

# Namespace FileFormat.Slides

## Classes

### [Comment](#)

Represents a comment within the system.

### [CommentAuthor](#)

Represents an author of a comment.

### [Image](#)

This class represents the image within a slide.

### [Presentation](#)

Represents the presentation document.

### [Slide](#)

Represents the slide object within a presentation

### [StyledList](#)

This class represents the text list with bullet style.

### [Table](#)

This class is responsible to create table in a PPT/PPTX presentation.

### [Table.TableStyle](#)

Inner class representing different table styles.

### [TableCell](#)

Represents a cell within a table row.

### [TableColumn](#)

Represents a column within a table.

### [TableRow](#)

Represents a row within a table.

### [TextSegment](#)

This class represents the text segment within a paragraph.

### [TextShape](#)

This class represents the text shape within a slide.

# Class Comment

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents a comment within the system.

```
public class Comment
```

## Inheritance

[object](#)  ← Comment

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

# Constructors

## Comment()

Initializes a new instance of the Comment class.

```
public Comment()
```

# Properties

## AuthorId

Gets or sets the ID of the comment's author.

```
public int AuthorId { get; set; }
```

## Property Value

[int](#) 

## CommentIndex

Gets or sets the index of the comment.

```
public int CommentIndex { get; set; }
```

Property Value

[int](#)

## Facade

Gets or sets the CommentFacade object.

```
public CommentFacade Facade { get; set; }
```

Property Value

CommentFacade

## InsertedAt

Gets or sets the time when the comment was inserted.

```
public DateTime InsertedAt { get; set; }
```

Property Value

[DateTime](#)

## Text

Gets or sets the content of the comment.

```
public string Text { get; set; }
```

Property Value


[string](#)

## X

Gets or sets the X-coordinate of the comment.

```
public long X { get; set; }
```

Property Value


[long](#)

## Y

Gets or sets the Y-coordinate of the comment.

```
public long Y { get; set; }
```

Property Value

[long](#)

## Methods

### Remove()

Method to remove the comment.

```
public void Remove()
```

# Class CommentAuthor

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents an author of a comment.

```
public class CommentAuthor
```

## Inheritance

[object](#)  ← CommentAuthor

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

## Properties

### ColorIndex

Gets or sets the color index associated with the author.

```
public int ColorIndex { get; set; }
```

### Property Value

[int](#) 

### Id

Gets or sets the ID of the author.

```
public int Id { get; set; }
```

### Property Value

[int](#)

## InitialLetter

Gets or sets the initial letter of the author's name.

```
public string InitialLetter { get; set; }
```

Property Value

[string](#)

## Name

Gets or sets the name of the author.

```
public string Name { get; set; }
```

Property Value

[string](#)

# Class Image

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

This class represents the image within a slide.

```
public class Image
```

## Inheritance

[object](#)  ← Image

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

# Constructors

## Image()

Blank constructor to initialize the image object

```
public Image()
```

## Image(string)

Initialize the image object

```
public Image(string imagePath)
```

## Parameters

**imagePath** [string](#) 

Image path as string

# Properties

## Facade

Property to get or set the ImageFacade instance.

```
public ImageFacade Facade { get; set; }
```

## Property Value

ImageFacade

## Height

Property to get or set the height of an image.

```
public double Height { get; set; }
```

## Property Value

[double](#)

## ImageIndex

Property to get or set the image index within the slide.

```
public int ImageIndex { get; set; }
```

## Property Value

[int](#)

## ImagePath

Property to get or set the image path.



```
public string ImagePath { get; set; }
```

Property Value

[string](#)↗

## Name

Property to get or set the image index within the slide.

```
public string Name { get; set; }
```

Property Value

[string](#)↗

## Width

Property to get or set the width of an image.

```
public double Width { get; set; }
```

Property Value

[double](#)↗

## X

Property to get or set the X coordinate of an image.

```
public double X { get; set; }
```

Property Value

[double](#)↗

# Y

Property to get or set the Y coordinate of an image.

```
public double Y { get; set; }
```

Property Value

[double](#)<sup>↗</sup>

## Methods

### GetImages(List<ImageFacade>)

Method to get the list of the images within a slide

```
public static List<Image> GetImages(List<ImageFacade> imageFacades)
```

Parameters

**imageFacades** [List](#)<sup>↗</sup><ImageFacade>

An object of ImageFacade.

Returns

[List](#)<sup>↗</sup><[Image](#)>

### Remove()

Method to remove the image.

```
public void Remove()
```

### Update()

```
public void Update()
```

# Class Presentation


Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents the presentation document.

```
public class Presentation
```

## Inheritance

[object](#)  ← Presentation

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

# Properties

## Facade

```
public PresentationDocumentFacade Facade { get; }
```

## Property Value

PresentationDocumentFacade

# Methods

## AppendSlide(Slide)

This method is responsible to append a slide.

```
public void AppendSlide(Slide slide)
```

## Parameters

slide [Slide](#)

An object of a slide

## Create(string)

Static method to instantiate a new object of Presentation class.

```
public static Presentation Create(string FilePath)
```

### Parameters

FilePath [string](#) 

Presentation path as string

### Returns

[Presentation](#)

An instance of Presentation object

### Examples

```
Presentation presentation = Presentation.Create("D:\\AsposeSampleResults\\test2.pptx");
TextShape shape = new TextShape();
shape.Text = "Title: Here is my first title From FF";
TextShape shape2 = new TextShape();
shape2.Text = "Body : Here is my first title From FF";
// First slide
Slide slide = new Slide();
slide.AddTextShapes(shape);
slide.AddTextShapes(shape2);
// 2nd slide
Slide slide1 = new Slide();
slide1.AddTextShapes(shape);
slide1.AddTextShapes(shape2);
// Adding slides
presentation.AppendSlide(slide);
presentation.AppendSlide(slide1);
presentation.Save();
```

## CreateAuthor(CommentAuthor)

Create comment author using this method

```
public void CreateAuthor(CommentAuthor author)
```

### Parameters

author [CommentAuthor](#)

Pass comment author object

## ExtractAndSaveImages(string)

Extract and save images of a presentation into a director

```
public void ExtractAndSaveImages(string outputFolder)
```

### Parameters

outputFolder [string](#) 

Folder path as string

## GetCommentAuthors()

Get the list of comment author

```
public List<CommentAuthor> GetCommentAuthors()
```

### Returns

[List](#)  [CommentAuthor](#)

## GetSlides()

Method to get the list of all slides of a presentation

```
public List<Slide> GetSlides()
```

Returns

[List](#) [<Slide>](#)

Examples

```
Presentation presentation = Presentation.Open("D:\\AsposeSampleData\\sample.pptx");  
var slides = presentation.GetSlides();  
var slide = slides[0];  
...
```

## InsertSlideAt(int, Slide)

Method to insert a slide at a specific index

```
public void InsertSlideAt(int index, Slide slide)
```

Parameters

**index** [int](#)

Index of a slide

**slide** [Slide](#)

A slide object

## Open(string)

Static method to load an existing presentation.

```
public static Presentation Open(string FilePath)
```

Parameters

FilePath [string](#)

Presentation path as string

Returns

[Presentation](#)

Examples

```
Presentation presentation = Presentation.Open("D:\\AsposeSampleData\\sample.pptx");
TextShape shape1 = new TextShape();
shape1.Text = "Title: Here is my first title From FF";
TextShape shape2 = new TextShape();
shape2.Text = "Body : Here is my first title From FF";
// New slide
Slide slide = new Slide();
slide.AddTextShapes(shape1);
slide.AddTextShapes(shape2);
// Adding slide
presentation.AppendSlide(slide);
presentation.Save();
```

## RemoveCommentAuthor(CommentAuthor)

Method to remove comment author.

```
public void RemoveCommentAuthor(CommentAuthor author)
```

Parameters

author [CommentAuthor](#)

## RemoveSlide(int)

Method to remove a slide at a specific index

```
public string RemoveSlide(int slideIndex)
```



## Parameters

`slideIndex` [int](#)

Index of a slide

## Returns

[string](#)

## Examples

```
Presentation presentation = Presentation.Open("D:\\AsposeSampleData\\sample.pptx");  
var confirmation = presentation.RemoveSlide(0);  
Console.WriteLine(confirmation);  
presentation.Save();
```

## Save()

Method to save the new or changed presentation.

```
public void Save()
```

## SaveAllNotesToTextFile(string)

This method exports all existing notes of a PPT/PPTX to TXT file.

```
public void SaveAllNotesToTextFile(string filePath)
```

## Parameters

`filePath` [string](#)

File path where to save TXT file

# Class Slide

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents the slide object within a presentation

```
public class Slide
```

## Inheritance

[object](#)  ← Slide

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

# Constructors

## Slide()

Constructor for the Slide class.

```
public Slide()
```

## Remarks

it initializes the Slide Facade set the slide index and initializes the lists of text shapes and images.

## Slide(bool)

Constructor which accepts bool value

```
public Slide(bool isNewSlide)
```

## Parameters

**isNewSlide** [bool](#) 

# Properties

## BackgroundColor

Property to set background color of a slide.

```
public string BackgroundColor { get; set; }
```

Property Value

[string](#)

## Images

Property contains the list of all images within a slide.

```
public List<Image> Images { get; set; }
```

Property Value

[List](#) <[Image](#)>

## RelationshipId

Property for the relationship Id.

```
public string RelationshipId { get; set; }
```

Property Value

[string](#)

## SlideFacade

Property for respective Slide Facade.

```
public SlideFacade SlideFacade { get; set; }
```

Property Value

SlideFacade

## SlideIndex

Property to hold the index of the slide.

```
public int SlideIndex { get; set; }
```

Property Value

[int](#)

## SlidePresentation

```
public Presentation SlidePresentation { get; set; }
```

Property Value

[Presentation](#)

## Tables

```
public List<Table> Tables { get; set; }
```

Property Value

[List](#) <[Table](#)>

# TextShapes

Property contains the list of all text shapes.

```
public List<TextShape> TextShapes { get; set; }
```

Property Value

[List](#) [<TextShape>](#)

## Methods

### AddComment(Comment)

Method to add comments to a slide.

```
public void AddComment(Comment comment)
```

Parameters

**comment** [Comment](#)

An object of Comment class

### AddImage(Image)

Method to add images to a slide.

```
public void AddImage(Image image)
```

Parameters

**image** [Image](#)

An object of Image class

## AddNote(string)

Method to add/update note to a slide

```
public void AddNote(string noteText)
```

### Parameters

noteText [string](#) 

Text you want to add as note

## AddTable(Table)

Method to add table to a slide.

```
public void AddTable(Table table)
```

### Parameters

table [Table](#)

An object of Table class

## AddTextShapes(TextShape)

Method to add a text shape in a slide.

```
public void AddTextShapes(TextShape textShape)
```

### Parameters

textShape [TextShape](#)

An object of TextShape class.

## AddTextShapes(TextShape, List<TextSegment>)

```
public void AddTextShapes(TextShape textShape, List<TextSegment> textSegments)
```

## Parameters

textShape [TextShape](#)

textSegments [List](#) <[TextSegment](#)>

## GetComments()

Method to get the list of comments.

```
public List<Comment> GetComments()
```

## Returns

[List](#) <[Comment](#)>

## GetTextShapesByText(string)

Get text shapes by searching a text term.

```
public List<TextShape> GetTextShapesByText(string text)
```

## Parameters

text [string](#)

Search term as string

## Returns

[List](#) <[TextShape](#)>

## RemoveNote()

Method to remove Notes of a slide

```
public void RemoveNote()
```

## Update()

Method to update a slide properties e.g. background color.

```
public void Update()
```



# Class StyledList


Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

This class represents the text list with bullet style.

```
public class StyledList
```

## Inheritance

[object](#)  ← StyledList

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

## Constructors

### StyledList(ListType)

Constructor of StyledList class.

```
public StyledList(ListType type)
```

## Parameters

type [ListType](#)

## Properties

### Facade

Property to get the facade of a styled list

```
public ListFacade Facade { get; set; }
```

Property Value

ListFacade

## FontFamily

```
public string FontFamily { get; set; }
```

Property Value

[string](#)

## FontSize

```
public int FontSize { get; set; }
```

Property Value

[int](#)

## ListItems

```
public List<string> ListItems { get; set; }
```

Property Value

[List](#) <[string](#)>

## ListType

```
public ListType ListType { get; set; }
```

Property Value

[ListType](#)

## TextColor

```
public string TextColor { get; set; }
```

Property Value

[string](#) 

## TextShape

```
public TextShape TextShape { get; set; }
```

Property Value

[TextShape](#)

## Methods

### AddListItem(string)

Method to add list items in styled list.

```
public void AddListItem(string text)
```

Parameters

text [string](#) 

It accepts text as list item

### Update()

Method to update the styled list

```
public void Update()
```

# Class Table

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

This class is responsible to create table in a PPT/PPTX presentataion.

```
public class Table
```

## Inheritance

[object](#)  ← Table

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

# Constructors

## Table()

Constructor for the Table class. Initializes a new instance of the Table class with empty lists for rows and columns.

```
public Table()
```

# Properties

## Columns

Property to get or set the list of columns in the table.

```
public List<TableColumn> Columns { get; set; }
```

## Property Value

[List](#)  <[TableColumn](#)>

## Facade

Property to get or set the TableFacade instance.

```
public TableFacade Facade { get; set; }
```

## Property Value

TableFacade

## Height

Property to get or set the height of a table.

```
public double Height { get; set; }
```

## Property Value

[double](#)

## Name

Property to get or set the table name within the slide.

```
public string Name { get; set; }
```

## Property Value

[string](#)

## Rows

Property to get or set the list of rows in the table.

```
public List<TableRow> Rows { get; set; }
```

Property Value

[List](#) <[TableRow](#)>

## TableIndex

Property to get or set the index of a table within slide.

```
public int TableIndex { get; set; }
```

Property Value

[int](#)

## TableStylings

Property to get or set the stylings for the table.

```
public Stylings TableStylings { get; set; }
```

Property Value

[Stylings](#)

## Theme

Property to define theme of a table. It can be check in PowerPoint table designs.

```
public string Theme { get; set; }
```

Property Value

[string](#)

# Width

Property to get or set the width of a table.

```
public double Width { get; set; }
```

Property Value

[double](#)

# X

Property to get or set the X coordinate of a table.

```
public double X { get; set; }
```

Property Value

[double](#)

# Y

Property to get or set the Y coordinate of a table.

```
public double Y { get; set; }
```

Property Value

[double](#)

# Methods

## AddColumn(TableColumn)

Adds a row to the table.



```
public void AddColumn(TableColumn column)
```

Parameters

column [TableColumn](#)

## AddRow(TableRow)

Adds a row to the table.

```
public void AddRow(TableRow row)
```

Parameters

row [TableRow](#)

The TableRow object to be added to the table.

## GetDataTable()

Method to get datatable from fileformat table to send to facade.

```
public DataTable GetDataTable()
```

Returns

[DataTable](#)

## GetTables(List<TableFacade>)

This method is responsible to get the list of Tables

```
public static List<Table> GetTables(List<TableFacade> tableFacades)
```

Parameters

tableFacades [List](#) <TableFacade>

Returns

[List](#) <[Table](#)>

## Update()

Method to update an existing table.

```
public void Update()
```

# Class Table.TableStyle

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Inner class representing different table styles.

```
public static class Table.TableStyle
```

## Inheritance

[object](#)  ← Table.TableStyle

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

## Properties

### DarkStyle1

```
public static string DarkStyle1 { get; }
```

Property Value

[string](#) 

### DarkStyle10

```
public static string DarkStyle10 { get; }
```

Property Value

[string](#) 

## DarkStyle11

```
public static string DarkStyle11 { get; }
```

Property Value

[string](#)

## DarkStyle12

```
public static string DarkStyle12 { get; }
```

Property Value

[string](#)

## DarkStyle2

```
public static string DarkStyle2 { get; }
```

Property Value

[string](#)

## DarkStyle3

```
public static string DarkStyle3 { get; }
```

Property Value

[string](#)

## DarkStyle4

```
public static string DarkStyle4 { get; }
```

Property Value

[string](#) 

## DarkStyle5

```
public static string DarkStyle5 { get; }
```

Property Value

[string](#) 

## DarkStyle6

```
public static string DarkStyle6 { get; }
```

Property Value

[string](#) 

## DarkStyle7

```
public static string DarkStyle7 { get; }
```

Property Value

[string](#) 

## DarkStyle8

```
public static string DarkStyle8 { get; }
```

Property Value

[string](#) 

## DarkStyle9

```
public static string DarkStyle9 { get; }
```

Property Value

[string](#) 

## LightStyle1

```
public static string LightStyle1 { get; }
```

Property Value

[string](#) 

## LightStyle10

```
public static string LightStyle10 { get; }
```

Property Value

[string](#) 

## LightStyle11

```
public static string LightStyle11 { get; }
```

Property Value

[string](#) 

## LightStyle12

```
public static string LightStyle12 { get; }
```

Property Value

[string](#) 

## LightStyle13

```
public static string LightStyle13 { get; }
```

Property Value

[string](#) 

## LightStyle14

```
public static string LightStyle14 { get; }
```

Property Value

[string](#) 

## LightStyle2

```
public static string LightStyle2 { get; }
```

Property Value

[string](#) 

## LightStyle3

```
public static string LightStyle3 { get; }
```

Property Value

[string](#) 

## LightStyle4

```
public static string LightStyle4 { get; }
```

Property Value

[string](#) 

## LightStyle5

```
public static string LightStyle5 { get; }
```

Property Value

[string](#) 

## LightStyle6



```
public static string LightStyle6 { get; }
```

Property Value

[string](#) 

## LightStyle7

```
public static string LightStyle7 { get; }
```

Property Value

[string](#) 

## LightStyle8

```
public static string LightStyle8 { get; }
```

Property Value

[string](#) 

## LightStyle9

```
public static string LightStyle9 { get; }
```

Property Value

[string](#) 

## MediumStyle1

```
public static string MediumStyle1 { get; }
```

Property Value

[string](#) 

## MediumStyle10

```
public static string MediumStyle10 { get; }
```

Property Value

[string](#) 

## MediumStyle11

```
public static string MediumStyle11 { get; }
```

Property Value

[string](#) 

## MediumStyle12

```
public static string MediumStyle12 { get; }
```

Property Value

[string](#) 

## MediumStyle2

```
public static string MediumStyle2 { get; }
```

Property Value

[string](#) 

## MediumStyle3

```
public static string MediumStyle3 { get; }
```

Property Value

[string](#) 

## MediumStyle4

```
public static string MediumStyle4 { get; }
```

Property Value

[string](#) 

## MediumStyle5

```
public static string MediumStyle5 { get; }
```

Property Value

[string](#) 

## MediumStyle6

```
public static string MediumStyle6 { get; }
```

Property Value

[string](#) 

## MediumStyle7

```
public static string MediumStyle7 { get; }
```

Property Value

[string](#) 

## MediumStyle8

```
public static string MediumStyle8 { get; }
```

Property Value

[string](#) 

## MediumStyle9

```
public static string MediumStyle9 { get; }
```

Property Value

[string](#) 

# Class TableCell

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents a cell within a table row.

```
public class TableCell
```

## Inheritance

[object](#)  ← TableCell

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

# Constructors

## TableCell()

Default constructor for the TableCell class.

```
public TableCell()
```

## TableCell(TableRow)

Constructor for the TableCell class that initializes a new instance of the TableCell class with a reference to the row's stylings.

```
public TableCell(TableRow row)
```

## Parameters

row [TableRow](#)

The table row containing the cell.

# Properties

## CellStylings

Gets or sets the stylings applied to the cell.

```
public Stylings CellStylings { get; set; }
```

Property Value

[Stylings](#)

## FontFamily

Gets or sets the font family of the text in the cell.

```
public string FontFamily { get; set; }
```

Property Value

[string](#) 

## FontSize

Gets or sets the font size of the text in the cell.

```
public int FontSize { get; set; }
```

Property Value

[int](#) 

## ID

Gets or sets the unique identifier of the cell.

```
public string ID { get; set; }
```

Property Value

[string](#) 

## Text

Gets or sets the text content of the cell.

```
public string Text { get; set; }
```

Property Value

[string](#) 

# Class TableColumn

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents a column within a table.

```
public class TableColumn
```

## Inheritance

[object](#)  ← TableColumn

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

# Properties

## Name

Gets or sets the name of the column.

```
public string Name { get; set; }
```

## Property Value

[string](#) 



# Class TableRow


Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents a row within a table.

```
public class TableRow
```

## Inheritance

[object](#)  ← TableRow

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

# Constructors

## TableRow()

Default constructor for the TableRow class. Initializes a new instance of the TableRow class with an empty list of cells.

```
public TableRow()
```

## TableRow(Table)

Constructor for the TableRow class that initializes a new instance of the TableRow class with a reference to the table's stylings.

```
public TableRow(Table table)
```

## Parameters

table [Table](#)

The table containing the row.

## Properties

### Cells

Gets or sets the list of cells in the row.

```
public List<TableCell> Cells { get; set; }
```

### Property Value

[List](#) <[TableCell](#)>

### ID

Gets or sets the unique identifier of the row.

```
public int ID { get; set; }
```

### Property Value

[int](#)

### RowHeight

Gets or sets the height of the row.

```
public int RowHeight { get; set; }
```

### Property Value

[int](#)

### RowStylings

Gets or sets the stylings applied to the row.

```
public Stylings RowStylings { get; set; }
```

Property Value

[Stylings](#)

## Methods

### AddCell(TableCell)

Adds a cell to the row.

```
public void AddCell(TableCell cell)
```

Parameters

**cell** [TableCell](#)

The TableCell object to be added to the row.

# Class TextSegment

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

This class represents the text segment within a paragraph.

```
public class TextSegment
```

## Inheritance

[object](#)  ← TextSegment

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

## Properties

### Bold

Property to make bold the text segment.

```
public bool Bold { get; set; }
```

### Property Value

[bool](#) 

### Color

Property to set color the text segment.

```
public string Color { get; set; }
```

### Property Value

[string](#)

## Facade

Property to get facade of text segment.

```
public TextSegmentFacade Facade { get; }
```

Property Value

TextSegmentFacade

## FontFamily

Property to set font family.

```
public string FontFamily { get; set; }
```

Property Value

[string](#)

## FontSize

Property to set or get the font size of the text segment

```
public int FontSize { get; set; }
```

Property Value

[int](#)

## Italic

Property to make Italic the text segment.

```
public bool Italic { get; set; }
```

Property Value

[bool](#)

## Text

Property to set the text of the text segment.

```
public string Text { get; set; }
```

Property Value

[string](#)

## Methods

create()

Method to create text segment.

```
public TextSegment create()
```

Returns

[TextSegment](#)

# Class TextShape

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

This class represents the text shape within a slide.

```
public class TextShape
```

## Inheritance

[object](#)  ← TextShape

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

## Constructors

### TextShape()

Constructor of the TextShape class initializes the object of TextShapeFacade and populate its fields.

```
public TextShape()
```

## Properties

### Alignment

Property to get or set alignment of the shape.

```
public TextAlignment Alignment { get; set; }
```

### Property Value

[TextAlignment](#)

# BackgroundColor

Property to set or get background color of a text shape.

```
public string BackgroundColor { get; set; }
```

Property Value

[string](#) 

# Facade

Property to get or set the TextShapeFacade.

```
public TextShapeFacade Facade { get; set; }
```

Property Value

TextShapeFacade

# FontFamily

Property to get or set the font family of the text shape.

```
public string FontFamily { get; set; }
```

Property Value

[string](#) 

# FontSize

Property to set or get the font size of the Text Shape.

```
public int FontSize { get; set; }
```



Property Value

[int](#)

## Height

Property to get or set height of the shape.

```
public double Height { get; set; }
```

Property Value

[double](#)

## ShapeIndex

Property to get or set the shape index within a slide.

```
public int ShapeIndex { get; set; }
```

Property Value

[int](#)

## Text

Property to set or get the text of the shape.

```
public string Text { get; set; }
```

Property Value

[string](#)

## TextColor

Property to get or set the text color of the text shape.

```
public string TextColor { get; set; }
```

Property Value

[string](#)

## TextList

Property to set or get styled list of a text shape.

```
public StyledList TextList { get; set; }
```

Property Value

[StyledList](#)

## TextSegments

Property to set or get text segments within a text shape.

```
public List<TextSegment> TextSegments { get; set; }
```

Property Value

[List](#) <[TextSegment](#)>

## Width

Property to get or set width of the shape.

```
public double Width { get; set; }
```

Property Value

[double](#)

## X

Property to get or set X coordinate of the shape

```
public double X { get; set; }
```

Property Value

[double](#)

## Y

Property to get or set Y coordinate of the shape.

```
public double Y { get; set; }
```

Property Value

[double](#)

## Methods

### GetTextShapes(List<TextShapeFacade>)

Method for getting the list of text shapes.

```
public static List<TextShape> GetTextShapes(List<TextShapeFacade> textShapeFacades)
```

Parameters

**textShapeFacades** [List](#) <TextShapeFacade>

An object of TextShapeFacade.

Returns

[List](#) [<TextShape>](#)

## Remove()

Method to remove the textshape of a slide.

```
public void Remove()
```

## Update()

Method to update text shape.

```
public void Update()
```

# Namespace FileFormat.Slides.Common

## Classes

### [Colors](#)

Common class to get the hexadecimal values of colors as string.

### [FormatException](#)

Custom exception class for file format-related exceptions.

### [SampleData](#)

### [Utility](#)

This class provides essential static methods for generating unique relationship IDs, obtaining random slide IDs, and converting measurements.

## Structs

### [Stylings](#)

Represents the stylings applied to text elements.

# Class Colors

Namespace: [FileFormat.Slides.Common](#)

Assembly: FileFormat.Slides.Common.dll

Common class to get the hexadecimal values of colors as string.

```
public static class Colors
```

## Inheritance

[object](#)  ← Colors

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

# Properties

## Aqua

Gets the hexadecimal value for the color Aqua (00FFFF).

```
public static string Aqua { get; }
```

## Property Value

[string](#) 

## Black

Gets the hexadecimal value for the color Black (000000).

```
public static string Black { get; }
```

## Property Value

[string](#)

## Blue

Gets the hexadecimal value for the color Blue (0000FF).

```
public static string Blue { get; }
```

Property Value

[string](#)

## Cyan

Gets the hexadecimal value for the color Cyan (00FFFF).

```
public static string Cyan { get; }
```

Property Value

[string](#)

## Fuchsia

Gets the hexadecimal value for the color Fuchsia (FF00FF).

```
public static string Fuchsia { get; }
```

Property Value

[string](#)

## Gray

Gets the hexadecimal value for the color Gray (808080).

```
public static string Gray { get; }
```

Property Value

[string](#) 

## Green

Gets the hexadecimal value for the color Green (00FF00).

```
public static string Green { get; }
```

Property Value

[string](#) 

## Lime

Gets the hexadecimal value for the color Lime (00FF00).

```
public static string Lime { get; }
```

Property Value

[string](#) 

## LimeGreen

Gets the hexadecimal value for the color Silver (C0C0C0).

```
public static string LimeGreen { get; }
```

Property Value

[string](#) 



# Magenta

Gets the hexadecimal value for the color Magenta (FF00FF).

```
public static string Magenta { get; }
```

Property Value

[string](#)

# Maroon

Gets the hexadecimal value for the color Maroon (800000).

```
public static string Maroon { get; }
```

Property Value

[string](#)

# Navy

Gets the hexadecimal value for the color Navy (000080).

```
public static string Navy { get; }
```

Property Value

[string](#)

# Olive

Gets the hexadecimal value for the color Olive (808000).

```
public static string Olive { get; }
```

Property Value

[string](#)

## Orange

Gets the hexadecimal value for the color Orange (FFA500).

```
public static string Orange { get; }
```

Property Value

[string](#)

## Purple

Gets the hexadecimal value for the color Purple (800080).

```
public static string Purple { get; }
```

Property Value

[string](#)

## Red

Gets the hexadecimal value for the color Red (FF0000).

```
public static string Red { get; }
```

Property Value

[string](#)

## Silver

Gets the hexadecimal value for the color Silver (C0C0C0).

```
public static string Silver { get; }
```

Property Value

[string](#) 

## Teal

Gets the hexadecimal value for the color Green (008000).

```
public static string Teal { get; }
```

Property Value

[string](#) 

## White

Gets the hexadecimal value for the color White (FFFFFF).

```
public static string White { get; }
```

Property Value

[string](#) 

## Yellow

Gets the hexadecimal value for the color Yellow (FFFF00).

```
public static string Yellow { get; }
```

Property Value



# Class FileFormatException

Namespace: [FileFormat.Slides.Common](#)

Assembly: FileFormat.Slides.Common.dll

Custom exception class for file format-related exceptions.

```
public class FileFormatException : Exception, ISerializable
```

## Inheritance

[object](#) ← [Exception](#) ← FileFormatException

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#), [Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#), [Exception.GetType\(\)](#), [Exception.ToString\(\)](#), [Exception.Data](#), [Exception.HelpLink](#), [Exception.HResult](#), [Exception.InnerException](#), [Exception.Message](#), [Exception.Source](#), [Exception.StackTrace](#), [Exception.TargetSite](#), [Exception.SerializeObjectState](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#)

## Constructors

### FileFormatException(string, Exception)

Initializes a new instance of the [FileFormatException](#) class with a specified error message and a reference to the inner exception.

```
public FileFormatException(string message, Exception innerException)
```

## Parameters

**message** [string](#)

The error message that explains the reason for the exception.

**innerException** [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

## Methods

### ConstructMessage(Exception, string)

```
public static string ConstructMessage(Exception Ex, string Operation)
```

#### Parameters

Ex [Exception](#) 

Operation [string](#) 

#### Returns

[string](#) 

# Class SampleData

Namespace: [FileFormat.Slides.Common](#)








Assembly: FileFormat.Slides.Common.dll

```
public static class SampleData
```

## Inheritance

[object](#)  ← SampleData

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

## Methods

### GenerateSampleDataTable()

```
public static DataTable GenerateSampleDataTable()
```

## Returns

[DataTable](#) 

# Struct Stylings

Namespace: [FileFormat.Slides.Common](#)

Assembly: FileFormat.Slides.Common.dll

Represents the stylings applied to text elements.

```
public struct Stylings
```

## Inherited Members

[ValueType.Equals\(object\)](#), [ValueType.GetHashCode\(\)](#), [ValueType.ToString\(\)](#),  
[object.Equals\(object, object\)](#), [object.GetType\(\)](#), [object.ReferenceEquals\(object, object\)](#)

## Constructors

### Stylings(int, TextAlignment, string, string)

Initializes a new instance of the Stylings struct with default values.

```
public Stylings(int fontSize = 12, TextAlignment alignment = TextAlignment.Left, string  
fontFamily = "Calibri", string textColor = "#000000")
```

## Parameters

**fontSize** [int](#)

The font size (default is 12).

**alignment** [TextAlignment](#)

The text alignment (default is TextAlignment.Left).

**fontFamily** [string](#)

The font family (default is "Calibri").

**textColor** [string](#)

The text color in hexadecimal format (default is "#000000").



# Properties

## Alignment

Gets or sets the text alignment.

```
public TextAlignment Alignment { get; set; }
```

Property Value

[TextAlignment](#)

## FontFamily

Gets or sets the font family.

```
public string FontFamily { get; set; }
```

Property Value

[string](#) 

## FontSize

Gets or sets the font size.

```
public int FontSize { get; set; }
```

Property Value

[int](#) 

## TextColor

Gets or sets the text color in hexadecimal format.

```
public string TextColor { get; set; }
```

Property Value

[string](#) 

# Class Utility

Namespace: [FileFormat.Slides.Common](#)

Assembly: FileFormat.Slides.Common.dll








This class provides essential static methods for generating unique relationship IDs, obtaining random slide IDs, and converting measurements.

```
public static class Utility
```

## Inheritance

[object](#)  ← Utility

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

# Properties

## NextIndex

Property to set next index for slide relationship Id.

```
public static int NextIndex { get; set; }
```

Property Value

[int](#) 

## SlideNextIndex

```
public static int SlideNextIndex { get; set; }
```

Property Value

[int](#) 

# Methods

## DeserializeStyling(string)

```
public static Stylings DeserializeStyling(string stylingInfo)
```

### Parameters

stylingInfo [string](#)

### Returns

[Stylings](#)

## EmuToPixels(long)

Function to convert EMU to Pixel

```
public static double EmuToPixels(long emuValue)
```

### Parameters

emuValue [long](#)

Long value

### Returns

[double](#)

## GetRandomSlideId()

Function to get unique slide Id.

```
public static uint GetRandomSlideId()
```

Returns

[uint](#)

## GetUniqueRelationshipId()

Function to generate a unique Relationship ID

```
public static string GetUniqueRelationshipId()
```

Returns

[string](#)

## PixelsToEmu(double)

Function to convert Pixel value to EMU.

```
public static long PixelsToEmu(double pixelsValue)
```

Parameters

**pixelsValue** [double](#)

Double value

Returns

[long](#)

## SerializeStyling(Stylings)

```
public static string SerializeStyling(Stylings styling)
```

Parameters

styling [Stylings](#)

Returns

[string](#) 

# Namespace FileFormat.Slides.Common. Enumerations

## Enums

### [ListType](#)

Specifies the type of styled list

### [TextAlignment](#)

Specifies the alignment of text elements.

# Enum ListType

Namespace: [FileFormat.Slides.Common.Enumerations](#)

Assembly: FileFormat.Slides.Common.dll

Specifies the type of styled list

```
public enum ListType
```

## Fields

Bulleted = 0

Numbered = 1



# Enum TextAlignment

Namespace: [FileFormat.Slides.Common.Enumerations](#)

Assembly: FileFormat.Slides.Common.dll

Specifies the alignment of text elements.

```
public enum TextAlignment
```

## Fields

Center = 2

Left = 0

None = 3

Right = 1