

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.

AvaloniaExercisesSolution

Exercise 1 Exercise 2 Exercise 3 Exercise 4

Enter two numbers:

Number 1:

Number 2:

Result:

Add Subtract Multiply

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