Chapter 2: Desktop Application

WPF apps (textbox, button, label)

A button is meant to be clicked. It does something important. It displays a message, opens a window, saves a file. With WPF we build programs that have buttons.

Label. A Label displays text. We can apply styling to it. We can dynamically change the Content of a Label. The Label_Loaded event handler allows to changes its attributes at WPF program startup.

Example. First, please create a new WPF project, and drag a Label to the designer window. Next change the markup of the XAML file—this is where the controls are specified. Modify the Label element.

Button. A Button is an important WPF control. With it, we provide a visual indication of our program's functionality. When the user clicks on a button, something happens. We use an event handler in C# when the click occurs.

Example. To start, please create a new C# WPF project. In the designer view of your window, add a Button control. Locate the Button control in the Toolbox panel. You will see that the XAML markup changes and a Button element is inserted.
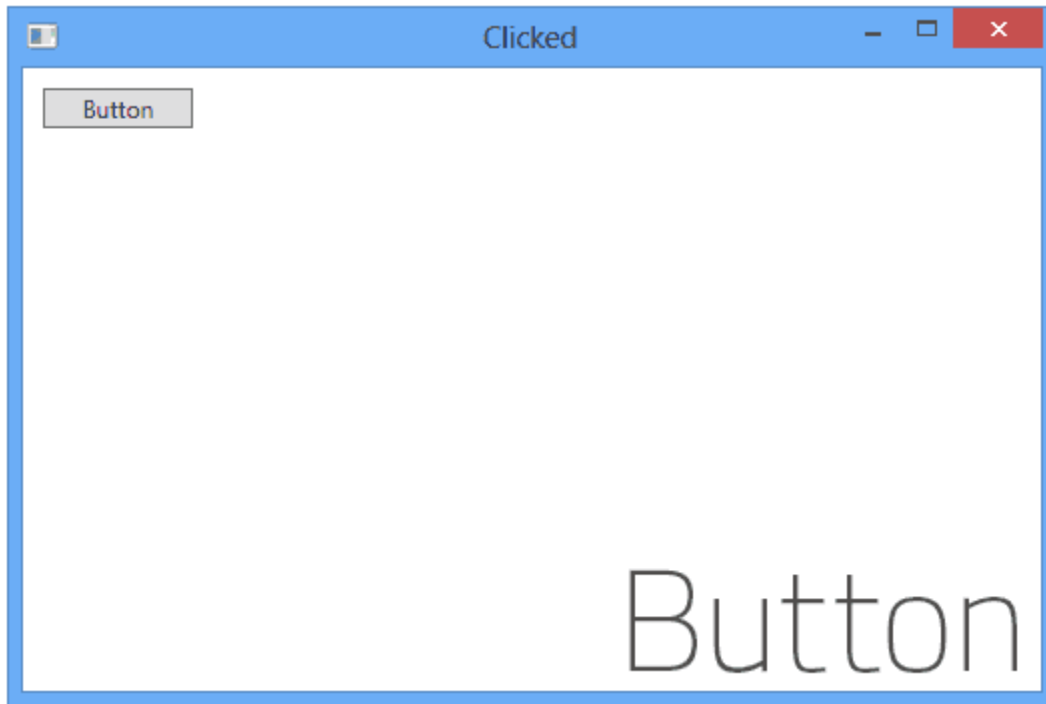
TextBox. A TextBox holds user input or program output. With TextBoxes, we present a user-editable box for input. And in some cases, a TextBox is an effective way to display program output. It is simple and easy to add to a WPF program.

Example. To start, please create a C# WPF project. From the Toolbox panel, drag a TextBox control to the designer window. Now, in the XAML markup, changed the Text attribute to be an empty string.

hello[Length = 5]

hello

TextBox