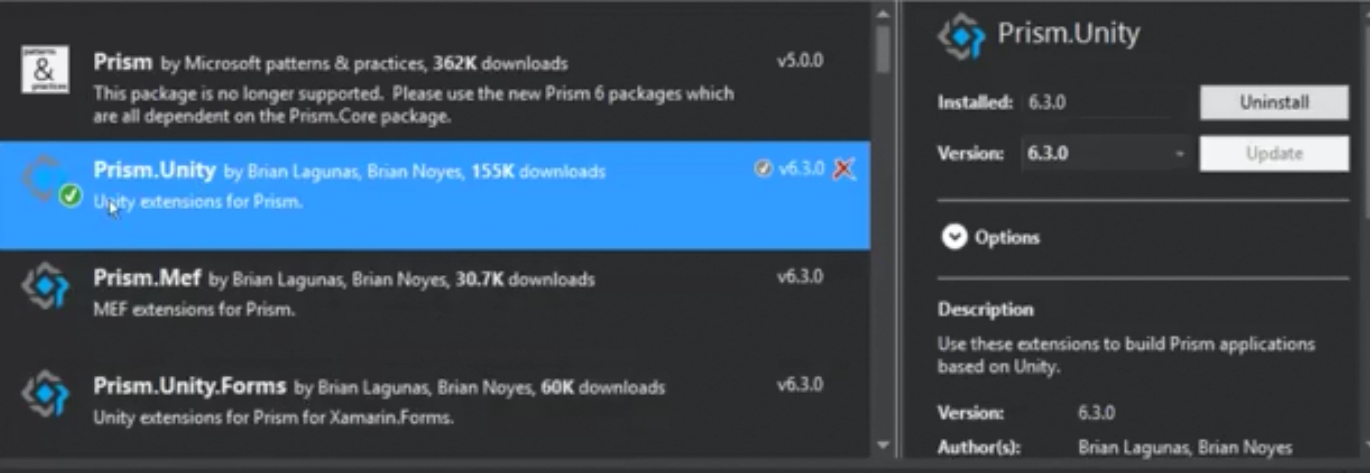
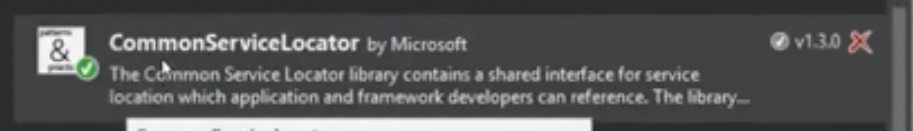
<https://github.com/PrismLibrary> **(https://github.com/unitycontainer/unity)**

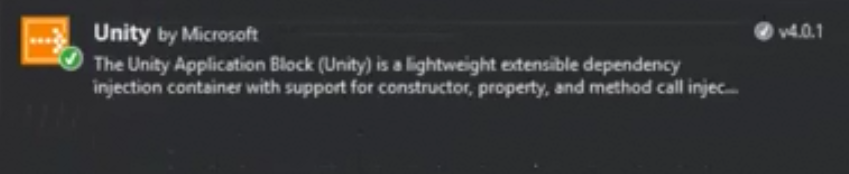
<https://www.youtube.com/watch?v=DYRLcqG2BAY>

**Man muss installieren für Prism.Unity**

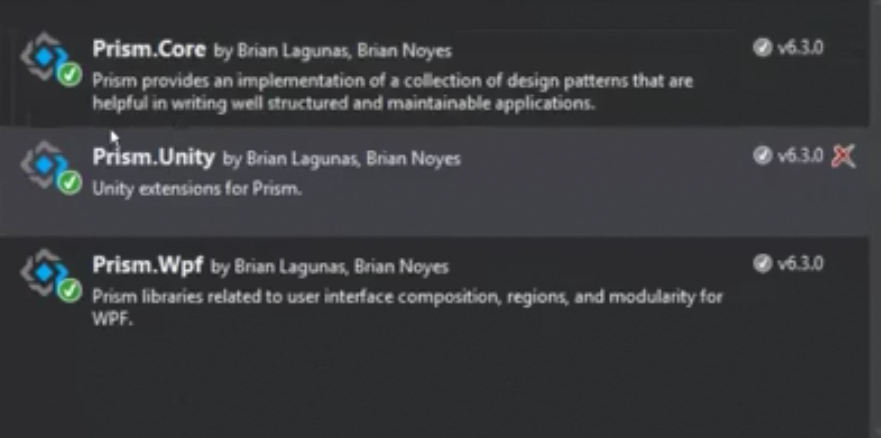
https://github.com/PrismLibrary/Prism-Samples-Wpf



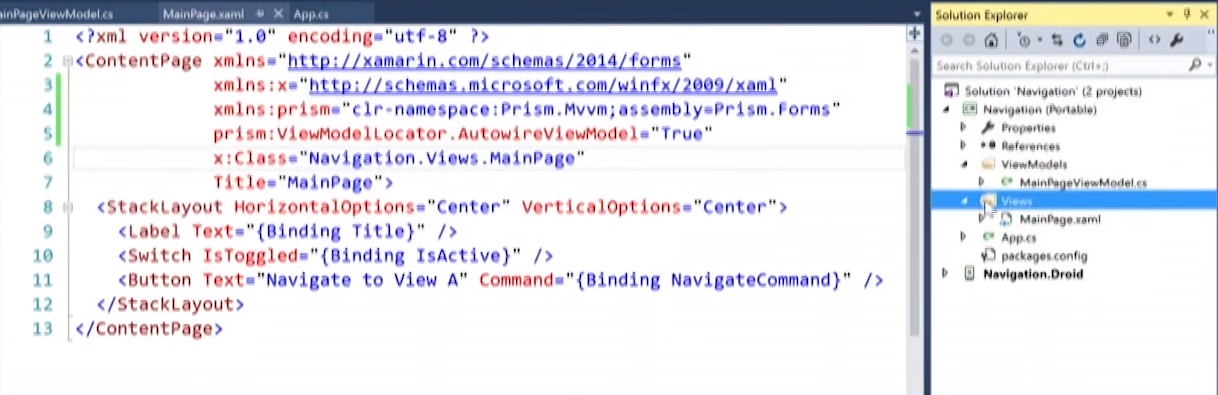




**Nach der Installation hat man:**

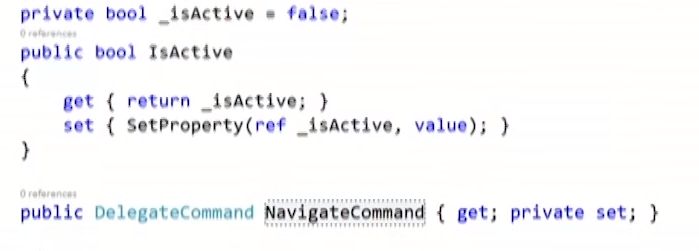
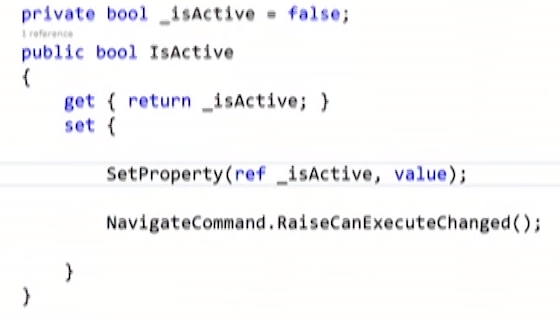


**ViewModel-Locator**



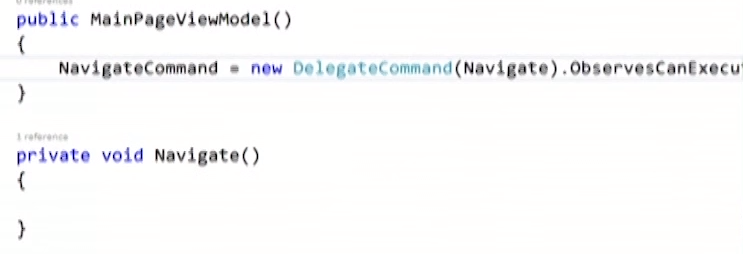
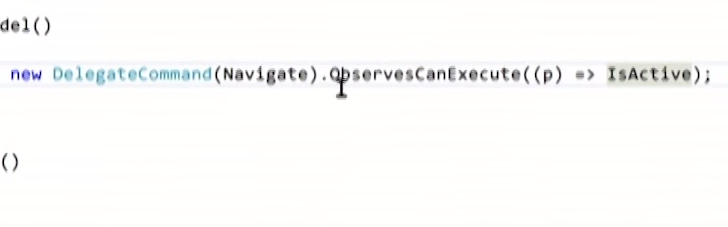
Binden mit zwei Zeilen in xaml-File und Namenkonvention MainPage.xaml-View mit MainPageViewModel.cs-ViewModel (Namespace muss auch stimmen)

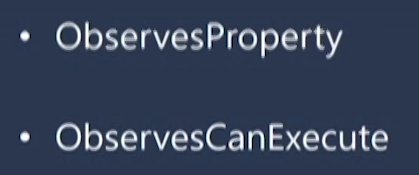
**DelegateCommand**

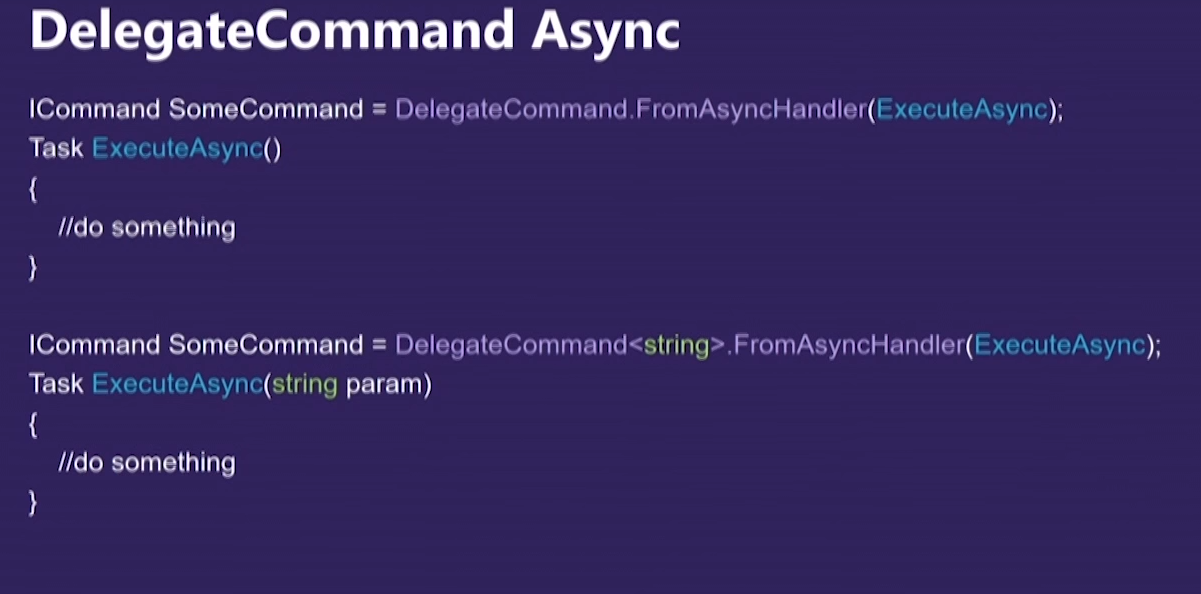
  

Ohne RaiseCanExecuteChanged in Property wird nicht funktionieren

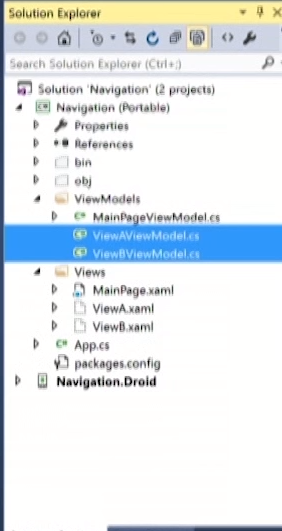
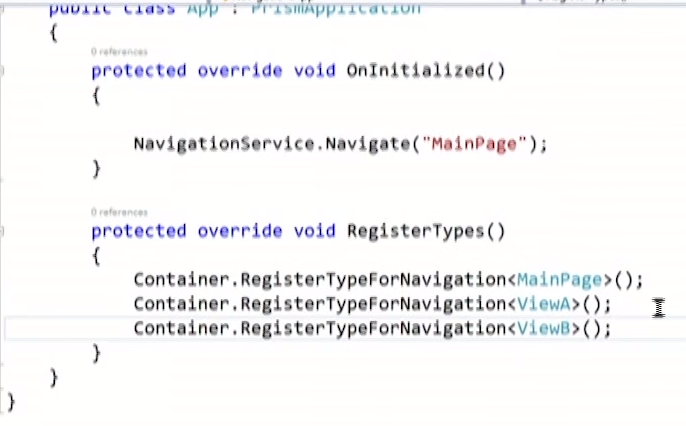
Aber mit Prism reicht:

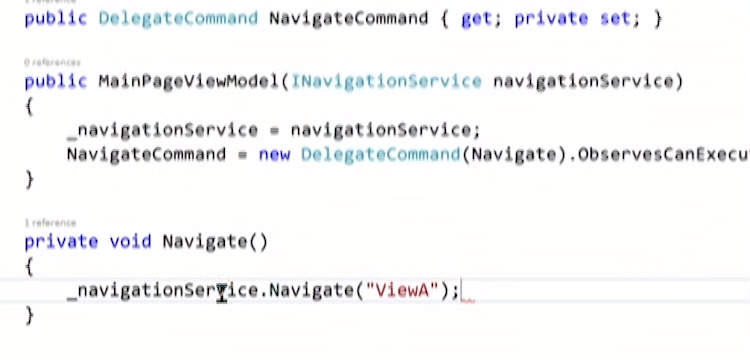
 



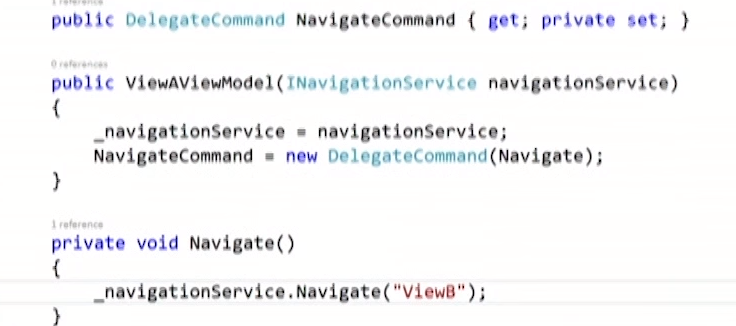
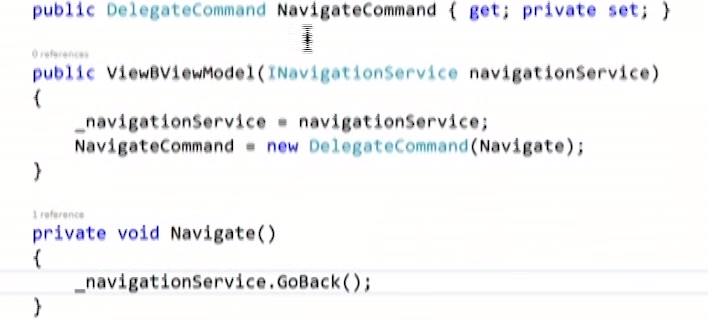


**Navigation**

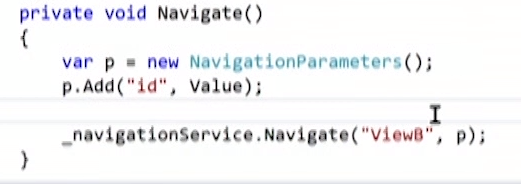
 



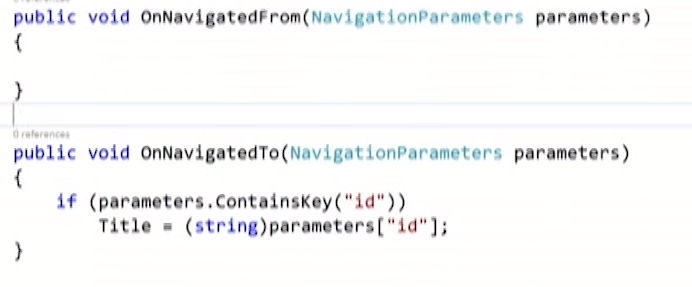
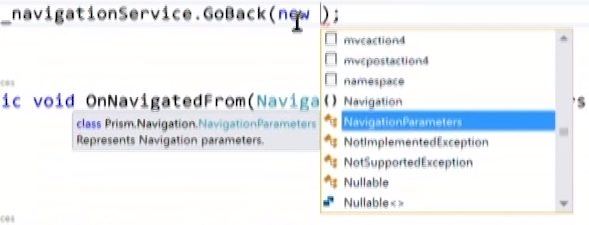
Parameter-Name muss navigationService heissen nur dann ViewModel-Locator macht verknüpfen

Mit Parameter

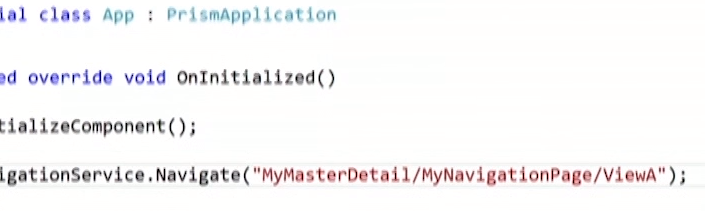
 



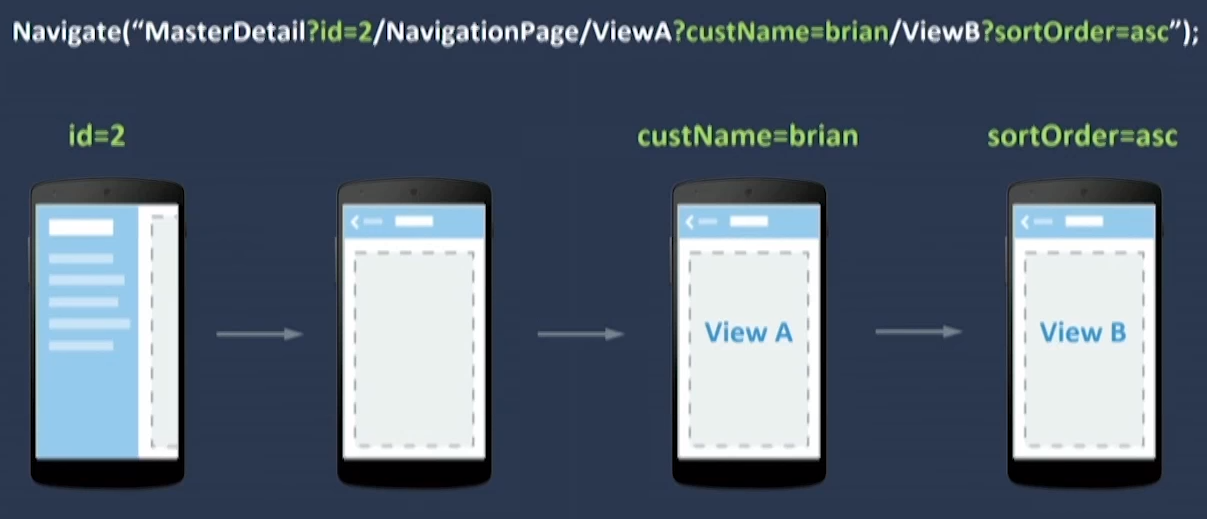
 

 Um zu sagen, du muss vielleicht was speichern in OnNavigetedFrom

**Deep Linking**



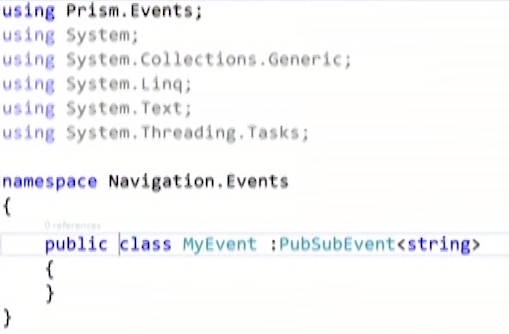
Von der Sete MyMasterDetail zu MyNavigationPage und dann ViewA



**Messaging**

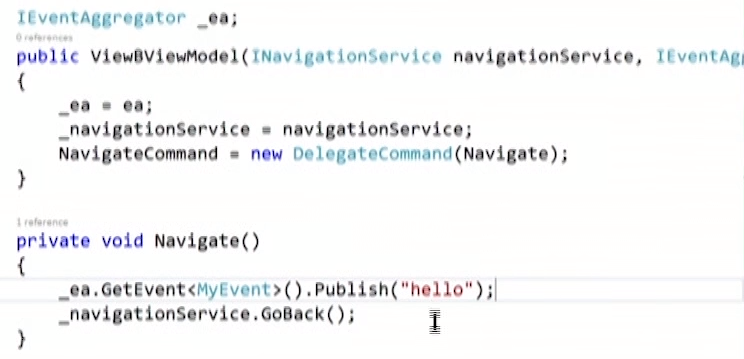






Event-Publisher sendet ein Event



Subscriber empfängt Events z.B mit einer Delegate-Funktion

