

```
//Ms Essentials

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

//Apps Functionality

using CommunityToolkit.Mvvm.Messaging;

using Microsoft.Maui.Controls;

using CommunityToolkit.Maui.Markup;

using static CommunityToolkit.Maui.Markup.GridRowsColumns;

//Page

using MauiPg.ViewModel;

using MauiPg.Messenger;

using MauiPg.Themes;

//Crypt

using System.Security.Cryptography.X509Certificates;

namespace MauiPg.View

{

    public partial class LoginCS: ContentPage

    {

        public LoginCS()

        {

            LoginPageViewModel vm = new();

            BindingContext = vm;

        }

    }

}
```

```
WeakReferenceMessenger.Default.Register<MessageA01>
    (this, (m, e) => new MessageA01().message001(this));
```

```
displayElement de = new();
```

```
inputElement ie = new();
```

```
actionElement ae = new();
```

```
indicator ai = new();
```

```
Content = new Grid
```

```
{
```

```
    RowDefinitions = Rows.Define(
```

```
        (Row.title, Auto),
```

```
        (Row.username, Auto),
```

```
        (Row.password, Auto),
```

```
        (Row.button1, Auto),
```

```
        (Row.button2, Auto),
```

```
        (Row.button3, Auto),
```

```
        (Row.activityDisplay1, Auto),
```

```
        (Row.activityDisplay2, Auto)
```

```
    ),
```

```
    ColumnDefinitions = Columns.Define(
```

```
        (Col.labelName, Auto),
```

```
        (Col.dataEntry, Auto)
```

```
    ),
```

```
    Children = {
```

```
        de.labelTitle.Row(Row.title).Column(Col.labelName),
```

```
        //username
```

```

        de.usernameLabel.Row(Row.username).Column(Col.labelName),
        ie.usernameEntry.Row(Row.username).Column(Col.dataEntry),

        //password
        de.passwordLabel.Row(Row.password).Column(Col.labelName),
        ie.passwordEntry.Row(Row.password).Column(Col.dataEntry),

        //button
        ae.submitButton.Row(Row.button1).Column(Col.dataEntry),
        ae.createButton.Row(Row.button2).Column(Col.dataEntry),
        ae.forgotButton.Row(Row.button3).Column(Col.dataEntry),

        //activityIndicator
        ai.progressBar01.Row(Row.activityDisplay1).Column(Col.labelName)
    }
    }.Center();

}

/// <summary>
/// GUI: displayElement
/// </summary>
public class displayElement
{
    public Label labelTitle =
        new Label { Text = "Login Page", Style = settings01.labelTitleStyle01
    }.Margin(0,30);

```

```
    public Label usernameLabel =  
        new Label { Text = "Username", Style = settings01.labelNameStyle01};
```

```
    public Label passwordLabel =  
        new Label { Text = "Password", Style = settings01.labelNameStyle01};  
}
```

```
/// <summary>  
/// GUI: inputElement  
/// </summary>
```

```
public class inputElement  
{  
    public Entry usernameEntry =  
        new Entry { Placeholder = "..username..", Style =  
settings01.entryNormalStyle01}  
        .Bind(Entry.TextProperty, "Name");
```

```
    public Entry passwordEntry =  
        new Entry { Placeholder = "..password..", Style =  
settings01.entryPasswordStyle01}  
        .Bind(Entry.TextProperty, "Password");  
}
```

```
/// <summary>  
/// GUI: actionElement  
/// </summary>
```

```
public class actionElement  
{  
    public Button submitButton =
```

```
new Button { Text = "Submit", Style = settings01.buttonStyle01}  
.Bind(Button.CommandProperty, "SubmitCommand")  
.Margin(5,5);
```

```
public Button createButton =  
new Button { Text = "Create", Style = settings01.buttonStyle01}  
.Margin(5,5).Bind(Button.CommandProperty, "CreateCommand");
```

```
public Button forgotButton =  
new Button { Text = "Forgot", Style =  
settings01.buttonStyle01}.Margin(5,5);  
}
```

```
/// <summary>
```

```
/// activityIndicator
```

```
/// </summary>
```

```
public class indicatoR
```

```
{
```

```
public ProgressBar progressBar01 = new ProgressBar {  
ProgressColor = Colors.Magenta }
```

```
.Bind(ProgressBar.ProgressProperty, "ProgressValue01");
```

```
}//activityIndicator
```

```
/// <summary>
```

```
/// enum Content
```

```
/// </summary>
```

```
enum Row { title, username, password,
```

