Class MainWindow

MainWindow.xaml 的互動邏輯

Inheritance

↳ System.Object
  ↳ MainWindow

Implements
ICommand

Namespace: Recycle (Recycle.html)

Assembly: Recycle.dll

Syntax

```
public class MainWindow : Window, ICommand
```

Constructors

MainWindow()

Declaration

```
public MainWindow()
```

Fields

HIDE_POPUP_COMMAND

Declaration

```
public const string HIDE_POPUP_COMMAND = null
```

Field Value

Type	Description
System.String	

NAVI_COLUMN_WIDTH_NARROW

Declaration

```
public readonly GridLength NAVI_COLUMN_WIDTH_NARROW
```

Field Value

Type	Description
GridLength	

NAVI_COLUMN_WIDTH_WIDE

Declaration

```
public readonly GridLength NAVI_COLUMN_WIDTH_WIDE
```

Field Value

Type	Description
GridLength	

TAB_ITEM_WIDTH_NARROW

Declaration

```
public const double TAB_ITEM_WIDTH_NARROW = null
```

Field Value

Type	Description
System.Double	

TAB_ITEM_WIDTH_WIDE

Declaration

```
public const double TAB_ITEM_WIDTH_WIDE = null
```

Field Value

Type	Description
System.Double	

TASK_BORDER_WIDTH_NARROW

Declaration

```
public const double TASK_BORDER_WIDTH_NARROW = null
```

Field Value

Type	Description

Type	Description
System.Double	

TASK_BORDER_WIDTH_WIDE

Declaration

```
public const double TASK_BORDER_WIDTH_WIDE = null
```

Field Value

Type	Description
System.Double	

WIDTH_THRESHOLD_1

Declaration

```
public const double WIDTH_THRESHOLD_1 = null
```

Field Value

Type	Description
System.Double	

WIDTH_THRESHOLD_2

Declaration

```
public const double WIDTH_THRESHOLD_2 = null
```

Field Value

Type	Description
System.Double	

Properties

FullScreen

Declaration

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

Property Value

Type	Description
System.Boolean	

MainViewModel

Declaration

```
public MainViewModel MainViewModel { get; }
```

Property Value

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

Methods

CanExecute(Object)

Declaration

```
public bool CanExecute(object parameter)
```

Parameters

Type	Name	Description
System.Object	*parameter*	

Returns

Type	Description
System.Boolean	

Execute(Object)

Declaration

```
public void Execute(object parameter)
```

Parameters

Type	Name	Description
System.Object	*parameter*	

Events

CanExecuteChanged

Declaration

```
public event EventHandler CanExecuteChanged
```

Event Type

Type	Description
EventHandler	

Implements

ICommand