### **Avalonia Introduction Code**

# Avalonia Introduction.zip

#### Exercise 1

- 1. Examine the code for the "Exercise 1" tab in the `MainWindow.axaml` file.
- 2. Run the application and observe the output.
- 3. Modify the grid to have 3 rows and 2 columns.
- 4. Change the colors of the 2 new rectangles.

### Exercise 2

- 1. Examine the code for the "Exercise 2" tab in the `MainWindow.axaml` file.
- 2. Run the application and observe the output.
- 3. Add a `CheckBox` to the StackPanel above the Button.
- 4. Modify the code for `Exercise2ShowOutput\_Click` in the `MainWindow.axaml.cs` file as follows:

When the `Show Output` button is clicked, include the CheckBox's checked state in the output.

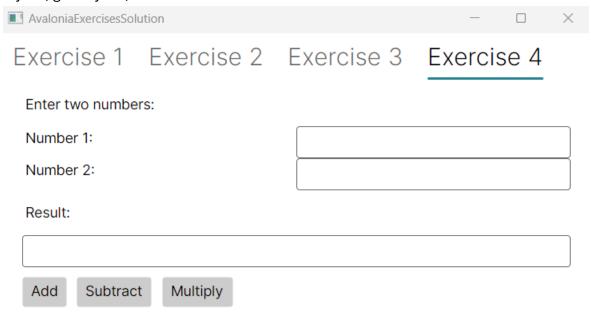
#### Exercise 3

- 1. Examine the code for the "Exercise 3" tab in the `MainWindow.axaml` file.
- 2. Run the application and observe the output.
- 3. Add 2 `RadioButtons` Dog and Bird above the `Show Image` button.
- 4. Modify the handler in `Exercise3ShowImage\_Click` in the `MainWindow.axaml.cs` file to:

Display the dog and bird images placed in `Assets` folder when selecting the respective radio buttons.

## **Exercise 4**

- 1. Add a new `TabItem` called "Exercise 4" in `MainWindow.axaml`.
- 2. Create the layout as shown below using different layout components, i.e., stack layout, grid layout, etc.



- 3. Add handlers for `Add`, `Subtract`, and `Multiply` buttons in `MainWindow.axml.cs`. It should display addition, subtraction and multiplication of two numbers in the `Result` TextBlock.
- 4. Execute the code and observe output.