

PV239 — 02- DESIGN

GOALS

Get to know available layouts

Try to create a layout with some controls

Get to know available navigation options

Bonus:

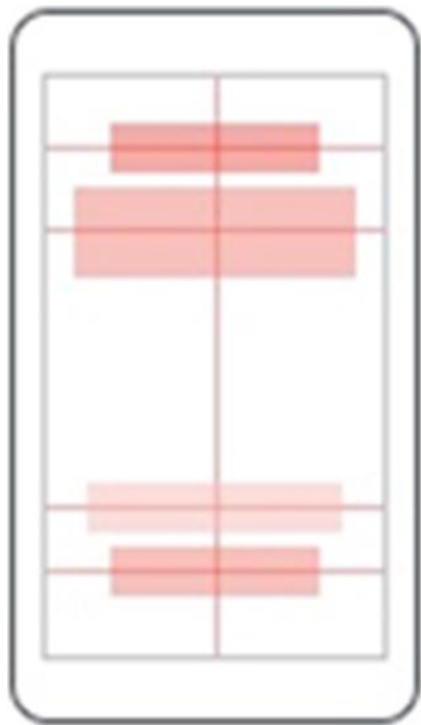
- Styles
- Localization

CONTROLS

| | | | | |
|-------------------|------------|-------------|------------|-----------|
| ActivityIndicator | BoxView | Button | DatePicker | Editor |
| Entry | Image | Label | TimePicker | Slider |
| OpenGLView | Picker | ProgressBar | SearchBar | Stepper |
| WebView | TableView | ListView | TextCell | EntryCell |
| ImageCell | SwitchCell | ViewCell | Map | ... |

LAYOUTS

AbsoluteLayout



RelativeLayout

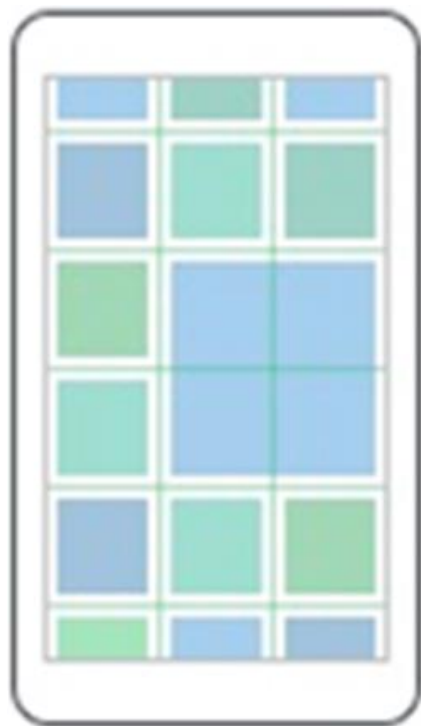


FlexLayout

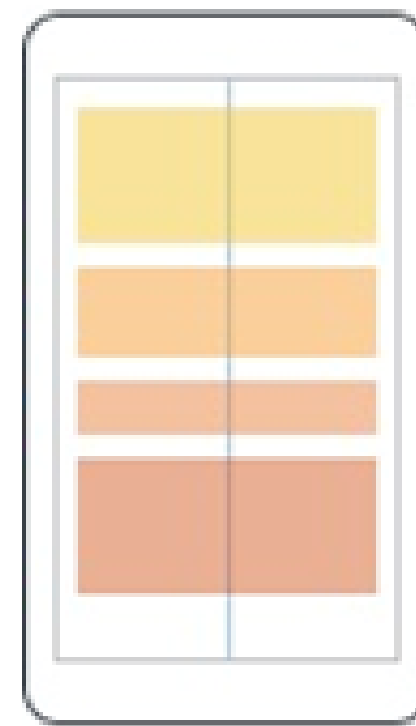


LAYOUTS

Grid



StackLayout



GRID

Table-style layout

RowDefinitions, ColumnDefinitions

- Width / Height = 150 | * | Auto

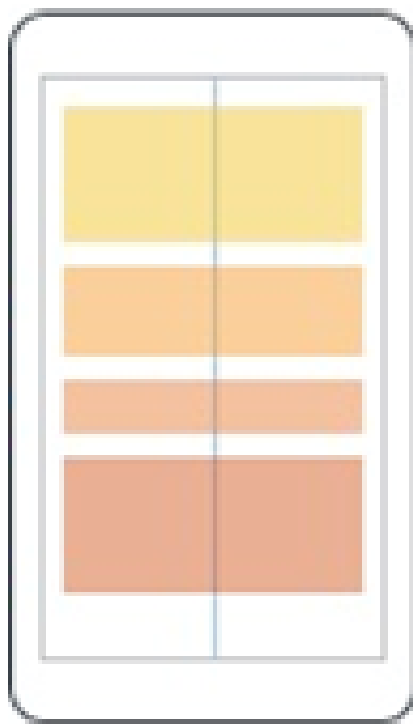
Grid.Row, Grid.Column – placement of control in the Grid

Grid.RowSpan, Grid.ColumnSpan – control can span over multiple “cells”

HorizontalSpacing, VerticalSpacing – empty space between “cells”

STACKLAYOUT

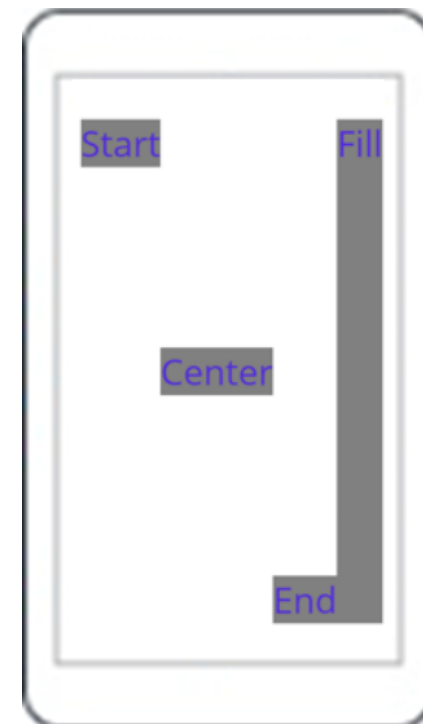
StackLayout



VerticalStackLayout



HorizontalStackLayout



STACKLAYOUT...

HorizontalStackLayout, VerticalStackLayout

- Individual layouts for single direction
- Separate LayoutManagers with Measure methods
- Recommended (Performance)

StackLayout

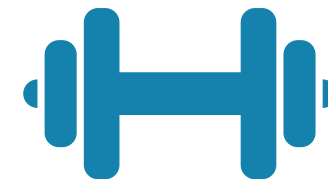
- Wraps **HorizontalStackLayout** and **VerticalStackLayout**
- Has Orientation
- Useful for adaptive layouts

LAYOUTS

Demo

LAYOUTS

Exercise



EXERCISE - LAYOUTS

Grid, Horizontal/VerticalStackLayout

Image, Label, Button



RESOURCES

Each element contains a collection of **Resources**

Resources can define any content

Referencing using **x:Key**

Access with **{StaticResource Key}**

Can be defined in separate files - **merged dictionaries**

Hierarchical application

- Can be overridden on any level

STYLES

Settign style for a control

TargetType – specifies which element type it should be applied to

x:Key – key of style, can be omitted – in that case it will be automatically applied to all controls of the type

Collection of **Setter** objects

- **Property**
- **Value**

BasedOn – base style that this style extends – optional

STYLES

Demo

SHELL

Application layout

Navigation using URIs

Hierarchical navigation

Easy passing of parameters between pages

- String parameters or strongly typed objects
- Works even in backwards navigation “..`?success=true`”

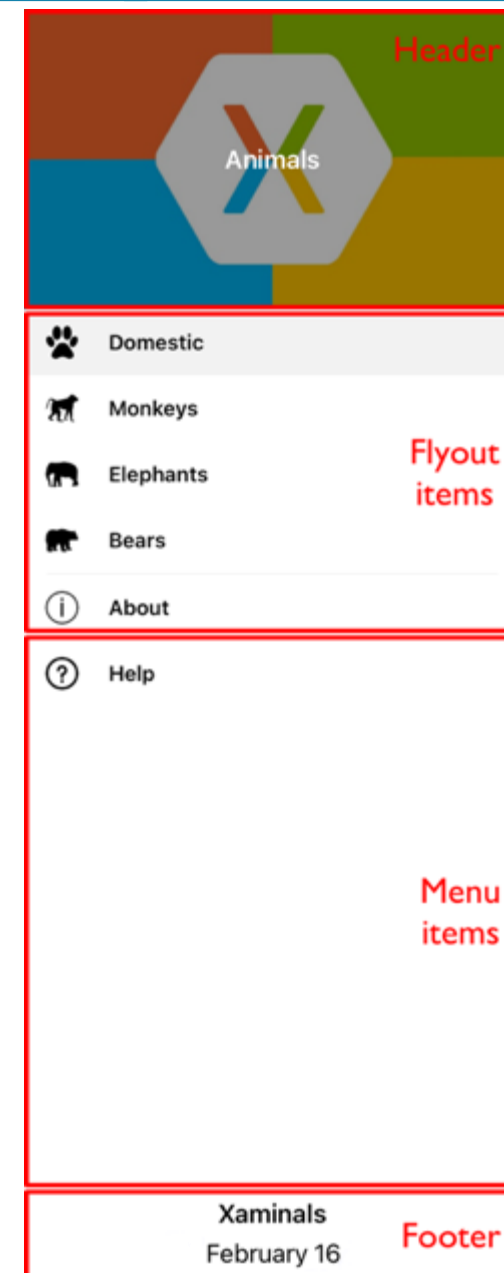
SHELL - FLYOUT

Header

Items

Footer

Support for text, icons or custom templates

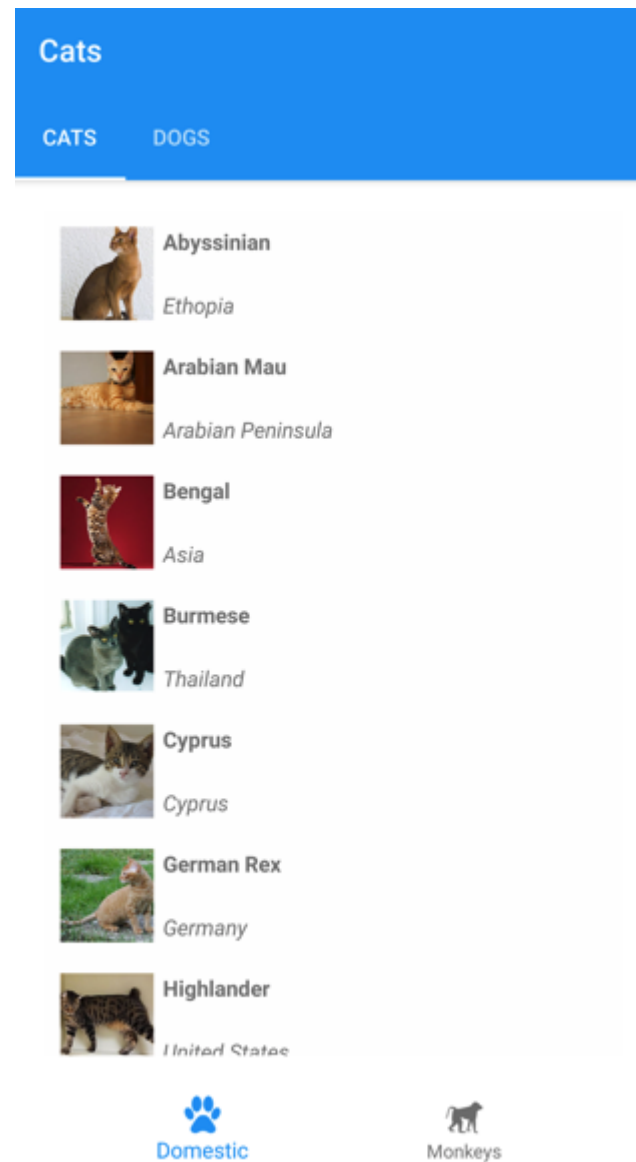


SHELL - TABS

2 levels of hierarchy

- Bottom tabs
- Top tabs

Support for text, icons, custom templates



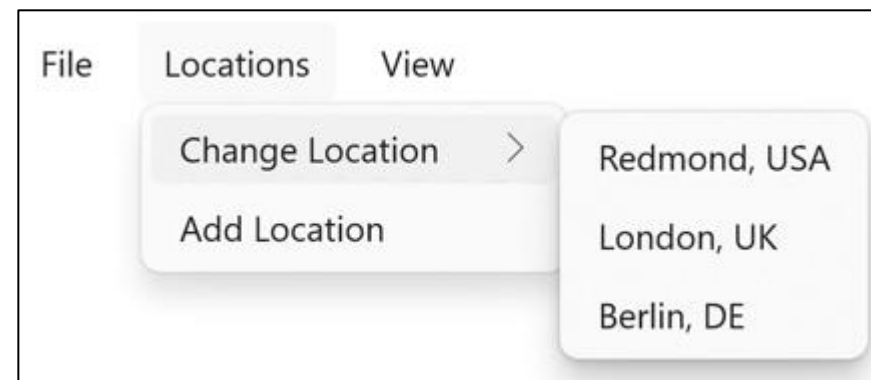
SHELL - MENUBAR

MenuBarItem

MenuFlyoutItem

MenuFlyoutSubItem

Support for text, icons



NAVIGATIONPAGE

NavigationPage

PushAsync

PopAsync

PAGES

ContentPage

Single content



TabbedPage

Tabs



FlyoutPage

Items + detail



NAVIGATION

Demo

GOALS

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Get to know available navigation options

Bonus:

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- Localization