

IntRules

Gets or sets the integer rules used for the color of connections with type integer.

Declaration

```
[DataMember]
public List<Rule<int>> IntRules { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<Rule<System.Int32>>	The integer rules used for the color of connections with type integer.

StringRules

Gets or sets the string rules used for the color of connections with type string.

Declaration

```
[DataMember]
public List<Rule<string>> StringRules { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<Rule<System.String>>	The string rules used for the color of connections with type string.

```
[DataMember]
public List<Rule<string>> StringRules { get; set; }
```

Property Value

TYPE	DESCRIPTION

Class ConnectionSnapShot

Represents the ConnectionSnapShot class of the ElectronicParts program. This class is used to create serializable instances of the ConnectorViewModel class.

Inheritance

System.Object

ConnectionSnapShot

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Models

Assembly: ElectronicParts.Models.dll

Syntax

```
[Serializable]
public class ConnectionSnapShot
```

Constructors

ConnectionSnapShot(Connector, PinSnapShot, PinSnapShot, IValue)

Initializes a new instance of the ConnectionSnapShot class.

Declaration

```
public ConnectionSnapShot(Connector connector, PinSnapShot inputPin, PinSnapShot outputPin, IValue value)
```

Parameters

TYPE	NAME	DESCRIPTION
Connector	connector	The connection between two pins.
PinSnapShot	inputPin	The input pin of the connection.
PinSnapShot	outputPin	The output pin of the connection.
IValue	value	The current value transmitted by the connection.

Properties

Connector

Gets the connection between two pins.

Declaration

```
public Connector Connector { get; }
```

Property Value

TYPE	DESCRIPTION
Connector	The connection between two pins.

InputPin

Gets the input pin of the connection.

Declaration

```
public PinSnapShot InputPin { get; }
```

Property Value

TYPE	DESCRIPTION
PinSnapShot	The input pin of the connection.

OutputPin

Gets the output pin of the connection.

Declaration

```
public PinSnapShot OutputPin { get; }
```

Property Value

TYPE	DESCRIPTION
PinSnapShot	The output pin of the connection.

Value

Gets the current value transmitted by the connection.

Declaration

```
public IValue Value { get; }
```

Property Value

TYPE	DESCRIPTION
IValue	The current value transmitted by the connection.

Class Connector

Represents a connection between two pins.

Syntax

```
[Serializable]
public class Connector
```

Constructors

Connector(IPin, IPin, IValue)

Initializes a new instance of the Connector class.

Declaration

```
public Connector(IPin input, IPin output, IValue commonVal)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	input	The input pin.
IPin	output	The output pin.
IValue	commonVal	The value shared between the two pins.

Properties

CommonValue

Gets the shared value of the two pins.

Declaration

```
public IValue CommonValue { get; }
```

Property Value

TYPE	DESCRIPTION
IValue	The value shared between the two pins.

InputPin

Gets the input pin.

Declaration

```
public IPin InputPin { get; }
```

Property Value

TYPE	DESCRIPTION
IPin	The input pin.

OutputPin

Gets the output pin.

Declaration

```
public IPin OutputPin { get; }
```

Property Value

TYPE	DESCRIPTION
IPin	The output pin.

Methods

ResetValue()

Resets the values of both pins to a default value.

Declaration

```
public void ResetValue()
```

Class NodeSnapShot

Represents the NodeSnapShot class of the ElectronicParts program. This class is used to create serializable instances of the NodeViewModel class.

Syntax

```
[Serializable]
public class NodeSnapShot
```

Constructors

NodeSnapShot(IDisplayableNode, Point)

Initializes a new instance of the NodeSnapShot class.

Declaration

```
public NodeSnapShot(IDisplayableNode node, Point position)
```

Parameters

TYPE	NAME	DESCRIPTION
IDisplayableNode	node	The node which will be serialized.
System.Drawing.Point	position	The position of the node.

Properties

Node

Gets the node.

Declaration

```
public IDisplayableNode Node { get; }
```

Property Value

TYPE	DESCRIPTION
IDisplayableNode	The node which will be serialized.

Position

Gets the position of the node.

Declaration

```
public Point Position { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Point	The position of the node.

Class Pin\<T>

Represents the Pin\<T> class.

Inheritance

System.Object

Pin\<T>

Implements

IPinGeneric\<T>

IPin

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Models

Assembly: ElectronicParts.Models.dll

Syntax

```
public class Pin<T> : IPinGeneric<T>, IPin
```

Type Parameters

NAME	DESCRIPTION
T	The value type of the pin.

Constructors

Pin()

Initializes a new instance of the Pin\<T> class.

Declaration

```
public Pin()
```

Properties

Label

Gets or sets the label of the pin.

Declaration

```
public string Label { get; set; }
```

Property Value

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.String	The label of the pin.

Value

Gets or sets the value of the pin.

Declaration

```
public IValueGeneric<T> Value { get; set; }
```

Property Value

TYPE	DESCRIPTION
IValueGeneric<T>	The value of the pin.

Explicit Interface Implementations

IPin.Value

Gets or sets the value of Value.

Declaration

```
IValue IPin.Value { get; set; }
```

Returns

TYPE	DESCRIPTION
IValue	The value of Value.

Implements

IPinGeneric<T>

IPin

Class PinSnapShot

Represents the PinSnapShot class of the ElectronicParts program. This class is used to create serializable instances of the PinViewModel class.

Inheritance

System.Object

PinSnapShot

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Models

Assembly: ElectronicParts.Models.dll

Syntax

```
[Serializable]
public class PinSnapShot
```

Constructors

PinSnapShot(IPin, Point)

Initializes a new instance of the PinSnapShot class.

Declaration

```
public PinSnapShot(IPin pin, Point point)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	pin	The pin which will be serialized.
System.Drawing.Point	point	The position of the pin.

Properties

Pin

Gets the pin which will be serialized.

Declaration

```
public IPin Pin { get; }
```

Property Value

TYPE	DESCRIPTION
IPin	The pin which will be serialized.

Position

Gets the position of the pin.

Declaration

```
public Point Position { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Point	The position of the pin.

Class Rule<T>

Represents the Rule class of the ElectronicParts program.

Inheritance

System.Object

Rule<T>

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Models

Assembly: ElectronicParts.Models.dll

Syntax

```
[DataContract]
public class Rule<T>
```

Type Parameters

NAME	DESCRIPTION
T	The type of connection that the rule applies to.

Constructors

Rule(T, String, Func<T, Boolean>)

Initializes a new instance of the Rule<T> class.

Declaration

```
public Rule(T value, string color, Func<T, bool> valueValidation)
```

Parameters

TYPE	NAME	DESCRIPTION
T	value	The value which decides whether the rule is active or not.
System.String	color	The color of the connection when the rule is active.
System.Func<T, System.Boolean>	valueValidation	A function to validate the value.

Properties

Color

Gets or sets the color of the connection when the rule is active.

Declaration

```
[DataMember]
public string Color { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	The color of the connection when the rule is active.

Value

Gets or sets the value which decides whether the rule is active or not.

Declaration

```
[DataMember]
public T Value { get; set; }
```

Property Value

TYPE	DESCRIPTION
T	The value which decides whether the rule is active or not.

Class SnapShot

Represents the SnapShot class of the ElectronicParts program. This class is used to create serializable instances of the ViewModel.

Inheritance

System.Object

SnapShot

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Models

Assembly: ElectronicParts.Models.dll

Syntax

```
[Serializable]
public class SnapShot
```

Constructors

SnapShot(IEnumerable<NodeSnapShot>, IEnumerable<ConnectionSnapShot>)

Initializes a new instance of the SnapShot class.

Declaration

```
public SnapShot(IEnumerable<NodeSnapShot> nodes, IEnumerable<ConnectionSnapShot> connections)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<NodeSnapShot>	nodes	The nodes which will be serialized.
System.Collections.Generic.IEnumerable<ConnectionSnapShot>	connections	All connections between pins.

Properties

Connections

Gets all connections saved in the snapshot.

Declaration

```
public IEnumerable<ConnectionSnapShot> Connections { get; }
```

Property Value

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<ConnectionSnapShot>	All connections saved in the snapshot.

Nodes

Gets all nodes saved in the snapshot.

Declaration

```
public IEnumerable<NodeSnapShot> Nodes { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<NodeSnapShot>	All nodes of the snapshot.

Class Value\<T>

Represents the Value\<T> class.

Inheritance

System.Object

Value\<T>

Implements

IValueGeneric\<T>

IValue

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Models

Assembly: ElectronicParts.Models.dll

Syntax

```
public class Value<T> : IValueGeneric<T>, IValue
```

Type Parameters

NAME	DESCRIPTION
T	The type of the value.

Properties

Current

Gets or sets the current value.

Declaration

```
public T Current { get; set; }
```

Property Value

TYPE	DESCRIPTION
T	The current value.

Explicit Interface Implementations

IValue.Current

Gets or sets the Current

Declaration

```
object IValue.Current { get; set; }
```

Returns

TYPE	DESCRIPTION
System.Object	The Current.

Implements

IValueGeneric<T>

IValue

Namespace ElectronicParts.Services.Extensions

Classes

Extensions

Represents the Extensions class of the ElectronicParts.Services application.

Class Extensions

Represents the Extensions class of the ElectronicParts.Services application.

Inheritance

System.Object

Extensions

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Extensions

Assembly: ElectronicParts.Services.dll

Syntax

```
public static class Extensions
```

Methods

IndexOf<T>(IEnumerable<T>, T)

Returns the index of a given object within an IEnumerable. Using the default EqualityComparer.

Declaration

```
public static int IndexOf<T>(this IEnumerable<T> input, T value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<T>	input	The input enumerable.
T	value	The value to get the index of.

Returns

TYPE	DESCRIPTION
System.Int32	The index of the value within the enumerable.

Type Parameters

NAME	DESCRIPTION
T	Represents the type of the value.

IndexOf<T>(IEnumerable<T>, T, IEqualityComparer<T>)

Returns the index of a given object within an IEnumerable. Using the default EqualityComparer.

Declaration

```
public static int IndexOf<T>(this IEnumerable<T> input, T value, IEqualityComparer<T> comparer)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<T>	input	The input enumerable.
T	value	The value to get the index of.
System.Collections.Generic.IEqualityComparer<T>	comparer	The comparer used for searching the value in the enumerable.

Returns

TYPE	DESCRIPTION
System.Int32	The index of the value within the enumerable.

Type Parameters

NAME	DESCRIPTION
T	Represents the type of the value.

```
public static int IndexOf<T>(this IEnumerable<T> input, T value, IEqualityComparer<T> comparer)
```

Namespace ElectronicParts.Services.Implementations

Classes

AssemblyBinder

Defines the AssemblyBinder

AssemblyNameExtractorService

Represents the AssemblyNameExtractorService class of the ElectronicParts.Services application. Implements the IAssemblyNameExtractorService

AssemblyService

Represents the AssemblyService class of the ElectronicParts application. Implements the IAssemblyService

ConfigurationService

Represents the ConfigurationService class of the ElectronicParts program.

ConnectorHelperService

Represents the ConnectorHelperService class of the ElectronicParts.Services application. Implements the IConnectorHelperService

ExecutionService

Represents the ExecutionService class of the ElectronicParts application. Implements the IExecutionService

GenericTypeComparerService

Represents the GenericTypeComparerService class of the ElectronicParts.Services application. Implements the IGenericTypeComparerService

NodeCopyService

Represents the NodeCopyService class of the ElectronicParts.Services application. Implements the INodeCopyService

NodeSerializerService

Represents the NodeSerializerService class of the ElectronicParts.Services application. Implements the INodeSerializerService

NodeValidationService

Represents the NodeValidationService class of the ElectronicParts.Services application. Implements the INodeValidationService

PinConnectorService

Represents the PinConnectorService class of the ElectronicParts.Services application. Implements the IPinConnectorService

PinCreatorService

A class used for the creation of IPin instances.

Interfaces

IPinConnectorService

A interface used to implement classes which allow connect two pins with each other.

Class AssemblyBinder

Defines the AssemblyBinder

Inheritance

System.Object

System.Runtime.Serialization.SerializationBinder

AssemblyBinder

Inherited Members

System.Runtime.Serialization.SerializationBinder.BindToName(System.Type, System.String, System.String)

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Implementations

Assembly: ElectronicParts.Services.dll

Syntax

```
public class AssemblyBinder : SerializationBinder
```

Constructors

AssemblyBinder(ILogger<AssemblyBinder>)

Initializes a new instance of the AssemblyBinder class.

Declaration

```
public AssemblyBinder(ILogger<AssemblyBinder> logger)
```

Parameters

TYPE	NAME	DESCRIPTION
Microsoft.Extensions.Logging.ILogger<AssemblyBinder>	logger	The loggerMicrosoft.Extensions.Logging.ILogger<TCategoryName>

Methods

BindToType(String, String)

Represents a method which is used to find the assembly within the currently loaded assemblies and gets the requested type.

Declaration

```
public override Type BindToType(string fullAssemblyString, string typeName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	fullAssemblyString	The full assembly string.

TYPE	**NAME**	**DESCRIPTION**
System.String	typeName	Name of the type.

Returns

TYPE	**DESCRIPTION**
System.Type	The required type.

Overrides

System.Runtime.Serialization.SerializationBinder.BindToType(System.String, System.String)

Class AssemblyNameExtractorService

Represents the AssemblyNameExtractorService class of the ElectronicParts.Services application. Implements the IAssemblyNameExtractorService

Inheritance

System.Object

AssemblyNameExtractorService

Implements

IAssemblyNameExtractorService

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Implementations

Assembly: ElectronicParts.Services.dll

Syntax

```
public class AssemblyNameExtractorService : IAssemblyNameExtractorService
```

Constructors

AssemblyNameExtractorService(ILogger<AssemblyNameExtractorService>)

Initializes a new instance of the AssemblyNameExtractorService class.

Declaration

```
public AssemblyNameExtractorService(ILogger<AssemblyNameExtractorService> logger)
```

Parameters

TYPE	NAME	DESCRIPTION
Microsoft.Extensions.Logging.ILogger<AssemblyNameExtractorService>	logger	The logger instance.

Exceptions

TYPE	CONDITION
System.ArgumentNullException	Throws if the injected logger instance is null.

Methods

ExtractAssemblyNameFromErrorMessage(Exception)

Extracts the assembly name out of an exception message.

Declaration

```
public string ExtractAssemblyNameFromErrorMessage(Exception exception)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Exception	exception	The thrown exception.

Returns

TYPE	DESCRIPTION
System.String	The name of the assembly.

Implements

IAssemblyNameExtractorService

See Also

IAssemblyNameExtractorService

Class AssemblyService

Represents the AssemblyService class of the ElectronicParts application. Implements the IAssemblyService

Inheritance

System.Object

AssemblyService

Implements

IAssemblyService

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Implementations

Assembly: ElectronicParts.Services.dll

Syntax

```
public class AssemblyService : IAssemblyService
```

Constructors

AssemblyService(ILogger<AssemblyService>, INodeValidationService)

Initializes a new instance of the AssemblyService class.

Declaration

```
public AssemblyService(ILogger<AssemblyService> logger, INodeValidationService validationService)
```

Parameters

TYPE	NAME	DESCRIPTION
Microsoft.Extensions.Logging.ILogger<AssemblyService>	logger	The logger instance.
INodeValidationService	validationService	The validation service used for validating a given assembly is loadable.

Exceptions

TYPE	CONDITION
System.ArgumentNullException	Thrown if either the injected logger or the NodeValidationService is null.

Properties

AvailableNodes

Gets the available nodes.

```
public IEnumerable<IDisplayableNode> AvailableNodes { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<IDisplayableNode>	The List of available lists.

Methods

LoadAssemblies()

Loads the assemblies in the assembly paths.

Declaration

```
public Task LoadAssemblies()
```

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.Task	A Task for awaiting this operation.

Implements

IAssemblyService

See Also

IAssemblyService

Class ConfigurationService

Represents the ConfigurationService class of the ElectronicParts program.

Inheritance

System.Object

ConfigurationService

Implements

IConfigurationService

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Implementations

Assembly: ElectronicParts.Services.dll

Syntax

```
public class ConfigurationService : IConfigurationService
```

Constructors

ConfigurationService()

Initializes a new instance of the ConfigurationService class.

Declaration

```
public ConfigurationService()
```

Properties

Configuration

Gets the configurations which include all configurations needed in other classes of the program.

Declaration

```
public Configuration Configuration { get; }
```

Property Value

TYPE	DESCRIPTION
Configuration	The Configuration which contains all needed configurations.

Methods

SaveConfiguration()

Saves the configuration to a file.

Declaration

```
public void SaveConfiguration()
```

Implements

IConfigurationService

Class ConnectorHelperService

Represents the ConnectorHelperService class of the ElectronicParts.Services application. Implements the IConnectorHelperService

Inheritance

System.Object

ConnectorHelperService

Implements

IConnectorHelperService

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Implementations

Assembly: ElectronicParts.Services.dll

Syntax

```
public class ConnectorHelperService : IConnectorHelperService
```

Constructors

ConnectorHelperService(ILogger<ConnectorHelperService>)

Initializes a new instance of the ConnectorHelperService class.

Declaration

```
public ConnectorHelperService(ILogger<ConnectorHelperService> logger)
```

Parameters

TYPE	NAME	DESCRIPTION
Microsoft.Extensions.Logging.ILogger<ConnectorHelperService>	logger	The logger.

Exceptions

TYPE	CONDITION
System.ArgumentNullException	Gets thrown if the injected logger is null.

Properties

ExistingConnections

Gets or sets the IEnumerable with which the helper service can iterate over all existing connections.

Declaration

```
public IEnumerable<Connector> ExistingConnections { get; set; }
```

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<Connector>	The existing connections.

ExistingNodes

Gets or sets the IEnumerable with which the helper service can iterate over all existing Nodes.

Declaration

```
public IEnumerable<IDisplayableNode> ExistingNodes { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<IDisplayableNode>	The existing nodes.

GetHeightMapping

Gets or sets a function which can be used to get the current top value of a pin.

Declaration

```
public Func<IPin, int> GetHeightMapping { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Func<IPin, System.Int32>	The get height mapping.

Methods

GetMultipleOutputOffset(IPin)

Gets the multiple output offset which is used if the node has multiple outputs.

Declaration

```
public int GetMultipleOutputOffset(IPin pin)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	pin	The pin to check.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.Int32	The required offset as integer.

GetOffset(IPin, IPin, out Int32)

Gets the offset which is used to space out the connections.

Declaration

```
public double GetOffset(IPin input, IPin output, out int pinCount)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	input	The input.
IPin	output	The output.
System.Int32	pinCount	The pin count.

Returns

TYPE	DESCRIPTION
System.Double	The required offset as double.

IsInputsMore(IPin)

Determines whether the containing node has more inputs or outputs.

Declaration

```
public bool IsInputsMore(IPin pin)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	pin	The pin to check the node of.

Returns

TYPE	DESCRIPTION
System.Boolean	True if is inputs more the specified pin and otherwise, False.

IsSelfConnecting(IPin, IPin)

Determines whether the specified input and output pins are part of the same node.

Declaration

```
public bool IsSelfConnecting(IPin input, IPin output)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	input	The input.
IPin	output	The output.

Returns

TYPE	DESCRIPTION
System.Boolean	True if the pins are part of the same node and otherwise, False.

MultipleConnectionsOffset(IPin, Connector)

Gets the offset which is needed if one output pin has multiple connections.

Declaration

```
public int MultipleConnectionsOffset(IPin outputPin, Connector con)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	outputPin	The output pin.
Connector	con	The connector the pin is a part of.

Returns

TYPE	DESCRIPTION
System.Int32	The required offset as integer.

Implements

IConnectorHelperService

See Also

IConnectorHelperService

Class ExecutionService

Represents the ExecutionService class of the ElectronicParts application. Implements the IExecutionService

Syntax

```
public class ExecutionService : IExecutionService
```

Constructors

ExecutionService()

Initializes a new instance of the ExecutionService class.

Declaration

```
public ExecutionService()
```

ExecutionService(ILogger<ExecutionService>)

Initializes a new instance of the ExecutionService class.

Declaration

```
public ExecutionService(ILogger<ExecutionService> logger)
```

Parameters

TYPE	NAME	DESCRIPTION
Microsoft.Extensions.Logging.ILogger<ExecutionService>	logger	The logger.

Properties

FramesPerSecond

Gets or sets the amount of executions per second.

Declaration

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

TYPE	DESCRIPTION
System.Int32	The amount of executions per second.

IsEnabled

Gets a value indicating whether this instance is enabled.

Declaration

```
public bool IsEnabled { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	True if this instance is enabled; otherwise, false.

MillisecondsPerLoop

Gets the amount of time it took to complete a loop.

Declaration

```
public long MillisecondsPerLoop { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int64	The amount of time it took to complete a loop.

Methods

ExecuteOnce(IEnumerable<INode>)

Executes one step.

Declaration

```
public Task ExecuteOnce(IEnumerable<INode> nodes)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<INode>	nodes	The nodes.

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.Threading.Tasks.Task	A task which can be awaited.

StartExecutionLoop(IEnumerable<INode>, Action)

Starts the execution loop.

Declaration

```
public Task StartExecutionLoop(IEnumerable<INode> nodes, Action callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<INode>	nodes	The nodes to simulate.
System.Action	callback	A callback method.

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.Task	A task which can be awaited.

StopExecutionLoop()

Stops the execution loop.

Declaration

```
public void StopExecutionLoop()
```

Events

OnIsEnabledChanged

Is invoked when the IsEnabled value changes.

Declaration

```
public event EventHandler OnIsEnabledChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

IExecutionService

See Also

IExecutionService

Class GenericTypeComparerService

Represents the GenericTypeComparerService class of the ElectronicParts.Services application. Implements the IGenericTypeComparerService

Inheritance

System.Object

GenericTypeComparerService

Implements

IGenericTypeComparerService

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Implementations

Assembly: ElectronicParts.Services.dll

Syntax

```
public class GenericTypeComparerService : IGenericTypeComparerService
```

Methods

IsSameGenericType(Object, Object)

Checks if two objects have the same generic type.

Declaration

```
public bool IsSameGenericType(object first, object second)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	first	The object with the first type.
System.Object	second	The object with the second type.

Returns

TYPE	DESCRIPTION
System.Boolean	A value indicating whether the two objects have the same generic type.

Implements

IGenericTypeComparerService

See Also

IGenericTypeComparerService

Interface IPinConnectorService

A interface used to implement classes which allow connect two pins with each other.

Namespace: ElectronicParts.Services.Implementations
Assembly: ElectronicParts.Services.dll

Syntax

```
public interface IPinConnectorService
```

Methods

HasConnection(IPin)

Determines whether the specified pin is involved in a connection.

Declaration

```
bool HasConnection(IPin pin)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	pin	The pin to check.

Returns

TYPE	DESCRIPTION
System.Boolean	True if the specified pin has a connection and otherwise, False.

IsConnectable(IPin, IPin)

Checks if the two given pins can be connected to each other.

Declaration

```
bool IsConnectable(IPin inputPin, IPin outputPin)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	inputPin	The input pin.
IPin	outputPin	The output pin.

Returns

TYPE	DESCRIPTION
System.Boolean	A value indicating whether the pins could be connected.

ManuallyAddConnectionToExistingConnections(Connector)

Manually adds a connection to the service.

Declaration

```
void ManuallyAddConnectionToExistingConnections(Connector connectionToAdd)
```

Parameters

TYPE	NAME	DESCRIPTION
Connector	connectionToAdd	The connection which will be added.

RedoConnection(Connector)

Reapplies an existing connection to the involved pins.

Declaration

```
void RedoConnection(Connector connectionToAdd)
```

Parameters

TYPE	NAME	DESCRIPTION
Connector	connectionToAdd	Converts to add.

TryConnectPins(IPin, IPin, out Connector, Boolean)

Tries to connect two pins with each other.

Declaration

```
bool TryConnectPins(IPin inputPin, IPin outputPin, out Connector newConnection, bool noConnectionInsertion)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	inputPin	The input pin.
IPin	outputPin	The output pin.
Connector	newConnection	The created connection.
System.Boolean	noConnectionInsertion	A value indicating whether the connection should be added to a collection or not.

Returns

TYPE	DESCRIPTION
System.Boolean	True if connecting was successful, false otherwise.

TryRemoveConnection(Connector)

Tries to remove the connection between two pins.

Declaration

```
bool TryRemoveConnection(Connector connectorToDelete)
```

Parameters

TYPE	NAME	DESCRIPTION
Connector	connectorToDelete	The connection which will be deleted.

Returns

TYPE	DESCRIPTION
System.Boolean	True if the removing the connection was successful, false otherwise.

Class NodeCopyService

Represents the NodeCopyService class of the ElectronicParts.Services application. Implements the INodeCopyService

Inheritance

System.Object

NodeCopyService

Implements

INodeCopyService

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Implementations

Assembly: ElectronicParts.Services.dll

Syntax

```
public class NodeCopyService : INodeCopyService
```

Constructors

NodeCopyService(IPinConnectorService)

Initializes a new instance of the NodeCopyService class.

Declaration

```
public NodeCopyService(IPinConnectorService connectorService)
```

Parameters

TYPE	NAME	DESCRIPTION
IPinConnectorService	connectorService	The connector service.

Exceptions

TYPE	CONDITION
System.ArgumentNullException	Gets throws if the injected PinConnectorService is null.

Properties

CopiedConnectors

Gets the copied connectors.

Declaration

```
public ICollection<Connector> CopiedConnectors { get; }
```

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<Connector>	The copied connectors.

CopiedNodes

Gets the copied nodes.

Declaration

```
public ICollection<IDisplayableNode> CopiedNodes { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IDisplayableNode>	The copied nodes.

IsInitialized

Gets a value indicating whether the service has been initialized or not.

Declaration

```
public bool IsInitialized { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	A value indicating whether the service has been initialized or not.

Methods

CopyTaskAwaiter()

This asynchronous method returns a Task which can be used to await the currently running copy process.

Declaration

```
public Task CopyTaskAwaiter()
```

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.Task	Returns a task used for waiting for the copy process to finish without exposing the actual task.

InitializeCopyProcess(IEnumerable<IDisplayableNode>, IEnumerable<Connector>)

Initializes the copy process. Call this method when the user requested the copy process for example by pressing STRG-C This method will store the nodes and connector and start creating a copy of the elements.

Declaration

```
public void InitializeCopyProcess(IEnumerable<IDisplayableNode> nodes, IEnumerable<Connector> connectors)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<IDisplayableNode>	nodes	The nodes.
System.Collections.Generic.IEnumerable<Connector>	connectors	The connectors.

TryBeginCopyTask()

This Method tries to start a new CopyProcess.

Declaration

```
public bool TryBeginCopyTask()
```

Returns

TYPE	DESCRIPTION
System.Boolean	true if there is no copyProcess running at the moment and a new one has been successfully created, false otherwise.

Implements

INodeCopyService

See Also

INodeCopyService

Class NodeSerializerService

Represents the NodeSerializerService class of the ElectronicParts.Services application. Implements the INodeSerializerService

Implements

INodeSerializerService

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Implementations

Assembly: ElectronicParts.Services.dll

Syntax

```
public class NodeSerializerService : INodeSerializerService
```

Constructors

NodeSerializerService(AssemblyBinder)

Initializes a new instance of the NodeSerializerService class.

Declaration

```
public NodeSerializerService(AssemblyBinder assemblyBinder)
```

Parameters

TYPE	NAME	DESCRIPTION
AssemblyBinder	assemblyBinder	The assembly binder.

Exceptions

TYPE	CONDITION
System.ArgumentNullException	Throws if the injected AssemblyBinder is null.

Methods

Deserialize()

Deserializes a file into a snap shot.

Declaration

```
public SnapShot Deserialize()
```

Returns

TYPE	DESCRIPTION
[SnapShot](#)	The deserialized snap shot.

Serialize(SnapShot)

Serializes the given snapshot.

Declaration

```
public void Serialize(SnapShot snapShot)
```

Parameters

TYPE	NAME	DESCRIPTION
[SnapShot](#)	snapShot	The snapshot which will be serialized.

Implements

[INodeSerializerService](#)

See Also

[INodeSerializerService](#)

Class NodeValidationService

Represents the NodeValidationService class of the ElectronicParts.Services application. Implements the INodeValidationService

Inheritance

System.Object

NodeValidationService

Implements

INodeValidationService

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: **ElectronicParts.Services.Implementations**

Assembly: **ElectronicParts.Services.dll**

Syntax

```
public class NodeValidationService : INodeValidationService
```

Constructors

NodeValidationService(ILogger<NodeValidationService>)

Initializes a new instance of the NodeValidationService class.

Declaration

```
public NodeValidationService(ILogger<NodeValidationService> logger)
```

Parameters

TYPE	NAME	DESCRIPTION
Microsoft.Extensions.Logging.ILogger<NodeValidationService>	logger	The injected Microsoft.Extensions.Logging.ILogger instance.

Exceptions

TYPE	CONDITION
System.ArgumentNullException	Throws if the injected Microsoft.Extensions.Logging.ILogger instance is null.

Methods

Validate(IDisplayableNode)

Checks if the implementation of a IDisplayableNode is correct.

Declaration

```
public bool Validate(IDisplayableNode node)
```

Parameters

TYPE	NAME	DESCRIPTION
IDisplayableNode	node	The node which is checked.

Returns

TYPE	DESCRIPTION
System.Boolean	A value indicating whether the implementation of the node is correct.

Implements

INodeValidationService

See Also

INodeValidationService

Class PinConnectorService

Represents the PinConnectorService class of the ElectronicParts.Services application. Implements the IPinConnectorService

Inheritance

System.Object

PinConnectorService

Implements

IPinConnectorService

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Implementations

Assembly: ElectronicParts.Services.dll

Syntax

```
public class PinConnectorService : IPinConnectorService
```

Constructors

PinConnectorService(IGenericTypeComparerService)

Initializes a new instance of the PinConnectorService class.

Declaration

```
public PinConnectorService(IGenericTypeComparerService typeComparerService)
```

Parameters

TYPE	NAME	DESCRIPTION
IGenericTypeComparerService	typeComparerService	The type comparer service.

Exceptions

TYPE	CONDITION
System.ArgumentNullException	Is thrown if the injected IGenericTypeComparerService instance is null.

Methods

HasConnection(IPin)

Determines whether the specified pin is involved in a connection.

Declaration

```
public bool HasConnection(IPin pin)
```

Parameters

TYPE	NAME	DESCRIPTION
[IPin](#)	pin	The pin to check.

Returns

TYPE	DESCRIPTION
System.Boolean	True if the specified pin has a connection and otherwise, False.

IsConnectable(IPin, IPin)

Determines whether the specified output is connectable.

Declaration

```
public bool IsConnectable(IPin input, IPin output)
```

Parameters

TYPE	NAME	DESCRIPTION
[IPin](#)	input	The input pin.
[IPin](#)	output	The output pin.

Returns

TYPE	DESCRIPTION
System.Boolean	True if the specified output is connectable and otherwise, False.

ManuallyAddConnectionToExistingConnections(Connector)

Manually adds a connection to the service.

Declaration

```
public void ManuallyAddConnectionToExistingConnections(Connector connectionToAdd)
```

Parameters

TYPE	NAME	DESCRIPTION
[Connector](#)	connectionToAdd	The connection which will be added.

RedoConnection(Connector)

Reapplies an existing connection to the involved pins.

Declaration

```
public void RedoConnection(Connector connectionToAdd)
```

Parameters

TYPE	NAME	DESCRIPTION
Connector	connectionToAdd	The connection to redo.

TryConnectPins(IPin, IPin, out Connector, Boolean)

Tries to connect two pins.

Declaration

```
public bool TryConnectPins(IPin inputPin, IPin outputPin, out Connector newConnection, bool
noConnectionInsertion)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	inputPin	The input pin.
IPin	outputPin	The output pin.
Connector	newConnection	The new connection.
System.Boolean	noConnectionInsertion	A value indicating whether the connection should be added to a collection or not.

Returns

TYPE	DESCRIPTION
System.Boolean	true if connecting was successful, false otherwise.

TryRemoveConnection(Connector)

Tries to remove an existing connection and sets the Value properties of both pins to null. This way no further communication will happen.

Declaration

```
public bool TryRemoveConnection(Connector connectorToDelete)
```

Parameters

TYPE	NAME	DESCRIPTION
Connector	connectorToDelete	Converts to delete.

Returns

TYPE	DESCRIPTION
System.Boolean	true if deletion was successful, false otherwise.

Implements

[IPinConnectorService](#)

See Also

[IPinConnectorService](#)

Class PinCreatorService

A class used for the creation of IPin instances.

Implements

IPinCreatorService

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Services.Implementations

Assembly: ElectronicParts.Services.dll

Syntax

```
public class PinCreatorService : IPinCreatorService
```

Methods

CreatePin(Type)

Creates a pin of the given type.

Declaration

```
public IPin CreatePin(Type type)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	type	The type of the pin.

Returns

TYPE	DESCRIPTION
IPin	The created pin.

CreatePins(Type, Int32)

Creates a amount of pins of a given type.

Declaration

```
public IEnumerable<IPin> CreatePins(Type type, int amount)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	type	The type of the pin.
System.Int32	amount	The amount of pins being created.

Returns

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<IPin>	A IEnumerable of IPin instances.

Implements

[IPinCreatorService](#)

Namespace ElectronicParts.Services.Interfaces

Interfaces

IAssemblyNameExtractorService

A interface used to implement classes which allow the extraction of assembly names.

IAssemblyService

A interface used to implement classes which allow to load assemblies.

IConfigurationService

Used for implementations of configuration services.

IConnectorHelperService

Represents the IConnectorHelperService interface.

IExecutionService

Represents the IExecutionService interface.

IGenericTypeComparerService

A interface used to implement classes which allow to check if two types are the same generic type.

INodeCopyService

Represents the INodeCopyService interface.

INodeSerializerService

A interface used to implement classes which allow to serialize SnapShot instances.

INodeValidationService

A interface used to implement classes which allow to validate the implementation of a IDisplayableNode.

IPinCreatorService

A interface used for the creation of IPin instances.

Interface IAssemblyNameExtractorService

A interface used to implement classes which allow the extraction of assembly names.

Namespace: ElectronicParts.Services.Interfaces

Assembly: ElectronicParts.Services.dll

Syntax

```
public interface IAssemblyNameExtractorService
```

Methods

ExtractAssemblyNameFromErrorMessage(Exception)

Extracts the assembly name out of a exception.

Declaration

```
string ExtractAssemblyNameFromErrorMessage(Exception exception)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Exception	exception	The thrown exception.

Returns

TYPE	DESCRIPTION
System.String	The name of the assembly.

Interface IAssemblyService

A interface used to implement classes which allow to load assemblies.

Namespace: ElectronicParts.Services.Interfaces
Assembly: ElectronicParts.Services.dll

Syntax

```
public interface IAssemblyService
```

Properties

AvailableNodes

Gets a collection of all IDisplayableNode instances saved in the loaded assemblies.

Declaration

```
IEnumerable<IDisplayableNode> AvailableNodes { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<IDisplayableNode>	A collection of all IDisplayableNode instances saved in the loaded assemblies.

Methods

LoadAssemblies()

Loads all assemblies.

Declaration

```
Task LoadAssemblies()
```

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.Task	A await able task.

Interface IConfigurationService

Used for implementations of configuration services.

Syntax

```
public interface IConfigurationService
```

Properties

Configuration

Gets the configurations which include all configurations needed in other classes of the program.

Declaration

```
Configuration Configuration { get; }
```

Property Value

TYPE	DESCRIPTION
Configuration	The Configuration which contains all needed configurations.

Methods

SaveConfiguration()

Saves the configurations to a file.

Declaration

```
void SaveConfiguration()
```

Interface IConnectorHelperService

Represents the IConnectorHelperService interface.

Namespace: ElectronicParts.Services.Interfaces
Assembly: ElectronicParts.Services.dll

Syntax

```
public interface IConnectorHelperService
```

Properties

ExistingConnections

Gets or sets the IEnumerable with which the helper service can iterate over all existing connections.

Declaration

```
IEnumerable<Connector> ExistingConnections { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<Connector>	The existing connections.

ExistingNodes

Gets or sets the IEnumerable with which the helper service can iterate over all existing Nodes.

Declaration

```
IEnumerable<IDisplayableNode> ExistingNodes { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<IDisplayableNode>	The existing nodes.

GetHeightMapping

Gets or sets a function which can be used to get the current top value of a pin.

Declaration

```
Func<IPin, int> GetHeightMapping { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Func<IPin, System.Int32>	The get height mapping.

Methods

GetMultipleOutputOffset(IPin)

Gets the multiple output offset which is used if the node has multiple outputs.

Declaration

```
int GetMultipleOutputOffset(IPin pin)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	pin	The pin to check.

Returns

TYPE	DESCRIPTION
System.Int32	The required offset as integer.

GetOffset(IPin, IPin, out Int32)

Gets the offset which is used to space out the connections.

Declaration

```
double GetOffset(IPin input, IPin output, out int pinCount)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	input	The input.
IPin	output	The output.
System.Int32	pinCount	The pin count.

Returns

TYPE	DESCRIPTION
System.Double	The required offset as double.

IsInputsMore(IPin)

Determines whether the containing node has more inputs or outputs.

Declaration

```
bool IsInputsMore(IPin pin)
```

Parameters

TYPE	NAME	DESCRIPTION
[IPin](#)	pin	The pin to check the node of.

Returns

TYPE	DESCRIPTION
System.Boolean	True if is inputs more the specified pin and otherwise, False.

IsSelfConnecting(IPin, IPin)

Determines whether the specified input and output pins are part of the same node.

Declaration

```
bool IsSelfConnecting(IPin input, IPin output)
```

Parameters

TYPE	NAME	DESCRIPTION
[IPin](#)	input	The input.
[IPin](#)	output	The output.

Returns

TYPE	DESCRIPTION
System.Boolean	True if the pins are part of the same node and otherwise, False.

MultipleConnectionsOffset(IPin, Connector)

Gets the offset which is needed if one output pin has multiple connections.

Declaration

```
int MultipleConnectionsOffset(IPin outputPin, Connector con)
```

Parameters

TYPE	NAME	DESCRIPTION
[IPin](#)	outputPin	The output pin.
[Connector](#)	con	The connector the pin is a part of.

Returns

TYPE	DESCRIPTION
System.Int32	The required offset as integer.

TYPE	DESCRIPTION
System.Int32	The required offset as integer.

Interface IExecutionService

Represents the IExecutionService interface.

Namespace: ElectronicParts.Services.Interfaces
Assembly: ElectronicParts.Services.dll

Syntax

```
public interface IExecutionService
```

Properties

FramesPerSecond

Gets or sets the amount of executions per second.

Declaration

```
int FramesPerSecond { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	The amount of executions per second.

IsEnabled

Gets a value indicating whether this instance is enabled.

Declaration

```
bool IsEnabled { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	True if this instance is enabled; otherwise, false.

MillisecondsPerLoop

Gets the amount of time it took to complete a loop.

Declaration

```
long MillisecondsPerLoop { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int64	The amount of time it took to complete a loop.

Methods

ExecuteOnce(IEnumerable<INode>)

Executes one step.

Declaration

```
Task ExecuteOnce(IEnumerable<INode> nodes)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<INode>	nodes	The nodes.

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.Task	A task which can be awaited.

StartExecutionLoop(IEnumerable<INode>, Action)

Starts the execution loop.

Declaration

```
Task StartExecutionLoop(IEnumerable<INode> nodes, Action callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<INode>	nodes	The nodes to simulate.
System.Action	callback	A callback method.

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.Task	A task which can be awaited.

StopExecutionLoop()

Stops the execution loop.

Declaration

```
void StopExecutionLoop()
```

Events

OnIsEnabledChanged

Is invoked when the IsEnabled value changes.

Declaration

```
event EventHandler OnIsEnabledChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

```
event EventHandler OnIsEnabledChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Interface IGenericTypeComparerService

A interface used to implement classes which allow to check if two types are the same generic type.

Syntax

```
public interface IGenericTypeComparerService
```

Methods

IsSameGenericType(Object, Object)

Checks if two objects have the same generic type.

Declaration

```
bool IsSameGenericType(object first, object second)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	first	The object with the first type.
System.Object	second	The object with the second type.

Returns

TYPE	DESCRIPTION
System.Boolean	A value indicating whether the two objects have the same generic type.

Interface INodeCopyService

Represents the INodeCopyService interface.

Namespace: ElectronicParts.Services.Interfaces

Assembly: ElectronicParts.Services.dll

Syntax

```
public interface INodeCopyService
```

Properties

CopiedConnectors

Gets the copied connectors.

Declaration

```
ICollection<Connector> CopiedConnectors { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<Connector>	The copied connectors.

CopiedNodes

Gets the copied nodes.

Declaration

```
ICollection<IDisplayableNode> CopiedNodes { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IDisplayableNode>	The copied nodes.

IsInitialized

Gets a value indicating whether the service has been initialized or not.

Declaration

```
bool IsInitialized { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	A value indicating whether the service has been initialized or not.

Methods

CopyTaskAwaiter()

Exposes a Task which can be used to await the currently running copyProcess.

Declaration

```
Task CopyTaskAwaiter()
```

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.Task	A task which can be awaited.

InitializeCopyProcess(IEnumerable<IDisplayableNode>, IEnumerable<Connector>)

Initializes the copy process. Call this method when the user requested the copy process for example by pressing STRG-C This method will store the nodes and connector and start creating a copy of the elements.

Declaration

```
void InitializeCopyProcess(IEnumerable<IDisplayableNode> nodes, IEnumerable<Connector> connectors)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<IDisplayableNode>	nodes	The nodes.
System.Collections.Generic.IEnumerable<Connector>	connectors	The connectors.

TryBeginCopyTask()

This Method tries to start a new CopyProcess.

Declaration

```
bool TryBeginCopyTask()
```

Returns

TYPE	DESCRIPTION
System.Boolean	true if there is no copyProcess running at the moment and a new one has been successfully created, false otherwise.

Interface INodeSerializerService

A interface used to implement classes which allow to serialize SnapShot instances.

Namespace: ElectronicParts.Services.Interfaces

Assembly: ElectronicParts.Services.dll

Syntax

```
public interface INodeSerializerService
```

Methods

Deserialize()

Deserializes a file into a snap shot.

Declaration

```
SnapShot Deserialize()
```

Returns

TYPE	DESCRIPTION
SnapShot	The deserialized snap shot.

Serialize(SnapShot)

Serializes the given snapshot.

Declaration

```
void Serialize(SnapShot snapShot)
```

Parameters

TYPE	NAME	DESCRIPTION
SnapShot	snapShot	The snapshot which will be serialized.

Interface INodeValidationService

A interface used to implement classes which allow to validate the implementation of a IDisplayableNode.

Namespace: ElectronicParts.Services.Interfaces

Assembly: ElectronicParts.Services.dll

Syntax

```
public interface INodeValidationService
```

Methods

Validate(IDisplayableNode)

Checks if the implementation of a IDisplayableNode is correct.

Declaration

```
bool Validate(IDisplayableNode node)
```

Parameters

TYPE	NAME	DESCRIPTION
IDisplayableNode	node	The node which is checked.

Returns

TYPE	DESCRIPTION
System.Boolean	A value indicating whether the implementation of the node is correct.

Interface IPinCreatorService

A interface used for the creation of IPin instances.

Syntax

```
public interface IPinCreatorService
```

Methods

CreatePin(Type)

Creates a pin of the given type.

Declaration

```
IPin CreatePin(Type type)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	type	The type of the pin.

Returns

TYPE	DESCRIPTION
IPin	The created pin.

CreatePins(Type, Int32)

Creates a amount of pins of a given type.

Declaration

```
IEnumerable<IPin> CreatePins(Type type, int amount)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	type	The type of the pin.
System.Int32	amount	The amount of pins being created.

Returns

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<IPin>	A IEnumerable of IPin instances.

Namespace ElectronicParts.ViewModels

Classes

BaseViewModel

Represents the BaseViewModel class.

ConnectorViewModel

Represents the ConnectorViewModel class.

MainViewModel

The main view model of the application.

NodeViewModel

Represents the NodeViewModel class.

PinViewModel

Represents the PinViewModel class.

PreferencesViewModel

The view model used for the preferences window.

PreviewLineViewModel

Represents the PreviewLineViewModel class.

RuleViewModel<T>

A view model for the Rule<T> class.

Class BaseViewModel

Represents the BaseViewModel class.

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.ViewModels

Assembly: ElectronicParts.ViewModel.dll

Syntax

```
public class BaseViewModel : INotifyPropertyChanged
```

Methods

FirePropertyChanged(String)

Invokes the System.ComponentModel.INotifyPropertyChanged event with the calling member name as the name of the property.

Declaration

```
protected virtual void FirePropertyChanged(string propertyName = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	propertyName	The name of the property that changed. Will be set to name of calling member if not specified.

Set<TValue>(ref TValue, TValue, String)

Sets the value of an item and invokes the System.ComponentModel.INotifyPropertyChanged event.

Declaration

```
protected void Set<TValue>(ref TValue item, TValue value, string propertyName = null)
```

Parameters

TYPE	NAME	DESCRIPTION
TValue	item	The item to be set.
TValue	value	The value to set.
System.String	propertyName	The name of the property that changed. Will be set to name of calling member if not specified.

Type Parameters

NAME	DESCRIPTION
TValue	The type of the value.

Events

PropertyChanged

Event for System.ComponentModel.INotifyPropertyChanged event.

Declaration

```
public event PropertyChangedEventHandler PropertyChanged
```

Event Type

TYPE	DESCRIPTION
System.ComponentModel.PropertyChangedEventHandler	

Implements

System.ComponentModel.INotifyPropertyChanged

Class ConnectorViewModel

Represents the ConnectorViewModel class.

Inheritance

System.Object

BaseViewModel

ConnectorViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

BaseViewModel.PropertyChanged

BaseViewModel.FirePropertyChanged(String)

BaseViewModel.Set<TValue>(TValue, TValue, String)

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.ViewModels

Assembly: ElectronicParts.ViewModel.dll

Syntax

```
public class ConnectorViewModel : BaseViewModel, INotifyPropertyChanged
```

Constructors

ConnectorViewModel(Connector, PinViewModel, PinViewModel, ICommand, IConnectorHelperService)

Initializes a new instance of the ConnectorViewModel class.

Declaration

```
public ConnectorViewModel(Connector connector, PinViewModel input, PinViewModel output, ICommand deletionCommand, IConnectorHelperService helperService)
```

Parameters

TYPE	NAME	DESCRIPTION
Connector	connector	The connector represented by this view model.
PinViewModel	input	The input pin as PinViewModel.
PinViewModel	output	The output pin as PinViewModel.
System.Windows.Input.ICommand	deletionCommand	The System.Windows.Input.ICommand to delete the connection.

TYPE	NAME	DESCRIPTION
IConnectorHelperService	helperService	The helper service.

Exceptions

TYPE	CONDITION
System.ArgumentNullException	Connector or input or output or deletionCommand or helperService.

Properties

CenterBottomPoint

Gets the center bottom point.

Declaration

```
public Point CenterBottomPoint { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Point	The center bottom point.

CenterTopPoint

Gets the center top point.

Declaration

```
public Point CenterTopPoint { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Point	The center top point.

Connector

Gets or sets the connector object.

Declaration

```
public Connector Connector { get; set; }
```

Property Value

TYPE	DESCRIPTION
Connector	The connector object.

CurrentValue

Gets the common value of the connection.

Declaration

```
public IValue CurrentValue { get; }
```

Property Value

TYPE	DESCRIPTION
IValue	The the common value of the connection.

DeleteCommand

Gets the delete command.

Declaration

```
public ICommand DeleteCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The delete command.

Input

Gets the input pin view model.

Declaration

```
public PinViewModel Input { get; }
```

Property Value

TYPE	DESCRIPTION
PinViewModel	The input pin view model.

Output

Gets the output pin view model.

Declaration

```
public PinViewModel Output { get; }
```

Property Value

TYPE	DESCRIPTION
PinViewModel	The output pin view model.

SelfConnectionInputPoint

Gets a point which is used for the line in case that the connection connects input and output of the same node.

Declaration

```
public Point SelfConnectionInputPoint { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Point	The self connection input point.

SelfConnectionOutputPoint

Gets a point which is used for the line in case that the connection connects input and output of the same node.

Declaration

```
public Point SelfConnectionOutputPoint { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Point	The self connection output point.

Methods

Update()

Updates the view by calling the INotifyPropertyChanged event of the base view model.

Declaration

```
public void Update()
```

UpdateLine()

Forces the line to check for new position points.

Declaration

```
public void UpdateLine()
```

Implements

System.ComponentModel.INotifyPropertyChanged

Class MainViewModel

The main view model of the application.

Inheritance

System.Object

[BaseViewModel](#)

MainViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

[BaseViewModel.PropertyChanged](#)

[BaseViewModel.FirePropertyChanged(String)](#)

[BaseViewModel.Set<TValue>(TValue, TValue, String)](#)

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: **ElectronicParts.ViewModels**

Assembly: ElectronicParts.ViewModel.dll

Syntax

```
public class MainViewModel : BaseViewModel, INotifyPropertyChanged
```

Constructors

MainViewModel(IExecutionService, IAssemblyService, IPinConnectorService, INodeSerializerService, ILogger<MainViewModel>, IConfigurationService, IAssemblyNameExtractorService, ActionManager, IGenericTypeComparerService, INodeCopyService, IPinCreatorService, IConnectorHelperService)

Initializes a new instance of the [MainViewModel](#) class.

Declaration

```
public MainViewModel(IExecutionService executionService, IAssemblyService assemblyService,
IPinConnectorService pinConnectorService, INodeSerializerService nodeSerializerService, ILogger<MainViewModel>
logger, IConfigurationService configurationService, IAssemblyNameExtractorService
assemblyNameExtractorService, ActionManager actionManager, IGenericTypeComparerService
genericTypeComparerService, INodeCopyService nodeCopyService, IPinCreatorService pinCreatorService,
IConnectorHelperService connectorHelperService)
```

Parameters

TYPE	NAME	DESCRIPTION
[IExecutionService](#)	executionService	A service used for the execution of nodes.
[IAssemblyService](#)	assemblyService	A service used for extracting types out of assemblies.

TYPE	NAME	DESCRIPTION
IPinConnectorService	pinConnectorService	A service for the connection of pins.
INodeSerializerService	nodeSerializerService	A service which serializes all given nodes.
Microsoft.Extensions.Logging.ILogger<MainViewModel>	logger	The logger for the main view model.
IConfigurationService	configurationService	A service including all configurations for the application.
IAssemblyNameExtractorService	assemblyNameExtractorService	A service which extracts the names of assemblies.
GuiLabs.Undo.ActionManager	actionManager	The Action manager which is used for redo/undo functionality.
IGenericTypeComparerService	genericTypeComparerService	A service which checks if two classes implement the same generic types.
INodeCopyService	nodeCopyService	The node copy service.
IPinCreatorService	pinCreatorService	The pin creator service.
IConnectorHelperService	connectorHelperService	The connector helper service.

Exceptions

TYPE	CONDITION
System.ArgumentNullException	ActionManager or executionService or pinConnectorService or nodeSerializerService or assemblyService or logger or assemblyNameExtractorService or nodeCopyService or pinCreatorService or connectorHelperService or configurationService.

Properties

AddAssembly

Gets or sets a action which adds assemblies to the application.

Declaration

```
public Action AddAssembly { get; set; }
```

TYPE	DESCRIPTION
System.Action	A action which adds assemblies to the application.

AddInputPinsCommand

Gets the add input pins command.

Declaration

```
public ICommand AddInputPinsCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The add input pins command.

AddNodeCommand

Gets a command which adds a node to the board.

Declaration

```
public ICommand AddNodeCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which adds a node to the board.

AddOutputPinsCommand

Gets the add output pins command.

Declaration

```
public ICommand AddOutputPinsCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The add output pins command.

AvailableNodes

Gets or sets a collection of all nodes which can be used on the board.

Declaration

```
public ObservableCollection<NodeViewModel> AvailableNodes { get; set; }
```

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection<NodeViewModel>	All nodes which have loaded correctly.

BoardHeight

Gets the current board height.

Declaration

```
public int BoardHeight { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	The height of the board.

BoardWidth

Gets the current board width.

Declaration

```
public int BoardWidth { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	The width of the board.

CanAddNode

Gets a value indicating whether a node can be added right now.

Declaration

```
public bool CanAddNode { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	A value indicating whether a node can be added right now.

ClearAllNodesCommand

Gets a command which clears all nodes from the board.

Declaration

```
public ICommand ClearAllNodesCommand { get; }
```

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which clears all nodes from the board.

Connections

Gets or sets a collection of all current connections.

Declaration

```
public ObservableCollection<ConnectorViewModel> Connections { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection<ConnectorViewModel>	A collection of all current connections.

CopyCommand

Gets the copy command.

Declaration

```
public ICommand CopyCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The copy command.

CutCommand

Gets the cut command.

Declaration

```
public ICommand CutCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The cut command.

DecreaseGridSize

Gets a command which decreases the cell size of the visible grid.

Declaration

```
public ICommand DecreaseGridSize { get; }
```

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which decreases the cell size of the visible grid.

DeleteCommand

Gets the delete command.

Declaration

```
public ICommand DeleteCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The delete command.

DeleteConnectionCommand

Gets a command which removes a connection between two pins.

Declaration

```
public ICommand DeleteConnectionCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which removes a node from the board.

DeleteNodeCommand

Gets a command which removes a node from the board.

Declaration

```
public ICommand DeleteNodeCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which removes a node from the board.

DocumentationCommand

Declaration

```
public ICommand DocumentationCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

ExecutionStartLoopCommand

Gets a command which starts the execution loop.

Declaration

```
public ICommand ExecutionStartLoopCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which starts the execution loop.

ExecutionStepCommand

Gets a command which invokes the Execution method of every node once.

Declaration

```
public ICommand ExecutionStepCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which invokes the Execution method of every node once.

ExecutionStopLoopAndResetCommand

Gets a command which stops the execution loop and resets all node values to their default.

Declaration

```
public ICommand ExecutionStopLoopAndResetCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which stops the execution loop and resets all node values to their default.

ExecutionStopLoopCommand

Gets a command which stops the execution loop.

Declaration

```
public ICommand ExecutionStopLoopCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which stops the execution loop.

ExitCommand

Gets a command which exits the application.

Declaration

```
public ICommand ExitCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which exits the application.

FramesPerSecond

Gets or sets the amount of executions per second.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The amount of executions per second.

GetMousePosition

Gets or sets the get mouse position function.

Declaration

```
public Func<Point> GetMousePosition { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Func<System.Windows.Point>	The get mouse position.

GridSize

Gets or sets the cell size of the visible grid.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The cell size of the visible grid.

GridSnappingEnabled

Gets or sets a value indicating whether grid snapping is enabled or not.

Declaration

```
public bool GridSnappingEnabled { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	A value indicating whether grid snapping is enabled or not.

HorizontalScrollerOffset

Gets or sets the offset of the horizontal scroll bar.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The offset of the horizontal scroll bar.

HowToCommand

Gets the command to open the HowTo PDF.

Declaration

```
public ICommand HowToCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command to open the HowTo PDF.

IncreaseGridSize

Gets a command which increases the cell size of the visible grid.

Declaration

```
public ICommand IncreaseGridSize { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which increases the cell size of the visible grid.

InputPin

Gets or sets the currently selected input pin.

Declaration

```
public PinViewModel InputPin { get; set; }
```

Property Value

TYPE	DESCRIPTION
PinViewModel	The currently selected input pin.

InputPinCommand

Gets a command used in the InputPin property.

Declaration

```
public ICommand InputPinCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command used in the InputPin property.

LoadCommand

Gets a command which loads a previously saved board from a file.

Declaration

```
public ICommand LoadCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which loads a previously saved board from a file.

MilisecondsPerLoop

Gets or sets the time it took to complete one loop.

Declaration

```
public long MilisecondsPerLoop { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int64	The time it took to complete one loop.

NodeCategories

Gets all possible categories.

Declaration

```
public IEnumerable<string> NodeCategories { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<System.String>	All possible categories.

Nodes

Gets or sets a collection of all current nodes.

Declaration

```
public ObservableCollection<NodeViewModel> Nodes { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection<NodeViewModel>	A collection of all current nodes.

OutputPin

Gets or sets the currently selected output pin.

Declaration

```
public PinViewModel OutputPin { get; set; }
```

Property Value

TYPE	DESCRIPTION
PinViewModel	The currently selected output pin.

OutputPinCommand

Gets a command used in the OutputPin property.

Declaration

```
public ICommand OutputPinCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command used in the OutputPin property.

PasteCommand

Gets the paste command.

Declaration

```
public ICommand PasteCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The paste command.

PreviewLines

Gets a collection of lines showing the preview of a connection.

Declaration

```
public ObservableCollection<PreviewLineViewModel> PreviewLines { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection<PreviewLineViewModel>	A collection of lines showing the preview of a connection.

RedoCommand

Gets a command which redoes the last action.

Declaration

```
public ICommand RedoCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which redoes the last action.

ReloadAssembliesCommand

Gets a command which reloads all assemblies from the assembly folder.

Declaration

```
public ICommand ReloadAssembliesCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which reloads all assemblies from the assembly folder.

ResetAllConnectionsCommand

Gets a command which resets the values of all connection.

Declaration

```
public ICommand ResetAllConnectionsCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which resets the values of all connection.

SaveCommand

Gets a command which saves the current nodes and connections to a file.

Declaration

```
public ICommand SaveCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which saves the current nodes and connections to a file.

SelectedCategory

Gets or sets the currently selected category.

Declaration

```
public string SelectedCategory { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	The currently selected category.

SelectedConntectors

Gets or sets the selected connectors.

Declaration

```
public ICollection<ConnectorViewModel> SelectedConntectors { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<ConnectorViewModel>	The selected connectors.

SelectedNode

Gets or sets the currently selected node.

Declaration

```
public NodeViewModel SelectedNode { get; set; }
```

Property Value

TYPE	DESCRIPTION
NodeViewModel	The currently selected node.

SelectedNodeInformation

Gets or sets the information of the currently selected node.

Declaration

```
public NodeViewModel SelectedNodeInformation { get; set; }
```

Property Value

TYPE	DESCRIPTION
NodeViewModel	The information of the currently selected node.

SelectedNodes

Gets or sets the selected nodes.

Declaration

```
public ICollection<NodeViewModel> SelectedNodes { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<NodeViewModel>	The selected nodes.

UndoCommand

Gets a command which undoes the last action.

Declaration

```
public ICommand UndoCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which undoes the last action.

UpdateBoardSize

Gets a command which updates the board size.

Declaration

```
public ICommand UpdateBoardSize { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	A command which updates the board size.

UserManualCommand

Gets the command to open the user manual PDF.

Declaration

```
public ICommand UserManualCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command to open the user manual PDF.

VerticalScrollerOffset

Gets or sets the offset of the vertical scroll bar.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The offset of the vertical scroll bar.

Methods

GetConnectorViewModels(IEnumerable<NodeViewModel>, IEnumerable<ConnectorViewModel>)

Gets the connector view models connected to the `nodeVms` .

Declaration

```
public IEnumerable<ConnectorViewModel> GetConnectorViewModels(IEnumerable<NodeViewModel> nodeVms,
IEnumerable<ConnectorViewModel> connectorVms)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<[NodeViewModel](#)>	nodeVms	The node VMS.
System.Collections.Generic.IEnumerable<[ConnectorViewModel](#)>	connectorVms	The connector VMS.

Returns

TYPE	DESCRIPTION
System.Collections.Generic.IEnumerable<[ConnectorViewModel](#)>	An Enumerable containing all connector view models per node.

ReloadAssemblies()

Reloads all assemblies from the assembly folder.

Declaration

```
public Task ReloadAssemblies()
```

Returns

TYPE	DESCRIPTION
System.Threading.Tasks.Task	A await able task.

ResetPreviewLine()

Resets the preview line from the selected pin to the mouse.

Declaration

```
public void ResetPreviewLine()
```

Implements

System.ComponentModel.INotifyPropertyChanged

Class NodeViewModel

Represents the NodeViewModel class.

Inheritance

System.Object

BaseViewModel

NodeViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

BaseViewModel.PropertyChanged

BaseViewModel.FirePropertyChanged(String)

BaseViewModel.Set<TValue>(TValue, TValue, String)

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.ViewModels

Assembly: ElectronicParts.ViewModel.dll

Syntax

```
public class NodeViewModel : BaseViewModel, INotifyPropertyChanged
```

Constructors

NodeViewModel(IDisplayableNode, ICommand, ICommand, ICommand, IExecutionService)

Initializes a new instance of the NodeViewModel class.

Declaration

```
public NodeViewModel(IDisplayableNode node, ICommand deleteCommand, ICommand inputPinCommand, ICommand
outputPinCommand, IExecutionService executionService)
```

Parameters

TYPE	NAME	DESCRIPTION
IDisplayableNode	node	The node represented by this view model.
System.Windows.Input.ICommand	deleteCommand	The command to delete this view model.
System.Windows.Input.ICommand	inputPinCommand	The command to be invoked connecting an input pin.
System.Windows.Input.ICommand	outputPinCommand	The command to be invoked connecting an output pin.

TYPE	NAME	DESCRIPTION
[IExecutionService](#)	executionService	The execution service.

Properties

ActivateCommand

Gets the command to activate the node.

Declaration

```
public ICommand ActivateCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command to activate the node.

DecreaseWidthCommand

Gets the command to decrease the width of the node.

Declaration

```
public ICommand DecreaseWidthCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command to decrease the width of the node.

DeleteCommand

Gets the command to delete the node.

Declaration

```
public ICommand DeleteCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command to delete the node.

Description

Gets the description of the node.

Declaration

```
public string Description { get; }
```

TYPE	DESCRIPTION
System.String	The description of the node.

IncreaseWidthCommand

Gets the command to increase the width of the node.

Declaration

```
public ICommand IncreaseWidthCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command to increase the width of the node.

Inputs

Gets the input pins of the node.

Declaration

```
public ObservableCollection<PinViewModel> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection<PinViewModel>	The input pins of the node.

Label

Gets the label of the node.

Declaration

```
public string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The label of the node.

Left

Gets or sets the left of the node.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The left of the node.

MaxPins

Gets the maximum number of input or output pins. Returns number of input pins if greater than output pins, otherwise returns number of output pins.

Declaration

```
public int MaxPins { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	The maximum number of input or output pins.

Node

Gets the node.

Declaration

```
public IDisplayableNode Node { get; }
```

Property Value

TYPE	DESCRIPTION
IDisplayableNode	The node of this view model.

Outputs

Gets the output pins of the node.

Declaration

```
public ObservableCollection<PinViewModel> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection<PinViewModel>	The output pins of the node.

Picture

Gets the picture of the node.

Declaration

```
public Bitmap Picture { get; }
```

TYPE	DESCRIPTION
System.Drawing.Bitmap	The picture of the node.

Top

Gets or sets the top of the node.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The top of the node.

Type

Gets the type of the node.

Declaration

```
public NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	The type of the node.

Width

Gets the width of the node.

Declaration

```
public int Width { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	The width of the node.

Methods

AddDelegate()

Adds the delegate NodePictureChanged to the PictureChanged event of the node.

Declaration

```
public void AddDelegate()
```

AddInputPins(IEnumerable<IPin>)

Adds the input pins.

Declaration

```
public void AddInputPins(IEnumerable<IPin> pins)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<IPin>	pins	The input pins.

AddOutputPins(IEnumerable<IPin>)

Adds the output pins.

Declaration

```
public void AddOutputPins(IEnumerable<IPin> pins)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<IPin>	pins	The output pins.

RemoveDelegate()

Removes the delegate NodePictureChanged from the PictureChanged event of the node.

Declaration

```
public void RemoveDelegate()
```

SnapToNewGrid(Int32)

Snaps to grid. Will round to the next possible value.

Declaration

```
public void SnapToNewGrid(int gridSize)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	gridSize	Size of the grid.

SnapToNewGrid(Int32, Boolean)

Snaps to grid.

Declaration

```
public void SnapToNewGrid(int gridSize, bool floor)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	gridSize	Size of the grid.
System.Boolean	floor	If set to true will floor value else will ceil value.

Update()

Updates the (picture of the) node.

Declaration

```
public void Update()
```

UpdatePosition()

Updates the position of the outputs pins.

Declaration

```
public void UpdatePosition()
```

Implements

System.ComponentModel.INotifyPropertyChanged

Class PinViewModel

Represents the PinViewModel class.

Inheritance

System.Object
BaseViewModel
PinViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

BaseViewModel.PropertyChanged
BaseViewModel.FirePropertyChanged(String)
BaseViewModel.Set<TValue>(TValue, TValue, String)
System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: ElectronicParts.ViewModels

Assembly: ElectronicParts.ViewModel.dll

Syntax

```
public class PinViewModel : BaseViewModel, INotifyPropertyChanged
```

Constructors

PinViewModel(IPin, ICommand, IExecutionService)

Initializes a new instance of the PinViewModel class.

Declaration

```
public PinViewModel(IPin pin, ICommand connectCommand, IExecutionService executionService)
```

Parameters

TYPE	NAME	DESCRIPTION
IPin	pin	The pin represented by this view model.
System.Windows.Input.ICommand	connectCommand	The command to be executed if pin gets connected.
IExecutionService	executionService	The execution service.

Properties

CanBeConnected

Gets or sets a value indicating whether the pin can be connected.

Declaration

```
public bool CanBeConnected { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	The value indicating whether the pin can be connected.

ConnectCommand

Gets the command to be executed if pin gets connected.

Declaration

```
public ICommand ConnectCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command to be executed if pin gets connected.

CurrentValue

Gets the current value of the pin.

Declaration

```
public IValue CurrentValue { get; }
```

Property Value

TYPE	DESCRIPTION
IValue	The current value of the pin.

Executing

Gets a value indicating whether the execution is running.

Declaration

```
public bool Executing { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	The value indicating whether the execution is running.

Left

Gets or sets the left value of the pin view model.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The left value of the pin view model.

Pin

Gets the pin of the view model.

Declaration

```
public IPin Pin { get; }
```

Property Value

TYPE	DESCRIPTION
IPin	The pin of the view model.

Top

Gets or sets the top value of the pin view model.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The top value of the pin view model.

Methods

Refresh()

Invokes the INotifyPropertyChanged event to update all bindings in the view.

Declaration

```
public void Refresh()
```

Update()

Invokes the OnValueChanged event.

Declaration

```
public void Update()
```

Events

OnValueChanged

This event gets invoked when value of pin gets changed.

Declaration

```
public event EventHandler OnValueChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

System.ComponentModel.INotifyPropertyChanged

This event gets invoked when value of pin gets changed.

Declaration

```
public event EventHandler OnValueChanged
```

Class PreferencesViewModel

The view model used for the preferences window.

System.Object

BaseViewModel

PreferencesViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

BaseViewModel.PropertyChanged

BaseViewModel.FirePropertyChanged(String)

BaseViewModel.Set<TValue>(TValue, TValue, String)

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.ViewModels

Assembly: ElectronicParts.ViewModel.dll

Syntax

```
public class PreferencesViewModel : BaseViewModel, INotifyPropertyChanged
```

Constructors

PreferencesViewModel(IConfigurationService)

Initializes a new instance of the PreferencesViewModel class.

Declaration

```
public PreferencesViewModel(IConfigurationService configurationService)
```

Parameters

TYPE	NAME	DESCRIPTION
IConfigurationService	configurationService	The configuration service of the ElectronicParts program.

Properties

AddIntRuleCommand

Gets the command which is used to add a integer rule.

Declaration

```
public ICommand AddIntRuleCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command which is used to add a integer rule.

AddStringRuleCommand

Gets the command which is used to add a string rule.

Declaration

```
public ICommand AddStringRuleCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command which is used to add a string rule.

ApplyCommand

Gets the command which is used to save changes made to the preferences in a file.

Declaration

```
public ICommand ApplyCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command which is used to save changes made to the preferences in a file.

BoardHeight

Gets or sets the height of the board in which nodes are placed.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The height of the board.

BoardWidth

Gets or sets the width of the board in which nodes are placed.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The width of the board.

BoolRules

Gets all boolean rule view models.

Declaration

```
public ObservableCollection<RuleViewModel<bool>> BoolRules { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection<RuleViewModel<System.Boolean>>	All boolean rule view models.

ConfigurationService

Gets the configuration service of the ElectronicParts program.

Declaration

```
public IConfigurationService ConfigurationService { get; }
```

Property Value

TYPE	DESCRIPTION
IConfigurationService	The configuration service of the ElectronicParts program.

IntegerRuleValueText

Gets or sets the value the user inputs when creating a new integer rule.

Declaration

```
public string IntegerRuleValueText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	The value the user inputs when creating a new integer rule.

IntRules

Gets all integer rule view models.

Declaration

```
public ObservableCollection<RuleViewModel<int>> IntRules { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection<RuleViewModel<System.Int32>>	All integer rule view models.

StringRules

Gets all string rule view models.

Declaration

```
public ObservableCollection<RuleViewModel<string>> StringRules { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection<RuleViewModel<System.String>>	All string rule view models.

TempIntRule

Gets a temporary integer rule which is used to let the user create a new rule.

Declaration

```
public RuleViewModel<int> TempIntRule { get; }
```

Property Value

TYPE	DESCRIPTION
RuleViewModel<System.Int32>	A integer rule.

TempStringRule

Gets a temporary string rule which is used to let the user create a new rule.

Declaration

```
public RuleViewModel<string> TempStringRule { get; }
```

Property Value

TYPE	DESCRIPTION
RuleViewModel<System.String>	A string rule.

Methods

SortByValue()

Sorts the rule lists.

Declaration

```
public void SortByValue()
```

Implements

System.ComponentModel.INotifyPropertyChanged

Class PreviewLineViewModel

Represents the PreviewLineViewModel class.

Inheritance

System.Object

BaseViewModel

PreviewLineViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

BaseViewModel.PropertyChanged

BaseViewModel.FirePropertyChanged(String)

BaseViewModel.Set<TValue>(TValue, TValue, String)

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.ViewModels

Assembly: ElectronicParts.ViewModel.dll

Syntax

```
public class PreviewLineViewModel : BaseViewModel, INotifyPropertyChanged
```

Properties

PointOneX

Gets or sets the x value of the first point.

Declaration

```
public double PointOneX { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Double	The x value of the first point.

PointOneY

Gets or sets the y value of the first point.

Declaration

```
public double PointOneY { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Double	The y value of the first point.

PointTwoX

Gets or sets the x value of the second point.

Declaration

```
public double PointTwoX { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Double	The x value of the second point.

PointTwoY

Gets or sets the y value of the second point.

Declaration

```
public double PointTwoY { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Double	The y value of the second point.

Visible

Gets or sets a value indicating whether the line is visible or not.

Declaration

```
public bool Visible { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	The value indicating whether the line is visible or not.

Implements

System.ComponentModel.INotifyPropertyChanged

Class RuleViewModel<T>

A view model for the Rule<T> class.

Inheritance

System.Object

BaseViewModel

RuleViewModel<T>

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

BaseViewModel.PropertyChanged

BaseViewModel.FirePropertyChanged(String)

BaseViewModel.Set<TValue>(TValue, TValue, String)

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.ViewModels

Assembly: ElectronicParts.ViewModel.dll

Syntax

```
public class RuleViewModel<T> : BaseViewModel, INotifyPropertyChanged
```

Type Parameters

NAME	DESCRIPTION
T	The type of connection that the rule applies to.

Constructors

RuleViewModel(Rule<T>, ICommand)

Initializes a new instance of the RuleViewModel<T> class.

Declaration

```
public RuleViewModel(Rule<T> rule, ICommand deletionCommand)
```

Parameters

TYPE	NAME	DESCRIPTION
Rule<T>	rule	The Rule<T> encapsulated by this view model.
System.Windows.Input.ICommand	deletionCommand	The System.Windows.Input.ICommand to delete the rule.

Properties

Color

Gets or sets the color of the connection when the rule is active.

Declaration

```
public Color Color { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Media.Color	The color of the connection when the rule is active.

DeletionCommand

Gets the command which is used for deleting the rule.

Declaration

```
public ICommand DeletionCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	The command which is used for deleting the rule.

Rule

Gets the rule which can be changed.

Declaration

```
public Rule<T> Rule { get; }
```

Property Value

TYPE	DESCRIPTION
Rule<T>	The rule which can be changed.

Value

Gets or sets the value of the rule.

Declaration

```
public T Value { get; set; }
```

Property Value

TYPE	DESCRIPTION

TYPE	DESCRIPTION
T	The value of the rule.

Implements

System.ComponentModel.INotifyPropertyChanged

Namespace ElectronicParts.ViewModels.Commands

Classes

RelayCommand

Represents the RelayCommand class of the ElectronicParts program.

Class RelayCommand

Represents the RelayCommand class of the ElectronicParts program.

Syntax

```
public class RelayCommand : ICommand
```

Constructors

RelayCommand(Action<Object>, Predicate<Object>)

Initializes a new instance of the RelayCommand class.

Declaration

```
public RelayCommand(Action<object> action, Predicate<object> canExecute = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Action<System.Object>	action	The action that is executed when the command is executed.
System.Predicate<System.Object>	canExecute	A predicate which indicates whether the command can execute or not.

Methods

CanExecute(Object)

Indicates whether the command can execute or not.

Declaration

```
public bool CanExecute(object parameter)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	parameter	A value used to decide if the command can execute or not.

Returns

TYPE	DESCRIPTION
System.Boolean	A value indicating whether the command can execute or not.

Execute(Object)

Executes the previously defined action.

Declaration

```
public void Execute(object parameter)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	parameter	The parameter used for the execution of the previously defined action.

Events

CanExecuteChanged

A event that is fired when the CanExecute(Object) value changes.

Declaration

```
public event EventHandler CanExecuteChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

System.Windows.Input.ICommand

Namespace ElectronicParts.ViewModels.Converter

Classes

SnapShotConverter

Used for converting the view model of the ElectronicParts program to a snapshot.

Class SnapShotConverter

Used for converting the view model of the ElectronicParts program to a snapshot.

Inheritance

System.Object

SnapShotConverter

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.ViewModels.Converter

Assembly: ElectronicParts.ViewModel.dll

Syntax

```
public static class SnapShotConverter
```

Methods

Convert(IEnumerable<NodeViewModel>, IEnumerable<ConnectorViewModel>)

Converts all nodes and connections to a snapshot.

Declaration

```
public static SnapShot Convert(IEnumerable<NodeViewModel> nodes, IEnumerable<ConnectorViewModel> connections)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<NodeViewModel>	nodes	The nodes which will be converted.
System.Collections.Generic.IEnumerable<ConnectorViewModel>	connections	The connections which will be converted.

Returns

TYPE	DESCRIPTION
SnapShot	A snapshot of the view model.

Namespace ElectronicParts.Views

Classes

About

Interaction logic for the About view.

AddPins

Interaction logic for AddPins.

Connection

Interaction logic for Connection.

MainWindow

Interaction logic for MainWindow.

Node

Interaction logic for Node.

NodeInformation

Interaction logic for NodeInformation.

Preferences

Interaction logic for Preferences.

PreviewLine

Interaction logic for PreviewLine.

Class About

Interaction logic for the About view.

Inheritance

System.Object

System.Windows.Threading.DispatcherObject

System.Windows.DependencyObject

System.Windows.Media.Visual

System.Windows.UIElement

System.Windows.FrameworkElement

System.Windows.Controls.Control

System.Windows.Controls.ContentControl

System.Windows.Window

About

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

Inherited Members

System.Windows.Window.TaskbarItemInfoProperty

System.Windows.Window.DpiChangedEvent

System.Windows.Window.AllowsTransparencyProperty

System.Windows.Window.TitleProperty

System.Windows.Window.IconProperty

System.Windows.Window.SizeToContentProperty

System.Windows.Window.TopProperty

System.Windows.Window.LeftProperty

System.Windows.Window.ShowInTaskbarProperty

System.Windows.Window.IsActiveProperty

System.Windows.Window.WindowStyleProperty

System.Windows.Window.WindowStateProperty

System.Windows.Window.ResizeModeProperty

System.Windows.Window.TopmostProperty

System.Windows.Window.ShowActivatedProperty

System.Windows.Window.Show()

System.Windows.Window.Hide()

System.Windows.Window.Close()

System.Windows.Window.DragMove()

System.Windows.Window.ShowDialog()

System.Windows.Window.Activate()

System.Windows.Window.GetWindow(System.Windows.DependencyObject)

System.Windows.Window.OnCreateAutomationPeer()

System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)

System.Windows.Window.MeasureOverride(System.Windows.Size)

System.Windows.Window.ArrangeOverride(System.Windows.Size)

System.Windows.Window.OnContentChanged(System.Object, System.Object)

System.Windows.Window.OnSourceInitialized(System.EventArgs)

System.Windows.Window.OnActivated(System.EventArgs)

System.Windows.Window.OnDeactivated(System.EventArgs)

System.Windows.Window.OnStateChanged(System.EventArgs)

System.Windows.Window.OnLocationChanged(System.EventArgs)

System.Windows.Window.OnClosing(System.ComponentModel.CancelEventArgs)

System.Windows.Window.OnClosed(System.EventArgs)

System.Windows.Window.OnContentRendered(System.EventArgs)

System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)

System.Windows.Window.LogicalChildren

System.Windows.Window.TaskbarItemInfo

System.Windows.Window.AllowsTransparency

System.Windows.Window.Title

System.Windows.Window.Icon

System.Windows.Window.SizeToContent

System.Windows.Window.Top

System.Windows.Window.Left

System.Windows.Window.RestoreBounds

System.Windows.Window.WindowStartupLocation

System.Windows.Window.ShowInTaskbar

System.Windows.Window.IsActive

System.Windows.Window.Owner

System.Windows.Window.OwnedWindows

System.Windows.Window.DialogResult

System.Windows.Window.WindowStyle

System.Windows.Window.WindowState

System.Windows.Window.ResizeMode

System.Windows.Window.Topmost

System.Windows.Window.ShowActivated

System.Windows.Window.SourceInitialized

System.Windows.Window.DpiChanged

System.Windows.Window.Activated

System.Windows.Window.Deactivated

System.Windows.Window.StateChanged

System.Windows.Window.LocationChanged

System.Windows.Window.Closing

System.Windows.Window.Closed

System.Windows.Window.ContentRendered

System.Windows.Controls.ContentControl.ContentProperty

System.Windows.Controls.ContentControl.HasContentProperty

System.Windows.Controls.ContentControl.ContentTemplateProperty

System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty

System.Windows.Controls.ContentControl.ContentStringFormatProperty

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)

System.Windows.Controls.ContentControl.AddChild(System.Object)

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)

System.Windows.Controls.ContentControl.AddText(System.String)

System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,
System.Windows.DataTemplate)

System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,
System.Windows.Controls.DataTemplateSelector)

System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.Content

System.Windows.Controls.ContentControl.HasContent

System.Windows.Controls.ContentControl.ContentTemplate

System.Windows.Controls.ContentControl.ContentTemplateSelector

System.Windows.Controls.ContentControl.ContentStringFormat

System.Windows.Controls.Control.BorderBrushProperty

System.Windows.Controls.Control.BorderThicknessProperty

System.Windows.Controls.Control.BackgroundProperty

System.Windows.Controls.Control.ForegroundProperty

System.Windows.Controls.Control.FontFamilyProperty

System.Windows.Controls.Control.FontSizeProperty

System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty

System.Windows.Controls.Control.FontWeightProperty

System.Windows.Controls.Control.HorizontalContentAlignmentProperty

System.Windows.Controls.Control.VerticalContentAlignmentProperty

System.Windows.Controls.Control.TabIndexProperty

System.Windows.Controls.Control.IsTabStopProperty

System.Windows.Controls.Control.PaddingProperty

System.Windows.Controls.Control.TemplateProperty

System.Windows.Controls.Control.PreviewMouseDoubleClickEvent

System.Windows.Controls.Control.MouseDoubleClickEvent

System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,
System.Windows.Controls.ControlTemplate)

System.Windows.Controls.Control.ToString()

System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.BorderBrush

System.Windows.Controls.Control.BorderThickness

System.Windows.Controls.Control.Background

System.Windows.Controls.Control.Foreground

System.Windows.Controls.Control.FontFamily

System.Windows.Controls.Control.FontSize

System.Windows.Controls.Control.FontStretch

System.Windows.Controls.Control.FontStyle

System.Windows.Controls.Control.FontWeight

System.Windows.Controls.Control.HorizontalContentAlignment

System.Windows.Controls.Control.VerticalContentAlignment

System.Windows.Controls.Control.TabIndex

System.Windows.Controls.Control.IsTabStop

System.Windows.Controls.Control.Padding

System.Windows.Controls.Control.Template

System.Windows.Controls.Control.HandlesScrolling

System.Windows.Controls.Control.PreviewMouseDoubleClick

System.Windows.Controls.Control.MouseDoubleClick

System.Windows.FrameworkElement.StyleProperty

System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty

System.Windows.FrameworkElement.DefaultStyleKeyProperty

System.Windows.FrameworkElement.DataContextProperty

System.Windows.FrameworkElement.BindingGroupProperty

System.Windows.FrameworkElement.LanguageProperty

System.Windows.FrameworkElement.NameProperty

System.Windows.FrameworkElement.TagProperty

System.Windows.FrameworkElement.InputScopeProperty

System.Windows.FrameworkElement.RequestBringIntoViewEvent

System.Windows.FrameworkElement.SizeChangedEvent

System.Windows.FrameworkElement.ActualWidthProperty

System.Windows.FrameworkElement.ActualHeightProperty

System.Windows.FrameworkElement.LayoutTransformProperty

System.Windows.FrameworkElement.WidthProperty

System.Windows.FrameworkElement.MinWidthProperty

System.Windows.FrameworkElement.MaxWidthProperty

System.Windows.FrameworkElement.HeightProperty

System.Windows.FrameworkElement.MinHeightProperty

System.Windows.FrameworkElement.MaxHeightProperty

System.Windows.FrameworkElement.FlowDirectionProperty

System.Windows.FrameworkElement.MarginProperty

System.Windows.FrameworkElement.HorizontalAlignmentProperty

System.Windows.FrameworkElement.VerticalAlignmentProperty

System.Windows.FrameworkElement.FocusVisualStyleProperty

System.Windows.FrameworkElement.CursorProperty

System.Windows.FrameworkElement.ForceCursorProperty

System.Windows.FrameworkElement.LoadedEvent

System.Windows.FrameworkElement.UnloadedEvent

System.Windows.FrameworkElement.ToolTipProperty

System.Windows.FrameworkElement.ContextMenuProperty

System.Windows.FrameworkElement.ToolTipOpeningEvent

System.Windows.FrameworkElement.ToolTipClosingEvent

System.Windows.FrameworkElement.ContextMenuOpeningEvent

System.Windows.FrameworkElement.ContextMenuClosingEvent

System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)

System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)

System.Windows.FrameworkElement.ApplyTemplate()

System.Windows.FrameworkElement.OnApplyTemplate()

System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)

System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior)

System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)

System.Windows.FrameworkElement.GetVisualChild(System.Int32)

System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)

System.Windows.FrameworkElement.GetTemplateChild(System.String)

System.Windows.FrameworkElement.FindResource(System.Object)

System.Windows.FrameworkElement.TryFindResource(System.Object)

System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)

System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)

System.Windows.FrameworkElement.GetUIParentCore()

System.Windows.FrameworkElement.BringIntoView()

System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)

System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)

System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)

System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)

System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)

System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedInfo)

System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)

System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)

System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)

System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)

System.Windows.FrameworkElement.BeginInit()

System.Windows.FrameworkElement.EndInit()

System.Windows.FrameworkElement.OnInitialized(System.EventArgs)

System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)

System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)

System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)

System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)

System.Windows.FrameworkElement.RegisterName(System.String, System.Object)

System.Windows.FrameworkElement.UnregisterName(System.String)

System.Windows.FrameworkElement.FindName(System.String)

System.Windows.FrameworkElement.UpdateDefaultStyle()

System.Windows.FrameworkElement.AddLogicalChild(System.Object)

System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)

System.Windows.FrameworkElement.Style

System.Windows.FrameworkElement.OverridesDefaultStyle

System.Windows.FrameworkElement.UseLayoutRounding

System.Windows.FrameworkElement.DefaultStyleKey

System.Windows.FrameworkElement.Triggers

System.Windows.FrameworkElement.TemplatedParent

System.Windows.FrameworkElement.VisualChildrenCount

System.Windows.FrameworkElement.Resources

System.Windows.FrameworkElement.InheritanceBehavior

System.Windows.FrameworkElement.DataContext

System.Windows.FrameworkElement.BindingGroup

System.Windows.FrameworkElement.Language

System.Windows.FrameworkElement.Name

System.Windows.FrameworkElement.Tag

System.Windows.FrameworkElement.InputScope

System.Windows.FrameworkElement.ActualWidth

System.Windows.FrameworkElement.ActualHeight

System.Windows.FrameworkElement.LayoutTransform

System.Windows.FrameworkElement.Width

System.Windows.FrameworkElement.MinWidth

System.Windows.FrameworkElement.MaxWidth

System.Windows.FrameworkElement.Height

System.Windows.FrameworkElement.MinHeight

System.Windows.FrameworkElement.MaxHeight

System.Windows.FrameworkElement.FlowDirection

System.Windows.FrameworkElement.Margin

System.Windows.FrameworkElement.HorizontalAlignment

System.Windows.FrameworkElement.VerticalAlignment

System.Windows.FrameworkElement.FocusVisualStyle

System.Windows.FrameworkElement.Cursor

System.Windows.FrameworkElement.ForceCursor
System.Windows.FrameworkElement.IsInitialized
System.Windows.FrameworkElement.IsLoaded
System.Windows.FrameworkElement.ToolTip
System.Windows.FrameworkElement.ContextMenu
System.Windows.FrameworkElement.Parent
System.Windows.FrameworkElement.TargetUpdated
System.Windows.FrameworkElement.SourceUpdated
System.Windows.FrameworkElement.DataContextChanged
System.Windows.FrameworkElement.RequestBringIntoView
System.Windows.FrameworkElement.SizeChanged
System.Windows.FrameworkElement.Initialized
System.Windows.FrameworkElement.Loaded
System.Windows.FrameworkElement.Unloaded
System.Windows.FrameworkElement.ToolTipOpening
System.Windows.FrameworkElement.ToolTipClosing
System.Windows.FrameworkElement.ContextMenuOpening
System.Windows.FrameworkElement.ContextMenuClosing
System.Windows.UIElement.PreviewMouseDownEvent
System.Windows.UIElement.MouseDownEvent
System.Windows.UIElement.PreviewMouseUpEvent
System.Windows.UIElement.MouseUpEvent
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent
System.Windows.UIElement.MouseLeftButtonDownEvent
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent
System.Windows.UIElement.MouseLeftButtonUpEvent
System.Windows.UIElement.PreviewMouseRightButtonDownEvent
System.Windows.UIElement.MouseRightButtonDownEvent
System.Windows.UIElement.PreviewMouseRightButtonUpEvent
System.Windows.UIElement.MouseRightButtonUpEvent
System.Windows.UIElement.PreviewMouseMoveEvent
System.Windows.UIElement.MouseMoveEvent
System.Windows.UIElement.PreviewMouseWheelEvent
System.Windows.UIElement.MouseWheelEvent
System.Windows.UIElement.MouseEnterEvent
System.Windows.UIElement.MouseLeaveEvent
System.Windows.UIElement.GotMouseCaptureEvent
System.Windows.UIElement.LostMouseCaptureEvent
System.Windows.UIElement.QueryCursorEvent
System.Windows.UIElement.PreviewStylusDownEvent
System.Windows.UIElement.StylusDownEvent
System.Windows.UIElement.PreviewStylusUpEvent
System.Windows.UIElement.StylusUpEvent
System.Windows.UIElement.PreviewStylusMoveEvent
System.Windows.UIElement.StylusMoveEvent
System.Windows.UIElement.PreviewStylusInAirMoveEvent
System.Windows.UIElement.StylusInAirMoveEvent
System.Windows.UIElement.StylusEnterEvent
System.Windows.UIElement.StylusLeaveEvent
System.Windows.UIElement.PreviewStylusInRangeEvent
System.Windows.UIElement.StylusInRangeEvent
System.Windows.UIElement.PreviewStylusOutOfRangeEvent

System.Windows.UIElement.StylusOutOfRangeEvent

System.Windows.UIElement.PreviewStylusSystemGestureEvent

System.Windows.UIElement.StylusSystemGestureEvent

System.Windows.UIElement.GotStylusCaptureEvent

System.Windows.UIElement.LostStylusCaptureEvent

System.Windows.UIElement.StylusButtonDownEvent

System.Windows.UIElement.StylusButtonUpEvent

System.Windows.UIElement.PreviewStylusButtonDownEvent

System.Windows.UIElement.PreviewStylusButtonUpEvent

System.Windows.UIElement.PreviewKeyDownEvent

System.Windows.UIElement.KeyDownEvent

System.Windows.UIElement.PreviewKeyUpEvent

System.Windows.UIElement.KeyUpEvent

System.Windows.UIElement.PreviewGotKeyboardFocusEvent

System.Windows.UIElement.GotKeyboardFocusEvent

System.Windows.UIElement.PreviewLostKeyboardFocusEvent

System.Windows.UIElement.LostKeyboardFocusEvent

System.Windows.UIElement.PreviewTextInputEvent

System.Windows.UIElement.TextInputEvent

System.Windows.UIElement.PreviewQueryContinueDragEvent

System.Windows.UIElement.QueryContinueDragEvent

System.Windows.UIElement.PreviewGiveFeedbackEvent

System.Windows.UIElement.GiveFeedbackEvent

System.Windows.UIElement.PreviewDragEnterEvent

System.Windows.UIElement.DragEnterEvent

System.Windows.UIElement.PreviewDragOverEvent

System.Windows.UIElement.DragOverEvent

System.Windows.UIElement.PreviewDragLeaveEvent

System.Windows.UIElement.DragLeaveEvent

System.Windows.UIElement.PreviewDropEvent

System.Windows.UIElement.DropEvent

System.Windows.UIElement.PreviewTouchDownEvent

System.Windows.UIElement.TouchDownEvent

System.Windows.UIElement.PreviewTouchMoveEvent

System.Windows.UIElement.TouchMoveEvent

System.Windows.UIElement.PreviewTouchUpEvent

System.Windows.UIElement.TouchUpEvent

System.Windows.UIElement.GotTouchCaptureEvent

System.Windows.UIElement.LostTouchCaptureEvent

System.Windows.UIElement.TouchEnterEvent

System.Windows.UIElement.TouchLeaveEvent

System.Windows.UIElement.IsMouseDirectlyOverProperty

System.Windows.UIElement.IsMouseOverProperty

System.Windows.UIElement.IsStylusOverProperty

System.Windows.UIElement.IsKeyboardFocusWithinProperty

System.Windows.UIElement.IsMouseCapturedProperty

System.Windows.UIElement.IsMouseCaptureWithinProperty

System.Windows.UIElement.IsStylusDirectlyOverProperty

System.Windows.UIElement.IsStylusCapturedProperty

System.Windows.UIElement.IsStylusCaptureWithinProperty

System.Windows.UIElement.IsKeyboardFocusedProperty

System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty

System.Windows.UIElement.AreAnyTouchesOverProperty

System.Windows.UIElement.AreAnyTouchesCapturedProperty

System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty

System.Windows.UIElement.AllowDropProperty

System.Windows.UIElement.RenderTransformProperty

System.Windows.UIElement.RenderTransformOriginProperty

System.Windows.UIElement.OpacityProperty

System.Windows.UIElement.OpacityMaskProperty

System.Windows.UIElement.BitmapEffectProperty

System.Windows.UIElement.EffectProperty

System.Windows.UIElement.BitmapEffectInputProperty

System.Windows.UIElement.CacheModeProperty

System.Windows.UIElement.UidProperty

System.Windows.UIElement.VisibilityProperty

System.Windows.UIElement.ClipToBoundsProperty

System.Windows.UIElement.ClipProperty

System.Windows.UIElement.SnapsToDevicePixelsProperty

System.Windows.UIElement.GotFocusEvent

System.Windows.UIElement.LostFocusEvent

System.Windows.UIElement.IsFocusedProperty

System.Windows.UIElement.IsEnabledProperty

System.Windows.UIElement.IsHitTestVisibleProperty

System.Windows.UIElement.IsVisibleProperty

System.Windows.UIElement.FocusableProperty

System.Windows.UIElement.IsManipulationEnabledProperty

System.Windows.UIElement.ManipulationStartingEvent

System.Windows.UIElement.ManipulationStartedEvent

System.Windows.UIElement.ManipulationDeltaEvent

System.Windows.UIElement.ManipulationInertiaStartingEvent

System.Windows.UIElement.ManipulationBoundaryFeedbackEvent

System.Windows.UIElement.ManipulationCompletedEvent

System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock)

System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)

System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline)

System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)

System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)

System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)

System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)

System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)

System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)

System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)

System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)

System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)

System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)

System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)

System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)

System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)

System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)

System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)

System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)

System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)

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System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.InvalidateMeasure()

System.Windows.UIElement.InvalidateArrange()

System.Windows.UIElement.InvalidateVisual()

System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)

System.Windows.UIElement.Measure(System.Windows.Size)

System.Windows.UIElement.Arrange(System.Windows.Rect)

System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)

System.Windows.UIElement.UpdateLayout()

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System.Windows.UIElement.InputHitTest(System.Windows.Point)

System.Windows.UIElement.CaptureMouse()

System.Windows.UIElement.ReleaseMouseCapture()

System.Windows.UIElement.CaptureStylus()

System.Windows.UIElement.ReleaseStylusCapture()

System.Windows.UIElement.Focus()

System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)

System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)

System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)

System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)

System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)

System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)

System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)

System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)

System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseAllTouchCaptures()

System.Windows.UIElement.HasAnimatedProperties

System.Windows.UIElement.InputBindings

System.Windows.UIElement.CommandBindings

System.Windows.UIElement.AllowDrop

System.Windows.UIElement.StylusPlugIns

System.Windows.UIElement.DesiredSize

System.Windows.UIElement.IsMeasureValid

System.Windows.UIElement.IsArrangeValid

System.Windows.UIElement.RenderSize

System.Windows.UIElement.RenderTransform

System.Windows.UIElement.RenderTransformOrigin

System.Windows.UIElement.IsMouseDirectlyOver

System.Windows.UIElement.IsMouseOver

System.Windows.UIElement.IsStylusOver

System.Windows.UIElement.IsKeyboardFocusWithin

System.Windows.UIElement.IsMouseCaptured

System.Windows.UIElement.IsMouseCaptureWithin

System.Windows.UIElement.IsStylusDirectlyOver

System.Windows.UIElement.IsStylusCaptured

System.Windows.UIElement.IsStylusCaptureWithin

System.Windows.UIElement.IsKeyboardFocused

System.Windows.UIElement.IsInputMethodEnabled

System.Windows.UIElement.Opacity

System.Windows.UIElement.OpacityMask

System.Windows.UIElement.BitmapEffect

System.Windows.UIElement.Effect

System.Windows.UIElement.BitmapEffectInput

System.Windows.UIElement.CacheMode

System.Windows.UIElement.Uid

System.Windows.UIElement.Visibility

System.Windows.UIElement.ClipToBounds

System.Windows.UIElement.Clip

System.Windows.UIElement.SnapsToDevicePixels

System.Windows.UIElement.HasEffectiveKeyboardFocus

System.Windows.UIElement.IsFocused

System.Windows.UIElement.IsEnabled

System.Windows.UIElement.IsEnabledCore

System.Windows.UIElement.IsHitTestVisible

System.Windows.UIElement.IsVisible

System.Windows.UIElement.Focusable

System.Windows.UIElement.PersistId

System.Windows.UIElement.IsManipulationEnabled

System.Windows.UIElement.AreAnyTouchesOver

System.Windows.UIElement.AreAnyTouchesDirectlyOver

System.Windows.UIElement.AreAnyTouchesCapturedWithin

System.Windows.UIElement.AreAnyTouchesCaptured

System.Windows.UIElement.TouchesCaptured

System.Windows.UIElement.TouchesCapturedWithin

System.Windows.UIElement.TouchesOver

System.Windows.UIElement.TouchesDirectlyOver

System.Windows.UIElement.PreviewMouseDown

System.Windows.UIElement.MouseDown

System.Windows.UIElement.PreviewMouseUp

System.Windows.UIElement.MouseUp

System.Windows.UIElement.PreviewMouseLeftButtonDown

System.Windows.UIElement.MouseLeftButtonDown

System.Windows.UIElement.PreviewMouseLeftButtonUp

System.Windows.UIElement.MouseLeftButtonUp

System.Windows.UIElement.PreviewMouseRightButtonDown

System.Windows.UIElement.MouseRightButtonDown

System.Windows.UIElement.PreviewMouseRightButtonUp

System.Windows.UIElement.MouseRightButtonUp

System.Windows.UIElement.PreviewMouseMove

System.Windows.UIElement.MouseMove

System.Windows.UIElement.PreviewMouseWheel

System.Windows.UIElement.MouseWheel

System.Windows.UIElement.MouseEnter

System.Windows.UIElement.MouseLeave

System.Windows.UIElement.GotMouseCapture

System.Windows.UIElement.LostMouseCapture

System.Windows.UIElement.QueryCursor

System.Windows.UIElement.PreviewStylusDown

System.Windows.UIElement.StylusDown

System.Windows.UIElement.PreviewStylusUp

System.Windows.UIElement.StylusUp

System.Windows.UIElement.PreviewStylusMove

System.Windows.UIElement.StylusMove

System.Windows.UIElement.PreviewStylusInAirMove

System.Windows.UIElement.StylusInAirMove

System.Windows.UIElement.StylusEnter

System.Windows.UIElement.StylusLeave

System.Windows.UIElement.PreviewStylusInRange

System.Windows.UIElement.StylusInRange

System.Windows.UIElement.PreviewStylusOutOfRange

System.Windows.UIElement.StylusOutOfRange

System.Windows.UIElement.PreviewStylusSystemGesture

System.Windows.UIElement.StylusSystemGesture

System.Windows.UIElement.GotStylusCapture

System.Windows.UIElement.LostStylusCapture

System.Windows.UIElement.StylusButtonDown

System.Windows.UIElement.StylusButtonUp

System.Windows.UIElement.PreviewStylusButtonDown

System.Windows.UIElement.PreviewStylusButtonUp

System.Windows.UIElement.PreviewKeyDown

System.Windows.UIElement.KeyDown

System.Windows.UIElement.PreviewKeyUp

System.Windows.UIElement.KeyUp

System.Windows.UIElement.PreviewGotKeyboardFocus

System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus

System.Windows.UIElement.LostKeyboardFocus

System.Windows.UIElement.PreviewTextInput

System.Windows.UIElement.TextInput

System.Windows.UIElement.PreviewQueryContinueDrag

System.Windows.UIElement.QueryContinueDrag

System.Windows.UIElement.PreviewGiveFeedback

System.Windows.UIElement.GiveFeedback

System.Windows.UIElement.PreviewDragEnter

System.Windows.UIElement.DragEnter

System.Windows.UIElement.PreviewDragOver

System.Windows.UIElement.DragOver

System.Windows.UIElement.PreviewDragLeave

System.Windows.UIElement.DragLeave

System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop

System.Windows.UIElement.PreviewTouchDown

System.Windows.UIElement.TouchDown

System.Windows.UIElement.PreviewTouchMove

System.Windows.UIElement.TouchMove

System.Windows.UIElement.PreviewTouchUp

System.Windows.UIElement.TouchUp

System.Windows.UIElement.GotTouchCapture

System.Windows.UIElement.LostTouchCapture

System.Windows.UIElement.TouchEnter

System.Windows.UIElement.TouchLeave

System.Windows.UIElement.IsMouseDirectlyOverChanged

System.Windows.UIElement.IsKeyboardFocusWithinChanged

System.Windows.UIElement.IsMouseCapturedChanged

System.Windows.UIElement.IsMouseCaptureWithinChanged

System.Windows.UIElement.IsStylusDirectlyOverChanged

System.Windows.UIElement.IsStylusCapturedChanged

System.Windows.UIElement.IsStylusCaptureWithinChanged

System.Windows.UIElement.IsKeyboardFocusedChanged

System.Windows.UIElement.LayoutUpdated

System.Windows.UIElement.GotFocus

System.Windows.UIElement.LostFocus

System.Windows.UIElement.IsEnabledChanged

System.Windows.UIElement.IsHitTestVisibleChanged

System.Windows.UIElement.IsVisibleChanged

System.Windows.UIElement.FocusableChanged

System.Windows.UIElement.ManipulationStarting

System.Windows.UIElement.ManipulationStarted

System.Windows.UIElement.ManipulationDelta

System.Windows.UIElement.ManipulationInertiaStarting

System.Windows.UIElement.ManipulationBoundaryFeedback

System.Windows.UIElement.ManipulationCompleted

System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject, System.Windows.DependencyObject)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)

System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)

System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)

System.Windows.Media.Visual.VisualParent

System.Windows.Media.Visual.VisualTransform

System.Windows.Media.Visual.VisualEffect

System.Windows.Media.Visual.VisualBitmapEffect

System.Windows.Media.Visual.VisualBitmapEffectInput

System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip

System.Windows.Media.Visual.VisualClip

System.Windows.Media.Visual.VisualOffset

System.Windows.Media.Visual.VisualOpacity

System.Windows.Media.Visual.VisualEdgeMode

System.Windows.Media.Visual.VisualBitmapScalingMode

System.Windows.Media.Visual.VisualClearTypeHint

System.Windows.Media.Visual.VisualTextRenderingMode

System.Windows.Media.Visual.VisualTextHintingMode

System.Windows.Media.Visual.VisualOpacityMask

System.Windows.Media.Visual.VisualXSnappingGuidelines

System.Windows.Media.Visual.VisualYSnappingGuidelines

System.Windows.DependencyObject.Equals(System.Object)

System.Windows.DependencyObject.GetHashCode()

System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)

System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.GetLocalValueEnumerator()

System.Windows.DependencyObject.DependencyObjectType

System.Windows.DependencyObject.IsSealed

System.Windows.Threading.DispatcherObject.Dispatcher

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Views

Assembly: ElectronicParts.dll

Syntax

```
public class About : Window, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IWindowService, IComponentConnector
```

Constructors

About()

Initializes a new instance of the About class.

Declaration

```
public About()
```

Methods

InitializeComponent()

InitializeComponent

Declaration

```
public void InitializeComponent()
```

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

Extension Methods

Extensions.FindUid(DependencyObject, String)

Class AddPins

Interaction logic for AddPins.

Inheritance

System.Object

System.Windows.Threading.DispatcherObject

System.Windows.DependencyObject

System.Windows.Media.Visual

System.Windows.UIElement

System.Windows.FrameworkElement

System.Windows.Controls.Control

System.Windows.Controls.ContentControl

System.Windows.Window

AddPins

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

Inherited Members

System.Windows.Window.TaskbarItemInfoProperty

System.Windows.Window.DpiChangedEvent

System.Windows.Window.AllowsTransparencyProperty

System.Windows.Window.TitleProperty

System.Windows.Window.IconProperty

System.Windows.Window.SizeToContentProperty

System.Windows.Window.TopProperty

System.Windows.Window.LeftProperty

System.Windows.Window.ShowInTaskbarProperty

System.Windows.Window.IsActiveProperty

System.Windows.Window.WindowStyleProperty

System.Windows.Window.WindowStateProperty

System.Windows.Window.ResizeModeProperty

System.Windows.Window.TopmostProperty

System.Windows.Window.ShowActivatedProperty

System.Windows.Window.Show()

System.Windows.Window.Hide()

System.Windows.Window.Close()

System.Windows.Window.DragMove()

System.Windows.Window.ShowDialog()

System.Windows.Window.Activate()

System.Windows.Window.GetWindow(System.Windows.DependencyObject)

System.Windows.Window.OnCreateAutomationPeer()

System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)

System.Windows.Window.MeasureOverride(System.Windows.Size)

System.Windows.Window.ArrangeOverride(System.Windows.Size)

System.Windows.Window.OnContentChanged(System.Object, System.Object)

System.Windows.Window.OnSourceInitialized(System.EventArgs)

System.Windows.Window.OnActivated(System.EventArgs)

System.Windows.Window.OnDeactivated(System.EventArgs)

System.Windows.Window.OnStateChanged(System.EventArgs)

System.Windows.Window.OnLocationChanged(System.EventArgs)

System.Windows.Window.OnClosing(System.ComponentModel.CancelEventArgs)

System.Windows.Window.OnClosed(System.EventArgs)

System.Windows.Window.OnContentRendered(System.EventArgs)

System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)

System.Windows.Window.LogicalChildren

System.Windows.Window.TaskbarItemInfo

System.Windows.Window.AllowsTransparency

System.Windows.Window.Title

System.Windows.Window.Icon

System.Windows.Window.SizeToContent

System.Windows.Window.Top

System.Windows.Window.Left

System.Windows.Window.RestoreBounds

System.Windows.Window.WindowStartupLocation

System.Windows.Window.ShowInTaskbar

System.Windows.Window.IsActive

System.Windows.Window.Owner

System.Windows.Window.OwnedWindows

System.Windows.Window.DialogResult

System.Windows.Window.WindowStyle

System.Windows.Window.WindowState

System.Windows.Window.ResizeMode

System.Windows.Window.Topmost

System.Windows.Window.ShowActivated

System.Windows.Window.SourceInitialized

System.Windows.Window.DpiChanged

System.Windows.Window.Activated

System.Windows.Window.Deactivated

System.Windows.Window.StateChanged

System.Windows.Window.LocationChanged

System.Windows.Window.Closing

System.Windows.Window.Closed

System.Windows.Window.ContentRendered

System.Windows.Controls.ContentControl.ContentProperty

System.Windows.Controls.ContentControl.HasContentProperty

System.Windows.Controls.ContentControl.ContentTemplateProperty

System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty

System.Windows.Controls.ContentControl.ContentStringFormatProperty

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)

System.Windows.Controls.ContentControl.AddChild(System.Object)

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)

System.Windows.Controls.ContentControl.AddText(System.String)

System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,
System.Windows.DataTemplate)

System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,
System.Windows.Controls.DataTemplateSelector)

System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.Content

System.Windows.Controls.ContentControl.HasContent

System.Windows.Controls.ContentControl.ContentTemplate

System.Windows.Controls.ContentControl.ContentTemplateSelector

System.Windows.Controls.ContentControl.ContentStringFormat

System.Windows.Controls.Control.BorderBrushProperty

System.Windows.Controls.Control.BorderThicknessProperty

System.Windows.Controls.Control.BackgroundProperty

System.Windows.Controls.Control.ForegroundProperty

System.Windows.Controls.Control.FontFamilyProperty

System.Windows.Controls.Control.FontSizeProperty

System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty

System.Windows.Controls.Control.FontWeightProperty

System.Windows.Controls.Control.HorizontalContentAlignmentProperty

System.Windows.Controls.Control.VerticalContentAlignmentProperty

System.Windows.Controls.Control.TabIndexProperty

System.Windows.Controls.Control.IsTabStopProperty

System.Windows.Controls.Control.PaddingProperty

System.Windows.Controls.Control.TemplateProperty

System.Windows.Controls.Control.PreviewMouseDoubleClickEvent

System.Windows.Controls.Control.MouseDoubleClickEvent

System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,
System.Windows.Controls.ControlTemplate)

System.Windows.Controls.Control.ToString()

System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.BorderBrush

System.Windows.Controls.Control.BorderThickness

System.Windows.Controls.Control.Background

System.Windows.Controls.Control.Foreground

System.Windows.Controls.Control.FontFamily

System.Windows.Controls.Control.FontSize

System.Windows.Controls.Control.FontStretch

System.Windows.Controls.Control.FontStyle

System.Windows.Controls.Control.FontWeight

System.Windows.Controls.Control.HorizontalContentAlignment

System.Windows.Controls.Control.VerticalContentAlignment

System.Windows.Controls.Control.TabIndex

System.Windows.Controls.Control.IsTabStop

System.Windows.Controls.Control.Padding

System.Windows.Controls.Control.Template

System.Windows.Controls.Control.HandlesScrolling

System.Windows.Controls.Control.PreviewMouseDoubleClick

System.Windows.Controls.Control.MouseDoubleClick

System.Windows.FrameworkElement.StyleProperty

System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty

System.Windows.FrameworkElement.DefaultStyleKeyProperty

System.Windows.FrameworkElement.DataContextProperty

System.Windows.FrameworkElement.BindingGroupProperty

System.Windows.FrameworkElement.LanguageProperty

System.Windows.FrameworkElement.NameProperty

System.Windows.FrameworkElement.TagProperty

System.Windows.FrameworkElement.InputScopeProperty

System.Windows.FrameworkElement.RequestBringIntoViewEvent

System.Windows.FrameworkElement.SizeChangedEvent

System.Windows.FrameworkElement.ActualWidthProperty

System.Windows.FrameworkElement.ActualHeightProperty

System.Windows.FrameworkElement.LayoutTransformProperty

System.Windows.FrameworkElement.WidthProperty

System.Windows.FrameworkElement.MinWidthProperty

System.Windows.FrameworkElement.MaxWidthProperty

System.Windows.FrameworkElement.HeightProperty

System.Windows.FrameworkElement.MinHeightProperty

System.Windows.FrameworkElement.MaxHeightProperty

System.Windows.FrameworkElement.FlowDirectionProperty

System.Windows.FrameworkElement.MarginProperty

System.Windows.FrameworkElement.HorizontalAlignmentProperty

System.Windows.FrameworkElement.VerticalAlignmentProperty

System.Windows.FrameworkElement.FocusVisualStyleProperty

System.Windows.FrameworkElement.CursorProperty

System.Windows.FrameworkElement.ForceCursorProperty

System.Windows.FrameworkElement.LoadedEvent

System.Windows.FrameworkElement.UnloadedEvent

System.Windows.FrameworkElement.ToolTipProperty

System.Windows.FrameworkElement.ContextMenuProperty

System.Windows.FrameworkElement.ToolTipOpeningEvent

System.Windows.FrameworkElement.ToolTipClosingEvent

System.Windows.FrameworkElement.ContextMenuOpeningEvent

System.Windows.FrameworkElement.ContextMenuClosingEvent

System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)

System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)

System.Windows.FrameworkElement.ApplyTemplate()

System.Windows.FrameworkElement.OnApplyTemplate()

System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)

System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior)

System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)

System.Windows.FrameworkElement.GetVisualChild(System.Int32)

System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)

System.Windows.FrameworkElement.GetTemplateChild(System.String)

System.Windows.FrameworkElement.FindResource(System.Object)

System.Windows.FrameworkElement.TryFindResource(System.Object)

System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)

System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)

System.Windows.FrameworkElement.GetUIParentCore()

System.Windows.FrameworkElement.BringIntoView()

System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)

System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)

System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)

System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)

System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)

System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedInfo)

System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)

System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)

System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)

System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)

System.Windows.FrameworkElement.BeginInit()

System.Windows.FrameworkElement.EndInit()

System.Windows.FrameworkElement.OnInitialized(System.EventArgs)

System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)

System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)

System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)

System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)

System.Windows.FrameworkElement.RegisterName(System.String, System.Object)

System.Windows.FrameworkElement.UnregisterName(System.String)

System.Windows.FrameworkElement.FindName(System.String)

System.Windows.FrameworkElement.UpdateDefaultStyle()

System.Windows.FrameworkElement.AddLogicalChild(System.Object)

System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)

System.Windows.FrameworkElement.Style

System.Windows.FrameworkElement.OverridesDefaultStyle

System.Windows.FrameworkElement.UseLayoutRounding

System.Windows.FrameworkElement.DefaultStyleKey

System.Windows.FrameworkElement.Triggers

System.Windows.FrameworkElement.TemplatedParent

System.Windows.FrameworkElement.VisualChildrenCount

System.Windows.FrameworkElement.Resources

System.Windows.FrameworkElement.InheritanceBehavior

System.Windows.FrameworkElement.DataContext

System.Windows.FrameworkElement.BindingGroup

System.Windows.FrameworkElement.Language

System.Windows.FrameworkElement.Name

System.Windows.FrameworkElement.Tag

System.Windows.FrameworkElement.InputScope

System.Windows.FrameworkElement.ActualWidth

System.Windows.FrameworkElement.ActualHeight

System.Windows.FrameworkElement.LayoutTransform

System.Windows.FrameworkElement.Width

System.Windows.FrameworkElement.MinWidth

System.Windows.FrameworkElement.MaxWidth

System.Windows.FrameworkElement.Height

System.Windows.FrameworkElement.MinHeight

System.Windows.FrameworkElement.MaxHeight

System.Windows.FrameworkElement.FlowDirection

System.Windows.FrameworkElement.Margin

System.Windows.FrameworkElement.HorizontalAlignment

System.Windows.FrameworkElement.VerticalAlignment

System.Windows.FrameworkElement.FocusVisualStyle

System.Windows.FrameworkElement.Cursor

System.Windows.FrameworkElement.ForceCursor
System.Windows.FrameworkElement.IsInitialized
System.Windows.FrameworkElement.IsLoaded
System.Windows.FrameworkElement.ToolTip
System.Windows.FrameworkElement.ContextMenu
System.Windows.FrameworkElement.Parent
System.Windows.FrameworkElement.TargetUpdated
System.Windows.FrameworkElement.SourceUpdated
System.Windows.FrameworkElement.DataContextChanged
System.Windows.FrameworkElement.RequestBringIntoView
System.Windows.FrameworkElement.SizeChanged
System.Windows.FrameworkElement.Initialized
System.Windows.FrameworkElement.Loaded
System.Windows.FrameworkElement.Unloaded
System.Windows.FrameworkElement.ToolTipOpening
System.Windows.FrameworkElement.ToolTipClosing
System.Windows.FrameworkElement.ContextMenuOpening
System.Windows.FrameworkElement.ContextMenuClosing
System.Windows.UIElement.PreviewMouseDownEvent
System.Windows.UIElement.MouseDownEvent
System.Windows.UIElement.PreviewMouseUpEvent
System.Windows.UIElement.MouseUpEvent
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent
System.Windows.UIElement.MouseLeftButtonDownEvent
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent
System.Windows.UIElement.MouseLeftButtonUpEvent
System.Windows.UIElement.PreviewMouseRightButtonDownEvent
System.Windows.UIElement.MouseRightButtonDownEvent
System.Windows.UIElement.PreviewMouseRightButtonUpEvent
System.Windows.UIElement.MouseRightButtonUpEvent
System.Windows.UIElement.PreviewMouseMoveEvent
System.Windows.UIElement.MouseMoveEvent
System.Windows.UIElement.PreviewMouseWheelEvent
System.Windows.UIElement.MouseWheelEvent
System.Windows.UIElement.MouseEnterEvent
System.Windows.UIElement.MouseLeaveEvent
System.Windows.UIElement.GotMouseCaptureEvent
System.Windows.UIElement.LostMouseCaptureEvent
System.Windows.UIElement.QueryCursorEvent
System.Windows.UIElement.PreviewStylusDownEvent
System.Windows.UIElement.StylusDownEvent
System.Windows.UIElement.PreviewStylusUpEvent
System.Windows.UIElement.StylusUpEvent
System.Windows.UIElement.PreviewStylusMoveEvent
System.Windows.UIElement.StylusMoveEvent
System.Windows.UIElement.PreviewStylusInAirMoveEvent
System.Windows.UIElement.StylusInAirMoveEvent
System.Windows.UIElement.StylusEnterEvent
System.Windows.UIElement.StylusLeaveEvent
System.Windows.UIElement.PreviewStylusInRangeEvent
System.Windows.UIElement.StylusInRangeEvent
System.Windows.UIElement.PreviewStylusOutOfRangeEvent

System.Windows.UIElement.StylusOutOfRangeEvent

System.Windows.UIElement.PreviewStylusSystemGestureEvent

System.Windows.UIElement.StylusSystemGestureEvent

System.Windows.UIElement.GotStylusCaptureEvent

System.Windows.UIElement.LostStylusCaptureEvent

System.Windows.UIElement.StylusButtonDownEvent

System.Windows.UIElement.StylusButtonUpEvent

System.Windows.UIElement.PreviewStylusButtonDownEvent

System.Windows.UIElement.PreviewStylusButtonUpEvent

System.Windows.UIElement.PreviewKeyDownEvent

System.Windows.UIElement.KeyDownEvent

System.Windows.UIElement.PreviewKeyUpEvent

System.Windows.UIElement.KeyUpEvent

System.Windows.UIElement.PreviewGotKeyboardFocusEvent

System.Windows.UIElement.GotKeyboardFocusEvent

System.Windows.UIElement.PreviewLostKeyboardFocusEvent

System.Windows.UIElement.LostKeyboardFocusEvent

System.Windows.UIElement.PreviewTextInputEvent

System.Windows.UIElement.TextInputEvent

System.Windows.UIElement.PreviewQueryContinueDragEvent

System.Windows.UIElement.QueryContinueDragEvent

System.Windows.UIElement.PreviewGiveFeedbackEvent

System.Windows.UIElement.GiveFeedbackEvent

System.Windows.UIElement.PreviewDragEnterEvent

System.Windows.UIElement.DragEnterEvent

System.Windows.UIElement.PreviewDragOverEvent

System.Windows.UIElement.DragOverEvent

System.Windows.UIElement.PreviewDragLeaveEvent

System.Windows.UIElement.DragLeaveEvent

System.Windows.UIElement.PreviewDropEvent

System.Windows.UIElement.DropEvent

System.Windows.UIElement.PreviewTouchDownEvent

System.Windows.UIElement.TouchDownEvent

System.Windows.UIElement.PreviewTouchMoveEvent

System.Windows.UIElement.TouchMoveEvent

System.Windows.UIElement.PreviewTouchUpEvent

System.Windows.UIElement.TouchUpEvent

System.Windows.UIElement.GotTouchCaptureEvent

System.Windows.UIElement.LostTouchCaptureEvent

System.Windows.UIElement.TouchEnterEvent

System.Windows.UIElement.TouchLeaveEvent

System.Windows.UIElement.IsMouseDirectlyOverProperty

System.Windows.UIElement.IsMouseOverProperty

System.Windows.UIElement.IsStylusOverProperty

System.Windows.UIElement.IsKeyboardFocusWithinProperty

System.Windows.UIElement.IsMouseCapturedProperty

System.Windows.UIElement.IsMouseCaptureWithinProperty

System.Windows.UIElement.IsStylusDirectlyOverProperty

System.Windows.UIElement.IsStylusCapturedProperty

System.Windows.UIElement.IsStylusCaptureWithinProperty

System.Windows.UIElement.IsKeyboardFocusedProperty

System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty

System.Windows.UIElement.AreAnyTouchesOverProperty

System.Windows.UIElement.AreAnyTouchesCapturedProperty

System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty

System.Windows.UIElement.AllowDropProperty

System.Windows.UIElement.RenderTransformProperty

System.Windows.UIElement.RenderTransformOriginProperty

System.Windows.UIElement.OpacityProperty

System.Windows.UIElement.OpacityMaskProperty

System.Windows.UIElement.BitmapEffectProperty

System.Windows.UIElement.EffectProperty

System.Windows.UIElement.BitmapEffectInputProperty

System.Windows.UIElement.CacheModeProperty

System.Windows.UIElement.UidProperty

System.Windows.UIElement.VisibilityProperty

System.Windows.UIElement.ClipToBoundsProperty

System.Windows.UIElement.ClipProperty

System.Windows.UIElement.SnapsToDevicePixelsProperty

System.Windows.UIElement.GotFocusEvent

System.Windows.UIElement.LostFocusEvent

System.Windows.UIElement.IsFocusedProperty

System.Windows.UIElement.IsEnabledProperty

System.Windows.UIElement.IsHitTestVisibleProperty

System.Windows.UIElement.IsVisibleProperty

System.Windows.UIElement.FocusableProperty

System.Windows.UIElement.IsManipulationEnabledProperty

System.Windows.UIElement.ManipulationStartingEvent

System.Windows.UIElement.ManipulationStartedEvent

System.Windows.UIElement.ManipulationDeltaEvent

System.Windows.UIElement.ManipulationInertiaStartingEvent

System.Windows.UIElement.ManipulationBoundaryFeedbackEvent

System.Windows.UIElement.ManipulationCompletedEvent

System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock)

System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)

System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline)

System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)

System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)

System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)

System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)

System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)

System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)

System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)

System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)

System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)

System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)

System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)

System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)

System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)

System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)

System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)

System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)

System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.UIElement.InvalidateMeasure()
System.Windows.UIElement.InvalidateArrange()
System.Windows.UIElement.InvalidateVisual()
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)
System.Windows.UIElement.Measure(System.Windows.Size)
System.Windows.UIElement.Arrange(System.Windows.Rect)
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)
System.Windows.UIElement.UpdateLayout()
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)
System.Windows.UIElement.InputHitTest(System.Windows.Point)
System.Windows.UIElement.CaptureMouse()
System.Windows.UIElement.ReleaseMouseCapture()
System.Windows.UIElement.CaptureStylus()
System.Windows.UIElement.ReleaseStylusCapture()
System.Windows.UIElement.Focus()
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)
System.Windows.UIElement.ReleaseAllTouchCaptures()
System.Windows.UIElement.HasAnimatedProperties

System.Windows.UIElement.InputBindings

System.Windows.UIElement.CommandBindings

System.Windows.UIElement.AllowDrop

System.Windows.UIElement.StylusPlugIns

System.Windows.UIElement.DesiredSize

System.Windows.UIElement.IsMeasureValid

System.Windows.UIElement.IsArrangeValid

System.Windows.UIElement.RenderSize

System.Windows.UIElement.RenderTransform

System.Windows.UIElement.RenderTransformOrigin

System.Windows.UIElement.IsMouseDirectlyOver

System.Windows.UIElement.IsMouseOver

System.Windows.UIElement.IsStylusOver

System.Windows.UIElement.IsKeyboardFocusWithin

System.Windows.UIElement.IsMouseCaptured

System.Windows.UIElement.IsMouseCaptureWithin

System.Windows.UIElement.IsStylusDirectlyOver

System.Windows.UIElement.IsStylusCaptured

System.Windows.UIElement.IsStylusCaptureWithin

System.Windows.UIElement.IsKeyboardFocused

System.Windows.UIElement.IsInputMethodEnabled

System.Windows.UIElement.Opacity

System.Windows.UIElement.OpacityMask

System.Windows.UIElement.BitmapEffect

System.Windows.UIElement.Effect

System.Windows.UIElement.BitmapEffectInput

System.Windows.UIElement.CacheMode

System.Windows.UIElement.Uid

System.Windows.UIElement.Visibility

System.Windows.UIElement.ClipToBounds

System.Windows.UIElement.Clip

System.Windows.UIElement.SnapsToDevicePixels

System.Windows.UIElement.HasEffectiveKeyboardFocus

System.Windows.UIElement.IsFocused

System.Windows.UIElement.IsEnabled

System.Windows.UIElement.IsEnabledCore

System.Windows.UIElement.IsHitTestVisible

System.Windows.UIElement.IsVisible

System.Windows.UIElement.Focusable

System.Windows.UIElement.PersistId

System.Windows.UIElement.IsManipulationEnabled

System.Windows.UIElement.AreAnyTouchesOver

System.Windows.UIElement.AreAnyTouchesDirectlyOver

System.Windows.UIElement.AreAnyTouchesCapturedWithin

System.Windows.UIElement.AreAnyTouchesCaptured

System.Windows.UIElement.TouchesCaptured

System.Windows.UIElement.TouchesCapturedWithin

System.Windows.UIElement.TouchesOver

System.Windows.UIElement.TouchesDirectlyOver

System.Windows.UIElement.PreviewMouseDown

System.Windows.UIElement.MouseDown

System.Windows.UIElement.PreviewMouseUp

System.Windows.UIElement.MouseUp

System.Windows.UIElement.PreviewMouseLeftButtonDown

System.Windows.UIElement.MouseLeftButtonDown

System.Windows.UIElement.PreviewMouseLeftButtonUp

System.Windows.UIElement.MouseLeftButtonUp

System.Windows.UIElement.PreviewMouseRightButtonDown

System.Windows.UIElement.MouseRightButtonDown

System.Windows.UIElement.PreviewMouseRightButtonUp

System.Windows.UIElement.MouseRightButtonUp

System.Windows.UIElement.PreviewMouseMove

System.Windows.UIElement.MouseMove

System.Windows.UIElement.PreviewMouseWheel

System.Windows.UIElement.MouseWheel

System.Windows.UIElement.MouseEnter

System.Windows.UIElement.MouseLeave

System.Windows.UIElement.GotMouseCapture

System.Windows.UIElement.LostMouseCapture

System.Windows.UIElement.QueryCursor

System.Windows.UIElement.PreviewStylusDown

System.Windows.UIElement.StylusDown

System.Windows.UIElement.PreviewStylusUp

System.Windows.UIElement.StylusUp

System.Windows.UIElement.PreviewStylusMove

System.Windows.UIElement.StylusMove

System.Windows.UIElement.PreviewStylusInAirMove

System.Windows.UIElement.StylusInAirMove

System.Windows.UIElement.StylusEnter

System.Windows.UIElement.StylusLeave

System.Windows.UIElement.PreviewStylusInRange

System.Windows.UIElement.StylusInRange

System.Windows.UIElement.PreviewStylusOutOfRange

System.Windows.UIElement.StylusOutOfRange

System.Windows.UIElement.PreviewStylusSystemGesture

System.Windows.UIElement.StylusSystemGesture

System.Windows.UIElement.GotStylusCapture

System.Windows.UIElement.LostStylusCapture

System.Windows.UIElement.StylusButtonDown

System.Windows.UIElement.StylusButtonUp

System.Windows.UIElement.PreviewStylusButtonDown

System.Windows.UIElement.PreviewStylusButtonUp

System.Windows.UIElement.PreviewKeyDown

System.Windows.UIElement.KeyDown

System.Windows.UIElement.PreviewKeyUp

System.Windows.UIElement.KeyUp

System.Windows.UIElement.PreviewGotKeyboardFocus

System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus

System.Windows.UIElement.LostKeyboardFocus

System.Windows.UIElement.PreviewTextInput

System.Windows.UIElement.TextInput

System.Windows.UIElement.PreviewQueryContinueDrag

System.Windows.UIElement.QueryContinueDrag

System.Windows.UIElement.PreviewGiveFeedback

System.Windows.UIElement.GiveFeedback

System.Windows.UIElement.PreviewDragEnter

System.Windows.UIElement.DragEnter

System.Windows.UIElement.PreviewDragOver

System.Windows.UIElement.DragOver

System.Windows.UIElement.PreviewDragLeave

System.Windows.UIElement.DragLeave

System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop

System.Windows.UIElement.PreviewTouchDown

System.Windows.UIElement.TouchDown

System.Windows.UIElement.PreviewTouchMove

System.Windows.UIElement.TouchMove

System.Windows.UIElement.PreviewTouchUp

System.Windows.UIElement.TouchUp

System.Windows.UIElement.GotTouchCapture

System.Windows.UIElement.LostTouchCapture

System.Windows.UIElement.TouchEnter

System.Windows.UIElement.TouchLeave

System.Windows.UIElement.IsMouseDirectlyOverChanged

System.Windows.UIElement.IsKeyboardFocusWithinChanged

System.Windows.UIElement.IsMouseCapturedChanged

System.Windows.UIElement.IsMouseCaptureWithinChanged

System.Windows.UIElement.IsStylusDirectlyOverChanged

System.Windows.UIElement.IsStylusCapturedChanged

System.Windows.UIElement.IsStylusCaptureWithinChanged

System.Windows.UIElement.IsKeyboardFocusedChanged

System.Windows.UIElement.LayoutUpdated

System.Windows.UIElement.GotFocus

System.Windows.UIElement.LostFocus

System.Windows.UIElement.IsEnabledChanged

System.Windows.UIElement.IsHitTestVisibleChanged

System.Windows.UIElement.IsVisibleChanged

System.Windows.UIElement.FocusableChanged

System.Windows.UIElement.ManipulationStarting

System.Windows.UIElement.ManipulationStarted

System.Windows.UIElement.ManipulationDelta

System.Windows.UIElement.ManipulationInertiaStarting

System.Windows.UIElement.ManipulationBoundaryFeedback

System.Windows.UIElement.ManipulationCompleted

System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject, System.Windows.DependencyObject)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)

System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)

System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)

System.Windows.Media.Visual.VisualParent

System.Windows.Media.Visual.VisualTransform

System.Windows.Media.Visual.VisualEffect

System.Windows.Media.Visual.VisualBitmapEffect

System.Windows.Media.Visual.VisualBitmapEffectInput

System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip

System.Windows.Media.Visual.VisualClip

System.Windows.Media.Visual.VisualOffset

System.Windows.Media.Visual.VisualOpacity

System.Windows.Media.Visual.VisualEdgeMode

System.Windows.Media.Visual.VisualBitmapScalingMode

System.Windows.Media.Visual.VisualClearTypeHint

System.Windows.Media.Visual.VisualTextRenderingMode

System.Windows.Media.Visual.VisualTextHintingMode

System.Windows.Media.Visual.VisualOpacityMask

System.Windows.Media.Visual.VisualXSnappingGuidelines

System.Windows.Media.Visual.VisualYSnappingGuidelines

System.Windows.DependencyObject.Equals(System.Object)

System.Windows.DependencyObject.GetHashCode()

System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)

System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.GetLocalValueEnumerator()

System.Windows.DependencyObject.DependencyObjectType

System.Windows.DependencyObject.IsSealed

System.Windows.Threading.DispatcherObject.Dispatcher

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Views

Assembly: ElectronicParts.dll

Syntax

```
public class AddPins : Window, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IWindowService, IComponentConnector
```

Constructors

AddPins()

Initializes a new instance of the AddPins class.

Declaration

```
public AddPins()
```

Properties

Amount

Gets or sets the amount.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	The amount of pins to be added.

SelectedType

Gets or sets the selected type.

Declaration

```
public Type SelectedType { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Type	The elected type.

Types

Gets or sets the available types.

Declaration

```
public List<Type> Types { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Type>	The available types.

Methods

InitializeComponent()

InitializeComponent

Declaration

```
public void InitializeComponent()
```

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

Extension Methods

Extensions.FindUid(DependencyObject, String)

Class Connection

Interaction logic for Connection.

System.Object

System.Windows.Threading.DispatcherObject

System.Windows.DependencyObject

System.Windows.Media.Visual

System.Windows.UIElement

System.Windows.FrameworkElement

System.Windows.Controls.Control

System.Windows.Controls.ContentControl

System.Windows.Controls.UserControl

Connection

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

System.Windows.Controls.UserControl.OnCreateAutomationPeer()

System.Windows.Controls.ContentControl.ContentProperty

System.Windows.Controls.ContentControl.HasContentProperty

System.Windows.Controls.ContentControl.ContentTemplateProperty

System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty

System.Windows.Controls.ContentControl.ContentStringFormatProperty

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)

System.Windows.Controls.ContentControl.AddChild(System.Object)

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)

System.Windows.Controls.ContentControl.AddText(System.String)

System.Windows.Controls.ContentControl.OnContentChanged(System.Object, System.Object)

System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,
System.Windows.DataTemplate)

System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,
System.Windows.Controls.DataTemplateSelector)

System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.LogicalChildren

System.Windows.Controls.ContentControl.Content

System.Windows.Controls.ContentControl.HasContent

System.Windows.Controls.ContentControl.ContentTemplate

System.Windows.Controls.ContentControl.ContentTemplateSelector

System.Windows.Controls.ContentControl.ContentStringFormat

System.Windows.Controls.Control.BorderBrushProperty

System.Windows.Controls.Control.BorderThicknessProperty

System.Windows.Controls.Control.BackgroundProperty

System.Windows.Controls.Control.ForegroundProperty

System.Windows.Controls.Control.FontFamilyProperty

System.Windows.Controls.Control.FontSizeProperty

System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty

System.Windows.Controls.Control.FontWeightProperty

System.Windows.Controls.Control.HorizontalContentAlignmentProperty

System.Windows.Controls.Control.VerticalContentAlignmentProperty

System.Windows.Controls.Control.TabIndexProperty

System.Windows.Controls.Control.IsTabStopProperty

System.Windows.Controls.Control.PaddingProperty

System.Windows.Controls.Control.TemplateProperty

System.Windows.Controls.Control.PreviewMouseDoubleClickEvent

System.Windows.Controls.Control.MouseDoubleClickEvent

System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,

System.Windows.Controls.ControlTemplate)

System.Windows.Controls.Control.ToString()

System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.MeasureOverride(System.Windows.Size)

System.Windows.Controls.Control.ArrangeOverride(System.Windows.Size)

System.Windows.Controls.Control.BorderBrush

System.Windows.Controls.Control.BorderThickness

System.Windows.Controls.Control.Background

System.Windows.Controls.Control.Foreground

System.Windows.Controls.Control.FontFamily

System.Windows.Controls.Control.FontSize

System.Windows.Controls.Control.FontStretch

System.Windows.Controls.Control.FontStyle

System.Windows.Controls.Control.FontWeight

System.Windows.Controls.Control.HorizontalContentAlignment

System.Windows.Controls.Control.VerticalContentAlignment

System.Windows.Controls.Control.TabIndex

System.Windows.Controls.Control.IsTabStop

System.Windows.Controls.Control.Padding

System.Windows.Controls.Control.Template

System.Windows.Controls.Control.HandlesScrolling

System.Windows.Controls.Control.PreviewMouseDoubleClick

System.Windows.Controls.Control.MouseDoubleClick

System.Windows.FrameworkElement.StyleProperty

System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty

System.Windows.FrameworkElement.DefaultStyleKeyProperty

System.Windows.FrameworkElement.DataContextProperty

System.Windows.FrameworkElement.BindingGroupProperty

System.Windows.FrameworkElement.LanguageProperty

System.Windows.FrameworkElement.NameProperty

System.Windows.FrameworkElement.TagProperty

System.Windows.FrameworkElement.InputScopeProperty

System.Windows.FrameworkElement.RequestBringIntoViewEvent

System.Windows.FrameworkElement.SizeChangedEvent

System.Windows.FrameworkElement.ActualWidthProperty

System.Windows.FrameworkElement.ActualHeightProperty

System.Windows.FrameworkElement.LayoutTransformProperty

System.Windows.FrameworkElement.WidthProperty

System.Windows.FrameworkElement.MinWidthProperty
System.Windows.FrameworkElement.MaxWidthProperty
System.Windows.FrameworkElement.HeightProperty
System.Windows.FrameworkElement.MinHeightProperty
System.Windows.FrameworkElement.MaxHeightProperty
System.Windows.FrameworkElement.FlowDirectionProperty
System.Windows.FrameworkElement.MarginProperty
System.Windows.FrameworkElement.HorizontalAlignmentProperty
System.Windows.FrameworkElement.VerticalAlignmentProperty
System.Windows.FrameworkElement.FocusVisualStyleProperty
System.Windows.FrameworkElement.CursorProperty
System.Windows.FrameworkElement.ForceCursorProperty
System.Windows.FrameworkElement.LoadedEvent
System.Windows.FrameworkElement.UnloadedEvent
System.Windows.FrameworkElement.ToolTipProperty
System.Windows.FrameworkElement.ContextMenuProperty
System.Windows.FrameworkElement.ToolTipOpeningEvent
System.Windows.FrameworkElement.ToolTipClosingEvent
System.Windows.FrameworkElement.ContextMenuOpeningEvent
System.Windows.FrameworkElement.ContextMenuClosingEvent
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)
System.Windows.FrameworkElement.ApplyTemplate()
System.Windows.FrameworkElement.OnApplyTemplate()
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior)
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)
System.Windows.FrameworkElement.GetVisualChild(System.Int32)
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)
System.Windows.FrameworkElement.GetTemplateChild(System.String)
System.Windows.FrameworkElement.FindResource(System.Object)
System.Windows.FrameworkElement.TryFindResource(System.Object)
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.FrameworkElement.OnVisualParentChanged(System.Windows.DependencyObject)
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)
System.Windows.FrameworkElement.GetUIParentCore()
System.Windows.FrameworkElement.BringIntoView()
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedInfo)
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)

System.Windows.FrameworkElement.BeginInit()
System.Windows.FrameworkElement.EndInit()
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)
System.Windows.FrameworkElement.UnregisterName(System.String)
System.Windows.FrameworkElement.FindName(System.String)
System.Windows.FrameworkElement.UpdateDefaultStyle()
System.Windows.FrameworkElement.AddLogicalChild(System.Object)
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)
System.Windows.FrameworkElement.Style
System.Windows.FrameworkElement.OverridesDefaultStyle
System.Windows.FrameworkElement.UseLayoutRounding
System.Windows.FrameworkElement.DefaultStyleKey
System.Windows.FrameworkElement.Triggers
System.Windows.FrameworkElement.TemplatedParent
System.Windows.FrameworkElement.VisualChildrenCount
System.Windows.FrameworkElement.Resources
System.Windows.FrameworkElement.InheritanceBehavior
System.Windows.FrameworkElement.DataContext
System.Windows.FrameworkElement.BindingGroup
System.Windows.FrameworkElement.Language
System.Windows.FrameworkElement.Name
System.Windows.FrameworkElement.Tag
System.Windows.FrameworkElement.InputScope
System.Windows.FrameworkElement.ActualWidth
System.Windows.FrameworkElement.ActualHeight
System.Windows.FrameworkElement.LayoutTransform
System.Windows.FrameworkElement.Width
System.Windows.FrameworkElement.MinWidth
System.Windows.FrameworkElement.MaxWidth
System.Windows.FrameworkElement.Height
System.Windows.FrameworkElement.MinHeight
System.Windows.FrameworkElement.MaxHeight
System.Windows.FrameworkElement.FlowDirection
System.Windows.FrameworkElement.Margin
System.Windows.FrameworkElement.HorizontalAlignment
System.Windows.FrameworkElement.VerticalAlignment
System.Windows.FrameworkElement.FocusVisualStyle
System.Windows.FrameworkElement.Cursor
System.Windows.FrameworkElement.ForceCursor
System.Windows.FrameworkElement.IsInitialized
System.Windows.FrameworkElement.IsLoaded
System.Windows.FrameworkElement.ToolTip
System.Windows.FrameworkElement.ContextMenu
System.Windows.FrameworkElement.Parent
System.Windows.FrameworkElement.TargetUpdated
System.Windows.FrameworkElement.SourceUpdated
System.Windows.FrameworkElement.DataContextChanged

System.Windows.FrameworkElement.RequestBringIntoView
System.Windows.FrameworkElement.SizeChanged
System.Windows.FrameworkElement.Initialized
System.Windows.FrameworkElement.Loaded
System.Windows.FrameworkElement.Unloaded
System.Windows.FrameworkElement.ToolTipOpening
System.Windows.FrameworkElement.ToolTipClosing
System.Windows.FrameworkElement.ContextMenuOpening
System.Windows.FrameworkElement.ContextMenuClosing
System.Windows.UIElement.PreviewMouseDownEvent
System.Windows.UIElement.MouseDownEvent
System.Windows.UIElement.PreviewMouseUpEvent
System.Windows.UIElement.MouseUpEvent
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent
System.Windows.UIElement.MouseLeftButtonDownEvent
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent
System.Windows.UIElement.MouseLeftButtonUpEvent
System.Windows.UIElement.PreviewMouseRightButtonDownEvent
System.Windows.UIElement.MouseRightButtonDownEvent
System.Windows.UIElement.PreviewMouseRightButtonUpEvent
System.Windows.UIElement.MouseRightButtonUpEvent
System.Windows.UIElement.PreviewMouseMoveEvent
System.Windows.UIElement.MouseMoveEvent
System.Windows.UIElement.PreviewMouseWheelEvent
System.Windows.UIElement.MouseWheelEvent
System.Windows.UIElement.MouseEnterEvent
System.Windows.UIElement.MouseLeaveEvent
System.Windows.UIElement.GotMouseCaptureEvent
System.Windows.UIElement.LostMouseCaptureEvent
System.Windows.UIElement.QueryCursorEvent
System.Windows.UIElement.PreviewStylusDownEvent
System.Windows.UIElement.StylusDownEvent
System.Windows.UIElement.PreviewStylusUpEvent
System.Windows.UIElement.StylusUpEvent
System.Windows.UIElement.PreviewStylusMoveEvent
System.Windows.UIElement.StylusMoveEvent
System.Windows.UIElement.PreviewStylusInAirMoveEvent
System.Windows.UIElement.StylusInAirMoveEvent
System.Windows.UIElement.StylusEnterEvent
System.Windows.UIElement.StylusLeaveEvent
System.Windows.UIElement.PreviewStylusInRangeEvent
System.Windows.UIElement.StylusInRangeEvent
System.Windows.UIElement.PreviewStylusOutOfRangeEvent
System.Windows.UIElement.StylusOutOfRangeEvent
System.Windows.UIElement.PreviewStylusSystemGestureEvent
System.Windows.UIElement.StylusSystemGestureEvent
System.Windows.UIElement.GotStylusCaptureEvent
System.Windows.UIElement.LostStylusCaptureEvent
System.Windows.UIElement.StylusButtonDownEvent
System.Windows.UIElement.StylusButtonUpEvent
System.Windows.UIElement.PreviewStylusButtonDownEvent
System.Windows.UIElement.PreviewStylusButtonUpEvent

System.Windows.UIElement.PreviewKeyDownEvent
System.Windows.UIElement.KeyDownEvent
System.Windows.UIElement.PreviewKeyUpEvent
System.Windows.UIElement.KeyUpEvent
System.Windows.UIElement.PreviewGotKeyboardFocusEvent
System.Windows.UIElement.GotKeyboardFocusEvent
System.Windows.UIElement.PreviewLostKeyboardFocusEvent
System.Windows.UIElement.LostKeyboardFocusEvent
System.Windows.UIElement.PreviewTextInputEvent
System.Windows.UIElement.TextInputEvent
System.Windows.UIElement.PreviewQueryContinueDragEvent
System.Windows.UIElement.QueryContinueDragEvent
System.Windows.UIElement.PreviewGiveFeedbackEvent
System.Windows.UIElement.GiveFeedbackEvent
System.Windows.UIElement.PreviewDragEnterEvent
System.Windows.UIElement.DragEnterEvent
System.Windows.UIElement.PreviewDragOverEvent
System.Windows.UIElement.DragOverEvent
System.Windows.UIElement.PreviewDragLeaveEvent
System.Windows.UIElement.DragLeaveEvent
System.Windows.UIElement.PreviewDropEvent
System.Windows.UIElement.DropEvent
System.Windows.UIElement.PreviewTouchDownEvent
System.Windows.UIElement.TouchDownEvent
System.Windows.UIElement.PreviewTouchMoveEvent
System.Windows.UIElement.TouchMoveEvent
System.Windows.UIElement.PreviewTouchUpEvent
System.Windows.UIElement.TouchUpEvent
System.Windows.UIElement.GotTouchCaptureEvent
System.Windows.UIElement.LostTouchCaptureEvent
System.Windows.UIElement.TouchEnterEvent
System.Windows.UIElement.TouchLeaveEvent
System.Windows.UIElement.IsMouseDirectlyOverProperty
System.Windows.UIElement.IsMouseOverProperty
System.Windows.UIElement.IsStylusOverProperty
System.Windows.UIElement.IsKeyboardFocusWithinProperty
System.Windows.UIElement.IsMouseCapturedProperty
System.Windows.UIElement.IsMouseCaptureWithinProperty
System.Windows.UIElement.IsStylusDirectlyOverProperty
System.Windows.UIElement.IsStylusCapturedProperty
System.Windows.UIElement.IsStylusCaptureWithinProperty
System.Windows.UIElement.IsKeyboardFocusedProperty
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty
System.Windows.UIElement.AreAnyTouchesOverProperty
System.Windows.UIElement.AreAnyTouchesCapturedProperty
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty
System.Windows.UIElement.AllowDropProperty
System.Windows.UIElement.RenderTransformProperty
System.Windows.UIElement.RenderTransformOriginProperty
System.Windows.UIElement.OpacityProperty
System.Windows.UIElement.OpacityMaskProperty
System.Windows.UIElement.BitmapEffectProperty

System.Windows.UIElement.EffectProperty
System.Windows.UIElement.BitmapEffectInputProperty
System.Windows.UIElement.CacheModeProperty
System.Windows.UIElement.UidProperty
System.Windows.UIElement.VisibilityProperty
System.Windows.UIElement.ClipToBoundsProperty
System.Windows.UIElement.ClipProperty
System.Windows.UIElement.SnapsToDevicePixelsProperty
System.Windows.UIElement.GotFocusEvent
System.Windows.UIElement.LostFocusEvent
System.Windows.UIElement.IsFocusedProperty
System.Windows.UIElement.IsEnabledProperty
System.Windows.UIElement.IsHitTestVisibleProperty
System.Windows.UIElement.IsVisibleProperty
System.Windows.UIElement.FocusableProperty
System.Windows.UIElement.IsManipulationEnabledProperty
System.Windows.UIElement.ManipulationStartingEvent
System.Windows.UIElement.ManipulationStartedEvent
System.Windows.UIElement.ManipulationDeltaEvent
System.Windows.UIElement.ManipulationInertiaStartingEvent
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent
System.Windows.UIElement.ManipulationCompletedEvent
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock)
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline)
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)

System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)

System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)

System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)

System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)

System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)

System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)

System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)

System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)

System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)

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System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.InvalidateMeasure()

System.Windows.UIElement.InvalidateArrange()

System.Windows.UIElement.InvalidateVisual()

System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)

System.Windows.UIElement.Measure(System.Windows.Size)

System.Windows.UIElement.Arrange(System.Windows.Rect)

System.Windows.UIElement.UpdateLayout()

System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)

System.Windows.UIElement.InputHitTest(System.Windows.Point)

System.Windows.UIElement.CaptureMouse()

System.Windows.UIElement.ReleaseMouseCapture()

System.Windows.UIElement.CaptureStylus()

System.Windows.UIElement.ReleaseStylusCapture()

System.Windows.UIElement.Focus()

System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)

System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)

System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)

System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)

System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)

System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)

System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)

System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)

System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)

System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseAllTouchCaptures()

System.Windows.UIElement.HasAnimatedProperties

System.Windows.UIElement.InputBindings

System.Windows.UIElement.CommandBindings

System.Windows.UIElement.AllowDrop

System.Windows.UIElement.StylusPlugIns

System.Windows.UIElement.DesiredSize

System.Windows.UIElement.IsMeasureValid

System.Windows.UIElement.IsArrangeValid

System.Windows.UIElement.RenderSize

System.Windows.UIElement.RenderTransform

System.Windows.UIElement.RenderTransformOrigin
System.Windows.UIElement.IsMouseDirectlyOver
System.Windows.UIElement.IsMouseOver
System.Windows.UIElement.IsStylusOver
System.Windows.UIElement.IsKeyboardFocusWithin
System.Windows.UIElement.IsMouseCaptured
System.Windows.UIElement.IsMouseCaptureWithin
System.Windows.UIElement.IsStylusDirectlyOver
System.Windows.UIElement.IsStylusCaptured
System.Windows.UIElement.IsStylusCaptureWithin
System.Windows.UIElement.IsKeyboardFocused
System.Windows.UIElement.IsInputMethodEnabled
System.Windows.UIElement.Opacity
System.Windows.UIElement.OpacityMask
System.Windows.UIElement.BitmapEffect
System.Windows.UIElement.Effect
System.Windows.UIElement.BitmapEffectInput
System.Windows.UIElement.CacheMode
System.Windows.UIElement.Uid
System.Windows.UIElement.Visibility
System.Windows.UIElement.ClipToBounds
System.Windows.UIElement.Clip
System.Windows.UIElement.SnapsToDevicePixels
System.Windows.UIElement.HasEffectiveKeyboardFocus
System.Windows.UIElement.IsFocused
System.Windows.UIElement.IsEnabled
System.Windows.UIElement.IsEnabledCore
System.Windows.UIElement.IsHitTestVisible
System.Windows.UIElement.IsVisible
System.Windows.UIElement.Focusable
System.Windows.UIElement.PersistId
System.Windows.UIElement.IsManipulationEnabled
System.Windows.UIElement.AreAnyTouchesOver
System.Windows.UIElement.AreAnyTouchesDirectlyOver
System.Windows.UIElement.AreAnyTouchesCapturedWithin
System.Windows.UIElement.AreAnyTouchesCaptured
System.Windows.UIElement.TouchesCaptured
System.Windows.UIElement.TouchesCapturedWithin
System.Windows.UIElement.TouchesOver
System.Windows.UIElement.TouchesDirectlyOver
System.Windows.UIElement.PreviewMouseDown
System.Windows.UIElement.MouseDown
System.Windows.UIElement.PreviewMouseUp
System.Windows.UIElement.MouseUp
System.Windows.UIElement.PreviewMouseLeftButtonDown
System.Windows.UIElement.MouseLeftButtonDown
System.Windows.UIElement.PreviewMouseLeftButtonUp
System.Windows.UIElement.MouseLeftButtonUp
System.Windows.UIElement.PreviewMouseRightButtonDown
System.Windows.UIElement.MouseRightButtonDown
System.Windows.UIElement.PreviewMouseRightButtonUp
System.Windows.UIElement.MouseRightButtonUp

System.Windows.UIElement.PreviewMouseMove
System.Windows.UIElement.MouseMove
System.Windows.UIElement.PreviewMouseWheel
System.Windows.UIElement.MouseWheel
System.Windows.UIElement.MouseEnter
System.Windows.UIElement.MouseLeave
System.Windows.UIElement.GotMouseCapture
System.Windows.UIElement.LostMouseCapture
System.Windows.UIElement.QueryCursor
System.Windows.UIElement.PreviewStylusDown
System.Windows.UIElement.StylusDown
System.Windows.UIElement.PreviewStylusUp
System.Windows.UIElement.StylusUp
System.Windows.UIElement.PreviewStylusMove
System.Windows.UIElement.StylusMove
System.Windows.UIElement.PreviewStylusInAirMove
System.Windows.UIElement.StylusInAirMove
System.Windows.UIElement.StylusEnter
System.Windows.UIElement.StylusLeave
System.Windows.UIElement.PreviewStylusInRange
System.Windows.UIElement.StylusInRange
System.Windows.UIElement.PreviewStylusOutOfRange
System.Windows.UIElement.StylusOutOfRange
System.Windows.UIElement.PreviewStylusSystemGesture
System.Windows.UIElement.StylusSystemGesture
System.Windows.UIElement.GotStylusCapture
System.Windows.UIElement.LostStylusCapture
System.Windows.UIElement.StylusButtonDown
System.Windows.UIElement.StylusButtonUp
System.Windows.UIElement.PreviewStylusButtonDown
System.Windows.UIElement.PreviewStylusButtonUp
System.Windows.UIElement.PreviewKeyDown
System.Windows.UIElement.KeyDown
System.Windows.UIElement.PreviewKeyUp
System.Windows.UIElement.KeyUp
System.Windows.UIElement.PreviewGotKeyboardFocus
System.Windows.UIElement.GotKeyboardFocus
System.Windows.UIElement.PreviewLostKeyboardFocus
System.Windows.UIElement.LostKeyboardFocus
System.Windows.UIElement.PreviewTextInput
System.Windows.UIElement.TextInput
System.Windows.UIElement.PreviewQueryContinueDrag
System.Windows.UIElement.QueryContinueDrag
System.Windows.UIElement.PreviewGiveFeedback
System.Windows.UIElement.GiveFeedback
System.Windows.UIElement.PreviewDragEnter
System.Windows.UIElement.DragEnter
System.Windows.UIElement.PreviewDragOver
System.Windows.UIElement.DragOver
System.Windows.UIElement.PreviewDragLeave
System.Windows.UIElement.DragLeave
System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop
System.Windows.UIElement.PreviewTouchDown
System.Windows.UIElement.TouchDown
System.Windows.UIElement.PreviewTouchMove
System.Windows.UIElement.TouchMove
System.Windows.UIElement.PreviewTouchUp
System.Windows.UIElement.TouchUp
System.Windows.UIElement.GotTouchCapture
System.Windows.UIElement.LostTouchCapture
System.Windows.UIElement.TouchEnter
System.Windows.UIElement.TouchLeave
System.Windows.UIElement.IsMouseDirectlyOverChanged
System.Windows.UIElement.IsKeyboardFocusWithinChanged
System.Windows.UIElement.IsMouseCapturedChanged
System.Windows.UIElement.IsMouseCaptureWithinChanged
System.Windows.UIElement.IsStylusDirectlyOverChanged
System.Windows.UIElement.IsStylusCapturedChanged
System.Windows.UIElement.IsStylusCaptureWithinChanged
System.Windows.UIElement.IsKeyboardFocusedChanged
System.Windows.UIElement.LayoutUpdated
System.Windows.UIElement.GotFocus
System.Windows.UIElement.LostFocus
System.Windows.UIElement.IsEnabledChanged
System.Windows.UIElement.IsHitTestVisibleChanged
System.Windows.UIElement.IsVisibleChanged
System.Windows.UIElement.FocusableChanged
System.Windows.UIElement.ManipulationStarting
System.Windows.UIElement.ManipulationStarted
System.Windows.UIElement.ManipulationDelta
System.Windows.UIElement.ManipulationInertiaStarting
System.Windows.UIElement.ManipulationBoundaryFeedback
System.Windows.UIElement.ManipulationCompleted
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,
System.Windows.DependencyObject)
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)
System.Windows.Media.Visual.VisualParent
System.Windows.Media.Visual.VisualTransform
System.Windows.Media.Visual.VisualEffect
System.Windows.Media.Visual.VisualBitmapEffect
System.Windows.Media.Visual.VisualBitmapEffectInput
System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip

System.Windows.Media.Visual.VisualClip

System.Windows.Media.Visual.VisualOffset

System.Windows.Media.Visual.VisualOpacity

System.Windows.Media.Visual.VisualEdgeMode

System.Windows.Media.Visual.VisualBitmapScalingMode

System.Windows.Media.Visual.VisualClearTypeHint

System.Windows.Media.Visual.VisualTextRenderingMode

System.Windows.Media.Visual.VisualTextHintingMode

System.Windows.Media.Visual.VisualOpacityMask

System.Windows.Media.Visual.VisualXSnappingGuidelines

System.Windows.Media.Visual.VisualYSnappingGuidelines

System.Windows.DependencyObject.Equals(System.Object)

System.Windows.DependencyObject.GetHashCode()

System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)

System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.GetLocalValueEnumerator()

System.Windows.DependencyObject.DependencyObjectType

System.Windows.DependencyObject.IsSealed

System.Windows.Threading.DispatcherObject.Dispatcher

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Views

Assembly: ElectronicParts.dll

Syntax

```
public class Connection : UserControl, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
 ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IComponentConnector
```

Constructors

Connection()

Initializes a new instance of the Connection class.

Declaration

```
public Connection()
```

Methods

InitializeComponent()

InitializeComponent

Declaration

```
public void InitializeComponent()
```

OnRender(DrawingContext)

Declaration

```
protected override void OnRender(DrawingContext drawingContext)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Windows.Media.DrawingContext	drawingContext	

Overrides

System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

Extension Methods

Extensions.FindUid(DependencyObject, String)

Class MainWindow

Interaction logic for MainWindow.

Inheritance

System.Object

System.Windows.Threading.DispatcherObject

System.Windows.DependencyObject

System.Windows.Media.Visual

System.Windows.UIElement

System.Windows.FrameworkElement

System.Windows.Controls.Control

System.Windows.Controls.ContentControl

System.Windows.Window

MainWindow

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

System.Windows.Markup.IStyleConnector

Inherited Members

System.Windows.Window.TaskbarItemInfoProperty

System.Windows.Window.DpiChangedEvent

System.Windows.Window.AllowsTransparencyProperty

System.Windows.Window.TitleProperty

System.Windows.Window.IconProperty

System.Windows.Window.SizeToContentProperty

System.Windows.Window.TopProperty

System.Windows.Window.LeftProperty

System.Windows.Window.ShowInTaskbarProperty

System.Windows.Window.IsActiveProperty

System.Windows.Window.WindowStyleProperty

System.Windows.Window.WindowStateProperty

System.Windows.Window.ResizeModeProperty

System.Windows.Window.TopmostProperty

System.Windows.Window.ShowActivatedProperty

System.Windows.Window.Show()

System.Windows.Window.Hide()

System.Windows.Window.Close()

System.Windows.Window.DragMove()

System.Windows.Window.ShowDialog()

System.Windows.Window.Activate()

System.Windows.Window.GetWindow(System.Windows.DependencyObject)

System.Windows.Window.OnCreateAutomationPeer()

System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)

System.Windows.Window.MeasureOverride(System.Windows.Size)

System.Windows.Window.ArrangeOverride(System.Windows.Size)

System.Windows.Window.OnContentChanged(System.Object, System.Object)

System.Windows.Window.OnSourceInitialized(System.EventArgs)

System.Windows.Window.OnActivated(System.EventArgs)

System.Windows.Window.OnDeactivated(System.EventArgs)

System.Windows.Window.OnStateChanged(System.EventArgs)

System.Windows.Window.OnLocationChanged(System.EventArgs)

System.Windows.Window.OnClosing(System.ComponentModel.CancelEventArgs)

System.Windows.Window.OnClosed(System.EventArgs)

System.Windows.Window.OnContentRendered(System.EventArgs)

System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)

System.Windows.Window.LogicalChildren

System.Windows.Window.TaskbarItemInfo

System.Windows.Window.AllowsTransparency

System.Windows.Window.Title

System.Windows.Window.Icon

System.Windows.Window.SizeToContent

System.Windows.Window.Top

System.Windows.Window.Left

System.Windows.Window.RestoreBounds

System.Windows.Window.WindowStartupLocation

System.Windows.Window.ShowInTaskbar

System.Windows.Window.IsActive

System.Windows.Window.Owner

System.Windows.Window.OwnedWindows

System.Windows.Window.DialogResult

System.Windows.Window.WindowStyle

System.Windows.Window.WindowState

System.Windows.Window.ResizeMode

System.Windows.Window.Topmost

System.Windows.Window.ShowActivated

System.Windows.Window.SourceInitialized

System.Windows.Window.DpiChanged

System.Windows.Window.Activated

System.Windows.Window.Deactivated

System.Windows.Window.StateChanged

System.Windows.Window.LocationChanged

System.Windows.Window.Closing

System.Windows.Window.Closed

System.Windows.Window.ContentRendered

System.Windows.Controls.ContentControl.ContentProperty

System.Windows.Controls.ContentControl.HasContentProperty

System.Windows.Controls.ContentControl.ContentTemplateProperty

System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty

System.Windows.Controls.ContentControl.ContentStringFormatProperty

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)

System.Windows.Controls.ContentControl.AddChild(System.Object)

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)

System.Windows.Controls.ContentControl.AddText(System.String)

System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,

System.Windows.DataTemplate)

System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,

System.Windows.Controls.DataTemplateSelector)

System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.Content

System.Windows.Controls.ContentControl.HasContent

System.Windows.Controls.ContentControl.ContentTemplate

System.Windows.Controls.ContentControl.ContentTemplateSelector

System.Windows.Controls.ContentControl.ContentStringFormat

System.Windows.Controls.Control.BorderBrushProperty

System.Windows.Controls.Control.BorderThicknessProperty

System.Windows.Controls.Control.BackgroundProperty

System.Windows.Controls.Control.ForegroundProperty

System.Windows.Controls.Control.FontFamilyProperty

System.Windows.Controls.Control.FontSizeProperty

System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty

System.Windows.Controls.Control.FontWeightProperty

System.Windows.Controls.Control.HorizontalContentAlignmentProperty

System.Windows.Controls.Control.VerticalContentAlignmentProperty

System.Windows.Controls.Control.TabIndexProperty

System.Windows.Controls.Control.IsTabStopProperty

System.Windows.Controls.Control.PaddingProperty

System.Windows.Controls.Control.TemplateProperty

System.Windows.Controls.Control.PreviewMouseDoubleClickEvent

System.Windows.Controls.Control.MouseDoubleClickEvent

System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,
System.Windows.Controls.ControlTemplate)

System.Windows.Controls.Control.ToString()

System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.BorderBrush

System.Windows.Controls.Control.BorderThickness

System.Windows.Controls.Control.Background

System.Windows.Controls.Control.Foreground

System.Windows.Controls.Control.FontFamily

System.Windows.Controls.Control.FontSize

System.Windows.Controls.Control.FontStretch

System.Windows.Controls.Control.FontStyle

System.Windows.Controls.Control.FontWeight

System.Windows.Controls.Control.HorizontalContentAlignment

System.Windows.Controls.Control.VerticalContentAlignment

System.Windows.Controls.Control.TabIndex

System.Windows.Controls.Control.IsTabStop

System.Windows.Controls.Control.Padding

System.Windows.Controls.Control.Template

System.Windows.Controls.Control.HandlesScrolling

System.Windows.Controls.Control.PreviewMouseDoubleClick

System.Windows.Controls.Control.MouseDoubleClick

System.Windows.FrameworkElement.StyleProperty

System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty

System.Windows.FrameworkElement.DefaultStyleKeyProperty

System.Windows.FrameworkElement.DataContextProperty

System.Windows.FrameworkElement.BindingGroupProperty

System.Windows.FrameworkElement.LanguageProperty

System.Windows.FrameworkElement.NameProperty

System.Windows.FrameworkElement.TagProperty

System.Windows.FrameworkElement.InputScopeProperty

System.Windows.FrameworkElement.RequestBringIntoViewEvent

System.Windows.FrameworkElement.SizeChangedEvent

System.Windows.FrameworkElement.ActualWidthProperty

System.Windows.FrameworkElement.ActualHeightProperty

System.Windows.FrameworkElement.LayoutTransformProperty

System.Windows.FrameworkElement.WidthProperty

System.Windows.FrameworkElement.MinWidthProperty

System.Windows.FrameworkElement.MaxWidthProperty

System.Windows.FrameworkElement.HeightProperty

System.Windows.FrameworkElement.MinHeightProperty

System.Windows.FrameworkElement.MaxHeightProperty

System.Windows.FrameworkElement.FlowDirectionProperty

System.Windows.FrameworkElement.MarginProperty

System.Windows.FrameworkElement.HorizontalAlignmentProperty

System.Windows.FrameworkElement.VerticalAlignmentProperty

System.Windows.FrameworkElement.FocusVisualStyleProperty

System.Windows.FrameworkElement.CursorProperty

System.Windows.FrameworkElement.ForceCursorProperty

System.Windows.FrameworkElement.LoadedEvent

System.Windows.FrameworkElement.UnloadedEvent

System.Windows.FrameworkElement.ToolTipProperty

System.Windows.FrameworkElement.ContextMenuProperty

System.Windows.FrameworkElement.ToolTipOpeningEvent

System.Windows.FrameworkElement.ToolTipClosingEvent

System.Windows.FrameworkElement.ContextMenuOpeningEvent

System.Windows.FrameworkElement.ContextMenuClosingEvent

System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)

System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)

System.Windows.FrameworkElement.ApplyTemplate()

System.Windows.FrameworkElement.OnApplyTemplate()

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System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
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System.Windows.UIElement.PreviewMouseLeftButtonUpEvent
System.Windows.UIElement.MouseLeftButtonUpEvent
System.Windows.UIElement.PreviewMouseRightButtonDownEvent
System.Windows.UIElement.MouseRightButtonDownEvent
System.Windows.UIElement.PreviewMouseRightButtonUpEvent
System.Windows.UIElement.MouseRightButtonUpEvent
System.Windows.UIElement.PreviewMouseMoveEvent
System.Windows.UIElement.MouseMoveEvent
System.Windows.UIElement.PreviewMouseWheelEvent
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System.Windows.UIElement.PreviewStylusDownEvent
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System.Windows.UIElement.PreviewStylusMoveEvent
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System.Windows.UIElement.StylusLeaveEvent
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System.Windows.UIElement.PreviewStylusOutOfRangeEvent
System.Windows.UIElement.StylusOutOfRangeEvent
System.Windows.UIElement.PreviewStylusSystemGestureEvent
System.Windows.UIElement.StylusSystemGestureEvent
System.Windows.UIElement.GotStylusCaptureEvent
System.Windows.UIElement.LostStylusCaptureEvent
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System.Windows.UIElement.StylusButtonUpEvent
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System.Windows.UIElement.KeyDownEvent
System.Windows.UIElement.PreviewKeyUpEvent
System.Windows.UIElement.KeyUpEvent
System.Windows.UIElement.PreviewGotKeyboardFocusEvent
System.Windows.UIElement.GotKeyboardFocusEvent
System.Windows.UIElement.PreviewLostKeyboardFocusEvent
System.Windows.UIElement.LostKeyboardFocusEvent
System.Windows.UIElement.PreviewTextInputEvent
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System.Windows.UIElement.DragLeaveEvent
System.Windows.UIElement.PreviewDropEvent
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System.Windows.UIElement.PreviewTouchDownEvent
System.Windows.UIElement.TouchDownEvent
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System.Windows.UIElement.TouchMoveEvent
System.Windows.UIElement.PreviewTouchUpEvent
System.Windows.UIElement.TouchUpEvent
System.Windows.UIElement.GotTouchCaptureEvent
System.Windows.UIElement.LostTouchCaptureEvent
System.Windows.UIElement.TouchEnterEvent
System.Windows.UIElement.TouchLeaveEvent
System.Windows.UIElement.IsMouseDirectlyOverProperty
System.Windows.UIElement.IsMouseOverProperty
System.Windows.UIElement.IsStylusOverProperty
System.Windows.UIElement.IsKeyboardFocusWithinProperty
System.Windows.UIElement.IsMouseCapturedProperty
System.Windows.UIElement.IsMouseCaptureWithinProperty
System.Windows.UIElement.IsStylusDirectlyOverProperty
System.Windows.UIElement.IsStylusCapturedProperty
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System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty

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System.Windows.UIElement.AllowDropProperty

System.Windows.UIElement.RenderTransformProperty

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System.Windows.UIElement.OpacityProperty

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System.Windows.UIElement.BitmapEffectProperty

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System.Windows.UIElement.ManipulationCompletedEvent

System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty, System.Windows.Media.Animation.AnimationClock)

System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty, System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)

System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty, System.Windows.Media.Animation.AnimationTimeline)

System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty, System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)

System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)

System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)

System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)

System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)

System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)

System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)

System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)

System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)

System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)

System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)

System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)

System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)

System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)

System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)

System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)

System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)

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System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)

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System.Windows.UIElement.InvalidateArrange()

System.Windows.UIElement.InvalidateVisual()

System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)

System.Windows.UIElement.Measure(System.Windows.Size)

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System.Windows.UIElement.UpdateLayout()

System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)

System.Windows.UIElement.InputHitTest(System.Windows.Point)

System.Windows.UIElement.CaptureMouse()

System.Windows.UIElement.ReleaseMouseCapture()

System.Windows.UIElement.CaptureStylus()

System.Windows.UIElement.ReleaseStylusCapture()

System.Windows.UIElement.Focus()

System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)

System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)

System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)

System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)

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System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)

System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)

System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)

System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseAllTouchCaptures()

System.Windows.UIElement.HasAnimatedProperties

System.Windows.UIElement.InputBindings

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System.Windows.UIElement.AllowDrop

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System.Windows.UIElement.DesiredSize

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System.Windows.UIElement.RenderSize

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System.Windows.UIElement.IsStylusOver

System.Windows.UIElement.IsKeyboardFocusWithin

System.Windows.UIElement.IsMouseCaptured

System.Windows.UIElement.IsMouseCaptureWithin

System.Windows.UIElement.IsStylusDirectlyOver

System.Windows.UIElement.IsStylusCaptured

System.Windows.UIElement.IsStylusCaptureWithin

System.Windows.UIElement.IsKeyboardFocused

System.Windows.UIElement.IsInputMethodEnabled

System.Windows.UIElement.Opacity

System.Windows.UIElement.OpacityMask

System.Windows.UIElement.BitmapEffect

System.Windows.UIElement.Effect

System.Windows.UIElement.BitmapEffectInput

System.Windows.UIElement.CacheMode

System.Windows.UIElement.Uid

System.Windows.UIElement.Visibility

System.Windows.UIElement.ClipToBounds

System.Windows.UIElement.Clip

System.Windows.UIElement.SnapsToDevicePixels

System.Windows.UIElement.HasEffectiveKeyboardFocus

System.Windows.UIElement.IsFocused

System.Windows.UIElement.IsEnabled

System.Windows.UIElement.IsEnabledCore

System.Windows.UIElement.IsHitTestVisible

System.Windows.UIElement.IsVisible

System.Windows.UIElement.Focusable

System.Windows.UIElement.PersistId

System.Windows.UIElement.IsManipulationEnabled

System.Windows.UIElement.AreAnyTouchesOver

System.Windows.UIElement.AreAnyTouchesDirectlyOver

System.Windows.UIElement.AreAnyTouchesCapturedWithin

System.Windows.UIElement.AreAnyTouchesCaptured

System.Windows.UIElement.TouchesCaptured

System.Windows.UIElement.TouchesCapturedWithin

System.Windows.UIElement.TouchesOver

System.Windows.UIElement.TouchesDirectlyOver

System.Windows.UIElement.PreviewMouseDown

System.Windows.UIElement.MouseDown

System.Windows.UIElement.PreviewMouseUp

System.Windows.UIElement.MouseUp

System.Windows.UIElement.PreviewMouseLeftButtonDown

System.Windows.UIElement.MouseLeftButtonDown

System.Windows.UIElement.PreviewMouseLeftButtonUp

System.Windows.UIElement.MouseLeftButtonUp

System.Windows.UIElement.PreviewMouseRightButtonDown

System.Windows.UIElement.MouseRightButtonDown

System.Windows.UIElement.PreviewMouseRightButtonUp

System.Windows.UIElement.MouseRightButtonUp

System.Windows.UIElement.PreviewMouseMove

System.Windows.UIElement.MouseMove

System.Windows.UIElement.PreviewMouseWheel

System.Windows.UIElement.MouseWheel

System.Windows.UIElement.MouseEnter

System.Windows.UIElement.MouseLeave

System.Windows.UIElement.GotMouseCapture

System.Windows.UIElement.LostMouseCapture

System.Windows.UIElement.QueryCursor

System.Windows.UIElement.PreviewStylusDown

System.Windows.UIElement.StylusDown

System.Windows.UIElement.PreviewStylusUp

System.Windows.UIElement.StylusUp

System.Windows.UIElement.PreviewStylusMove

System.Windows.UIElement.StylusMove

System.Windows.UIElement.PreviewStylusInAirMove

System.Windows.UIElement.StylusInAirMove

System.Windows.UIElement.StylusEnter

System.Windows.UIElement.StylusLeave

System.Windows.UIElement.PreviewStylusInRange

System.Windows.UIElement.StylusInRange

System.Windows.UIElement.PreviewStylusOutOfRange

System.Windows.UIElement.StylusOutOfRange

System.Windows.UIElement.PreviewStylusSystemGesture

System.Windows.UIElement.StylusSystemGesture

System.Windows.UIElement.GotStylusCapture

System.Windows.UIElement.LostStylusCapture

System.Windows.UIElement.StylusButtonDown

System.Windows.UIElement.StylusButtonUp

System.Windows.UIElement.PreviewStylusButtonDown

System.Windows.UIElement.PreviewStylusButtonUp

System.Windows.UIElement.PreviewKeyDown

System.Windows.UIElement.KeyDown

System.Windows.UIElement.PreviewKeyUp

System.Windows.UIElement.KeyUp

System.Windows.UIElement.PreviewGotKeyboardFocus

System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus

System.Windows.UIElement.LostKeyboardFocus

System.Windows.UIElement.PreviewTextInput

System.Windows.UIElement.TextInput

System.Windows.UIElement.PreviewQueryContinueDrag

System.Windows.UIElement.QueryContinueDrag

System.Windows.UIElement.PreviewGiveFeedback

System.Windows.UIElement.GiveFeedback

System.Windows.UIElement.PreviewDragEnter

System.Windows.UIElement.DragEnter

System.Windows.UIElement.PreviewDragOver

System.Windows.UIElement.DragOver

System.Windows.UIElement.PreviewDragLeave

System.Windows.UIElement.DragLeave

System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop

System.Windows.UIElement.PreviewTouchDown

System.Windows.UIElement.TouchDown

System.Windows.UIElement.PreviewTouchMove

System.Windows.UIElement.TouchMove

System.Windows.UIElement.PreviewTouchUp

System.Windows.UIElement.TouchUp

System.Windows.UIElement.GotTouchCapture

System.Windows.UIElement.LostTouchCapture

System.Windows.UIElement.TouchEnter

System.Windows.UIElement.TouchLeave

System.Windows.UIElement.IsMouseDirectlyOverChanged

System.Windows.UIElement.IsKeyboardFocusWithinChanged

System.Windows.UIElement.IsMouseCapturedChanged

System.Windows.UIElement.IsMouseCaptureWithinChanged

System.Windows.UIElement.IsStylusDirectlyOverChanged

System.Windows.UIElement.IsStylusCapturedChanged

System.Windows.UIElement.IsStylusCaptureWithinChanged

System.Windows.UIElement.IsKeyboardFocusedChanged

System.Windows.UIElement.LayoutUpdated

System.Windows.UIElement.GotFocus

System.Windows.UIElement.LostFocus

System.Windows.UIElement.IsEnabledChanged

System.Windows.UIElement.IsHitTestVisibleChanged

System.Windows.UIElement.IsVisibleChanged

System.Windows.UIElement.FocusableChanged

System.Windows.UIElement.ManipulationStarting

System.Windows.UIElement.ManipulationStarted

System.Windows.UIElement.ManipulationDelta

System.Windows.UIElement.ManipulationInertiaStarting

System.Windows.UIElement.ManipulationBoundaryFeedback

System.Windows.UIElement.ManipulationCompleted

System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,

System.Windows.DependencyObject)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)

System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)

System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)

System.Windows.Media.Visual.VisualParent

System.Windows.Media.Visual.VisualTransform

System.Windows.Media.Visual.VisualEffect

System.Windows.Media.Visual.VisualBitmapEffect

System.Windows.Media.Visual.VisualBitmapEffectInput

System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip

System.Windows.Media.Visual.VisualClip

System.Windows.Media.Visual.VisualOffset

System.Windows.Media.Visual.VisualOpacity

System.Windows.Media.Visual.VisualEdgeMode

System.Windows.Media.Visual.VisualBitmapScalingMode

System.Windows.Media.Visual.VisualClearTypeHint

System.Windows.Media.Visual.VisualTextRenderingMode

System.Windows.Media.Visual.VisualTextHintingMode

System.Windows.Media.Visual.VisualOpacityMask

System.Windows.Media.Visual.VisualXSnappingGuidelines

System.Windows.Media.Visual.VisualYSnappingGuidelines

System.Windows.DependencyObject.Equals(System.Object)

System.Windows.DependencyObject.GetHashCode()

System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)

System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.GetLocalValueEnumerator()

System.Windows.DependencyObject.DependencyObjectType

System.Windows.DependencyObject.IsSealed

System.Windows.Threading.DispatcherObject.Dispatcher

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Views

Assembly: ElectronicParts.dll

Syntax

```
public class MainWindow : Window, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IWindowService, IComponentConnector,
IStyleConnector
```

Constructors

MainWindow()

Initializes a new instance of the MainWindow class.

```
public MainWindow()
```

Properties

ViewModel

Gets the view model of the main window.

Declaration

```
public MainViewModel ViewModel { get; }
```

Property Value

TYPE	DESCRIPTION
MainViewModel	The view model of the main window.

Methods

GetPinInformation(NodeViewModel)

Gets the information of a pin.

Declaration

```
public Tuple<Type, int, NodeViewModel> GetPinInformation(NodeViewModel node)
```

Parameters

TYPE	NAME	DESCRIPTION
NodeViewModel	node	The node of the pin.

Returns

TYPE	DESCRIPTION
System.Tuple<System.Type, System.Int32, NodeViewModel>	A tuple with type System.Type, System.Int32, NodeViewModel.

InitializeComponent()

InitializeComponent

Declaration

```
public void InitializeComponent()
```

SelectedItems()

Selects the items.

Declaration

```
public void SelectedItems()
```

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

System.Windows.Markup.IStyleConnector

Extension Methods

Extensions.FindUid(DependencyObject, String)

Class Node

Interaction logic for Node.

System.Object

System.Windows.Threading.DispatcherObject

System.Windows.DependencyObject

System.Windows.Media.Visual

System.Windows.UIElement

System.Windows.FrameworkElement

System.Windows.Controls.Control

System.Windows.Controls.ContentControl

System.Windows.Controls.UserControl

Node

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

System.Windows.Controls.UserControl.OnCreateAutomationPeer()

System.Windows.Controls.ContentControl.ContentProperty

System.Windows.Controls.ContentControl.HasContentProperty

System.Windows.Controls.ContentControl.ContentTemplateProperty

System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty

System.Windows.Controls.ContentControl.ContentStringFormatProperty

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)

System.Windows.Controls.ContentControl.AddChild(System.Object)

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)

System.Windows.Controls.ContentControl.AddText(System.String)

System.Windows.Controls.ContentControl.OnContentChanged(System.Object, System.Object)

System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,
System.Windows.DataTemplate)

System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,
System.Windows.Controls.DataTemplateSelector)

System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.LogicalChildren

System.Windows.Controls.ContentControl.Content

System.Windows.Controls.ContentControl.HasContent

System.Windows.Controls.ContentControl.ContentTemplate

System.Windows.Controls.ContentControl.ContentTemplateSelector

System.Windows.Controls.ContentControl.ContentStringFormat

System.Windows.Controls.Control.BorderBrushProperty

System.Windows.Controls.Control.BorderThicknessProperty

System.Windows.Controls.Control.BackgroundProperty

System.Windows.Controls.Control.ForegroundProperty

System.Windows.Controls.Control.FontFamilyProperty

System.Windows.Controls.Control.FontSizeProperty

System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty

System.Windows.Controls.Control.FontWeightProperty

System.Windows.Controls.Control.HorizontalContentAlignmentProperty

System.Windows.Controls.Control.VerticalContentAlignmentProperty

System.Windows.Controls.Control.TabIndexProperty

System.Windows.Controls.Control.IsTabStopProperty

System.Windows.Controls.Control.PaddingProperty

System.Windows.Controls.Control.TemplateProperty

System.Windows.Controls.Control.PreviewMouseDoubleClickEvent

System.Windows.Controls.Control.MouseDoubleClickEvent

System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,

System.Windows.Controls.ControlTemplate)

System.Windows.Controls.Control.ToString()

System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.MeasureOverride(System.Windows.Size)

System.Windows.Controls.Control.ArrangeOverride(System.Windows.Size)

System.Windows.Controls.Control.BorderBrush

System.Windows.Controls.Control.BorderThickness

System.Windows.Controls.Control.Background

System.Windows.Controls.Control.Foreground

System.Windows.Controls.Control.FontFamily

System.Windows.Controls.Control.FontSize

System.Windows.Controls.Control.FontStretch

System.Windows.Controls.Control.FontStyle

System.Windows.Controls.Control.FontWeight

System.Windows.Controls.Control.HorizontalContentAlignment

System.Windows.Controls.Control.VerticalContentAlignment

System.Windows.Controls.Control.TabIndex

System.Windows.Controls.Control.IsTabStop

System.Windows.Controls.Control.Padding

System.Windows.Controls.Control.Template

System.Windows.Controls.Control.HandlesScrolling

System.Windows.Controls.Control.PreviewMouseDoubleClick

System.Windows.Controls.Control.MouseDoubleClick

System.Windows.FrameworkElement.StyleProperty

System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty

System.Windows.FrameworkElement.DefaultStyleKeyProperty

System.Windows.FrameworkElement.DataContextProperty

System.Windows.FrameworkElement.BindingGroupProperty

System.Windows.FrameworkElement.LanguageProperty

System.Windows.FrameworkElement.NameProperty

System.Windows.FrameworkElement.TagProperty

System.Windows.FrameworkElement.InputScopeProperty

System.Windows.FrameworkElement.RequestBringIntoViewEvent

System.Windows.FrameworkElement.SizeChangedEvent

System.Windows.FrameworkElement.ActualWidthProperty

System.Windows.FrameworkElement.ActualHeightProperty

System.Windows.FrameworkElement.LayoutTransformProperty

System.Windows.FrameworkElement.WidthProperty

System.Windows.FrameworkElement.MinWidthProperty
System.Windows.FrameworkElement.MaxWidthProperty
System.Windows.FrameworkElement.HeightProperty
System.Windows.FrameworkElement.MinHeightProperty
System.Windows.FrameworkElement.MaxHeightProperty
System.Windows.FrameworkElement.FlowDirectionProperty
System.Windows.FrameworkElement.MarginProperty
System.Windows.FrameworkElement.HorizontalAlignmentProperty
System.Windows.FrameworkElement.VerticalAlignmentProperty
System.Windows.FrameworkElement.FocusVisualStyleProperty
System.Windows.FrameworkElement.CursorProperty
System.Windows.FrameworkElement.ForceCursorProperty
System.Windows.FrameworkElement.LoadedEvent
System.Windows.FrameworkElement.UnloadedEvent
System.Windows.FrameworkElement.ToolTipProperty
System.Windows.FrameworkElement.ContextMenuProperty
System.Windows.FrameworkElement.ToolTipOpeningEvent
System.Windows.FrameworkElement.ToolTipClosingEvent
System.Windows.FrameworkElement.ContextMenuOpeningEvent
System.Windows.FrameworkElement.ContextMenuClosingEvent
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)
System.Windows.FrameworkElement.ApplyTemplate()
System.Windows.FrameworkElement.OnApplyTemplate()
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior)
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)
System.Windows.FrameworkElement.GetVisualChild(System.Int32)
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)
System.Windows.FrameworkElement.GetTemplateChild(System.String)
System.Windows.FrameworkElement.FindResource(System.Object)
System.Windows.FrameworkElement.TryFindResource(System.Object)
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.FrameworkElement.OnVisualParentChanged(System.Windows.DependencyObject)
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)
System.Windows.FrameworkElement.GetUIParentCore()
System.Windows.FrameworkElement.BringIntoView()
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedInfo)
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)

System.Windows.FrameworkElement.BeginInit()
System.Windows.FrameworkElement.EndInit()
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)
System.Windows.FrameworkElement.UnregisterName(System.String)
System.Windows.FrameworkElement.FindName(System.String)
System.Windows.FrameworkElement.UpdateDefaultStyle()
System.Windows.FrameworkElement.AddLogicalChild(System.Object)
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)
System.Windows.FrameworkElement.Style
System.Windows.FrameworkElement.OverridesDefaultStyle
System.Windows.FrameworkElement.UseLayoutRounding
System.Windows.FrameworkElement.DefaultStyleKey
System.Windows.FrameworkElement.Triggers
System.Windows.FrameworkElement.TemplatedParent
System.Windows.FrameworkElement.VisualChildrenCount
System.Windows.FrameworkElement.Resources
System.Windows.FrameworkElement.InheritanceBehavior
System.Windows.FrameworkElement.DataContext
System.Windows.FrameworkElement.BindingGroup
System.Windows.FrameworkElement.Language
System.Windows.FrameworkElement.Name
System.Windows.FrameworkElement.Tag
System.Windows.FrameworkElement.InputScope
System.Windows.FrameworkElement.ActualWidth
System.Windows.FrameworkElement.ActualHeight
System.Windows.FrameworkElement.LayoutTransform
System.Windows.FrameworkElement.Width
System.Windows.FrameworkElement.MinWidth
System.Windows.FrameworkElement.MaxWidth
System.Windows.FrameworkElement.Height
System.Windows.FrameworkElement.MinHeight
System.Windows.FrameworkElement.MaxHeight
System.Windows.FrameworkElement.FlowDirection
System.Windows.FrameworkElement.Margin
System.Windows.FrameworkElement.HorizontalAlignment
System.Windows.FrameworkElement.VerticalAlignment
System.Windows.FrameworkElement.FocusVisualStyle
System.Windows.FrameworkElement.Cursor
System.Windows.FrameworkElement.ForceCursor
System.Windows.FrameworkElement.IsInitialized
System.Windows.FrameworkElement.IsLoaded
System.Windows.FrameworkElement.ToolTip
System.Windows.FrameworkElement.ContextMenu
System.Windows.FrameworkElement.Parent
System.Windows.FrameworkElement.TargetUpdated
System.Windows.FrameworkElement.SourceUpdated
System.Windows.FrameworkElement.DataContextChanged

System.Windows.FrameworkElement.RequestBringIntoView
System.Windows.FrameworkElement.SizeChanged
System.Windows.FrameworkElement.Initialized
System.Windows.FrameworkElement.Loaded
System.Windows.FrameworkElement.Unloaded
System.Windows.FrameworkElement.ToolTipOpening
System.Windows.FrameworkElement.ToolTipClosing
System.Windows.FrameworkElement.ContextMenuOpening
System.Windows.FrameworkElement.ContextMenuClosing
System.Windows.UIElement.PreviewMouseDownEvent
System.Windows.UIElement.MouseDownEvent
System.Windows.UIElement.PreviewMouseUpEvent
System.Windows.UIElement.MouseUpEvent
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent
System.Windows.UIElement.MouseLeftButtonDownEvent
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent
System.Windows.UIElement.MouseLeftButtonUpEvent
System.Windows.UIElement.PreviewMouseRightButtonDownEvent
System.Windows.UIElement.MouseRightButtonDownEvent
System.Windows.UIElement.PreviewMouseRightButtonUpEvent
System.Windows.UIElement.MouseRightButtonUpEvent
System.Windows.UIElement.PreviewMouseMoveEvent
System.Windows.UIElement.MouseMoveEvent
System.Windows.UIElement.PreviewMouseWheelEvent
System.Windows.UIElement.MouseWheelEvent
System.Windows.UIElement.MouseEnterEvent
System.Windows.UIElement.MouseLeaveEvent
System.Windows.UIElement.GotMouseCaptureEvent
System.Windows.UIElement.LostMouseCaptureEvent
System.Windows.UIElement.QueryCursorEvent
System.Windows.UIElement.PreviewStylusDownEvent
System.Windows.UIElement.StylusDownEvent
System.Windows.UIElement.PreviewStylusUpEvent
System.Windows.UIElement.StylusUpEvent
System.Windows.UIElement.PreviewStylusMoveEvent
System.Windows.UIElement.StylusMoveEvent
System.Windows.UIElement.PreviewStylusInAirMoveEvent
System.Windows.UIElement.StylusInAirMoveEvent
System.Windows.UIElement.StylusEnterEvent
System.Windows.UIElement.StylusLeaveEvent
System.Windows.UIElement.PreviewStylusInRangeEvent
System.Windows.UIElement.StylusInRangeEvent
System.Windows.UIElement.PreviewStylusOutOfRangeEvent
System.Windows.UIElement.StylusOutOfRangeEvent
System.Windows.UIElement.PreviewStylusSystemGestureEvent
System.Windows.UIElement.StylusSystemGestureEvent
System.Windows.UIElement.GotStylusCaptureEvent
System.Windows.UIElement.LostStylusCaptureEvent
System.Windows.UIElement.StylusButtonDownEvent
System.Windows.UIElement.StylusButtonUpEvent
System.Windows.UIElement.PreviewStylusButtonDownEvent
System.Windows.UIElement.PreviewStylusButtonUpEvent

System.Windows.UIElement.PreviewKeyDownEvent
System.Windows.UIElement.KeyDownEvent
System.Windows.UIElement.PreviewKeyUpEvent
System.Windows.UIElement.KeyUpEvent
System.Windows.UIElement.PreviewGotKeyboardFocusEvent
System.Windows.UIElement.GotKeyboardFocusEvent
System.Windows.UIElement.PreviewLostKeyboardFocusEvent
System.Windows.UIElement.LostKeyboardFocusEvent
System.Windows.UIElement.PreviewTextInputEvent
System.Windows.UIElement.TextInputEvent
System.Windows.UIElement.PreviewQueryContinueDragEvent
System.Windows.UIElement.QueryContinueDragEvent
System.Windows.UIElement.PreviewGiveFeedbackEvent
System.Windows.UIElement.GiveFeedbackEvent
System.Windows.UIElement.PreviewDragEnterEvent
System.Windows.UIElement.DragEnterEvent
System.Windows.UIElement.PreviewDragOverEvent
System.Windows.UIElement.DragOverEvent
System.Windows.UIElement.PreviewDragLeaveEvent
System.Windows.UIElement.DragLeaveEvent
System.Windows.UIElement.PreviewDropEvent
System.Windows.UIElement.DropEvent
System.Windows.UIElement.PreviewTouchDownEvent
System.Windows.UIElement.TouchDownEvent
System.Windows.UIElement.PreviewTouchMoveEvent
System.Windows.UIElement.TouchMoveEvent
System.Windows.UIElement.PreviewTouchUpEvent
System.Windows.UIElement.TouchUpEvent
System.Windows.UIElement.GotTouchCaptureEvent
System.Windows.UIElement.LostTouchCaptureEvent
System.Windows.UIElement.TouchEnterEvent
System.Windows.UIElement.TouchLeaveEvent
System.Windows.UIElement.IsMouseDirectlyOverProperty
System.Windows.UIElement.IsMouseOverProperty
System.Windows.UIElement.IsStylusOverProperty
System.Windows.UIElement.IsKeyboardFocusWithinProperty
System.Windows.UIElement.IsMouseCapturedProperty
System.Windows.UIElement.IsMouseCaptureWithinProperty
System.Windows.UIElement.IsStylusDirectlyOverProperty
System.Windows.UIElement.IsStylusCapturedProperty
System.Windows.UIElement.IsStylusCaptureWithinProperty
System.Windows.UIElement.IsKeyboardFocusedProperty
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty
System.Windows.UIElement.AreAnyTouchesOverProperty
System.Windows.UIElement.AreAnyTouchesCapturedProperty
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty
System.Windows.UIElement.AllowDropProperty
System.Windows.UIElement.RenderTransformProperty
System.Windows.UIElement.RenderTransformOriginProperty
System.Windows.UIElement.OpacityProperty
System.Windows.UIElement.OpacityMaskProperty
System.Windows.UIElement.BitmapEffectProperty

System.Windows.UIElement.EffectProperty

System.Windows.UIElement.BitmapEffectInputProperty

System.Windows.UIElement.CacheModeProperty

System.Windows.UIElement.UidProperty

System.Windows.UIElement.VisibilityProperty

System.Windows.UIElement.ClipToBoundsProperty

System.Windows.UIElement.ClipProperty

System.Windows.UIElement.SnapsToDevicePixelsProperty

System.Windows.UIElement.GotFocusEvent

System.Windows.UIElement.LostFocusEvent

System.Windows.UIElement.IsFocusedProperty

System.Windows.UIElement.IsEnabledProperty

System.Windows.UIElement.IsHitTestVisibleProperty

System.Windows.UIElement.IsVisibleProperty

System.Windows.UIElement.FocusableProperty

System.Windows.UIElement.IsManipulationEnabledProperty

System.Windows.UIElement.ManipulationStartingEvent

System.Windows.UIElement.ManipulationStartedEvent

System.Windows.UIElement.ManipulationDeltaEvent

System.Windows.UIElement.ManipulationInertiaStartingEvent

System.Windows.UIElement.ManipulationBoundaryFeedbackEvent

System.Windows.UIElement.ManipulationCompletedEvent

System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock)

System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)

System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline)

System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)

System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)

System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)

System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)

System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)

System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)

System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)

System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)
System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.InvalidateMeasure()

System.Windows.UIElement.InvalidateArrange()

System.Windows.UIElement.InvalidateVisual()

System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)

System.Windows.UIElement.Measure(System.Windows.Size)

System.Windows.UIElement.Arrange(System.Windows.Rect)

System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)

System.Windows.UIElement.UpdateLayout()

System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)

System.Windows.UIElement.InputHitTest(System.Windows.Point)

System.Windows.UIElement.CaptureMouse()

System.Windows.UIElement.ReleaseMouseCapture()

System.Windows.UIElement.CaptureStylus()

System.Windows.UIElement.ReleaseStylusCapture()

System.Windows.UIElement.Focus()

System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)

System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)

System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)

System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)

System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)

System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)

System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)

System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)

System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)

System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseAllTouchCaptures()

System.Windows.UIElement.HasAnimatedProperties

System.Windows.UIElement.InputBindings

System.Windows.UIElement.CommandBindings

System.Windows.UIElement.AllowDrop

System.Windows.UIElement.StylusPlugIns

System.Windows.UIElement.DesiredSize

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System.Windows.UIElement.RenderSize

System.Windows.UIElement.RenderTransform
System.Windows.UIElement.RenderTransformOrigin
System.Windows.UIElement.IsMouseDirectlyOver
System.Windows.UIElement.IsMouseOver
System.Windows.UIElement.IsStylusOver
System.Windows.UIElement.IsKeyboardFocusWithin
System.Windows.UIElement.IsMouseCaptured
System.Windows.UIElement.IsMouseCaptureWithin
System.Windows.UIElement.IsStylusDirectlyOver
System.Windows.UIElement.IsStylusCaptured
System.Windows.UIElement.IsStylusCaptureWithin
System.Windows.UIElement.IsKeyboardFocused
System.Windows.UIElement.IsInputMethodEnabled
System.Windows.UIElement.Opacity
System.Windows.UIElement.OpacityMask
System.Windows.UIElement.BitmapEffect
System.Windows.UIElement.Effect
System.Windows.UIElement.BitmapEffectInput
System.Windows.UIElement.CacheMode
System.Windows.UIElement.Uid
System.Windows.UIElement.Visibility
System.Windows.UIElement.ClipToBounds
System.Windows.UIElement.Clip
System.Windows.UIElement.SnapsToDevicePixels
System.Windows.UIElement.HasEffectiveKeyboardFocus
System.Windows.UIElement.IsFocused
System.Windows.UIElement.IsEnabled
System.Windows.UIElement.IsEnabledCore
System.Windows.UIElement.IsHitTestVisible
System.Windows.UIElement.IsVisible
System.Windows.UIElement.Focusable
System.Windows.UIElement.PersistId
System.Windows.UIElement.IsManipulationEnabled
System.Windows.UIElement.AreAnyTouchesOver
System.Windows.UIElement.AreAnyTouchesDirectlyOver
System.Windows.UIElement.AreAnyTouchesCapturedWithin
System.Windows.UIElement.AreAnyTouchesCaptured
System.Windows.UIElement.TouchesCaptured
System.Windows.UIElement.TouchesCapturedWithin
System.Windows.UIElement.TouchesOver
System.Windows.UIElement.TouchesDirectlyOver
System.Windows.UIElement.PreviewMouseDown
System.Windows.UIElement.MouseDown
System.Windows.UIElement.PreviewMouseUp
System.Windows.UIElement.MouseUp
System.Windows.UIElement.PreviewMouseLeftButtonDown
System.Windows.UIElement.MouseLeftButtonDown
System.Windows.UIElement.PreviewMouseLeftButtonUp
System.Windows.UIElement.MouseLeftButtonUp
System.Windows.UIElement.PreviewMouseRightButtonDown
System.Windows.UIElement.MouseRightButtonDown
System.Windows.UIElement.PreviewMouseRightButtonUp

System.Windows.UIElement.MouseRightButtonUp
System.Windows.UIElement.PreviewMouseMove
System.Windows.UIElement.MouseMove
System.Windows.UIElement.PreviewMouseWheel
System.Windows.UIElement.MouseWheel
System.Windows.UIElement.MouseEnter
System.Windows.UIElement.MouseLeave
System.Windows.UIElement.GotMouseCapture
System.Windows.UIElement.LostMouseCapture
System.Windows.UIElement.QueryCursor
System.Windows.UIElement.PreviewStylusDown
System.Windows.UIElement.StylusDown
System.Windows.UIElement.PreviewStylusUp
System.Windows.UIElement.StylusUp
System.Windows.UIElement.PreviewStylusMove
System.Windows.UIElement.StylusMove
System.Windows.UIElement.PreviewStylusInAirMove
System.Windows.UIElement.StylusInAirMove
System.Windows.UIElement.StylusEnter
System.Windows.UIElement.StylusLeave
System.Windows.UIElement.PreviewStylusInRange
System.Windows.UIElement.StylusInRange
System.Windows.UIElement.PreviewStylusOutOfRange
System.Windows.UIElement.StylusOutOfRange
System.Windows.UIElement.PreviewStylusSystemGesture
System.Windows.UIElement.StylusSystemGesture
System.Windows.UIElement.GotStylusCapture
System.Windows.UIElement.LostStylusCapture
System.Windows.UIElement.StylusButtonDown
System.Windows.UIElement.StylusButtonUp
System.Windows.UIElement.PreviewStylusButtonDown
System.Windows.UIElement.PreviewStylusButtonUp
System.Windows.UIElement.PreviewKeyDown
System.Windows.UIElement.KeyDown
System.Windows.UIElement.PreviewKeyUp
System.Windows.UIElement.KeyUp
System.Windows.UIElement.PreviewGotKeyboardFocus
System.Windows.UIElement.GotKeyboardFocus
System.Windows.UIElement.PreviewLostKeyboardFocus
System.Windows.UIElement.LostKeyboardFocus
System.Windows.UIElement.PreviewTextInput
System.Windows.UIElement.TextInput
System.Windows.UIElement.PreviewQueryContinueDrag
System.Windows.UIElement.QueryContinueDrag
System.Windows.UIElement.PreviewGiveFeedback
System.Windows.UIElement.GiveFeedback
System.Windows.UIElement.PreviewDragEnter
System.Windows.UIElement.DragEnter
System.Windows.UIElement.PreviewDragOver
System.Windows.UIElement.DragOver
System.Windows.UIElement.PreviewDragLeave
System.Windows.UIElement.DragLeave

System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop

System.Windows.UIElement.PreviewTouchDown

System.Windows.UIElement.TouchDown

System.Windows.UIElement.PreviewTouchMove

System.Windows.UIElement.TouchMove

System.Windows.UIElement.PreviewTouchUp

System.Windows.UIElement.TouchUp

System.Windows.UIElement.GotTouchCapture

System.Windows.UIElement.LostTouchCapture

System.Windows.UIElement.TouchEnter

System.Windows.UIElement.TouchLeave

System.Windows.UIElement.IsMouseDirectlyOverChanged

System.Windows.UIElement.IsKeyboardFocusWithinChanged

System.Windows.UIElement.IsMouseCapturedChanged

System.Windows.UIElement.IsMouseCaptureWithinChanged

System.Windows.UIElement.IsStylusDirectlyOverChanged

System.Windows.UIElement.IsStylusCapturedChanged

System.Windows.UIElement.IsStylusCaptureWithinChanged

System.Windows.UIElement.IsKeyboardFocusedChanged

System.Windows.UIElement.LayoutUpdated

System.Windows.UIElement.GotFocus

System.Windows.UIElement.LostFocus

System.Windows.UIElement.IsEnabledChanged

System.Windows.UIElement.IsHitTestVisibleChanged

System.Windows.UIElement.IsVisibleChanged

System.Windows.UIElement.FocusableChanged

System.Windows.UIElement.ManipulationStarting

System.Windows.UIElement.ManipulationStarted

System.Windows.UIElement.ManipulationDelta

System.Windows.UIElement.ManipulationInertiaStarting

System.Windows.UIElement.ManipulationBoundaryFeedback

System.Windows.UIElement.ManipulationCompleted

System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,
System.Windows.DependencyObject)

System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)

System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)

System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)

System.Windows.Media.Visual.VisualParent

System.Windows.Media.Visual.VisualTransform

System.Windows.Media.Visual.VisualEffect

System.Windows.Media.Visual.VisualBitmapEffect

System.Windows.Media.Visual.VisualBitmapEffectInput

System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip

System.Windows.Media.Visual.VisualClip

System.Windows.Media.Visual.VisualOffset

System.Windows.Media.Visual.VisualOpacity

System.Windows.Media.Visual.VisualEdgeMode

System.Windows.Media.Visual.VisualBitmapScalingMode

System.Windows.Media.Visual.VisualClearTypeHint

System.Windows.Media.Visual.VisualTextRenderingMode

System.Windows.Media.Visual.VisualTextHintingMode

System.Windows.Media.Visual.VisualOpacityMask

System.Windows.Media.Visual.VisualXSnappingGuidelines

System.Windows.Media.Visual.VisualYSnappingGuidelines

System.Windows.DependencyObject.Equals(System.Object)

System.Windows.DependencyObject.GetHashCode()

System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)

System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.GetLocalValueEnumerator()

System.Windows.DependencyObject.DependencyObjectType

System.Windows.DependencyObject.IsSealed

System.Windows.Threading.DispatcherObject.Dispatcher

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Views

Assembly: ElectronicParts.dll

Syntax

```
public class Node : UserControl, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IComponentConnector
```

Constructors

Node()

Initializes a new instance of the Node class.

Declaration

```
public Node()
```

Methods

InitializeComponent()

InitializeComponent

Declaration

```
public void InitializeComponent()
```

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

Extension Methods

Extensions.FindUid(DependencyObject, String)

Class NodeInformation

Interaction logic for NodeInformation.

Inheritance

System.Object

System.Windows.Threading.DispatcherObject

System.Windows.DependencyObject

System.Windows.Media.Visual

System.Windows.UIElement

System.Windows.FrameworkElement

System.Windows.Controls.Control

System.Windows.Controls.ContentControl

System.Windows.Controls.UserControl

NodeInformation

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

Inherited Members

System.Windows.Controls.UserControl.OnCreateAutomationPeer()

System.Windows.Controls.ContentControl.ContentProperty

System.Windows.Controls.ContentControl.HasContentProperty

System.Windows.Controls.ContentControl.ContentTemplateProperty

System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty

System.Windows.Controls.ContentControl.ContentStringFormatProperty

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)

System.Windows.Controls.ContentControl.AddChild(System.Object)

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)

System.Windows.Controls.ContentControl.AddText(System.String)

System.Windows.Controls.ContentControl.OnContentChanged(System.Object, System.Object)

System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,
System.Windows.DataTemplate)

System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,
System.Windows.Controls.DataTemplateSelector)

System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.LogicalChildren

System.Windows.Controls.ContentControl.Content

System.Windows.Controls.ContentControl.HasContent

System.Windows.Controls.ContentControl.ContentTemplate

System.Windows.Controls.ContentControl.ContentTemplateSelector

System.Windows.Controls.ContentControl.ContentStringFormat

System.Windows.Controls.Control.BorderBrushProperty

System.Windows.Controls.Control.BorderThicknessProperty

System.Windows.Controls.Control.BackgroundProperty

System.Windows.Controls.Control.ForegroundProperty

System.Windows.Controls.Control.FontFamilyProperty

System.Windows.Controls.Control.FontSizeProperty

System.Windows.Controls.Control.FontStretchProperty
System.Windows.Controls.Control.FontStyleProperty
System.Windows.Controls.Control.FontWeightProperty
System.Windows.Controls.Control.HorizontalContentAlignmentProperty
System.Windows.Controls.Control.VerticalContentAlignmentProperty
System.Windows.Controls.Control.TabIndexProperty
System.Windows.Controls.Control.IsTabStopProperty
System.Windows.Controls.Control.PaddingProperty
System.Windows.Controls.Control.TemplateProperty
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent
System.Windows.Controls.Control.MouseDoubleClickEvent
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,
System.Windows.Controls.ControlTemplate)
System.Windows.Controls.Control.ToString()
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)
System.Windows.Controls.Control.MeasureOverride(System.Windows.Size)
System.Windows.Controls.Control.ArrangeOverride(System.Windows.Size)
System.Windows.Controls.Control.BorderBrush
System.Windows.Controls.Control.BorderThickness
System.Windows.Controls.Control.Background
System.Windows.Controls.Control.Foreground
System.Windows.Controls.Control.FontFamily
System.Windows.Controls.Control.FontSize
System.Windows.Controls.Control.FontStretch
System.Windows.Controls.Control.FontStyle
System.Windows.Controls.Control.FontWeight
System.Windows.Controls.Control.HorizontalContentAlignment
System.Windows.Controls.Control.VerticalContentAlignment
System.Windows.Controls.Control.TabIndex
System.Windows.Controls.Control.IsTabStop
System.Windows.Controls.Control.Padding
System.Windows.Controls.Control.Template
System.Windows.Controls.Control.HandlesScrolling
System.Windows.Controls.Control.PreviewMouseDoubleClick
System.Windows.Controls.Control.MouseDoubleClick
System.Windows.FrameworkElement.StyleProperty
System.Windows.FrameworkElement.OverridesDefaultStyleProperty
System.Windows.FrameworkElement.UseLayoutRoundingProperty
System.Windows.FrameworkElement.DefaultStyleKeyProperty
System.Windows.FrameworkElement.DataContextProperty
System.Windows.FrameworkElement.BindingGroupProperty
System.Windows.FrameworkElement.LanguageProperty
System.Windows.FrameworkElement.NameProperty
System.Windows.FrameworkElement.TagProperty
System.Windows.FrameworkElement.InputScopeProperty
System.Windows.FrameworkElement.RequestBringIntoViewEvent
System.Windows.FrameworkElement.SizeChangedEvent
System.Windows.FrameworkElement.ActualWidthProperty
System.Windows.FrameworkElement.ActualHeightProperty
System.Windows.FrameworkElement.LayoutTransformProperty
System.Windows.FrameworkElement.WidthProperty

System.Windows.FrameworkElement.MinWidthProperty
System.Windows.FrameworkElement.MaxWidthProperty
System.Windows.FrameworkElement.HeightProperty
System.Windows.FrameworkElement.MinHeightProperty
System.Windows.FrameworkElement.MaxHeightProperty
System.Windows.FrameworkElement.FlowDirectionProperty
System.Windows.FrameworkElement.MarginProperty
System.Windows.FrameworkElement.HorizontalAlignmentProperty
System.Windows.FrameworkElement.VerticalAlignmentProperty
System.Windows.FrameworkElement.FocusVisualStyleProperty
System.Windows.FrameworkElement.CursorProperty
System.Windows.FrameworkElement.ForceCursorProperty
System.Windows.FrameworkElement.LoadedEvent
System.Windows.FrameworkElement.UnloadedEvent
System.Windows.FrameworkElement.ToolTipProperty
System.Windows.FrameworkElement.ContextMenuProperty
System.Windows.FrameworkElement.ToolTipOpeningEvent
System.Windows.FrameworkElement.ToolTipClosingEvent
System.Windows.FrameworkElement.ContextMenuOpeningEvent
System.Windows.FrameworkElement.ContextMenuClosingEvent
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)
System.Windows.FrameworkElement.ApplyTemplate()
System.Windows.FrameworkElement.OnApplyTemplate()
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior)
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)
System.Windows.FrameworkElement.GetVisualChild(System.Int32)
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)
System.Windows.FrameworkElement.GetTemplateChild(System.String)
System.Windows.FrameworkElement.FindResource(System.Object)
System.Windows.FrameworkElement.TryFindResource(System.Object)
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.FrameworkElement.OnVisualParentChanged(System.Windows.DependencyObject)
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)
System.Windows.FrameworkElement.GetUIParentCore()
System.Windows.FrameworkElement.BringIntoView()
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedInfo)
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)

System.Windows.FrameworkElement.BeginInit()
System.Windows.FrameworkElement.EndInit()
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)
System.Windows.FrameworkElement.UnregisterName(System.String)
System.Windows.FrameworkElement.FindName(System.String)
System.Windows.FrameworkElement.UpdateDefaultStyle()
System.Windows.FrameworkElement.AddLogicalChild(System.Object)
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)
System.Windows.FrameworkElement.Style
System.Windows.FrameworkElement.OverridesDefaultStyle
System.Windows.FrameworkElement.UseLayoutRounding
System.Windows.FrameworkElement.DefaultStyleKey
System.Windows.FrameworkElement.Triggers
System.Windows.FrameworkElement.TemplatedParent
System.Windows.FrameworkElement.VisualChildrenCount
System.Windows.FrameworkElement.Resources
System.Windows.FrameworkElement.InheritanceBehavior
System.Windows.FrameworkElement.DataContext
System.Windows.FrameworkElement.BindingGroup
System.Windows.FrameworkElement.Language
System.Windows.FrameworkElement.Name
System.Windows.FrameworkElement.Tag
System.Windows.FrameworkElement.InputScope
System.Windows.FrameworkElement.ActualWidth
System.Windows.FrameworkElement.ActualHeight
System.Windows.FrameworkElement.LayoutTransform
System.Windows.FrameworkElement.Width
System.Windows.FrameworkElement.MinWidth
System.Windows.FrameworkElement.MaxWidth
System.Windows.FrameworkElement.Height
System.Windows.FrameworkElement.MinHeight
System.Windows.FrameworkElement.MaxHeight
System.Windows.FrameworkElement.FlowDirection
System.Windows.FrameworkElement.Margin
System.Windows.FrameworkElement.HorizontalAlignment
System.Windows.FrameworkElement.VerticalAlignment
System.Windows.FrameworkElement.FocusVisualStyle
System.Windows.FrameworkElement.Cursor
System.Windows.FrameworkElement.ForceCursor
System.Windows.FrameworkElement.IsInitialized
System.Windows.FrameworkElement.IsLoaded
System.Windows.FrameworkElement.ToolTip
System.Windows.FrameworkElement.ContextMenu
System.Windows.FrameworkElement.Parent
System.Windows.FrameworkElement.TargetUpdated
System.Windows.FrameworkElement.SourceUpdated
System.Windows.FrameworkElement.DataContextChanged

System.Windows.FrameworkElement.RequestBringIntoView

System.Windows.FrameworkElement.SizeChanged

System.Windows.FrameworkElement.Initialized

System.Windows.FrameworkElement.Loaded

System.Windows.FrameworkElement.Unloaded

System.Windows.FrameworkElement.ToolTipOpening

System.Windows.FrameworkElement.ToolTipClosing

System.Windows.FrameworkElement.ContextMenuOpening

System.Windows.FrameworkElement.ContextMenuClosing

System.Windows.UIElement.PreviewMouseDownEvent

System.Windows.UIElement.MouseDownEvent

System.Windows.UIElement.PreviewMouseUpEvent

System.Windows.UIElement.MouseUpEvent

System.Windows.UIElement.PreviewMouseLeftButtonDownEvent

System.Windows.UIElement.MouseLeftButtonDownEvent

System.Windows.UIElement.PreviewMouseLeftButtonUpEvent

System.Windows.UIElement.MouseLeftButtonUpEvent

System.Windows.UIElement.PreviewMouseRightButtonDownEvent

System.Windows.UIElement.MouseRightButtonDownEvent

System.Windows.UIElement.PreviewMouseRightButtonUpEvent

System.Windows.UIElement.MouseRightButtonUpEvent

System.Windows.UIElement.PreviewMouseMoveEvent

System.Windows.UIElement.MouseMoveEvent

System.Windows.UIElement.PreviewMouseWheelEvent

System.Windows.UIElement.MouseWheelEvent

System.Windows.UIElement.MouseEnterEvent

System.Windows.UIElement.MouseLeaveEvent

System.Windows.UIElement.GotMouseCaptureEvent

System.Windows.UIElement.LostMouseCaptureEvent

System.Windows.UIElement.QueryCursorEvent

System.Windows.UIElement.PreviewStylusDownEvent

System.Windows.UIElement.StylusDownEvent

System.Windows.UIElement.PreviewStylusUpEvent

System.Windows.UIElement.StylusUpEvent

System.Windows.UIElement.PreviewStylusMoveEvent

System.Windows.UIElement.StylusMoveEvent

System.Windows.UIElement.PreviewStylusInAirMoveEvent

System.Windows.UIElement.StylusInAirMoveEvent

System.Windows.UIElement.StylusEnterEvent

System.Windows.UIElement.StylusLeaveEvent

System.Windows.UIElement.PreviewStylusInRangeEvent

System.Windows.UIElement.StylusInRangeEvent

System.Windows.UIElement.PreviewStylusOutOfRangeEvent

System.Windows.UIElement.StylusOutOfRangeEvent

System.Windows.UIElement.PreviewStylusSystemGestureEvent

System.Windows.UIElement.StylusSystemGestureEvent

System.Windows.UIElement.GotStylusCaptureEvent

System.Windows.UIElement.LostStylusCaptureEvent

System.Windows.UIElement.StylusButtonDownEvent

System.Windows.UIElement.StylusButtonUpEvent

System.Windows.UIElement.PreviewStylusButtonDownEvent

System.Windows.UIElement.PreviewStylusButtonUpEvent

System.Windows.UIElement.PreviewKeyDownEvent
System.Windows.UIElement.KeyDownEvent
System.Windows.UIElement.PreviewKeyUpEvent
System.Windows.UIElement.KeyUpEvent
System.Windows.UIElement.PreviewGotKeyboardFocusEvent
System.Windows.UIElement.GotKeyboardFocusEvent
System.Windows.UIElement.PreviewLostKeyboardFocusEvent
System.Windows.UIElement.LostKeyboardFocusEvent
System.Windows.UIElement.PreviewTextInputEvent
System.Windows.UIElement.TextInputEvent
System.Windows.UIElement.PreviewQueryContinueDragEvent
System.Windows.UIElement.QueryContinueDragEvent
System.Windows.UIElement.PreviewGiveFeedbackEvent
System.Windows.UIElement.GiveFeedbackEvent
System.Windows.UIElement.PreviewDragEnterEvent
System.Windows.UIElement.DragEnterEvent
System.Windows.UIElement.PreviewDragOverEvent
System.Windows.UIElement.DragOverEvent
System.Windows.UIElement.PreviewDragLeaveEvent
System.Windows.UIElement.DragLeaveEvent
System.Windows.UIElement.PreviewDropEvent
System.Windows.UIElement.DropEvent
System.Windows.UIElement.PreviewTouchDownEvent
System.Windows.UIElement.TouchDownEvent
System.Windows.UIElement.PreviewTouchMoveEvent
System.Windows.UIElement.TouchMoveEvent
System.Windows.UIElement.PreviewTouchUpEvent
System.Windows.UIElement.TouchUpEvent
System.Windows.UIElement.GotTouchCaptureEvent
System.Windows.UIElement.LostTouchCaptureEvent
System.Windows.UIElement.TouchEnterEvent
System.Windows.UIElement.TouchLeaveEvent
System.Windows.UIElement.IsMouseDirectlyOverProperty
System.Windows.UIElement.IsMouseOverProperty
System.Windows.UIElement.IsStylusOverProperty
System.Windows.UIElement.IsKeyboardFocusWithinProperty
System.Windows.UIElement.IsMouseCapturedProperty
System.Windows.UIElement.IsMouseCaptureWithinProperty
System.Windows.UIElement.IsStylusDirectlyOverProperty
System.Windows.UIElement.IsStylusCapturedProperty
System.Windows.UIElement.IsStylusCaptureWithinProperty
System.Windows.UIElement.IsKeyboardFocusedProperty
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty
System.Windows.UIElement.AreAnyTouchesOverProperty
System.Windows.UIElement.AreAnyTouchesCapturedProperty
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty
System.Windows.UIElement.AllowDropProperty
System.Windows.UIElement.RenderTransformProperty
System.Windows.UIElement.RenderTransformOriginProperty
System.Windows.UIElement.OpacityProperty
System.Windows.UIElement.OpacityMaskProperty
System.Windows.UIElement.BitmapEffectProperty

System.Windows.UIElement.EffectProperty
System.Windows.UIElement.BitmapEffectInputProperty
System.Windows.UIElement.CacheModeProperty
System.Windows.UIElement.UidProperty
System.Windows.UIElement.VisibilityProperty
System.Windows.UIElement.ClipToBoundsProperty
System.Windows.UIElement.ClipProperty
System.Windows.UIElement.SnapsToDevicePixelsProperty
System.Windows.UIElement.GotFocusEvent
System.Windows.UIElement.LostFocusEvent
System.Windows.UIElement.IsFocusedProperty
System.Windows.UIElement.IsEnabledProperty
System.Windows.UIElement.IsHitTestVisibleProperty
System.Windows.UIElement.IsVisibleProperty
System.Windows.UIElement.FocusableProperty
System.Windows.UIElement.IsManipulationEnabledProperty
System.Windows.UIElement.ManipulationStartingEvent
System.Windows.UIElement.ManipulationStartedEvent
System.Windows.UIElement.ManipulationDeltaEvent
System.Windows.UIElement.ManipulationInertiaStartingEvent
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent
System.Windows.UIElement.ManipulationCompletedEvent
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock)
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline)
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)
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System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)
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System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)
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System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)
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System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)
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System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)
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System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)
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System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)
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System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)
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System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)
System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)
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System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)
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System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)
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System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)
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System.Windows.UIElement.InvalidateMeasure()
System.Windows.UIElement.InvalidateArrange()
System.Windows.UIElement.InvalidateVisual()
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)
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System.Windows.UIElement.UpdateLayout()
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)
System.Windows.UIElement.InputHitTest(System.Windows.Point)
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System.Windows.UIElement.ReleaseMouseCapture()
System.Windows.UIElement.CaptureStylus()
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System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)
System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)
System.Windows.UIElement.ReleaseAllTouchCaptures()
System.Windows.UIElement.HasAnimatedProperties
System.Windows.UIElement.InputBindings
System.Windows.UIElement.CommandBindings
System.Windows.UIElement.AllowDrop
System.Windows.UIElement.StylusPlugIns
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System.Windows.UIElement.IsMeasureValid
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System.Windows.UIElement.RenderSize

System.Windows.UIElement.RenderTransform
System.Windows.UIElement.RenderTransformOrigin
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System.Windows.UIElement.IsMouseOver
System.Windows.UIElement.IsStylusOver
System.Windows.UIElement.IsKeyboardFocusWithin
System.Windows.UIElement.IsMouseCaptured
System.Windows.UIElement.IsMouseCaptureWithin
System.Windows.UIElement.IsStylusDirectlyOver
System.Windows.UIElement.IsStylusCaptured
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System.Windows.UIElement.IsKeyboardFocused
System.Windows.UIElement.IsInputMethodEnabled
System.Windows.UIElement.Opacity
System.Windows.UIElement.OpacityMask
System.Windows.UIElement.BitmapEffect
System.Windows.UIElement.Effect
System.Windows.UIElement.BitmapEffectInput
System.Windows.UIElement.CacheMode
System.Windows.UIElement.Uid
System.Windows.UIElement.Visibility
System.Windows.UIElement.ClipToBounds
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System.Windows.UIElement.HasEffectiveKeyboardFocus
System.Windows.UIElement.IsFocused
System.Windows.UIElement.IsEnabled
System.Windows.UIElement.IsEnabledCore
System.Windows.UIElement.IsHitTestVisible
System.Windows.UIElement.IsVisible
System.Windows.UIElement.Focusable
System.Windows.UIElement.PersistId
System.Windows.UIElement.IsManipulationEnabled
System.Windows.UIElement.AreAnyTouchesOver
System.Windows.UIElement.AreAnyTouchesDirectlyOver
System.Windows.UIElement.AreAnyTouchesCapturedWithin
System.Windows.UIElement.AreAnyTouchesCaptured
System.Windows.UIElement.TouchesCaptured
System.Windows.UIElement.TouchesCapturedWithin
System.Windows.UIElement.TouchesOver
System.Windows.UIElement.TouchesDirectlyOver
System.Windows.UIElement.PreviewMouseDown
System.Windows.UIElement.MouseDown
System.Windows.UIElement.PreviewMouseUp
System.Windows.UIElement.MouseUp
System.Windows.UIElement.PreviewMouseLeftButtonDown
System.Windows.UIElement.MouseLeftButtonDown
System.Windows.UIElement.PreviewMouseLeftButtonUp
System.Windows.UIElement.MouseLeftButtonUp
System.Windows.UIElement.PreviewMouseRightButtonDown
System.Windows.UIElement.MouseRightButtonDown
System.Windows.UIElement.PreviewMouseRightButtonUp

System.Windows.UIElement.MouseRightButtonUp

System.Windows.UIElement.PreviewMouseMove

System.Windows.UIElement.MouseMove

System.Windows.UIElement.PreviewMouseWheel

System.Windows.UIElement.MouseWheel

System.Windows.UIElement.MouseEnter

System.Windows.UIElement.MouseLeave

System.Windows.UIElement.GotMouseCapture

System.Windows.UIElement.LostMouseCapture

System.Windows.UIElement.QueryCursor

System.Windows.UIElement.PreviewStylusDown

System.Windows.UIElement.StylusDown

System.Windows.UIElement.PreviewStylusUp

System.Windows.UIElement.StylusUp

System.Windows.UIElement.PreviewStylusMove

System.Windows.UIElement.StylusMove

System.Windows.UIElement.PreviewStylusInAirMove

System.Windows.UIElement.StylusInAirMove

System.Windows.UIElement.StylusEnter

System.Windows.UIElement.StylusLeave

System.Windows.UIElement.PreviewStylusInRange

System.Windows.UIElement.StylusInRange

System.Windows.UIElement.PreviewStylusOutOfRange

System.Windows.UIElement.StylusOutOfRange

System.Windows.UIElement.PreviewStylusSystemGesture

System.Windows.UIElement.StylusSystemGesture

System.Windows.UIElement.GotStylusCapture

System.Windows.UIElement.LostStylusCapture

System.Windows.UIElement.StylusButtonDown

System.Windows.UIElement.StylusButtonUp

System.Windows.UIElement.PreviewStylusButtonDown

System.Windows.UIElement.PreviewStylusButtonUp

System.Windows.UIElement.PreviewKeyDown

System.Windows.UIElement.KeyDown

System.Windows.UIElement.PreviewKeyUp

System.Windows.UIElement.KeyUp

System.Windows.UIElement.PreviewGotKeyboardFocus

System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus

System.Windows.UIElement.LostKeyboardFocus

System.Windows.UIElement.PreviewTextInput

System.Windows.UIElement.TextInput

System.Windows.UIElement.PreviewQueryContinueDrag

System.Windows.UIElement.QueryContinueDrag

System.Windows.UIElement.PreviewGiveFeedback

System.Windows.UIElement.GiveFeedback

System.Windows.UIElement.PreviewDragEnter

System.Windows.UIElement.DragEnter

System.Windows.UIElement.PreviewDragOver

System.Windows.UIElement.DragOver

System.Windows.UIElement.PreviewDragLeave

System.Windows.UIElement.DragLeave

System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop

System.Windows.UIElement.PreviewTouchDown

System.Windows.UIElement.TouchDown

System.Windows.UIElement.PreviewTouchMove

System.Windows.UIElement.TouchMove

System.Windows.UIElement.PreviewTouchUp

System.Windows.UIElement.TouchUp

System.Windows.UIElement.GotTouchCapture

System.Windows.UIElement.LostTouchCapture

System.Windows.UIElement.TouchEnter

System.Windows.UIElement.TouchLeave

System.Windows.UIElement.IsMouseDirectlyOverChanged

System.Windows.UIElement.IsKeyboardFocusWithinChanged

System.Windows.UIElement.IsMouseCapturedChanged

System.Windows.UIElement.IsMouseCaptureWithinChanged

System.Windows.UIElement.IsStylusDirectlyOverChanged

System.Windows.UIElement.IsStylusCapturedChanged

System.Windows.UIElement.IsStylusCaptureWithinChanged

System.Windows.UIElement.IsKeyboardFocusedChanged

System.Windows.UIElement.LayoutUpdated

System.Windows.UIElement.GotFocus

System.Windows.UIElement.LostFocus

System.Windows.UIElement.IsEnabledChanged

System.Windows.UIElement.IsHitTestVisibleChanged

System.Windows.UIElement.IsVisibleChanged

System.Windows.UIElement.FocusableChanged

System.Windows.UIElement.ManipulationStarting

System.Windows.UIElement.ManipulationStarted

System.Windows.UIElement.ManipulationDelta

System.Windows.UIElement.ManipulationInertiaStarting

System.Windows.UIElement.ManipulationBoundaryFeedback

System.Windows.UIElement.ManipulationCompleted

System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,
System.Windows.DependencyObject)

System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)

System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)

System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)

System.Windows.Media.Visual.VisualParent

System.Windows.Media.Visual.VisualTransform

System.Windows.Media.Visual.VisualEffect

System.Windows.Media.Visual.VisualBitmapEffect

System.Windows.Media.Visual.VisualBitmapEffectInput

System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip

System.Windows.Media.Visual.VisualClip

System.Windows.Media.Visual.VisualOffset

System.Windows.Media.Visual.VisualOpacity

System.Windows.Media.Visual.VisualEdgeMode

System.Windows.Media.Visual.VisualBitmapScalingMode

System.Windows.Media.Visual.VisualClearTypeHint

System.Windows.Media.Visual.VisualTextRenderingMode

System.Windows.Media.Visual.VisualTextHintingMode

System.Windows.Media.Visual.VisualOpacityMask

System.Windows.Media.Visual.VisualXSnappingGuidelines

System.Windows.Media.Visual.VisualYSnappingGuidelines

System.Windows.DependencyObject.Equals(System.Object)

System.Windows.DependencyObject.GetHashCode()

System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)

System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.GetLocalValueEnumerator()

System.Windows.DependencyObject.DependencyObjectType

System.Windows.DependencyObject.IsSealed

System.Windows.Threading.DispatcherObject.Dispatcher

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Views

Assembly: ElectronicParts.dll

Syntax

```
public class NodeInformation : UserControl, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IComponentConnector
```

Constructors

NodeInformation()

Initializes a new instance of the NodeInformation class.

Declaration

```
public NodeInformation()
```

Methods

InitializeComponent()

InitializeComponent

Declaration

```
public void InitializeComponent()
```

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

Extension Methods

Extensions.FindUid(DependencyObject, String)

Class Preferences

Interaction logic for Preferences.

System.Object

System.Windows.Threading.DispatcherObject

System.Windows.DependencyObject

System.Windows.Media.Visual

System.Windows.UIElement

System.Windows.FrameworkElement

System.Windows.Controls.Control

System.Windows.Controls.ContentControl

System.Windows.Window

Preferences

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

System.Windows.Markup.IStyleConnector

System.Windows.Window.TaskbarItemInfoProperty

System.Windows.Window.DpiChangedEvent

System.Windows.Window.AllowsTransparencyProperty

System.Windows.Window.TitleProperty

System.Windows.Window.IconProperty

System.Windows.Window.SizeToContentProperty

System.Windows.Window.TopProperty

System.Windows.Window.LeftProperty

System.Windows.Window.ShowInTaskbarProperty

System.Windows.Window.IsActiveProperty

System.Windows.Window.WindowStyleProperty

System.Windows.Window.WindowStateProperty

System.Windows.Window.ResizeModeProperty

System.Windows.Window.TopmostProperty

System.Windows.Window.ShowActivatedProperty

System.Windows.Window.Show()

System.Windows.Window.Hide()

System.Windows.Window.Close()

System.Windows.Window.DragMove()

System.Windows.Window.ShowDialog()

System.Windows.Window.Activate()

System.Windows.Window.GetWindow(System.Windows.DependencyObject)

System.Windows.Window.OnCreateAutomationPeer()

System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)

System.Windows.Window.MeasureOverride(System.Windows.Size)

System.Windows.Window.ArrangeOverride(System.Windows.Size)

System.Windows.Window.OnContentChanged(System.Object, System.Object)

System.Windows.Window.OnSourceInitialized(System.EventArgs)

System.Windows.Window.OnActivated(System.EventArgs)

System.Windows.Window.OnDeactivated(System.EventArgs)

System.Windows.Window.OnStateChanged(System.EventArgs)

System.Windows.Window.OnLocationChanged(System.EventArgs)

System.Windows.Window.OnClosing(System.ComponentModel.CancelEventArgs)

System.Windows.Window.OnClosed(System.EventArgs)

System.Windows.Window.OnContentRendered(System.EventArgs)

System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)

System.Windows.Window.LogicalChildren

System.Windows.Window.TaskbarItemInfo

System.Windows.Window.AllowsTransparency

System.Windows.Window.Title

System.Windows.Window.Icon

System.Windows.Window.SizeToContent

System.Windows.Window.Top

System.Windows.Window.Left

System.Windows.Window.RestoreBounds

System.Windows.Window.WindowStartupLocation

System.Windows.Window.ShowInTaskbar

System.Windows.Window.IsActive

System.Windows.Window.Owner

System.Windows.Window.OwnedWindows

System.Windows.Window.DialogResult

System.Windows.Window.WindowStyle

System.Windows.Window.WindowState

System.Windows.Window.ResizeMode

System.Windows.Window.Topmost

System.Windows.Window.ShowActivated

System.Windows.Window.SourceInitialized

System.Windows.Window.DpiChanged

System.Windows.Window.Activated

System.Windows.Window.Deactivated

System.Windows.Window.StateChanged

System.Windows.Window.LocationChanged

System.Windows.Window.Closing

System.Windows.Window.Closed

System.Windows.Window.ContentRendered

System.Windows.Controls.ContentControl.ContentProperty

System.Windows.Controls.ContentControl.HasContentProperty

System.Windows.Controls.ContentControl.ContentTemplateProperty

System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty

System.Windows.Controls.ContentControl.ContentStringFormatProperty

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)

System.Windows.Controls.ContentControl.AddChild(System.Object)

System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)

System.Windows.Controls.ContentControl.AddText(System.String)

System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,

System.Windows.DataTemplate)

System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,

System.Windows.Controls.DataTemplateSelector)

System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.Content

System.Windows.Controls.ContentControl.HasContent

System.Windows.Controls.ContentControl.ContentTemplate

System.Windows.Controls.ContentControl.ContentTemplateSelector

System.Windows.Controls.ContentControl.ContentStringFormat

System.Windows.Controls.Control.BorderBrushProperty

System.Windows.Controls.Control.BorderThicknessProperty

System.Windows.Controls.Control.BackgroundProperty

System.Windows.Controls.Control.ForegroundProperty

System.Windows.Controls.Control.FontFamilyProperty

System.Windows.Controls.Control.FontSizeProperty

System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty

System.Windows.Controls.Control.FontWeightProperty

System.Windows.Controls.Control.HorizontalContentAlignmentProperty

System.Windows.Controls.Control.VerticalContentAlignmentProperty

System.Windows.Controls.Control.TabIndexProperty

System.Windows.Controls.Control.IsTabStopProperty

System.Windows.Controls.Control.PaddingProperty

System.Windows.Controls.Control.TemplateProperty

System.Windows.Controls.Control.PreviewMouseDoubleClickEvent

System.Windows.Controls.Control.MouseDoubleClickEvent

System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,
System.Windows.Controls.ControlTemplate)

System.Windows.Controls.Control.ToString()

System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.BorderBrush

System.Windows.Controls.Control.BorderThickness

System.Windows.Controls.Control.Background

System.Windows.Controls.Control.Foreground

System.Windows.Controls.Control.FontFamily

System.Windows.Controls.Control.FontSize

System.Windows.Controls.Control.FontStretch

System.Windows.Controls.Control.FontStyle

System.Windows.Controls.Control.FontWeight

System.Windows.Controls.Control.HorizontalContentAlignment

System.Windows.Controls.Control.VerticalContentAlignment

System.Windows.Controls.Control.TabIndex

System.Windows.Controls.Control.IsTabStop

System.Windows.Controls.Control.Padding

System.Windows.Controls.Control.Template

System.Windows.Controls.Control.HandlesScrolling

System.Windows.Controls.Control.PreviewMouseDoubleClick

System.Windows.Controls.Control.MouseDoubleClick

System.Windows.FrameworkElement.StyleProperty

System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty

System.Windows.FrameworkElement.DefaultStyleKeyProperty

System.Windows.FrameworkElement.DataContextProperty

System.Windows.FrameworkElement.BindingGroupProperty

System.Windows.FrameworkElement.LanguageProperty

System.Windows.FrameworkElement.NameProperty

System.Windows.FrameworkElement.TagProperty

System.Windows.FrameworkElement.InputScopeProperty

System.Windows.FrameworkElement.RequestBringIntoViewEvent

System.Windows.FrameworkElement.SizeChangedEvent

System.Windows.FrameworkElement.ActualWidthProperty

System.Windows.FrameworkElement.ActualHeightProperty

System.Windows.FrameworkElement.LayoutTransformProperty

System.Windows.FrameworkElement.WidthProperty

System.Windows.FrameworkElement.MinWidthProperty

System.Windows.FrameworkElement.MaxWidthProperty

System.Windows.FrameworkElement.HeightProperty

System.Windows.FrameworkElement.MinHeightProperty

System.Windows.FrameworkElement.MaxHeightProperty

System.Windows.FrameworkElement.FlowDirectionProperty

System.Windows.FrameworkElement.MarginProperty

System.Windows.FrameworkElement.HorizontalAlignmentProperty

System.Windows.FrameworkElement.VerticalAlignmentProperty

System.Windows.FrameworkElement.FocusVisualStyleProperty

System.Windows.FrameworkElement.CursorProperty

System.Windows.FrameworkElement.ForceCursorProperty

System.Windows.FrameworkElement.LoadedEvent

System.Windows.FrameworkElement.UnloadedEvent

System.Windows.FrameworkElement.ToolTipProperty

System.Windows.FrameworkElement.ContextMenuProperty

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System.Windows.UIElement.PreviewMouseLeftButtonUpEvent

System.Windows.UIElement.MouseLeftButtonUpEvent

System.Windows.UIElement.PreviewMouseRightButtonDownEvent

System.Windows.UIElement.MouseRightButtonDownEvent

System.Windows.UIElement.PreviewMouseRightButtonUpEvent

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System.Windows.UIElement.PreviewMouseMoveEvent

System.Windows.UIElement.MouseMoveEvent

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System.Windows.UIElement.PreviewStylusUpEvent

System.Windows.UIElement.StylusUpEvent

System.Windows.UIElement.PreviewStylusMoveEvent

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System.Windows.UIElement.PreviewKeyUpEvent
System.Windows.UIElement.KeyUpEvent
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System.Windows.UIElement.PreviewLostKeyboardFocusEvent
System.Windows.UIElement.LostKeyboardFocusEvent
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System.Windows.UIElement.PreviewTouchDownEvent
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System.Windows.UIElement.PreviewTouchMoveEvent
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System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty, System.Windows.Media.Animation.AnimationClock)

System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty, System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)

System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty, System.Windows.Media.Animation.AnimationTimeline)

System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty, System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)

System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)

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System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)

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System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)

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System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)

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System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)

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System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)

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System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)

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System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)

System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)

System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)

System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)

System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)

System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)

System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)

System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)

System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)

System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)

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System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)

System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)

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System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

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System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

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System.Windows.UIElement.InputHitTest(System.Windows.Point)

System.Windows.UIElement.CaptureMouse()

System.Windows.UIElement.ReleaseMouseCapture()

System.Windows.UIElement.CaptureStylus()

System.Windows.UIElement.ReleaseStylusCapture()

System.Windows.UIElement.Focus()

System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)

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System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)

System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)

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System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)

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System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseAllTouchCaptures()

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System.Windows.UIElement.InputBindings
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System.Windows.UIElement.AllowDrop
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System.Windows.UIElement.IsInputMethodEnabled
System.Windows.UIElement.Opacity
System.Windows.UIElement.OpacityMask
System.Windows.UIElement.BitmapEffect
System.Windows.UIElement.Effect
System.Windows.UIElement.BitmapEffectInput
System.Windows.UIElement.CacheMode
System.Windows.UIElement.Uid
System.Windows.UIElement.Visibility
System.Windows.UIElement.ClipToBounds
System.Windows.UIElement.Clip
System.Windows.UIElement.SnapsToDevicePixels
System.Windows.UIElement.HasEffectiveKeyboardFocus
System.Windows.UIElement.IsFocused
System.Windows.UIElement.IsEnabled
System.Windows.UIElement.IsEnabledCore
System.Windows.UIElement.IsHitTestVisible
System.Windows.UIElement.IsVisible
System.Windows.UIElement.Focusable
System.Windows.UIElement.PersistId
System.Windows.UIElement.IsManipulationEnabled
System.Windows.UIElement.AreAnyTouchesOver
System.Windows.UIElement.AreAnyTouchesDirectlyOver
System.Windows.UIElement.AreAnyTouchesCapturedWithin
System.Windows.UIElement.AreAnyTouchesCaptured
System.Windows.UIElement.TouchesCaptured
System.Windows.UIElement.TouchesCapturedWithin
System.Windows.UIElement.TouchesOver
System.Windows.UIElement.TouchesDirectlyOver
System.Windows.UIElement.PreviewMouseDown
System.Windows.UIElement.MouseDown

System.Windows.UIElement.PreviewMouseUp

System.Windows.UIElement.MouseUp

System.Windows.UIElement.PreviewMouseLeftButtonDown

System.Windows.UIElement.MouseLeftButtonDown

System.Windows.UIElement.PreviewMouseLeftButtonUp

System.Windows.UIElement.MouseLeftButtonUp

System.Windows.UIElement.PreviewMouseRightButtonDown

System.Windows.UIElement.MouseRightButtonDown

System.Windows.UIElement.PreviewMouseRightButtonUp

System.Windows.UIElement.MouseRightButtonUp

System.Windows.UIElement.PreviewMouseMove

System.Windows.UIElement.MouseMove

System.Windows.UIElement.PreviewMouseWheel

System.Windows.UIElement.MouseWheel

System.Windows.UIElement.MouseEnter

System.Windows.UIElement.MouseLeave

System.Windows.UIElement.GotMouseCapture

System.Windows.UIElement.LostMouseCapture

System.Windows.UIElement.QueryCursor

System.Windows.UIElement.PreviewStylusDown

System.Windows.UIElement.StylusDown

System.Windows.UIElement.PreviewStylusUp

System.Windows.UIElement.StylusUp

System.Windows.UIElement.PreviewStylusMove

System.Windows.UIElement.StylusMove

System.Windows.UIElement.PreviewStylusInAirMove

System.Windows.UIElement.StylusInAirMove

System.Windows.UIElement.StylusEnter

System.Windows.UIElement.StylusLeave

System.Windows.UIElement.PreviewStylusInRange

System.Windows.UIElement.StylusInRange

System.Windows.UIElement.PreviewStylusOutOfRange

System.Windows.UIElement.StylusOutOfRange

System.Windows.UIElement.PreviewStylusSystemGesture

System.Windows.UIElement.StylusSystemGesture

System.Windows.UIElement.GotStylusCapture

System.Windows.UIElement.LostStylusCapture

System.Windows.UIElement.StylusButtonDown

System.Windows.UIElement.StylusButtonUp

System.Windows.UIElement.PreviewStylusButtonDown

System.Windows.UIElement.PreviewStylusButtonUp

System.Windows.UIElement.PreviewKeyDown

System.Windows.UIElement.KeyDown

System.Windows.UIElement.PreviewKeyUp

System.Windows.UIElement.KeyUp

System.Windows.UIElement.PreviewGotKeyboardFocus

System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus

System.Windows.UIElement.LostKeyboardFocus

System.Windows.UIElement.PreviewTextInput

System.Windows.UIElement.TextInput

System.Windows.UIElement.PreviewQueryContinueDrag

System.Windows.UIElement.QueryContinueDrag

System.Windows.UIElement.PreviewGiveFeedback

System.Windows.UIElement.GiveFeedback

System.Windows.UIElement.PreviewDragEnter

System.Windows.UIElement.DragEnter

System.Windows.UIElement.PreviewDragOver

System.Windows.UIElement.DragOver

System.Windows.UIElement.PreviewDragLeave

System.Windows.UIElement.DragLeave

System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop

System.Windows.UIElement.PreviewTouchDown

System.Windows.UIElement.TouchDown

System.Windows.UIElement.PreviewTouchMove

System.Windows.UIElement.TouchMove

System.Windows.UIElement.PreviewTouchUp

System.Windows.UIElement.TouchUp

System.Windows.UIElement.GotTouchCapture

System.Windows.UIElement.LostTouchCapture

System.Windows.UIElement.TouchEnter

System.Windows.UIElement.TouchLeave

System.Windows.UIElement.IsMouseDirectlyOverChanged

System.Windows.UIElement.IsKeyboardFocusWithinChanged

System.Windows.UIElement.IsMouseCapturedChanged

System.Windows.UIElement.IsMouseCaptureWithinChanged

System.Windows.UIElement.IsStylusDirectlyOverChanged

System.Windows.UIElement.IsStylusCapturedChanged

System.Windows.UIElement.IsStylusCaptureWithinChanged

System.Windows.UIElement.IsKeyboardFocusedChanged

System.Windows.UIElement.LayoutUpdated

System.Windows.UIElement.GotFocus

System.Windows.UIElement.LostFocus

System.Windows.UIElement.IsEnabledChanged

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System.Windows.UIElement.IsVisibleChanged

System.Windows.UIElement.FocusableChanged

System.Windows.UIElement.ManipulationStarting

System.Windows.UIElement.ManipulationStarted

System.Windows.UIElement.ManipulationDelta

System.Windows.UIElement.ManipulationInertiaStarting

System.Windows.UIElement.ManipulationBoundaryFeedback

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System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,
System.Windows.DependencyObject)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)

System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)

System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)

System.Windows.Media.Visual.VisualParent

System.Windows.Media.Visual.VisualTransform

System.Windows.Media.Visual.VisualEffect

System.Windows.Media.Visual.VisualBitmapEffect

System.Windows.Media.Visual.VisualBitmapEffectInput

System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip

System.Windows.Media.Visual.VisualClip

System.Windows.Media.Visual.VisualOffset

System.Windows.Media.Visual.VisualOpacity

System.Windows.Media.Visual.VisualEdgeMode

System.Windows.Media.Visual.VisualBitmapScalingMode

System.Windows.Media.Visual.VisualClearTypeHint

System.Windows.Media.Visual.VisualTextRenderingMode

System.Windows.Media.Visual.VisualTextHintingMode

System.Windows.Media.Visual.VisualOpacityMask

System.Windows.Media.Visual.VisualXSnappingGuidelines

System.Windows.Media.Visual.VisualYSnappingGuidelines

System.Windows.DependencyObject.Equals(System.Object)

System.Windows.DependencyObject.GetHashCode()

System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)

System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.GetLocalValueEnumerator()

System.Windows.DependencyObject.DependencyObjectType

System.Windows.DependencyObject.IsSealed

System.Windows.Threading.DispatcherObject.Dispatcher

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Views

Assembly: ElectronicParts.dll

Syntax

```
public class Preferences : Window, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IWindowService, IComponentConnector,
IStyleConnector
```

Constructors

Preferences()

Initializes a new instance of the Preferences class.

Declaration

```
public Preferences()
```

Properties

ViewModel

Gets the view model of the Preferences class.

Declaration

```
public PreferencesViewModel ViewModel { get; }
```

Property Value

TYPE	DESCRIPTION
PreferencesViewModel	The view model of the Preferences class.

Methods

InitializeComponent()

InitializeComponent

Declaration

```
public void InitializeComponent()
```

Implements

System.Windows.Media.Animation.IAnimatable
System.Windows.IFrameworkInputElement
System.Windows.IInputElement
System.ComponentModel.ISupportInitialize
System.Windows.Markup.IQueryAmbient
System.Windows.Markup.IAddChild
System.Windows.Markup.IComponentConnector
System.Windows.Markup.IStyleConnector

Extension Methods

Extensions.FindUid(DependencyObject, String)

Class PreviewLine

Interaction logic for PreviewLine.

System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty

System.Windows.Controls.Control.FontWeightProperty

System.Windows.Controls.Control.HorizontalContentAlignmentProperty

System.Windows.Controls.Control.VerticalContentAlignmentProperty

System.Windows.Controls.Control.TabIndexProperty

System.Windows.Controls.Control.IsTabStopProperty

System.Windows.Controls.Control.PaddingProperty

System.Windows.Controls.Control.TemplateProperty

System.Windows.Controls.Control.PreviewMouseDoubleClickEvent

System.Windows.Controls.Control.MouseDoubleClickEvent

System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,

System.Windows.Controls.ControlTemplate)

System.Windows.Controls.Control.ToString()

System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)

System.Windows.Controls.Control.MeasureOverride(System.Windows.Size)

System.Windows.Controls.Control.ArrangeOverride(System.Windows.Size)

System.Windows.Controls.Control.BorderBrush

System.Windows.Controls.Control.BorderThickness

System.Windows.Controls.Control.Background

System.Windows.Controls.Control.Foreground

System.Windows.Controls.Control.FontFamily

System.Windows.Controls.Control.FontSize

System.Windows.Controls.Control.FontStretch

System.Windows.Controls.Control.FontStyle

System.Windows.Controls.Control.FontWeight

System.Windows.Controls.Control.HorizontalContentAlignment

System.Windows.Controls.Control.VerticalContentAlignment

System.Windows.Controls.Control.TabIndex

System.Windows.Controls.Control.IsTabStop

System.Windows.Controls.Control.Padding

System.Windows.Controls.Control.Template

System.Windows.Controls.Control.HandlesScrolling

System.Windows.Controls.Control.PreviewMouseDoubleClick

System.Windows.Controls.Control.MouseDoubleClick

System.Windows.FrameworkElement.StyleProperty

System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty

System.Windows.FrameworkElement.DefaultStyleKeyProperty

System.Windows.FrameworkElement.DataContextProperty

System.Windows.FrameworkElement.BindingGroupProperty

System.Windows.FrameworkElement.LanguageProperty

System.Windows.FrameworkElement.NameProperty

System.Windows.FrameworkElement.TagProperty

System.Windows.FrameworkElement.InputScopeProperty

System.Windows.FrameworkElement.RequestBringIntoViewEvent

System.Windows.FrameworkElement.SizeChangedEvent

System.Windows.FrameworkElement.ActualWidthProperty

System.Windows.FrameworkElement.ActualHeightProperty

System.Windows.FrameworkElement.LayoutTransformProperty

System.Windows.FrameworkElement.WidthProperty

System.Windows.FrameworkElement.MinWidthProperty
System.Windows.FrameworkElement.MaxWidthProperty
System.Windows.FrameworkElement.HeightProperty
System.Windows.FrameworkElement.MinHeightProperty
System.Windows.FrameworkElement.MaxHeightProperty
System.Windows.FrameworkElement.FlowDirectionProperty
System.Windows.FrameworkElement.MarginProperty
System.Windows.FrameworkElement.HorizontalAlignmentProperty
System.Windows.FrameworkElement.VerticalAlignmentProperty
System.Windows.FrameworkElement.FocusVisualStyleProperty
System.Windows.FrameworkElement.CursorProperty
System.Windows.FrameworkElement.ForceCursorProperty
System.Windows.FrameworkElement.LoadedEvent
System.Windows.FrameworkElement.UnloadedEvent
System.Windows.FrameworkElement.ToolTipProperty
System.Windows.FrameworkElement.ContextMenuProperty
System.Windows.FrameworkElement.ToolTipOpeningEvent
System.Windows.FrameworkElement.ToolTipClosingEvent
System.Windows.FrameworkElement.ContextMenuOpeningEvent
System.Windows.FrameworkElement.ContextMenuClosingEvent
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)
System.Windows.FrameworkElement.ApplyTemplate()
System.Windows.FrameworkElement.OnApplyTemplate()
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior)
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)
System.Windows.FrameworkElement.GetVisualChild(System.Int32)
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)
System.Windows.FrameworkElement.GetTemplateChild(System.String)
System.Windows.FrameworkElement.FindResource(System.Object)
System.Windows.FrameworkElement.TryFindResource(System.Object)
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.FrameworkElement.OnVisualParentChanged(System.Windows.DependencyObject)
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)
System.Windows.FrameworkElement.GetUIParentCore()
System.Windows.FrameworkElement.BringIntoView()
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedInfo)
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)

System.Windows.FrameworkElement.BeginInit()
System.Windows.FrameworkElement.EndInit()
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)
System.Windows.FrameworkElement.UnregisterName(System.String)
System.Windows.FrameworkElement.FindName(System.String)
System.Windows.FrameworkElement.UpdateDefaultStyle()
System.Windows.FrameworkElement.AddLogicalChild(System.Object)
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)
System.Windows.FrameworkElement.Style
System.Windows.FrameworkElement.OverridesDefaultStyle
System.Windows.FrameworkElement.UseLayoutRounding
System.Windows.FrameworkElement.DefaultStyleKey
System.Windows.FrameworkElement.Triggers
System.Windows.FrameworkElement.TemplatedParent
System.Windows.FrameworkElement.VisualChildrenCount
System.Windows.FrameworkElement.Resources
System.Windows.FrameworkElement.InheritanceBehavior
System.Windows.FrameworkElement.DataContext
System.Windows.FrameworkElement.BindingGroup
System.Windows.FrameworkElement.Language
System.Windows.FrameworkElement.Name
System.Windows.FrameworkElement.Tag
System.Windows.FrameworkElement.InputScope
System.Windows.FrameworkElement.ActualWidth
System.Windows.FrameworkElement.ActualHeight
System.Windows.FrameworkElement.LayoutTransform
System.Windows.FrameworkElement.Width
System.Windows.FrameworkElement.MinWidth
System.Windows.FrameworkElement.MaxWidth
System.Windows.FrameworkElement.Height
System.Windows.FrameworkElement.MinHeight
System.Windows.FrameworkElement.MaxHeight
System.Windows.FrameworkElement.FlowDirection
System.Windows.FrameworkElement.Margin
System.Windows.FrameworkElement.HorizontalAlignment
System.Windows.FrameworkElement.VerticalAlignment
System.Windows.FrameworkElement.FocusVisualStyle
System.Windows.FrameworkElement.Cursor
System.Windows.FrameworkElement.ForceCursor
System.Windows.FrameworkElement.IsInitialized
System.Windows.FrameworkElement.IsLoaded
System.Windows.FrameworkElement.ToolTip
System.Windows.FrameworkElement.ContextMenu
System.Windows.FrameworkElement.Parent
System.Windows.FrameworkElement.TargetUpdated
System.Windows.FrameworkElement.SourceUpdated
System.Windows.FrameworkElement.DataContextChanged

System.Windows.FrameworkElement.RequestBringIntoView
System.Windows.FrameworkElement.SizeChanged
System.Windows.FrameworkElement.Initialized
System.Windows.FrameworkElement.Loaded
System.Windows.FrameworkElement.Unloaded
System.Windows.FrameworkElement.ToolTipOpening
System.Windows.FrameworkElement.ToolTipClosing
System.Windows.FrameworkElement.ContextMenuOpening
System.Windows.FrameworkElement.ContextMenuClosing
System.Windows.UIElement.PreviewMouseDownEvent
System.Windows.UIElement.MouseDownEvent
System.Windows.UIElement.PreviewMouseUpEvent
System.Windows.UIElement.MouseUpEvent
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent
System.Windows.UIElement.MouseLeftButtonDownEvent
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent
System.Windows.UIElement.MouseLeftButtonUpEvent
System.Windows.UIElement.PreviewMouseRightButtonDownEvent
System.Windows.UIElement.MouseRightButtonDownEvent
System.Windows.UIElement.PreviewMouseRightButtonUpEvent
System.Windows.UIElement.MouseRightButtonUpEvent
System.Windows.UIElement.PreviewMouseMoveEvent
System.Windows.UIElement.MouseMoveEvent
System.Windows.UIElement.PreviewMouseWheelEvent
System.Windows.UIElement.MouseWheelEvent
System.Windows.UIElement.MouseEnterEvent
System.Windows.UIElement.MouseLeaveEvent
System.Windows.UIElement.GotMouseCaptureEvent
System.Windows.UIElement.LostMouseCaptureEvent
System.Windows.UIElement.QueryCursorEvent
System.Windows.UIElement.PreviewStylusDownEvent
System.Windows.UIElement.StylusDownEvent
System.Windows.UIElement.PreviewStylusUpEvent
System.Windows.UIElement.StylusUpEvent
System.Windows.UIElement.PreviewStylusMoveEvent
System.Windows.UIElement.StylusMoveEvent
System.Windows.UIElement.PreviewStylusInAirMoveEvent
System.Windows.UIElement.StylusInAirMoveEvent
System.Windows.UIElement.StylusEnterEvent
System.Windows.UIElement.StylusLeaveEvent
System.Windows.UIElement.PreviewStylusInRangeEvent
System.Windows.UIElement.StylusInRangeEvent
System.Windows.UIElement.PreviewStylusOutOfRangeEvent
System.Windows.UIElement.StylusOutOfRangeEvent
System.Windows.UIElement.PreviewStylusSystemGestureEvent
System.Windows.UIElement.StylusSystemGestureEvent
System.Windows.UIElement.GotStylusCaptureEvent
System.Windows.UIElement.LostStylusCaptureEvent
System.Windows.UIElement.StylusButtonDownEvent
System.Windows.UIElement.StylusButtonUpEvent
System.Windows.UIElement.PreviewStylusButtonDownEvent
System.Windows.UIElement.PreviewStylusButtonUpEvent

System.Windows.UIElement.PreviewKeyDownEvent
System.Windows.UIElement.KeyDownEvent
System.Windows.UIElement.PreviewKeyUpEvent
System.Windows.UIElement.KeyUpEvent
System.Windows.UIElement.PreviewGotKeyboardFocusEvent
System.Windows.UIElement.GotKeyboardFocusEvent
System.Windows.UIElement.PreviewLostKeyboardFocusEvent
System.Windows.UIElement.LostKeyboardFocusEvent
System.Windows.UIElement.PreviewTextInputEvent
System.Windows.UIElement.TextInputEvent
System.Windows.UIElement.PreviewQueryContinueDragEvent
System.Windows.UIElement.QueryContinueDragEvent
System.Windows.UIElement.PreviewGiveFeedbackEvent
System.Windows.UIElement.GiveFeedbackEvent
System.Windows.UIElement.PreviewDragEnterEvent
System.Windows.UIElement.DragEnterEvent
System.Windows.UIElement.PreviewDragOverEvent
System.Windows.UIElement.DragOverEvent
System.Windows.UIElement.PreviewDragLeaveEvent
System.Windows.UIElement.DragLeaveEvent
System.Windows.UIElement.PreviewDropEvent
System.Windows.UIElement.DropEvent
System.Windows.UIElement.PreviewTouchDownEvent
System.Windows.UIElement.TouchDownEvent
System.Windows.UIElement.PreviewTouchMoveEvent
System.Windows.UIElement.TouchMoveEvent
System.Windows.UIElement.PreviewTouchUpEvent
System.Windows.UIElement.TouchUpEvent
System.Windows.UIElement.GotTouchCaptureEvent
System.Windows.UIElement.LostTouchCaptureEvent
System.Windows.UIElement.TouchEnterEvent
System.Windows.UIElement.TouchLeaveEvent
System.Windows.UIElement.IsMouseDirectlyOverProperty
System.Windows.UIElement.IsMouseOverProperty
System.Windows.UIElement.IsStylusOverProperty
System.Windows.UIElement.IsKeyboardFocusWithinProperty
System.Windows.UIElement.IsMouseCapturedProperty
System.Windows.UIElement.IsMouseCaptureWithinProperty
System.Windows.UIElement.IsStylusDirectlyOverProperty
System.Windows.UIElement.IsStylusCapturedProperty
System.Windows.UIElement.IsStylusCaptureWithinProperty
System.Windows.UIElement.IsKeyboardFocusedProperty
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty
System.Windows.UIElement.AreAnyTouchesOverProperty
System.Windows.UIElement.AreAnyTouchesCapturedProperty
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty
System.Windows.UIElement.AllowDropProperty
System.Windows.UIElement.RenderTransformProperty
System.Windows.UIElement.RenderTransformOriginProperty
System.Windows.UIElement.OpacityProperty
System.Windows.UIElement.OpacityMaskProperty
System.Windows.UIElement.BitmapEffectProperty

System.Windows.UIElement.EffectProperty
System.Windows.UIElement.BitmapEffectInputProperty
System.Windows.UIElement.CacheModeProperty
System.Windows.UIElement.UidProperty
System.Windows.UIElement.VisibilityProperty
System.Windows.UIElement.ClipToBoundsProperty
System.Windows.UIElement.ClipProperty
System.Windows.UIElement.SnapsToDevicePixelsProperty
System.Windows.UIElement.GotFocusEvent
System.Windows.UIElement.LostFocusEvent
System.Windows.UIElement.IsFocusedProperty
System.Windows.UIElement.IsEnabledProperty
System.Windows.UIElement.IsHitTestVisibleProperty
System.Windows.UIElement.IsVisibleProperty
System.Windows.UIElement.FocusableProperty
System.Windows.UIElement.IsManipulationEnabledProperty
System.Windows.UIElement.ManipulationStartingEvent
System.Windows.UIElement.ManipulationStartedEvent
System.Windows.UIElement.ManipulationDeltaEvent
System.Windows.UIElement.ManipulationInertiaStartingEvent
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent
System.Windows.UIElement.ManipulationCompletedEvent
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock)
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline)
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)

System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)
System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)

System.Windows.UIElement.InvalidateMeasure()

System.Windows.UIElement.InvalidateArrange()

System.Windows.UIElement.InvalidateVisual()

System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)

System.Windows.UIElement.Measure(System.Windows.Size)

System.Windows.UIElement.Arrange(System.Windows.Rect)

System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)

System.Windows.UIElement.UpdateLayout()

System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)

System.Windows.UIElement.InputHitTest(System.Windows.Point)

System.Windows.UIElement.CaptureMouse()

System.Windows.UIElement.ReleaseMouseCapture()

System.Windows.UIElement.CaptureStylus()

System.Windows.UIElement.ReleaseStylusCapture()

System.Windows.UIElement.Focus()

System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)

System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)

System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)

System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)

System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)

System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)

System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)

System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)

System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)

System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)

System.Windows.UIElement.ReleaseAllTouchCaptures()

System.Windows.UIElement.HasAnimatedProperties

System.Windows.UIElement.InputBindings

System.Windows.UIElement.CommandBindings

System.Windows.UIElement.AllowDrop

System.Windows.UIElement.StylusPlugIns

System.Windows.UIElement.DesiredSize

System.Windows.UIElement.IsMeasureValid

System.Windows.UIElement.IsArrangeValid

System.Windows.UIElement.RenderSize

System.Windows.UIElement.RenderTransform
System.Windows.UIElement.RenderTransformOrigin
System.Windows.UIElement.IsMouseDirectlyOver
System.Windows.UIElement.IsMouseOver
System.Windows.UIElement.IsStylusOver
System.Windows.UIElement.IsKeyboardFocusWithin
System.Windows.UIElement.IsMouseCaptured
System.Windows.UIElement.IsMouseCaptureWithin
System.Windows.UIElement.IsStylusDirectlyOver
System.Windows.UIElement.IsStylusCaptured
System.Windows.UIElement.IsStylusCaptureWithin
System.Windows.UIElement.IsKeyboardFocused
System.Windows.UIElement.IsInputMethodEnabled
System.Windows.UIElement.Opacity
System.Windows.UIElement.OpacityMask
System.Windows.UIElement.BitmapEffect
System.Windows.UIElement.Effect
System.Windows.UIElement.BitmapEffectInput
System.Windows.UIElement.CacheMode
System.Windows.UIElement.Uid
System.Windows.UIElement.Visibility
System.Windows.UIElement.ClipToBounds
System.Windows.UIElement.Clip
System.Windows.UIElement.SnapsToDevicePixels
System.Windows.UIElement.HasEffectiveKeyboardFocus
System.Windows.UIElement.IsFocused
System.Windows.UIElement.IsEnabled
System.Windows.UIElement.IsEnabledCore
System.Windows.UIElement.IsHitTestVisible
System.Windows.UIElement.IsVisible
System.Windows.UIElement.Focusable
System.Windows.UIElement.PersistId
System.Windows.UIElement.IsManipulationEnabled
System.Windows.UIElement.AreAnyTouchesOver
System.Windows.UIElement.AreAnyTouchesDirectlyOver
System.Windows.UIElement.AreAnyTouchesCapturedWithin
System.Windows.UIElement.AreAnyTouchesCaptured
System.Windows.UIElement.TouchesCaptured
System.Windows.UIElement.TouchesCapturedWithin
System.Windows.UIElement.TouchesOver
System.Windows.UIElement.TouchesDirectlyOver
System.Windows.UIElement.PreviewMouseDown
System.Windows.UIElement.MouseDown
System.Windows.UIElement.PreviewMouseUp
System.Windows.UIElement.MouseUp
System.Windows.UIElement.PreviewMouseLeftButtonDown
System.Windows.UIElement.MouseLeftButtonDown
System.Windows.UIElement.PreviewMouseLeftButtonUp
System.Windows.UIElement.MouseLeftButtonUp
System.Windows.UIElement.PreviewMouseRightButtonDown
System.Windows.UIElement.MouseRightButtonDown
System.Windows.UIElement.PreviewMouseRightButtonUp

System.Windows.UIElement.MouseRightButtonUp
System.Windows.UIElement.PreviewMouseMove
System.Windows.UIElement.MouseMove
System.Windows.UIElement.PreviewMouseWheel
System.Windows.UIElement.MouseWheel
System.Windows.UIElement.MouseEnter
System.Windows.UIElement.MouseLeave
System.Windows.UIElement.GotMouseCapture
System.Windows.UIElement.LostMouseCapture
System.Windows.UIElement.QueryCursor
System.Windows.UIElement.PreviewStylusDown
System.Windows.UIElement.StylusDown
System.Windows.UIElement.PreviewStylusUp
System.Windows.UIElement.StylusUp
System.Windows.UIElement.PreviewStylusMove
System.Windows.UIElement.StylusMove
System.Windows.UIElement.PreviewStylusInAirMove
System.Windows.UIElement.StylusInAirMove
System.Windows.UIElement.StylusEnter
System.Windows.UIElement.StylusLeave
System.Windows.UIElement.PreviewStylusInRange
System.Windows.UIElement.StylusInRange
System.Windows.UIElement.PreviewStylusOutOfRange
System.Windows.UIElement.StylusOutOfRange
System.Windows.UIElement.PreviewStylusSystemGesture
System.Windows.UIElement.StylusSystemGesture
System.Windows.UIElement.GotStylusCapture
System.Windows.UIElement.LostStylusCapture
System.Windows.UIElement.StylusButtonDown
System.Windows.UIElement.StylusButtonUp
System.Windows.UIElement.PreviewStylusButtonDown
System.Windows.UIElement.PreviewStylusButtonUp
System.Windows.UIElement.PreviewKeyDown
System.Windows.UIElement.KeyDown
System.Windows.UIElement.PreviewKeyUp
System.Windows.UIElement.KeyUp
System.Windows.UIElement.PreviewGotKeyboardFocus
System.Windows.UIElement.GotKeyboardFocus
System.Windows.UIElement.PreviewLostKeyboardFocus
System.Windows.UIElement.LostKeyboardFocus
System.Windows.UIElement.PreviewTextInput
System.Windows.UIElement.TextInput
System.Windows.UIElement.PreviewQueryContinueDrag
System.Windows.UIElement.QueryContinueDrag
System.Windows.UIElement.PreviewGiveFeedback
System.Windows.UIElement.GiveFeedback
System.Windows.UIElement.PreviewDragEnter
System.Windows.UIElement.DragEnter
System.Windows.UIElement.PreviewDragOver
System.Windows.UIElement.DragOver
System.Windows.UIElement.PreviewDragLeave
System.Windows.UIElement.DragLeave

System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop

System.Windows.UIElement.PreviewTouchDown

System.Windows.UIElement.TouchDown

System.Windows.UIElement.PreviewTouchMove

System.Windows.UIElement.TouchMove

System.Windows.UIElement.PreviewTouchUp

System.Windows.UIElement.TouchUp

System.Windows.UIElement.GotTouchCapture

System.Windows.UIElement.LostTouchCapture

System.Windows.UIElement.TouchEnter

System.Windows.UIElement.TouchLeave

System.Windows.UIElement.IsMouseDirectlyOverChanged

System.Windows.UIElement.IsKeyboardFocusWithinChanged

System.Windows.UIElement.IsMouseCapturedChanged

System.Windows.UIElement.IsMouseCaptureWithinChanged

System.Windows.UIElement.IsStylusDirectlyOverChanged

System.Windows.UIElement.IsStylusCapturedChanged

System.Windows.UIElement.IsStylusCaptureWithinChanged

System.Windows.UIElement.IsKeyboardFocusedChanged

System.Windows.UIElement.LayoutUpdated

System.Windows.UIElement.GotFocus

System.Windows.UIElement.LostFocus

System.Windows.UIElement.IsEnabledChanged

System.Windows.UIElement.IsHitTestVisibleChanged

System.Windows.UIElement.IsVisibleChanged

System.Windows.UIElement.FocusableChanged

System.Windows.UIElement.ManipulationStarting

System.Windows.UIElement.ManipulationStarted

System.Windows.UIElement.ManipulationDelta

System.Windows.UIElement.ManipulationInertiaStarting

System.Windows.UIElement.ManipulationBoundaryFeedback

System.Windows.UIElement.ManipulationCompleted

System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)

System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,
System.Windows.DependencyObject)

System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)

System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)

System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)

System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)

System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)

System.Windows.Media.Visual.VisualParent

System.Windows.Media.Visual.VisualTransform

System.Windows.Media.Visual.VisualEffect

System.Windows.Media.Visual.VisualBitmapEffect

System.Windows.Media.Visual.VisualBitmapEffectInput

System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip

System.Windows.Media.Visual.VisualClip

System.Windows.Media.Visual.VisualOffset

System.Windows.Media.Visual.VisualOpacity

System.Windows.Media.Visual.VisualEdgeMode

System.Windows.Media.Visual.VisualBitmapScalingMode

System.Windows.Media.Visual.VisualClearTypeHint

System.Windows.Media.Visual.VisualTextRenderingMode

System.Windows.Media.Visual.VisualTextHintingMode

System.Windows.Media.Visual.VisualOpacityMask

System.Windows.Media.Visual.VisualXSnappingGuidelines

System.Windows.Media.Visual.VisualYSnappingGuidelines

System.Windows.DependencyObject.Equals(System.Object)

System.Windows.DependencyObject.GetHashCode()

System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)

System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)

System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)

System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)

System.Windows.DependencyObject.GetLocalValueEnumerator()

System.Windows.DependencyObject.DependencyObjectType

System.Windows.DependencyObject.IsSealed

System.Windows.Threading.DispatcherObject.Dispatcher

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: ElectronicParts.Views

Assembly: ElectronicParts.dll

Syntax

```
public class PreviewLine : UserControl, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IComponentConnector
```

Constructors

PreviewLine()

Initializes a new instance of the PreviewLine class.

Declaration

```
public PreviewLine()
```

Methods

InitializeComponent()

InitializeComponent

Declaration

```
public void InitializeComponent()
```

Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

System.Windows.Markup.IComponentConnector

Extension Methods

Extensions.FindUid(DependencyObject, String)

Namespace Extensions

Classes

Class1

Class Class1

Namespace: Extensions

Assembly: Extensions.dll

Syntax

```
public class Class1
```

Namespace Shared

Classes

[ExamplePin<T>](#)

An example implementation of the [IPinGeneric<T>](#) interface.

[ExampleValue<T>](#)

An example implementation of the [IValueGeneric<T>](#) interface.

Interfaces

[IDisplayable](#)

An interface used to enable displaying of an image.

[IDisplayableNode](#)

A interface for a node which implements the [INode](#) interface as well as the [IDisplayable](#) interface.

[INode](#)

An interface used for logic nodes.

[IPin](#)

An interface used for pins.

[IPinGeneric<T>](#)

A generic implementation of the [IPin](#) interface.

[IValue](#)

An interface used for values.

[IValueGeneric<T>](#)

A generic implementation of the [IValue](#) interface.

Enums

[NodeType](#)

The available types of nodes.

Class ExamplePin\<T>

An example implementation of the IPinGeneric\<T> interface.

System.Object

ExamplePin\<T>

Implements

IPinGeneric\<T>

IPin

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: Shared

Assembly: Shared.dll

Syntax

```
[Serializable]
public class ExamplePin<T> : IPinGeneric<T>, IPin
```

Type Parameters

NAME	DESCRIPTION
T	The type of the value.

Constructors

ExamplePin()

Initializes a new instance of the ExamplePin\<T> class.

Declaration

```
public ExamplePin()
```

Properties

Label

Gets or sets the label of the pin.

Declaration

```
public string Label { get; set; }
```

Property Value

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.String	The label of the pin.

Value

Gets or sets the value of the pin.

Declaration

```
public IValueGeneric<T> Value { get; set; }
```

Property Value

TYPE	DESCRIPTION
IValueGeneric<T>	The value of the pin.

Explicit Interface Implementations

IPin.Value

Gets or sets the value of the pin.

Declaration

```
IValue IPin.Value { get; set; }
```

Returns

TYPE	DESCRIPTION
IValue	The value of the pin.

Implements

IPinGeneric<T>

IPin

Class ExampleValue<T>

An example implementation of the IValueGeneric<T> interface.

System.Object

ExampleValue<T>

Implements

IValueGeneric<T>

IValue

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: **Shared**

Assembly: Shared.dll

Syntax

```
[Serializable]
public class ExampleValue<T> : IValueGeneric<T>, IValue
```

Type Parameters

NAME	DESCRIPTION
T	The type of the value.

Properties

Current

Gets or sets the current value.

Declaration

```
public T Current { get; set; }
```

Property Value

TYPE	DESCRIPTION
T	The current value.

Explicit Interface Implementations

IValue.Current

Gets or sets the current value.

Declaration

```
object IValue.Current { get; set; }
```

Returns

TYPE	DESCRIPTION
System.Object	The current value.

Implements

IValueGeneric<T>

IValue

Interface IDisplayable

An interface used to enable displaying of an image.

Namespace: **Shared**
Assembly: Shared.dll

Syntax

```
public interface IDisplayable
```

Properties

Picture

Gets the current picture as bitmap.

Declaration

```
Bitmap Picture { get; }
```

Property Value

TYPE	DESCRIPTION
System.Drawing.Bitmap	The current picture.

Events

PictureChanged

Is fired every time the Picture changes.

Declaration

```
event EventHandler PictureChanged
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Interface IDisplayableNode

A interface for a node which implements the INode interface as well as the IDisplayable interface.

Namespace: Shared

Assembly: Shared.dll

Syntax

```
public interface IDisplayableNode : INode, IDisplayable
```

Interface INode

An interface used for logic nodes.

Namespace: **Shared**

Assembly: Shared.dll

Syntax

```
public interface INode
```

Properties

Description

Gets the description of the node.

Declaration

```
string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The description of the node.

Inputs

Gets a collection of input pins represented as IPin instances.

Declaration

```
ICollection<IPin> Inputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	A collection of IPin instances.

Label

Gets the label of the node.

Declaration

```
string Label { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	The label of the node.

Outputs

Gets a collection of output pins represented as IPin instances.

```
ICollection<IPin> Outputs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection<IPin>	A collection of IPin instances.

Type

Gets the NodeType of the pin.

Declaration

```
NodeType Type { get; }
```

Property Value

TYPE	DESCRIPTION
NodeType	The NodeType of the pin.

Methods

Activate()

Activates the node.

Declaration

```
void Activate()
```

Execute()

Executes the node.

Declaration

```
void Execute()
```

Interface IPin

An interface used for pins.

Syntax

```
public interface IPin
```

Properties

Label

Gets or sets the label of the pin.

Declaration

```
string Label { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	The label of the pin.

Value

Gets or sets the value of the pin.

Declaration

```
IValue Value { get; set; }
```

Property Value

TYPE	DESCRIPTION
IValue	The value of the pin.

Interface IPinGeneric<T>

A generic implementation of the IPin interface.

IPin.Label

Namespace: Shared

Assembly: Shared.dll

Syntax

```
public interface IPinGeneric<T> : IPin
```

Type Parameters

NAME	DESCRIPTION
T	The generic type of the pin.

Properties

Value

Gets or sets the value of the pin.

Declaration

```
IValueGeneric<T> Value { get; set; }
```

Property Value

TYPE	DESCRIPTION
IValueGeneric<T>	The value of the pin.

Interface IValue

An interface used for values.

Namespace: Shared
Assembly: Shared.dll

Syntax

```
public interface IValue
```

Properties

Current

Gets or sets the current value.

Declaration

```
object Current { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Object	The current value.

Interface IValueGeneric<T>

A generic implementation of the IValue interface.

Namespace: Shared
Assembly: Shared.dll

Syntax

```
public interface IValueGeneric<T> : IValue
```

Type Parameters

NAME	DESCRIPTION
T	The generic type of the value.

Properties

Current

Gets or sets the current value.

Declaration

```
T Current { get; set; }
```

Property Value

TYPE	DESCRIPTION
T	The current value.

Enum NodeType

The available types of nodes.

Namespace: Shared
Assembly: Shared.dll

Syntax

```
public enum NodeType
```

Fields

NAME	DESCRIPTION
Display	A display node.
Logic	A logical node.
Source	A source node.
Switch	A node which can be switch on/off.

Namespace System

Classes

Extensions

Includes extensions for the ElectronicParts program.

Class Extensions

Includes extensions for the ElectronicParts program.

Inheritance

System.Object

Extensions

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: System

Assembly: ElectronicParts.ViewModel.dll

Syntax

```
public static class Extensions
```

Methods

CeilingTo(Double, Int32)

Ceils a System.Double to the next given System.Int32.

Declaration

```
public static double CeilingTo(this double input, int ceilingTo)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	input	The System.Double to be ceiled.
System.Int32	ceilingTo	The System.Int32 the input gets ceiled to.

Returns

TYPE	DESCRIPTION
System.Double	A ceiled System.Double.

CeilingTo(Int32, Int32)

Ceils an System.Int32 to the next given System.Int32.

Declaration

```
public static int CeilingTo(this int input, int ceilingTo)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	input	The System.Int32 to be ceiled.
System.Int32	ceilingTo	The System.Int32 the input gets ceiled to.

Returns

TYPE	DESCRIPTION
System.Int32	A ceiled System.Int32.

CeilingTo(Int64, Int32)

Ceils a System.Int64 to the next given System.Int32.

Declaration

```
public static long CeilingTo(this long input, int ceilingTo)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int64	input	The System.Int64 to be ceiled.
System.Int32	ceilingTo	The System.Int32 the input gets ceiled to.

Returns

TYPE	DESCRIPTION
System.Int64	A ceiled System.Int64.

FindUid(DependencyObject, String)

Finds the elements with the given unique identifier.

Declaration

```
public static UIElement FindUid(this DependencyObject parent, string uid)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Windows.DependencyObject	parent	The parent element.

TYPE	NAME	DESCRIPTION
System.String	uid	The unique identifier being searched for.

Returns

TYPE	DESCRIPTION
System.Windows.UIElement	The element with the given unique identifier.

FloorTo(Double, Int32)

Floors a System.Double to the next given System.Int32.

Declaration

```
public static double FloorTo(this double input, int floorTo)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	input	The System.Double to be floored.
System.Int32	floorTo	The System.Int32 the input gets floored to.

Returns

TYPE	DESCRIPTION
System.Double	A floored System.Double.

FloorTo(Int32, Int32)

Floors an System.Int32 to the next given System.Int32.

Declaration

```
public static int FloorTo(this int input, int floorTo)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	input	The System.Int32 to be floored.
System.Int32	floorTo	The System.Int32 the input gets floored to.

Returns

TYPE	DESCRIPTION
System.Int32	A floored System.Int32.

FloorTo(Int64, Int32)

Floors a System.Int64 to the next given System.Int32.

Declaration

```
public static long FloorTo(this long input, int floorTo)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int64	input	The System.Int64 to be floored.
System.Int32	floorTo	The System.Int32 the input gets floored to.

Returns

TYPE	DESCRIPTION
System.Int64	A floored System.Int64.

RoundTo(Double, Int32)

Rounds a System.Double to the next given System.Int32.

Declaration

```
public static double RoundTo(this double input, int roundTo)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	input	The System.Double to be rounded.
System.Int32	roundTo	The System.Int32 the input gets rounded to.

Returns

TYPE	DESCRIPTION
System.Double	A rounded System.Double.

RoundTo(Int32, Int32)

Rounds an System.Int32 to the next given System.Int32.

Declaration

```
public static int RoundTo(this int input, int roundTo)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	input	The System.Int32 to be rounded.
System.Int32	roundTo	The System.Int32 the input gets rounded to.

Returns

TYPE	DESCRIPTION
System.Int32	A rounded System.Int32.

RoundTo(Int64, Int32)

Rounds a System.Int64 to the next given System.Int32.

Declaration

```
public static long RoundTo(this long input, int roundTo)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int64	input	The System.Int64 to be rounded.
System.Int32	roundTo	The System.Int32 the input gets rounded to.

Returns

TYPE	DESCRIPTION
System.Int64	A rounded System.Int64.

ToObservableCollection<TValue>(IEnumerable<TValue>)

Returns a given IEnumerable as observable collection.

Declaration

```
public static ObservableCollection<TValue> ToObservableCollection<TValue>(this IEnumerable<TValue> values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IEnumerable<TValue>	values	The IEnumerable which will be converted.

Returns

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection<TValue>	The given IEnumerable as observable collection.

Type Parameters

NAME	DESCRIPTION
TValue	The generic type of the IEnumerable.