Module 4

"Events and Commands"

Agenda

- Events
- Commands

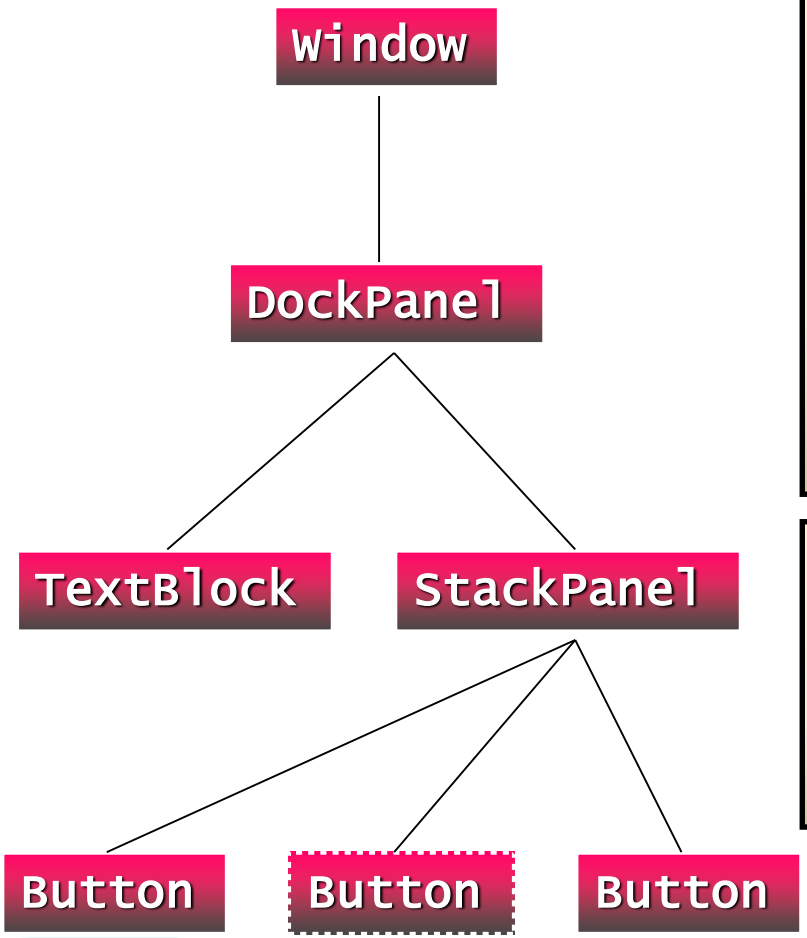
WPF Trees

- Logical Tree
  - View in Visual Studio with
    - `View` → `Other Windows` → `Document Outline`
    - Bottom-left corner icon ☺
  - Essential for eventing
- Visual Tree
  - Elements deriving from `Visual` and `Visual3D`
  - View in Visual Studio with "WPF Tree Visualizer"
    - Access from Locals, Autos, or Watch window
  - Essential for styling and templating

Introducing Routed Events

- **`RoutedEventArgs`** and **`RoutedEventHandler`**
- Attached events
- Three types of routed events
  - Direct
  - Bubbling
  - Tunneling

Direct Events

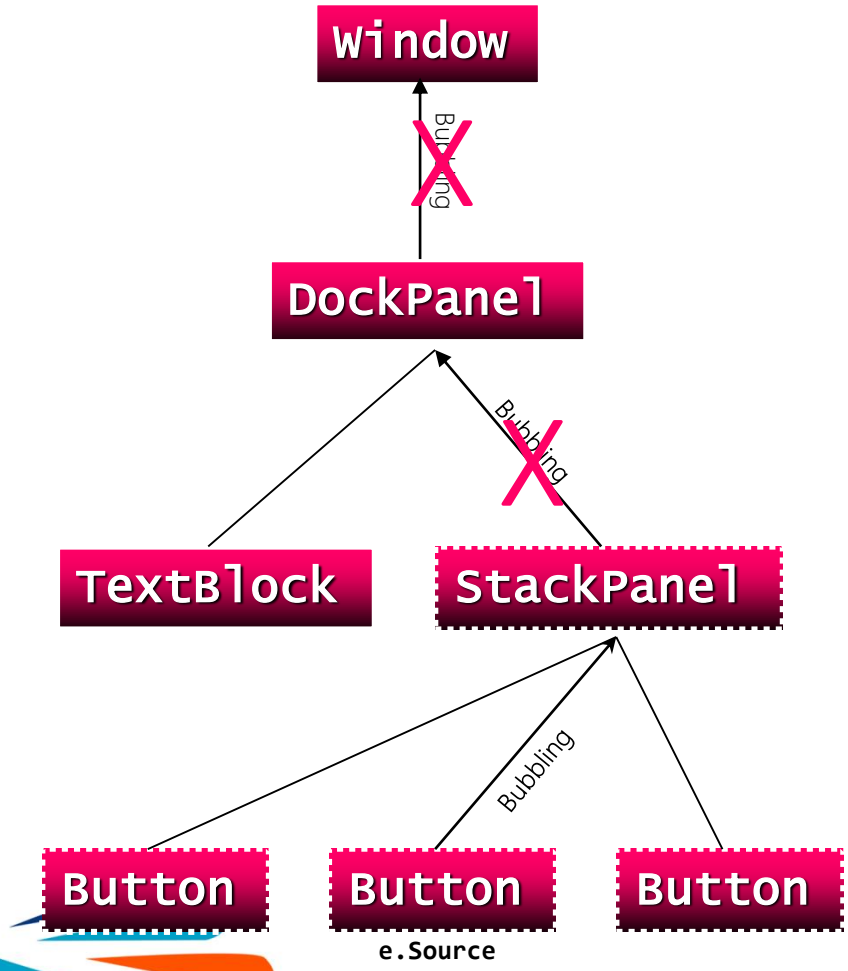



```
<Window Title="Routed Events">
   <DockPanel>
      <TextBlock>Event Routing</TextBlock>

      <StackPanel>
         <Button>One</Button>
         <Button MouseLeave="OnButtonLeave">
            Two
         </Button>
         <Button>Three</Button>
      </StackPanel>
   </DockPanel>
</Window>
```

```
private void OnButtonLeave(
   object sender, MouseEventArgs e )
{
   // Handle event...
}
```

Bubbling Events



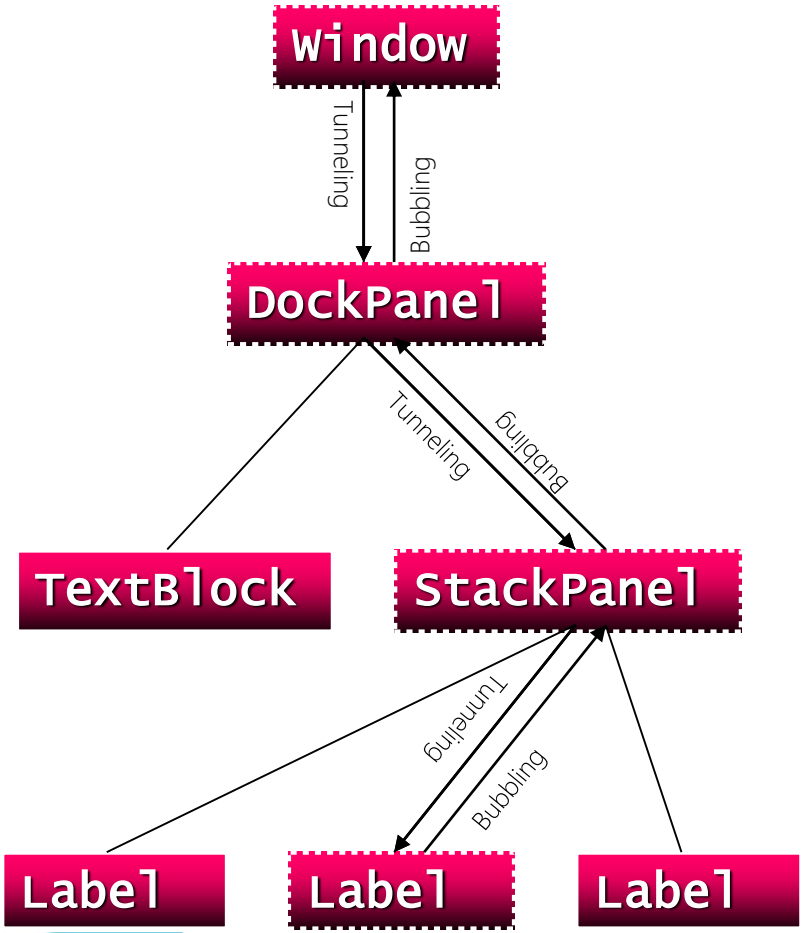

```
<Window Title="Routed Events">
   <DockPanel>
      <TextBlock>Bubbling Events</TextBlock>

      <StackPanel
         Button.Click="OnButtonClicked">
         <Button>One</Button>
         <Button>Two</Button>
         <Button>Three</Button>
      </StackPanel>
   </DockPanel>
</Window>
```

```
private void OnButtonClicked(
   object sender, RoutedEventArgs e )
{
   // Handle event
   ... e.Source ...

   e.Handled = true;
}
```

Tunneling Events



- Events are paired
  - Tunneling ("**Preview***Event*")
  - Bubbling ("*Event*")
- Example:
  - `PreviewMouseDown`
  - `MouseDown`

```
PreviewMouseDown @ Window
PreviewMouseDown @ DockPanel
PreviewMouseDown @ StackPanel
PreviewMouseDown @ Label
MouseDown @ Label
MouseDown @ StackPanel
MouseDown @ DockPanel
MouseDown @ Window
```

A Few Words of Caution

- `RoutedEventArgs` properties
  - `Handled`
  - `Source` — Control object raising event
  - `OriginalSource` — Visual Tree object entailing event
- Some events interfere with each other
  - Click event interferes with (`Preview`)`MouseDown`
- Argh! Already handled events can still be handled…! ☺
  - But only programmatically
  - Bubbling and tunnelling continue
  - `UIElement.AddHandler()`
    - `handledEventsToo == true` in code!

`EventManager` Class

- `EventManager` class
  - `RegisterRoutedEvent()`
    - Creates new routed events
  - `RegisterClassHandler()`
    - Adds class-level event handlers
- `UIElement.RaiseEvent()`
  - Raises routed events
- Class-level event handling occurs before instance-level event handling

Application-Level Events

- `Application` events
  - `Startup`
  - `Exit`
  - `SessionEnding`
  - `Activated`
  - `Deactivated`
  - `DispatcherUnhandledException`
    - Not WPF-specific, but important in practice: `AppDomain.CurrentDomain.UnhandledException` event
- Added in `App.xaml`

Agenda

- Events
- **Commands**

Introducing Commands

- Commands are abstract, high-level event-style classes implementing **`ICommand`**
  - **`Execute()`** method
  - **`CanExecute()`** boolean method
  - **`CanExecuteChanged`** event
- Some controls implement **`ICommandSource`** to interact with commands
  - **`Button`**, **`CheckBox`**, **`MenuItem`**, …
- Built-in commands in five classes
  - **`ApplicationCommands`**, **`ComponentCommands`**, **`MediaCommands`**, **`NavigationCommands`**, **`EditingCommands`**
- Commanding is an essential ingredient in the MVVM pattern

Commands and Command Bindings

- `Command`
  - Can be invoked declaratively
  - Can be invoked programmatically
  - Can be invoked through input gestures
    - `MouseGesture`
    - `KeyGesture`
  - But nothing happens until command is bound
- `CommandBinding`
  - Binds commands to command handler
    - `Command`
    - `CanExecute`
    - `Executed`
- Commands bubble up the logical tree!
- Note: Parameters can be supplied to commands, if needed

Built-in Command Bindings

- Some controls have built-in command bindings
  - `TextBox`, …
- Bind via
  - `Command`
  - `ICommandSource.CommandTarget`
    - E.g. `Button`
- Note that command targets must be set with binding-syntax, i.e.

```
CommandTarget = "{Binding ElementName = textbox1}"
```

Custom Commands

- `ICommand`
  - `RoutedCommand`
    - `RoutedUICommand` (adds localized `Text` property)

- Do custom commands in a **static** class by either
  - Implementing `ICommand` by hand, or
  - Using a `Routed(UI)Command`

Summary

- Events
- Commands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