XAML Basics Lab - WPF

Perform these labs on your own computer using Visual Studio 2022 or later to ensure you understand the lessons presented in the corresponding videos and lectures.

Lab 1: Create a WPF Application

Create a new WPF application named **WPFBasicsLabWPF**.

Open the **MainWindow.xaml** file and set the **Title** attribute to "**User Detail**".

Set/Add the following attributes on the <Window> control.

```
WindowStartupLocation="CenterScreen"
Height="600"
Width="800"
```

Try It Out

Run the application and view the UI.

Lab 2: Add a Stack Panel, Label, and Text Box

Replace the <Grid> … </Grid> with <StackPanel> … </StackPanel>.

Set the **Margin** attribute on the <StackPanel> to be **10**.

Add a <Label> within the <StackPanel> and set the following attributes on this label control.

```
Margin="5"
Content="First Name"
BorderBrush="Black"
BorderThickness="2"
```

Add a <TextBox> below the <Label> control.

Set the **Margin** attribute to **5**.

Try It Out

Run the application and view the UI. It should look like the following screen shot.

Lab 3: Add a Button

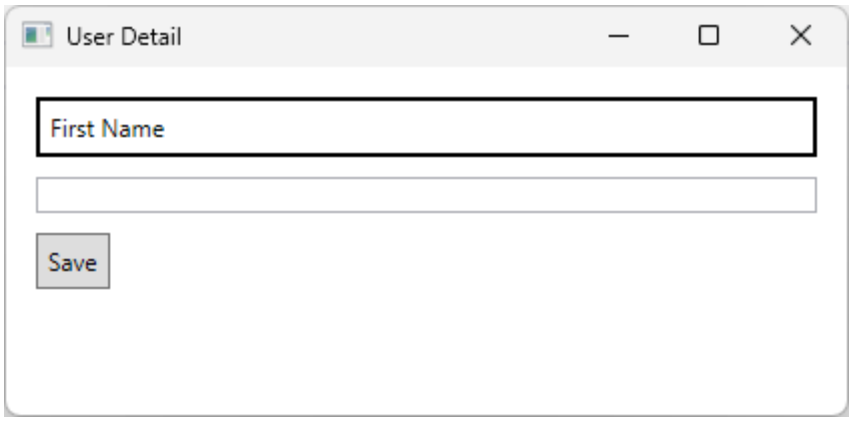
Add a <Button> control below the <TextBox> control and set the following attributes on the button control.

```
x:Name="SaveButton"
HorizontalAlignment="Left"
Margin="5"
Padding="5"
```

Try It Out

Run the application and the UI should look like the following screen shot.

Copyright © 2023 by Paul D. Sheriff
All rights reserved worldwide. Reproduction is strictly prohibited.



Lab 4: Add a Click Event

Add a click event to the <Button> control.

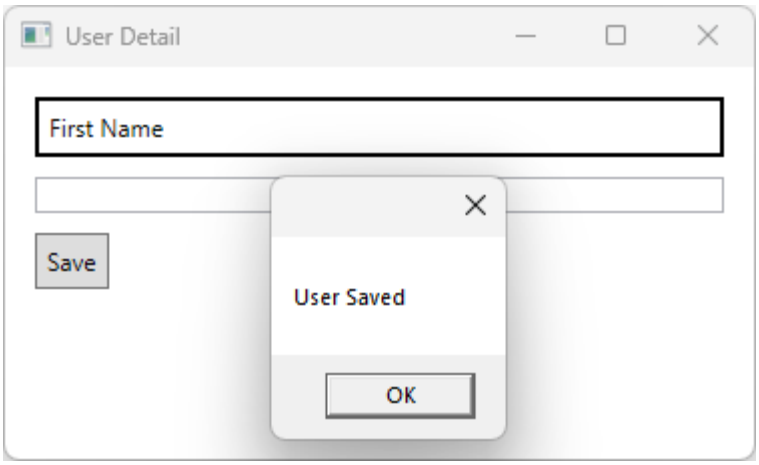
Write the following code in the Click event.

```
private void SaveButton_Click(object sender,
RoutedEventArgs e) {
  MessageBox.Show("User Saved");
}
```

Try It Out

Run the application and the UI should look like the following screen shot.

Copyright © 2023 by Paul D. Sheriff
All rights reserved. Reproduction is strictly prohibited.



Lab 5: Add an Image to the Button

Remove the "Content" from the button.

Create an **Images** folder in your project.

Add the **save.png** file into this images folder and set the following properties on this image within the Properties Window.

```
Build Action="Content"
Copy to Output Directory="Copy Always"
```

Make the <Image> control the Content of the Button control.

Set the following attributes on the <Image> control.

```
Width="16"
Height="16"
```

Try It Out

Run the application and the UI should look like the following screen shot.

Copyright © 2023 by Paul D. Sheriff
All rights reserved worldwide. Reproduction is strictly prohibited.

Copyright © 2023 by Paul D. Sheriff
All rights reserved. Reproduction is strictly prohibited.