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# **Document History**



| Date             | Course<br>Version No. | Software<br>Version No. | Developer /<br>SME       | Reviewer     | Approver      | Change Record<br>Remarks   |
|------------------|-----------------------|-------------------------|--------------------------|--------------|---------------|--|
| 21-Oct-09        | 1.0                   | Visual Studio 2008      | Ganesh Desai             |              |               | Initial Document   |
| 21-Oct-09        | 1.0                   | Visual Studio 2008      | Ummeaiman<br>Diwanji     |              |               | Quality Review,<br>Transfer to new<br>template.                                |
| 15-July-<br>2011 | 2.0                   | Visual Studio 2010      | Ganesh Desai             |              |               | Changes made as per integration process  |
| 28-Aug-<br>2012  | 3.0                   | Visual Studio 2010      | Abishek<br>Radhakrishnan |              |               | Changes made as per<br>new curriculum  |
| 6-June-<br>2016  | 4.0                   | Visual Studio 2013      | Nachiket Inamdar         | Ganesh Desai | Mahima Sharma | Material revamped as<br>per the Cepgemini<br>integrated Course<br>Curriculum . |

### Course Goals and Non Goals



- Course Goals
  - To know what is WPF
  - To learn XAML and its features
  - To implement Styles, resources and Markup extentions
  - Work with WPF property System
  - Understand WPF Event Model
  - Work with WPF Data Binding

#### Course Non Goals

Using tools like expression Blend



# Pre-requisites

- > .NET Framework with C# 5.0 & Winforms
- > ADO.NET

## Intended Audience

Developers



## Day Wise Schedule



#### Day 1

Lesson 1: Overview of WPF 4.5Lesson 2: Introduction to XAMLLesson 3: UI Layouts and Controls

• Lesson 4: Styles, Resources, and Shapes

#### ➤ Day 2

Lesson 5: WPF Event ModelLesson 6: Data Binding in WPF

Lesson 7: Live Shaping and Async in WPF

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- ➤ Lesson 1: Overview of WPF
  - 1.1. Overview of WPF
  - 1.2. WPF Design Principles
  - 1.3. Key features of WPF
  - 1.4. Architecture of WPF
- ➤ Lesson 2: Introduction to XAML
  - 2.1. Introduction to XAML
  - 2.2. WPF Property System
- > Lesson 3: UI Layouts and Controls
  - 3.1: UI Layouts

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- Lesson 4: Styles, Resources & Shapes
  - 4.1. Styles and Resources
  - 4.2. Shapes
  - 4.3. Brushes
  - 4.4. Pages and Navigation
- ➤ Lesson 5: WPF Event Model
  - 5.1. Event Routing
  - 5.2: Event Bubbling
  - 5.3: Event Tunneling
- ➤ Lesson 6: Data Binding in WPF
  - 6.1. WPF Data Binding model
  - 6.2. Working with Inotify Property Changed interface
  - 6.3. Using Observable Collections

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- ➤ Lesson 7: Live Shaping and Async in WPF
  - 7.1. New Features in WPF 4.5
  - 7.2: Working with I custom Type Provider interface

### References







# Other Parallel Technology Areas



> Flex 3.0