

# Class StatusMark

## Inheritance

---

↳ System.Object  
↳ StatusMark  
↳ StatusLabel (Recycle.UserControls.StatusLabel.html)

**Namespace:** Recycle.UserControls (Recycle.UserControls.html)

**Assembly:** Recycle.dll

## Syntax

```
public class StatusMark : Control
```

## Fields

### StatusProperty

#### Declaration

```
public static readonly DependencyProperty StatusProperty
```

#### Field Value

Type	Description
DependencyProperty	

## Properties

### Status

#### Declaration

```
public ComponentStatus Status { get; set; }
```

#### Property Value

Type	Description
ComponentStatus (Recycle.ViewModels.ComponentStatus.html)	