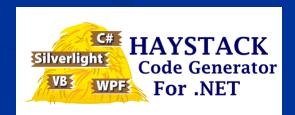
# A Windows 8 Shell for WPF

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#### Paul.About

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# Agenda

- Windows 8 Shell Overview
- A Simple Message Broker
- Building Buttons
- A Style-able Message Box
- Creating a Tile
- Add/Edit/Delete Screen

#### Windows 8 Shell Overview

- Provide a XAML Shell that looks like Windows 8 Start Screen
- You can start using this today
- Don't have to upgrade your users to Windows 8 immediately

#### Windows 8 Shell



Show running application

# **Building Blocks**

- User Controls
  - ucButton, ucButtonImage, ucButtonImageText
  - ucTile
- Simple Message Broker
  - Communicate from controls to main shell
- Custom Message Box
  - Allows you to style
- Standard Resource Dictionaries

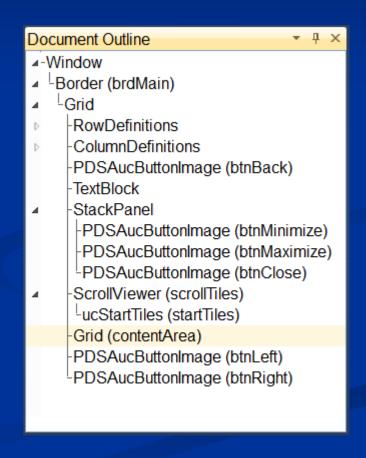
# **Building Blocks**

- Start Group Tile Controls
  - ucStartGroup1, ucStartGroup2, etc.
  - A collection of Tile user controls
- Start Tile Control
  - ucStartTiles
  - A collection of Start Group Tile Controls
  - Placed on Main Window

#### **Main Window**

#### Grid

- ucButtonImage
  - Back, min, max, close buttons
- ScrollViewer
  - Contains ucStartTiles
- Grid
  - Content Area
- ucButtonImage
  - Left and Right Buttons



Back Arrow (ucButtonImage)

#### Header Text

Min, Max, Close Buttons (ucButtonImage)



ucStartGroup1

ucTile

ucStartGroup2

ucTile

ucStartGroup*n* 

ucTile

Scroll Left Arrow (ucButtonImage)

Scroll Right Arrow (ucButtonImage)

# Home Screen Design

- Create a borderless window
- Events
  - Drag
  - Maximize / Minimize
  - Close
- Start Tiles
  - ScrollViewer / Left and Right Buttons
- Clicking a Tile sends a message

#### Home Screen Overview



- Borderless Attributes
- Events
- Tiles
- Message Sending

#### Message Broker

- Create a central "Communication" class
- Avoids coupling between objects
- Send messages...
  - From one user control to another
  - From one class to another
  - From view model to main shell
  - Etc.

#### Message Broker



Let's look at the Message Broker

# **Building Buttons**

- Hard to style normal WPF Button
  - Without having to create new template
- Create your own buttons
  - Using user controls
- Buttons with
  - Text
  - Images
  - Text and Images

#### **Button Controls**



- Text Button
- Button with an Image
- Image and Text Button

# **Custom Message Box**

- MessageBox.Show() displays Windows UI
- Can ruin the look of your application
- Create a window with styles
- Use resource dictionaries
  - Helps you to override styles

#### Custom Message Box



A style-able message box

# Creating a Tile

- Windows 8 / Windows Phone use Tiles
  - For navigation
  - For launching applications
- Create your own user control in XAML
  - Grid
  - Image
  - TextBlock
  - Visual State Manager
  - A couple of events

#### Tiles



Creating Tiles

# Launch Application

- When you click on a tile, you can...
  - Launch another application
  - Display a web page
  - Display a window
  - Load a user control
- Let's look at loading a user control

# Launch Application



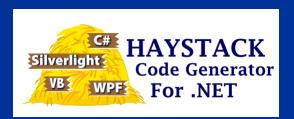
Displaying a user control

## Summary

- User Controls are essential
  - Buttons, Tiles, etc.
- Create resource dictionaries
- Use a communication system to avoid strong-coupling

#### Thank You

- Sign up for Haystack Webcasts
  - http://www.pdsa.com/webcasts



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# Sample Code

- http://www.pdsa.com/event/???
  - Get Free Silverlight Video
    - Silverlight XAML for the Complete Novice Part 1
- \*\* Haystack Special \*\*
  - Special Price: \$499
  - Use Code: ???
  - Valid until: ??/??/11