Wpf uses a concept to store data locally, for entire window, for entire application. This data could be Styles, Triggers and Templates etc.

For example if we have an Image to be used as background of a window we can store it as resources.

Resources are given a key, using the 'x.Key' attribute, which allows us to reference it from other parts of the application by using this key, in combination with the Static Resources markup extension.

Thus we can say resources are nothing more than values stored in dictionary. Generally, we provide a key and get back some sort of object behalf of key.

Resources could be declared as Window Resources, Application Resources or control(layout) resources.

In WPF there are two types of resources

1. Static Resource
2. Dynamic Resource

A static resources is resolved at compile time i.e. the value of the object is set when you are working with XAML

A dynamic resource is resolved at run time. The value of Object is evaluated and stored in an expression and the value is substituted at run time.

It is the ability to store data locally for controls or for the current window or globally for the entire applications.  Resources are defined in resource dictionaries and any object can be defined as a resource effectively making it a shareable asset. A unique key is specified to an XAML resource and with that key, it can be referenced by using a StaticResource markup extension.