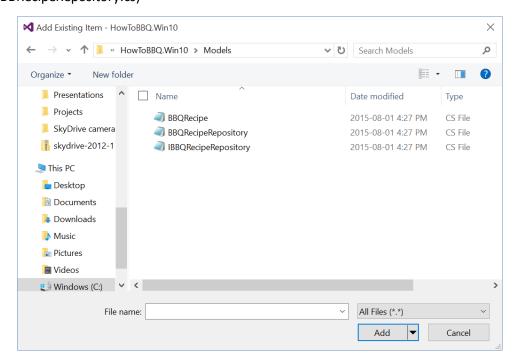
Windows 10 UWP - Hands on Lab

Lab 2:

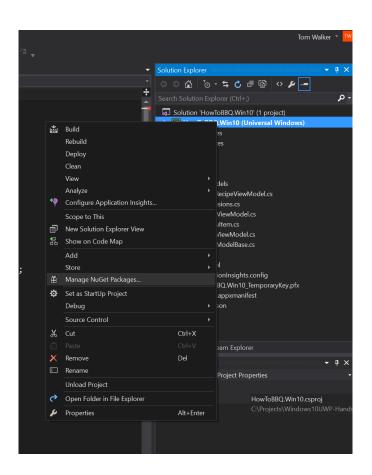
Note: This demo app created for this lab uses the Visual Studio 2015 RTM and Windows Tools SDK ver 10240.

Select the "Models" folder and bring up the popup menu and select "Add->Existing Item". This
will bring up Windows Explorer. Navigate to the folder (i.e. C:\Projects\Windows10UWPHandsOnLab\Lab2\Completed) where the lab files have been downloaded. Add the following
files located in the "Models" folder (BBQRecipe.cs, BBQRecipeRepository.cs,
IBBRecipeRepository.cs)

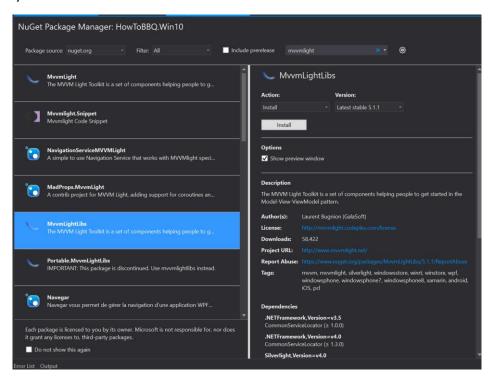


2. Select the "Mvvm" folder and bring up the popup menu and select "Add->Existing Item". This will bring up Windows Explorer. Navigate to the folder (i.e. C:\Projects\Windows10UWP-HandsOnLab\Lab2\Completed) where the lab files have been downloaded. Add the following files located in the "Mvvm" folder (NavigationService.cs, INavigationService.cs)

- 3. Select the "ViewModels" folder and bring up the popup menu and select "Add->Existing Item". This will bring up Windows Explorer. Navigate to the folder (i.e. C:\Projects\Windows10UWP-HandsOnLab\Lab2\Completed) where the lab files have been downloaded. Add the following files located in the "ViewModels" folder (BBQRecipeViewModel.cs, MainViewModel.cs, Extensions.cs).
- 4. Select the "Assets" folder and bring up the popup menu and select "Add->Existing Item". This will bring up Windows Explorer. Navigate to the folder (i.e. C:\Projects\Windows10UWP-HandsOnLab\Lab2\Completed) where the lab files have been downloaded. Add the following files located in the "Assets" folder (BBQRecipeViewModel.cs, MainViewModel.cs, Extensions.cs)
- 5. To use the Navigation service in the pages we need to add the reference to Mvvmlight to use Simpleloc to manage registering and resolve class instances. Bring up the pop menu and select "Manage NuGet Packages".



6. In the NuGet Package Manager screen, enter "Mvvmlight" to begin the search locate "MvvmLightsLibs" to install "MvvmLight Library" to the project. Click "install" button to add the library.



7. Open the App.xaml file and change the app theme from "Light" to "Dark"

8. Open the App.xaml.cs and add the following code onto line 31 before the App() constructor.

public static MainViewModel MainViewModel;

9. In the App.xaml.cs file and add the following code on to line 68.

```
SimpleIoc.Default.Register<INavigationService>(() => { return new
NavigationService(rootFrame); });
```

```
#endif

#endif
```

10. In the App.xaml.cs file and add the following code on to line 68.

```
MainViewModel = new MainViewModel();
MainViewModel.IsDataLoaded = false;
```

```
rootFrame.NavigationFailed += OnNavigationFailed;

if (e.PreviousExecutionState == ApplicationExecutionState.Terminated)
{
    //TODO: Load state from previously suspended application
}

// Place the frame in the current Window
Window.Current.Content = rootFrame;

MainViewModel = new MainViewModel();
MainViewModel.IsDataLoaded = false;
}

if (rootFrame.Content == null)
{
    // When the navigation stack isn't restored navigate to the first page,
    // configuring the new page by passing required information as a navigation
    // parameter
    rootFrame.Navigate(typeof(Shell), e.Arguments);
}

// Ensure the current window is active
Window.Current.Activate();
}
```

11. In the App.xaml.cs file, add the following code on to the top of the file.

```
using HowToBBQ.Win10.Mvvm;
using HowToBBQ.Win10.ViewModels;
```

12. Open the file Shell.xaml.cs and add the following lines of code to line 30.

```
// Navigate to the BBQRecipePage if there is selected BBQRecipe
   if (App.MainViewModel.SelectedBBQRecipe != null)
   {
      type = (DataContext as ShellViewModel).Menu[1].NavigationDestination;
}
```

```
HowToBBQ.Win10.Shell
Œ HowToBBQ.Win10
                                                                                          → Ø Shell()
               using HowToBBQ.Win10.ViewModels;
               using HowToBBQ.Win10.Views;
             □namespace HowToBBQ.Win10
                   5 references | 0 changes | 0 authors, 0 changes public sealed partial class Shell : Page
             ᆸ
                        O references | O changes | O authors, O changes public Shell()
                              this.InitializeComponent();
                             var type = (DataContext as ShellViewModel).Menu.First().NavigationDestination;
                              // Navigate to the BBQRecipePage if there is selected BBQRecipe
                              if (App.MainViewModel.SelectedBBQRecipe != null)
                                   type = (DataContext as ShellViewModel).Menu[1].NavigationDestination;
                              SplitViewFrame.Navigate(type);
                        1 reference | O changes | O authors, O changes
private void Menu SelectionChanged(object sender, SelectionChangedEventArgs
```

13. In the file Shell.xaml.cs and add the following lines of code to line 47

App.MainViewModel.SelectedBBQRecipe = null;

```
private void Menu_SelectionChanged(object sender, SelectionChangedEventArgs e)

{

if (e.AddedItems.Count > 0)

{

var menuItem = e.AddedItems.First() as MenuItem;

if (menuItem.IsNavigation)

{

App.MainViewModel.SelectedBBQRecipe = null;

SplitViewFrame.Navigate(menuItem.NavigationDestination);

}

else

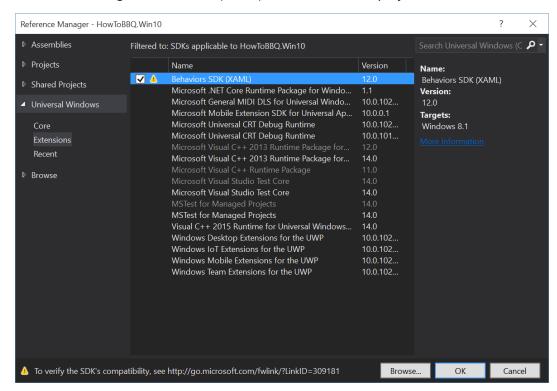
{

menuItem.Command.Execute(null);

}

1 reference | 0 changes | 0 authors. 0 changes
```

14. Add the following "Behaviors SDK(XAML)" references to the project.



15. Open the MainPage.xaml, at the top of the file add the following lines of code.

```
xmlns:interactivity="using:Microsoft.Xaml.Interactivity"
xmlns:core="using:Microsoft.Xaml.Interactions.Core"
```

1. In the file MainPage.xaml and add the following lines of xaml code replace the lines of code between the Grid tags.

```
<Grid>
        <GridView x:Name="RecipesGridView" ItemsSource="{Binding Recipes}"</pre>
SelectionMode="Single" IsItemClickEnabled="True" Margin="40,20,30,0"
HorizontalAlignment="Right">
            <interactivity:Interaction.Behaviors>
                <core:EventTriggerBehavior EventName="ItemClick">
                     <core:CallMethodAction MethodName="BBQRecipeTapped"</pre>
                             TargetObject="{Binding Mode=OneWay}" />
                 </core:EventTriggerBehavior>
            </interactivity:Interaction.Behaviors>
            <GridView.ItemContainerStyle>
                 <Style TargetType="GridViewItem">
                     <Setter Property="Width" Value="600"/>
                     <Setter Property="Height" Value="600"/>
                     <Setter Property="Margin" Value="5"/>
                 </Style>
            </GridView.ItemContainerStyle>
            <GridView.ItemTemplate>
                 <DataTemplate>
                     <Grid>
                         <Image Source="{Binding ImageSource}"/>
                         <Border Background="#99000000"</pre>
VerticalAlignment="Bottom">
                             <TextBlock Grid.Column="1" Text="{Binding</pre>
Name}"
                                    FontSize="30" Margin="10"
VerticalAlignment="Center"/>
                         </Border>
                     </Grid>
                </DataTemplate>
            </GridView.ItemTemplate>
        </GridView>
       </Grid>
```

2. Open the file MainPage.xaml.cs and add the following lines of code to line 28.

3. Open the file BBQRecipe.xaml and add the following lines of xaml code replace the lines of code between the Grid tags.

```
<Grid Background="{ThemeResource ApplicationPageBackgroundThemeBrush}">
        <Grid.ColumnDefinitions>
            <ColumnDefinition Width="22*"/>
            <ColumnDefinition Width="661*"/>
        </Grid.ColumnDefinitions>
        <Grid.ChildrenTransitions>
            <TransitionCollection>
                <EntranceThemeTransition/>
            </TransitionCollection>
        </Grid.ChildrenTransitions>
        <Grid.RowDefinitions>
            <RowDefinition Height="140"/>
            <RowDefinition Height="577*"/>
            <RowDefinition Height="51*"/>
        </Grid.RowDefinitions>
        <Grid Grid.Row="1" x:Name="contentRegion" Grid.ColumnSpan="2" Grid.RowSpan="2"</pre>
Margin="46,0,50,0">
            <Grid.ColumnDefinitions>
                <ColumnDefinition Width="500" />
                <ColumnDefinition Width="*" />
            </Grid.ColumnDefinitions>
            <StackPanel Grid.Column="0" Orientation="Vertical">
                <Image x:Name="BBQImage" Source="{Binding ImageSource, Mode=TwoWay}"</pre>
Canvas.ZIndex="-3" Height="593" Stretch="UniformToFill" />
            </StackPanel>
            <StackPanel Grid.Column="1" Orientation="Vertical" >
                <StackPanel Margin="50,50,50,25">
                    <TextBlock Text="Name" FontSize="14"/>
                    <TextBox x:Name="TextBoxTitle" Text="{Binding Name, Mode=TwoWay}"/>
                </StackPanel>
                <StackPanel Margin="50,0,50,25">
                    <TextBlock Text="Prep Time" FontSize="14"/>
                    <TextBox Text="{Binding PrepTime, Mode=TwoWay}"/>
                </StackPanel>
                <StackPanel Margin="50,0,50,25">
                    <TextBlock Text="Total Time" FontSize="14"/>
                    <TextBox Text="{Binding TotalTime, Mode=TwoWay}"/>
                </StackPanel>
                <StackPanel Margin="50,0,50,25">
                    <TextBlock Text="Serves" FontSize="14"/>
                    <TextBox Text="{Binding Serves, Mode=TwoWay}"/>
                </StackPanel>
                <StackPanel Margin="50,0,50,25">
                    <TextBlock Text="Ingredients" FontSize="14"/>
                    <TextBox Text="{Binding Ingredients, Mode=TwoWay}"/>
                </StackPanel>
                <StackPanel Margin="50,0">
                    <TextBlock Text="Directions" FontSize="14"/>
                    <TextBox Text="{Binding Directions, Mode=TwoWay}" Height="150"
TextWrapping="Wrap"/>
                </StackPanel>
```

4. Open the file BBQRecipe.xaml.cs and add the following line to line 29.

```
DataContext = new BBQRecipeViewModel();
```

5. In the file BBQRecipe.xaml.cs and add the following lines to top of the file.

```
using HowToBBQ.Win10.Models;
using HowToBBQ.Win10.ViewModels;
```