foodez Namespace

[Missing <summary> documentation for "N:foodez"]

	Class	Description
9 \$	Арр	Provides application-specific behavior to supplement the default Application class.
4 \$	Employee	
4 \$	FoodQueue	
4 \$	MainPage	
4 \$	MenuItem	
4 \$	Order	
4 3	OrderList	
4 3	Program	
9 3	Table	
9 3	TodoItem	

App Class

Provides application-specific behavior to supplement the default Application class.

Inheritance Hierarchy

SystemObject Windows.UI.XamlApplication foodezApp

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public sealed class App : Application, IComponentConnector,
   IXamlMetadataProvider
```

The App type exposes the following members.

△ Constructors

	Name	Description
≓∳	Арр	Initializes the singleton application object. This is the first line of authored code executed, and as such is the logical equivalent of main() or WinMain().

Top

Methods

	Name	Description
≡	Connect	
∃	Equals	Determines whether the specified object is equal to the current object.

		(Inherited from Object.)
∃	Exit	Shuts down the app. (Inherited from Application.)
ΞΦ	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≘©	GetType	Gets the Type of the current instance. (Inherited from Object.)
=	GetXamlType(String)	
=	GetXamlType(Type)	
=	GetXmlnsDefinitions	
=♦	InitializeComponent	
∃	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

	Name	Description
₽ S	MobileService	

Тор

▲ Properties

Name	Description
DebugSettings	Gets an object that declares how the app behaves when run in a debug environment. (Inherited from Application.)
RequestedTheme	Gets or sets a value that determines the light-dark

	preference for the overall theme of an app. (Inherited from Application.)
Resources	Gets a collection of application-scoped resources, such as styles, templates, and brushes. (Inherited from Application.)

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■ Events

	Name	Description
4	Resuming	Occurs when the application transitions from Suspended state to Running state. (Inherited from Application.)
4	Suspending	Occurs when the application transitions to Suspended state from some other state. (Inherited from Application.)
4	UnhandledException	Occurs when an exception is raised by application code, forwarded from the native level. Applications can mark the occurrence as handled in event data. (Inherited from Application.)

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▲ See Also

Reference

foodez Namespace

App Constructor

Initializes the singleton application object. This is the first line of authored code executed, and as such is the logical equivalent of main() or WinMain().

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public App()
```

▲ See Also

Reference

App Class

foodez Namespace

App Fields

The App type exposes the following members.

	Name	Description
Ŷ S	MobileService	

Top

▲ See Also

Reference

App Class

foodez Namespace

AppMobileService Field

[Missing < summary > documentation for "F:foodez.App.MobileService"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public static MobileServiceClient MobileService
```

Field Value

Type: MobileServiceClient

▲ See Also

Reference

App Class

foodez Namespace

App Methods

The App type exposes the following members.

Methods

	Name	Description
≡₩	Connect	
∃	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ξ ῷ	Exit	Shuts down the app. (Inherited from Application.)
Ξ ῷ	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡	GetXamlType(String)	
≡	GetXamlType(Type)	
≡	GetXmInsDefinitions	
≡	InitializeComponent	
≅ ©	ToString	Returns a string that represents the current object. (Inherited from Object.)

Top

▲ See Also

Reference

App Class foodez Namespace

AppConnect Method

[Missing <summary> documentation for "M:foodez.App.Connect(System.Int32,System.Object)"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

Type: SystemInt32
[Missing <param name="connectionId"/> documentation for "M:foodez.App.Connect(System.Int32,System.Object)"]

target

Type: SystemObject
[Missing <param name="target"/> documentation for
"M:foodez.App.Connect(System.Int32,System.Object)"]

Implements

IComponentConnectorConnect(Int32, Object)

▲ See Also

Reference

App Class foodez Namespace

AppGetXamlType Method

■ Overload List

	Name	Description
≡	GetXamlType(String)	
=0	GetXamlType(Type)	

Top

▲ See Also

Reference

App Class

foodez Namespace

AppGetXamlType Method (String)

[Missing <summary> documentation for "M:foodez.App.GetXamlType(System.String)"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public IXamlType GetXamlType(
  string fullName
)
```

Parameters

fullName

Type: SystemString

[Missing <param name="fullName"/> documentation for "M:foodez.App.GetXamlType(System.String)"]

Return Value

Type: IXamlType

[Missing < returns > documentation for "M:foodez.App.GetXamlType(System.String)"]

Implements

IXamlMetadataProviderGetXamlType(String)

▲ See Also

Reference

App Class

GetXamlType Overload

foodez Namespace

AppGetXamlType Method (Type)

[Missing <summary> documentation for "M:foodez.App.GetXamlType(System.Type)"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public IXamlType GetXamlType(
  Type type
)
```

Parameters

type

Type: SystemType
[Missing < param name="type"/> documentation for "M:foodez.App.GetXamlType(System.Type)"]

Return Value

Type: IXamlType

[Missing < returns > documentation for "M:foodez.App.GetXamlType(System.Type)"]

▲ See Also

Reference

App Class

GetXamlType Overload

foodez Namespace

AppGetXmInsDefinitions Method

[Missing <summary> documentation for "M:foodez.App.GetXmInsDefinitions"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#
public XmlnsDefinition[] GetXmlnsDefinitions()
```

Return Value

Type: XmInsDefinition

[Missing < returns > documentation for "M:foodez.App.GetXmInsDefinitions"]

Implements

IXamlMetadataProviderGetXmlnsDefinitions

▲ See Also

Reference

App Class

foodez Namespace

AppInitializeComponent Method

[Missing < summary > documentation for "M:foodez.App.InitializeComponent"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

App Class

foodez Namespace

App Properties

The App type exposes the following members.

→ Properties

Name	Description
DebugSettings	Gets an object that declares how the app behaves when run in a debug environment. (Inherited from Application.)
RequestedTheme	Gets or sets a value that determines the light-dark preference for the overall theme of an app. (Inherited from Application.)
Resources	Gets a collection of application-scoped resources, such as styles, templates, and brushes. (Inherited from Application.)

Top

▲ See Also

Reference

App Class

foodez Namespace

App Events

The App type exposes the following members.

▲ Events

	Name	Description
4	Resuming	Occurs when the application transitions from Suspended state to Running state. (Inherited from Application.)
4	Suspending	Occurs when the application transitions to Suspended state from some other state. (Inherited from Application.)
4	UnhandledException	Occurs when an exception is raised by application code, forwarded from the native level. Applications can mark the occurrence as handled in event data. (Inherited from Application.)

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▲ See Also

Reference

App Class

foodez Namespace

Employee Class

[Missing <summary> documentation for "T:foodez.Employee"]

▲ Inheritance Hierarchy

SystemObject foodezEmployee

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public class Employee
```

The Employee type exposes the following members.

■ Constructors

	Name	Description
Ξ ψ	Employee	Initializes a new instance of the Employee class

Top

Methods

	Name	Description
≅©	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ģ ♥	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by

garbage collection.

		(Inherited from Object.)
Ξ₩	GetHashCode	Serves as the default hash function. (Inherited from Object.)
Ξ₩	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
∃	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

▲ Properties

Name	Description
Address	
Birthday	
Gender	
Id	
Name	
Password	
PhoneNumber	
Position	
Salary	
Username	

▲ See Also

Reference

foodez Namespace

Employee Constructor

Initializes a new instance of the Employee class

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Employee()
```

▲ See Also

Reference

Employee Class

foodez Namespace

Employee Methods

The Employee type exposes the following members.

Methods

	Name	Description	
≅	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)	
ĝ ®	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)	
≟	GetHashCode	Serves as the default hash function. (Inherited from Object.)	
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)	
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)	
≅∳	ToString	Returns a string that represents the current object. (Inherited from Object.)	

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▲ See Also

Reference Employee Class foodez Namespace



Employee Properties

The Employee type exposes the following members.

→ Properties

Name	Description
Address	
Birthday	
Gender	
Id	
Name	
Password	
PhoneNumber	
Position	
Salary	
Username	

Top

▲ See Also

Reference

Employee Class

foodez Namespace

EmployeeAddress Property

[Missing < summary > documentation for "P:foodez.Employee.Address"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Address { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Employee Class

foodez Namespace

EmployeeBirthday Property

[Missing < summary > documentation for "P:foodez.Employee.Birthday"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Birthday { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Employee Class

foodez Namespace

EmployeeGender Property

[Missing < summary > documentation for "P:foodez.Employee.Gender"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Gender { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Employee Class

foodez Namespace

EmployeeId Property

[Missing <summary> documentation for "P:foodez.Employee.Id"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Id { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Employee Class

foodez Namespace

EmployeeName Property

[Missing < summary > documentation for "P:foodez.Employee.Name"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Name { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Employee Class

foodez Namespace

EmployeePassword Property

[Missing < summary > documentation for "P:foodez.Employee.Password"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Password { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Employee Class

foodez Namespace

EmployeePhoneNumber Property

[Missing < summary > documentation for "P:foodez.Employee.PhoneNumber"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string PhoneNumber { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Employee Class

foodez Namespace

EmployeePosition Property

[Missing <summary> documentation for "P:foodez.Employee.Position"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Position { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Employee Class

foodez Namespace

EmployeeSalary Property

[Missing < summary > documentation for "P:foodez.Employee.Salary"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Salary { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Employee Class

foodez Namespace

EmployeeUsername Property

[Missing <summary> documentation for "P:foodez.Employee.Username"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Username { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Employee Class

foodez Namespace

FoodQueue Class

[Missing <summary> documentation for "T:foodez.FoodQueue"]

▲ Inheritance Hierarchy

SystemObject foodezFoodQueue

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C#	VB	C++	F#	Copy
pub	lic	class	FoodQueue	

The FoodQueue type exposes the following members.

■ Constructors

	Name	Description	
Ξ ῷ	FoodQueue	Initializes a new instance of the FoodQueue class	

Top

Methods

	Name	Description
∉ ∳	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ġ ̃	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection.

		(Inherited from Object.)
Ξ₩	GetHashCode	Serves as the default hash function. (Inherited from Object.)
Ξ₩	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
∃	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ Properties

Name	Description
Id	
Menuitem	
Orderid	
Progress	

Top

▲ See Also

Reference

foodez Namespace

FoodQueue Constructor

Initializes a new instance of the FoodQueue class

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public FoodQueue()
```

▲ See Also

Reference

FoodQueue Class

foodez Namespace

FoodQueue Methods

The FoodQueue type exposes the following members.

Methods

	Name	Description
≅₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ÿ₩	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≘∲	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ See Also

Reference FoodQueue Class

foodez Namespace



FoodQueue Properties

The FoodQueue type exposes the following members.

→ Properties

	Name	Description
	Id	
	Menuitem	
	Orderid	
*	Progress	

Top

▲ See Also

Reference

FoodQueue Class

foodez Namespace

FoodQueueId Property

[Missing <summary> documentation for "P:foodez.FoodQueue.Id"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Id { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

FoodQueue Class foodez Namespace

FoodQueueMenuitem Property

[Missing <summary> documentation for "P:foodez.FoodQueue.Menuitem"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Menuitem { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

FoodQueue Class

foodez Namespace

FoodQueueOrderid Property

[Missing <summary> documentation for "P:foodez.FoodQueue.Orderid"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Orderid { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

FoodQueue Class

foodez Namespace

FoodQueueProgress Property

[Missing < summary > documentation for "P:foodez.FoodQueue.Progress"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public double Progress { get; set; }
```

Property Value

Type: Double

▲ See Also

Reference

FoodQueue Class foodez Namespace

MainPage Class

[Missing < summary > documentation for "T:foodez.MainPage"]

Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodezMainPage

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public sealed class MainPage : Page,

IComponentConnector
```

The MainPage type exposes the following members.

■ Constructors

	Name	Description
≡	MainPage	Initializes a new instance of the MainPage class.

Top

Methods

Name	Description	

	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
₫♦	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
a	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≡ ♦	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≡◊	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≡	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡	Connect	
≟	Equals	Determines whether the specified object is equal to the current object.

		(Inherited from Object.)
≡	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≅ ©	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≓	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≓	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡	InitializeComponent	
⊒	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
≅ ∳	InvalidateMeasure	Invalidates the measurement state (layout) for

		a UIElement. (Inherited from UIElement.)
≅	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≅∳	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≅	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≡©	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≡	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≡	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≟	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≡©	ToString	Returns a string that represents the current object. (Inherited from Object.)

≅ 🚱	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≟	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Тор

	Name	Description
•	isCredentialOpen	Boolean to check if CredentialGrid is open

Top

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control.

		(Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
	BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
	BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
	BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
	CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
i	CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
	Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
	CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and

		window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
in the second se	Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
	DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
	DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
	Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
	FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
	FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)

FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control.

HorizontalContentAlignment	(Inherited from FrameworkElement.) Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)

Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)

NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
Padding	Gets or sets the padding inside a control. (Inherited from Control.)
Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)

RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup.

	(Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)

Width	Gets or sets the width of a
	FrameworkElement.
	(Inherited from FrameworkElement.)

Тор

▲ Events

	Name	Description
%	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
4	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
9	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>§</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>§</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)

9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
9	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
9	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
g.	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
4	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)

<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
4	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
4	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
<i>\$</i>	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
<i>3</i>	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
3	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)

<i>§</i>	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
<i>4</i>	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
<i>y</i>	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
3	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
<i>₹</i>	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

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▲ See Also

Reference

foodez Namespace

MainPage Constructor

Initializes a new instance of the MainPage class.

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public MainPage()
```

▲ See Also

Reference

MainPage Class

foodez Namespace

Technical Document for Foodez App Demo 1

MainPage Fields

The MainPage type exposes the following members.

	Name	Description
•	isCredentialOpen	Boolean to check if CredentialGrid is open

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▲ See Also

Reference

MainPage Class foodez Namespace

MainPageisCredentialOpen Field

Boolean to check if Credential Grid is open

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public bool isCredentialOpen

Field Value

Type: Boolean

▲ See Also

Reference

MainPage Class

foodez Namespace

MainPage Methods

The MainPage type exposes the following members.

Methods

	Name	Description
≅҈	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≓ڼ	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≡◊	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≟	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≡	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
=	Connect	
≓∳	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≓∲	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
₫	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≓	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≡ ♠	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∄	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡♦	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡ ♠	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)

≡ ₩	InitializeComponent	
≟	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
∃	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
≅ 🍪	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≅	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≡	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≘∳	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≅∳	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
# \tilde{\psi}	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object.

		(Inherited from FrameworkElement.)
≅⊚	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≡	ToString	Returns a string that represents the current object. (Inherited from Object.)
∃	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
∃	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

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▲ See Also

Reference

MainPage Class

foodez Namespace

MainPageConnect Method

[Missing <summary> documentation for "M:foodez.MainPage.Connect(System.Int32,System.Object)"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

Type: SystemInt32

[Missing <param name="connectionId"/> documentation for "M:foodez.MainPage.Connect(System.Int32,System.Object)"]

target

Type: SystemObject

[Missing < param name="target"/> documentation for "M:foodez.MainPage.Connect(System.Int32,System.Object)"]

Implements

IComponentConnectorConnect(Int32, Object)

▲ See Also

Reference

MainPage Class

foodez Namespace

MainPageInitializeComponent Method

[Missing < summary > documentation for "M:foodez.MainPage.InitializeComponent"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

MainPage Class

foodez Namespace

MainPage Properties

The MainPage type exposes the following members.

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
BorderBrush	Gets or sets a brush that describes the border background of a control.

		(Inherited from Control.)
	BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
	BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
	CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
	CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
	Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
	CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
	DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

	(Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)

FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)

IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement.

		(Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
E	Parent	Gets the parent object of this FrameworkElement in the object tree.

	(Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax.

	(Inherited from FrameworkElement.)
Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)

UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

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▲ See Also

Reference

MainPage Class

foodez Namespace

MainPage Events

The MainPage type exposes the following members.

■ Events

	Name	Description
<i>§</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
<i>3</i>	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>¥</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>\$</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>§</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
9	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
4	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
9	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
4	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
9	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

Тор

▲ See Also

Reference

MainPage Class

foodez Namespace

MenuItem Class

[Missing <summary> documentation for "T:foodez.MenuItem"]

▲ Inheritance Hierarchy

SystemObject foodezMenuItem

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C#	VB	C++	F#	Copy _	
pub	lic	class	MenuItem	1	

The MenuItem type exposes the following members.

■ Constructors

	Name	Description
Ξ ψ	MenuItem	Initializes a new instance of the MenuItem class

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Methods

	Name	Description
₫ڼ	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ģ ♥	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection.

		(Inherited from Object.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
Ξ₩	GetType	Gets the Type of the current instance. (Inherited from Object.)
ē ∳	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≟	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ Properties

	Name	Description
	Category	
	Id	
	Name	
*	Price	

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▲ See Also

Reference

foodez Namespace

MenuItem Constructor

Initializes a new instance of the MenuItem class

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public MenuItem()
```

▲ See Also

Reference

MenuItem Class

foodez Namespace

MenuItem Methods

The MenuItem type exposes the following members.

Methods

	Name	Description
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ÿ ©	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≅ ©	ToString	Returns a string that represents the current object. (Inherited from Object.)

Top

▲ See Also

Reference MenuItem Class foodez Namespace



MenuItem Properties

The MenuItem type exposes the following members.

→ Properties

	Name	Description
	Category	
	Id	
	Name	
i e	Price	

Top

▲ See Also

Reference

MenuItem Class

foodez Namespace

MenuItemCategory Property

[Missing < summary > documentation for "P:foodez.MenuItem.Category"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Category { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

MenuItem Class

foodez Namespace

MenuItemId Property

[Missing < summary > documentation for "P:foodez.MenuItem.Id"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Id { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

MenuItem Class

foodez Namespace

MenuItemName Property

[Missing < summary > documentation for "P:foodez.MenuItem.Name"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Name { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

MenuItem Class

foodez Namespace

MenuItemPrice Property

[Missing <summary> documentation for "P:foodez.MenuItem.Price"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Price { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

MenuItem Class

foodez Namespace

Order Class

[Missing <summary> documentation for "T:foodez.Order"]

▲ Inheritance Hierarchy

SystemObject foodezOrder

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public class Order
```

The Order type exposes the following members.

■ Constructors

	Name	Description
Ξ ψ	Order	Initializes a new instance of the Order class

Top

Methods

	Name	Description
ΞΦ	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
<u></u>	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection.

		(Inherited from Object.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
ē û	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
∃	ToString	Returns a string that represents the current object. (Inherited from Object.)

Top

▲ Properties

Name	Description
Completed	
Cost	
Id	
Ordernum	
Tablename	

Тор

▲ See Also

Reference

foodez Namespace

Order Constructor

Initializes a new instance of the Order class

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Order()
```

▲ See Also

Reference

Order Class

foodez Namespace

Order Methods

The Order type exposes the following members.

Methods

	Name	Description
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ÿ ©	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≅ ©	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ See Also

Reference

Order Class

foodez Namespace



Order Properties

The Order type exposes the following members.

→ Properties

Name	Description
Completed	
Cost	
Id	
Ordernum	
Tablename	

Top

▲ See Also

Reference

Order Class

foodez Namespace

OrderCompleted Property

[Missing <summary> documentation for "P:foodez.Order.Completed"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

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

Property Value

Type: Boolean

▲ See Also

Reference

Order Class

foodez Namespace

OrderCost Property

[Missing < summary > documentation for "P:foodez.Order.Cost"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Cost { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Order Class

foodez Namespace

OrderId Property

[Missing <summary> documentation for "P:foodez.Order.Id"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Id { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Order Class

foodez Namespace

OrderOrdernum Property

[Missing < summary > documentation for "P:foodez.Order.Ordernum"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Ordernum { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Order Class

foodez Namespace

OrderTablename Property

[Missing <summary> documentation for "P:foodez.Order.Tablename"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Tablename { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Order Class

foodez Namespace

OrderList Class

[Missing <summary> documentation for "T:foodez.OrderList"]

▲ Inheritance Hierarchy

SystemObject foodezOrderList

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C#	VB	C++	F#		Copy
pub	lic	class	OrderLi	t	

The OrderList type exposes the following members.

■ Constructors

	Name	Description
≅	OrderList	Initializes a new instance of the OrderList class

Top

Methods

	Name	Description
≟	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ē∳	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection.

		(Inherited from Object.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∄	GetType	Gets the Type of the current instance. (Inherited from Object.)
ĕ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≡	ToString	Returns a string that represents the current object. (Inherited from Object.)

Top

▲ Properties

Name	Description
Completed	
Id	
Name	
Orderid	
Price	

Top

▲ See Also

Reference

foodez Namespace

OrderList Constructor

Initializes a new instance of the OrderList class

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public OrderList()
```

▲ See Also

Reference

OrderList Class

foodez Namespace

OrderList Methods

The OrderList type exposes the following members.

Methods

	Name	Description
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ÿ ©	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≅ ©	ToString	Returns a string that represents the current object. (Inherited from Object.)

Top

▲ See Also

Reference OrderList Class foodez Namespace



OrderList Properties

The OrderList type exposes the following members.

→ Properties

Name	Description
Completed	
Id	
Name	
Orderid	
Price	

Top

▲ See Also

Reference

OrderList Class

foodez Namespace

OrderListCompleted Property

[Missing < summary > documentation for "P:foodez.OrderList.Completed"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

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

Property Value

Type: Boolean

▲ See Also

Reference

OrderList Class

foodez Namespace

OrderListId Property

[Missing <summary> documentation for "P:foodez.OrderList.Id"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Id { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

OrderList Class

foodez Namespace

OrderListName Property

[Missing <summary> documentation for "P:foodez.OrderList.Name"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Name { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

OrderList Class

foodez Namespace

OrderListOrderid Property

[Missing <summary> documentation for "P:foodez.OrderList.Orderid"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Orderid { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

OrderList Class

foodez Namespace

OrderListPrice Property

[Missing <summary> documentation for "P:foodez.OrderList.Price"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Price { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

OrderList Class

foodez Namespace

Program Class

[Missing <summary> documentation for "T:foodez.Program"]

▲ Inheritance Hierarchy

SystemObject foodezProgram

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public static class Program
```

▲ See Also

Reference

foodez Namespace

Table Class

[Missing <summary> documentation for "T:foodez.Table"]

Inheritance Hierarchy

SystemObject foodezTable

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public class Table
```

The Table type exposes the following members.

■ Constructors

	Name	Description
≡	Table	Initializes a new instance of the Table class

Top

Methods

	Name	Description
≅©	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ş €	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by

garbage collection.

		(Inherited from Object.)
ΞΦ	GetHashCode	Serves as the default hash function. (Inherited from Object.)
ΞΦ	GetType	Gets the Type of the current instance. (Inherited from Object.)
∮	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
ΞΦ	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ Properties

Name	Description
Id	
Name	
OrderID	
Status	

Тор

▲ See Also

Reference

foodez Namespace

Table Constructor

Initializes a new instance of the Table class

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Table()
```

▲ See Also

Reference

Table Class

foodez Namespace

Table Methods

The Table type exposes the following members.

Methods

	Name	Description
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ÿ ©	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≅ ©	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ See Also

Reference

Table Class

foodez Namespace



Table Properties

The Table type exposes the following members.

→ Properties

Name	Description
Id	
Name	
OrderID	
Status	

Top

▲ See Also

Reference

Table Class

foodez Namespace

TableId Property

[Missing <summary> documentation for "P:foodez.Table.Id"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Id { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Table Class

foodez Namespace

TableName Property

[Missing <summary> documentation for "P:foodez.Table.Name"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Name { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Table Class

foodez Namespace

TableOrderID Property

[Missing < summary > documentation for "P:foodez.Table.OrderID"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string OrderID { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Table Class

foodez Namespace

TableStatus Property

[Missing < summary > documentation for "P:foodez.Table.Status"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Status { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

Table Class

foodez Namespace

TodoItem Class

[Missing < summary > documentation for "T:foodez.TodoItem"]

▲ Inheritance Hierarchy

SystemObject foodezTodoItem

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public class TodoItem
```

The TodoItem type exposes the following members.

■ Constructors

	Name	Description
Ξ ψ	TodoItem	Initializes a new instance of the TodoItem class

Top

Methods

	Name	Description
≓	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
₹	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection.

		(Inherited from Object.)
Ξ₩	GetHashCode	Serves as the default hash function. (Inherited from Object.)
Ξ₩	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
∃	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ Properties

Name	Description
Complete	
Id	
Text	

Top

▲ See Also

Reference

foodez Namespace

TodoItem Constructor

Initializes a new instance of the TodoItem class

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public TodoItem()
```

▲ See Also

Reference

TodoItem Class

foodez Namespace

TodoItem Methods

The TodoItem type exposes the following members.

Methods

	Name	Description
≅	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ĝ ®	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≟	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≅∳	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ See Also

Reference

TodoItem Class foodez Namespace



TodoItem Properties

The TodoItem type exposes the following members.

→ Properties

Name	Description
Complete	
Id	
Text	

Top

▲ See Also

Reference

TodoItem Class

foodez Namespace

TodoItemComplete Property

[Missing <summary> documentation for "P:foodez.TodoItem.Complete"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

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

Property Value

Type: Boolean

▲ See Also

Reference

TodoItem Class

foodez Namespace

TodoItemId Property

[Missing <summary> documentation for "P:foodez.TodoItem.Id"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Id { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

TodoItem Class

foodez Namespace

TodoItemText Property

[Missing <summary> documentation for "P:foodez.TodoItem.Text"]

Namespace: foodez

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Text { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

TodoItem Class

foodez Namespace

foodez.BartenderPages Namespace

[Missing < summary > documentation for "N:foodez.BartenderPages"]

	Class	Description
9 \$	BartenderMain	An empty page that can be used on its own or navigated to within a Frame.

BartenderMain Class

An empty page that can be used on its own or navigated to within a Frame.

▲ Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez. Bartender Pages Bartender Main

Namespace: foodez.BartenderPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public sealed class BartenderMain : Page,

IComponentConnector
```

The BartenderMain type exposes the following members.

■ Constructors

	Name	Description
≡	BartenderMain	Initializes a new instance of the BartenderMain class

Top

Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≅	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

=	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≡	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≅∳	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
₫♦	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∉∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡©	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
Ξ₩	InitializeComponent	
≅∳	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
=	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)

≡	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≘	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≓	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≓	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
ΞΦ	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≡	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
∃	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≘	ToString	Returns a string that represents the current object. (Inherited from Object.)
≡	TransformToVisual	Returns a transform object that can be used

		to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
∉ ∳	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)

BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a

	FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen.

	(Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the

	user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)

	Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
in the second se	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
in the second se	Padding	Gets or sets the padding inside a control. (Inherited from Control.)

Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property

		element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
	Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
in the second se	Triggers	Gets the collection of triggers for animations that are defined for a

	FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

■ Events

	Name	Description
3	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property

		changes. (Inherited from FrameworkElement.)
3	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
3	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
3	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>4</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
g.	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
3	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)

4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
9	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
4	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
4	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
4	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
9	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
9	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
9	ManipulationStarting	Occurs when the manipulation processor is first created.

		(Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
4	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
4	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
4	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
4	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
4	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
9	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the

		element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
3	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

foodez.BartenderPages Namespace

BartenderMain Constructor

Initializes a new instance of the Bartender Main class

Namespace: foodez.BartenderPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public BartenderMain()
```

▲ See Also

Reference

BartenderMain Class foodez.BartenderPages Namespace

BartenderMain Methods

The BartenderMain type exposes the following members.

Methods

	Name	Description
∃	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
∃	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≟	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
≓	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
=	Connect	
≘	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≘	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≓ ♠	Focus	Attempts to set the focus on the control. (Inherited from Control.)
⊒∲	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≡ ♠	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∄	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡ ♠	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)

≡ ₩	InitializeComponent	
≟	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
∃	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
Ξ ₩	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≅	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≡	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≘∳	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≅∲	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
# \(\phi\)	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object.

		(Inherited from FrameworkElement.)
≅ ∳	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≡	ToString	Returns a string that represents the current object. (Inherited from Object.)
≟	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
∃	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

▲ See Also

Reference

BartenderMain Class

foodez.BartenderPages Namespace

BartenderMainConnect Method

[Missing < summary > documentation for "M:foodez.BartenderPages.BartenderMain.Connect(System.Int32,System.Object)"]

Namespace: foodez.BartenderPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
```

[Missing <param name="connectionId"/> documentation for "M:foodez.BartenderPages.BartenderMain.Connect(System.Int32,System.Object)"]

target

Type: SystemObject

[Missing <param name="target"/> documentation for

"M:foodez.BartenderPages.BartenderMain.Connect(System.Int32,System.Object)"]

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

BartenderMain Class

foodez.BartenderPages Namespace

BartenderMainInitializeComponent Method

[Missing < summary > documentation for "M:foodez.BartenderPages.BartenderMain.InitializeComponent"]

Namespace: foodez.BartenderPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

BartenderMain Class

foodez.BartenderPages Namespace

BartenderMain Properties

The BartenderMain type exposes the following members.

→ Properties

	Name	Description
	ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
	ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
	AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
E	BorderBrush	Gets or sets a brush that describes the border background of a control.

	(Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

	(Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)

FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)

IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement.

		(Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
E	Parent	Gets the parent object of this FrameworkElement in the object tree.

	(Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax.

	(Inherited from FrameworkElement.)
Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)

UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

▲ See Also

Reference

BartenderMain Class foodez.BartenderPages Namespace

BartenderMain Events

The BartenderMain type exposes the following members.

■ Events

	Name	Description
<i>\$</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
3	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>\$</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>3</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>§</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
4	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
9	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
4	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
3	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
<i>4</i>	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
3	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

BartenderMain Class foodez.BartenderPages Namespace

Technical Document for Foodez App Demo 1

foodez.BusBoyPages Namespace

[Missing <summary> documentation for "N:foodez.BusBoyPages"]

	Class	Description
4;	BusBoyMain	An empty page that can be used on its own or navigated to within a Frame.

BusBoyMain Class

An empty page that can be used on its own or navigated to within a Frame.

▲ Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez.BusBoyPagesBusBoyMain

Namespace: foodez.BusBoyPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public sealed class BusBoyMain : Page,
IComponentConnector
```

The BusBoyMain type exposes the following members.

■ Constructors

	Name	Description
≡	BusBoyMain	Initializes a new instance of the BusBoyMain class.

Top

Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≅	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
∃	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

=	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≡	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≅∳	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
₫∳	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
Ξ₩	InitializeComponent	
=	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
=	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)

≡	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≘	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≓	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≓	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
ΞΦ	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≡	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
∃	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≘	ToString	Returns a string that represents the current object. (Inherited from Object.)
≡	TransformToVisual	Returns a transform object that can be used

		to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≡•	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)

BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a

	FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen.

	(Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the

	user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)

	Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
in the second se	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
in the second se	Padding	Gets or sets the padding inside a control. (Inherited from Control.)

Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property

		element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
	Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
in the second se	Triggers	Gets the collection of triggers for animations that are defined for a

	FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

■ Events

	Name	Description
3	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property

		changes. (Inherited from FrameworkElement.)
3	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
3	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
3	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
3	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
g.	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
3	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)

4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
9	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
4	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
4	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
4	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
9	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
9	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
9	ManipulationStarting	Occurs when the manipulation processor is first created.

		(Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
4	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
4	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
4	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
4	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
4	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
9	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the

		element. (Inherited from UIElement.)
<i>§</i>	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
9	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

foodez.BusBoyPages Namespace

BusBoyMain Constructor

Initializes a new instance of the BusBoyMain class.

Namespace: foodez.BusBoyPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public BusBoyMain()
```

▲ See Also

Reference

BusBoyMain Class

foodez.BusBoyPages Namespace

BusBoyMain Methods

The BusBoyMain type exposes the following members.

Methods

	Name	Description
≅҈	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≓ڼ	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≡◊	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≟	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≡	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
≓	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
=	Connect	
≘	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≘	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≅ ♠	Focus	Attempts to set the focus on the control. (Inherited from Control.)
⊒∲	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≡ ♠	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∄	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡ ♠	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)

≡ ₩	InitializeComponent	
≟	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
∃	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
Ξ ₩	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≅	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≡	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≘∳	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≅∲	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
# \tilde{\psi}	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object.

		(Inherited from FrameworkElement.)
≅ ©	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
Ξ₩	ToString	Returns a string that represents the current object. (Inherited from Object.)
⊒♠	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
⊒∳	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

▲ See Also

Reference

BusBoyMain Class

foodez.BusBoyPages Namespace

BusBoyMainConnect Method

[Missing < summary > documentation for "M:foodez.BusBoyPages.BusBoyMain.Connect(System.Int32,System.Object)"]

Namespace: foodez.BusBoyPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
[Missing < param name="connectionId"/> documentation for
```

"M:foodez.BusBoyPages.BusBoyMain.Connect(System.Int32,System.Object)"]

target

```
Type: SystemObject
```

[Missing <param name="target"/> documentation for

"M:foodez.BusBoyPages.BusBoyMain.Connect(System.Int32,System.Object)"]

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

BusBoyMain Class

foodez.BusBoyPages Namespace

BusBoyMainInitializeComponent Method

[Missing < summary > documentation for "M:foodez.BusBoyPages.BusBoyMain.InitializeComponent"]

Namespace: foodez.BusBoyPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

BusBoyMain Class

foodez.BusBoyPages Namespace

BusBoyMain Properties

The BusBoyMain type exposes the following members.

→ Properties

	Name	Description
	ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
	ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
	AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
E	BorderBrush	Gets or sets a brush that describes the border background of a control.

	(Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

	(Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)

FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)

IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement.

		(Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
E	Parent	Gets the parent object of this FrameworkElement in the object tree.

	(Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax.

	(Inherited from FrameworkElement.)
Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)

UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

▲ See Also

Reference

BusBoyMain Class

foodez.BusBoyPages Namespace

BusBoyMain Events

The BusBoyMain type exposes the following members.

■ Events

	Name	Description
<i>9</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
4	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
4	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
9	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
9	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
4	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
<i>§</i>	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
<i>\$</i>	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
<i>y</i>	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
3	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

BusBoyMain Class foodez.BusBoyPages Namespace

foodez.ChefPages Namespace

[Missing < summary > documentation for "N:foodez.ChefPages"]

	Class	Description
%	ChefMain	An empty page that can be used on its own or navigated to within a Frame.
% ;	FoodQueue	An empty page that can be used on its own or navigated to within a Frame.

ChefMain Class

An empty page that can be used on its own or navigated to within a Frame.

▲ Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez.ChefPagesChefMain

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public sealed class ChefMain : Page,

IComponentConnector
```

The ChefMain type exposes the following members.

■ Constructors

	Name	Description
=0	ChefMain	Initializes a new instance of the ChefMain class.

Top

Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≅	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

=	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≡	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≅∳	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∉∳	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∉∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡©	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
Ξ₩	InitializeComponent	
≅∳	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
=	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)

≡	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≘	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≓	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≓	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
ΞΦ	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≡	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
∃	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≘	ToString	Returns a string that represents the current object. (Inherited from Object.)
≡	TransformToVisual	Returns a transform object that can be used

		to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≡•	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)

BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a

	FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen.

	(Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the

	user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)

	Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
in the second se	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
in the second se	Padding	Gets or sets the padding inside a control. (Inherited from Control.)

Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property

		element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
	Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
in the second se	Triggers	Gets the collection of triggers for animations that are defined for a

	FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

■ Events

	Name	Description
3	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property

		changes. (Inherited from FrameworkElement.)
3	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
3	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
3	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>4</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
g.	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
3	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)

4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
9	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
4	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
4	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
4	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
9	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
9	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
9	ManipulationStarting	Occurs when the manipulation processor is first created.

		(Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
4	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
4	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
4	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
4	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
4	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
9	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the

		element. (Inherited from UIElement.)
4	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
9	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

foodez.ChefPages Namespace

ChefMain Constructor

Initializes a new instance of the ChefMain class.

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ChefMain()
```

▲ See Also

Reference

ChefMain Class

foodez.ChefPages Namespace

ChefMain Methods

The ChefMain type exposes the following members.

Methods

	Name	Description
≡♦	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≡♦	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≡♦	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≟	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
∄	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
∃	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
=	Connect	
≘	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≘	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≓ ♠	Focus	Attempts to set the focus on the control. (Inherited from Control.)
⊒∲	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≡ ♠	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∄	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡ ♠	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)

≡ ₩	InitializeComponent	
≟	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
∃	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
Ξ ₩	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≅	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≡	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≘∳	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≅∲	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
# \tilde{\psi}	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object.

		(Inherited from FrameworkElement.)
≅ ©	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
Ξ₩	ToString	Returns a string that represents the current object. (Inherited from Object.)
⊒♠	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
⊒∳	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

▲ See Also

Reference

ChefMain Class

foodez.ChefPages Namespace

ChefMainConnect Method

[Missing < summary > documentation for "M:foodez.ChefPages.ChefMain.Connect(System.Int32,System.Object)"]

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
[Missing < param name = "connectionId"/> documentation for
"M:foodez.ChefPages.ChefMain.Connect(System.Int32,System.Object)"]
```

target

```
Type: SystemObject
[Missing <param name="target"/> documentation for
"M:foodez.ChefPages.ChefMain.Connect(System.Int32,System.Object)"]
```

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

ChefMain Class

foodez.ChefPages Namespace

ChefMainInitializeComponent Method

[Missing < summary > documentation for "M:foodez.ChefPages.ChefMain.InitializeComponent"]

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

ChefMain Class

foodez.ChefPages Namespace

ChefMain Properties

The ChefMain type exposes the following members.

→ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
BorderBrush	Gets or sets a brush that describes the border background of a control.

	(Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

	(Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)

FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)

IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement.

		(Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
E	Parent	Gets the parent object of this FrameworkElement in the object tree.

	(Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax.

	(Inherited from FrameworkElement.)
Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)

	UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
	VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
	VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
	Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
i i	Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

▲ See Also

Reference

ChefMain Class

foodez.ChefPages Namespace

ChefMain Events

The ChefMain type exposes the following members.

■ Events

	Name	Description
<i>\$</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
3	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>\$</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>3</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>§</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
4	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
9	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
4	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
3	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
4	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
4	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
4	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
4	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
9	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

ChefMain Class

foodez.ChefPages Namespace

FoodQueue Class

An empty page that can be used on its own or navigated to within a Frame.

Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez.ChefPagesFoodQueue

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public sealed class FoodQueue : Page,

IComponentConnector
```

The FoodQueue type exposes the following members.

■ Constructors

	Name	Description
=	FoodQueue	Initializes a new instance of the FoodQueue class.

Top

Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃ ©	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≅	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

≡	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≡	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≡	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
≡	GetFoodTable	Gets the food table.
≡	GetHashCode	Serves as the default hash function. (Inherited from Object.)
=	GetOrderList	Gets the order list.
=0	GetOrders	Gets the orders.
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡	InitializeComponent	
≟	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously.

		(Inherited from UIElement.)
∃	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
≅	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≡	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≓	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≟	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≅ ∲	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≡	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≟	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)

	ToString	Returns a string that represents the current object. (Inherited from Object.)
=	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
∃	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed

	object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)

	Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
	DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
E	DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
	DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
E	Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
	FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
	FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)

FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)

	HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content.
	IsDoubleTapEnabled	(Inherited from Control.) Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
	IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
	IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
	IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
	IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
	IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
	IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
iii e	Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child

		elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
	ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
	Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
iii e	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry

	should persist. (Inherited from Page.)
NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
Padding	Gets or sets the padding inside a control. (Inherited from Control.)
Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)

	RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
i i i i i i i i i i i i i i i i i i i	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML

	TopAppBar	markup. (Inherited from Control.) Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
≅	Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
	Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
	UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
	VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
	VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
	Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)

Width	Gets or sets the width of a
	FrameworkElement.
	(Inherited from FrameworkElement.)

Тор

■ Events

	Name	Description
9	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
9	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
9	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
4	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
4	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
4	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)

<i>3</i>	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
4	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
9	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
<i>4</i>	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
3	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
4	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
3	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
3	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)

4	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
4	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
4	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
4	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
4	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
4	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
4	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
4	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
9	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)

<i>§</i>	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
<i>y</i>	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
3	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
<i>\$</i>	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

Тор

▲ See Also

Reference

foodez.ChefPages Namespace

FoodQueue Constructor

Initializes a new instance of the FoodQueue class.

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public FoodQueue()
```

▲ See Also

Reference

FoodQueue Class

foodez.ChefPages Namespace

FoodQueue Methods

The FoodQueue type exposes the following members.

Methods

	Name	Description
≅҈	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≓ڼ	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≡◊	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≟	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≡	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
∃	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡	Connect	
≡ ©	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≅₩	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≡	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
∃	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
≡	GetFoodTable	Gets the food table.
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetOrderList	Gets the order list.
≡••	GetOrders	Gets the orders.
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)

≡•	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡	InitializeComponent	
∃	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
≘♠	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
∃	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≘♠	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≘♠	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≟	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
=6		

=@

	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≅©	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≅ ©	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≓	ToString	Returns a string that represents the current object. (Inherited from Object.)
≡	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≅∳	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Top

▲ See Also

Reference

FoodQueue Class

foodez.ChefPages Namespace

FoodQueueConnect Method

[Missing < summary > documentation for "M:foodez.ChefPages.FoodQueue.Connect(System.Int32,System.Object)"]

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
[Missing <param name="connectionId"/> documentation for
"M:foodez.ChefPages.FoodQueue.Connect(System.Int32,System.Object)"]
```

target

```
Type: SystemObject
[Missing <param name="target"/> documentation for
"M:foodez.ChefPages.FoodQueue.Connect(System.Int32,System.Object)"]
```

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

FoodQueue Class

foodez.ChefPages Namespace

FoodQueueGetFoodTable Method

Gets the food table.

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetFoodTable()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.ChefPages.FoodQueue.GetFoodTable"]

▲ See Also

Reference

FoodQueue Class

foodez.ChefPages Namespace

FoodQueueGetOrderList Method

Gets the order list.

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetOrderList()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.ChefPages.FoodQueue.GetOrderList"]

▲ See Also

Reference

FoodQueue Class

foodez.ChefPages Namespace

FoodQueueGetOrders Method

Gets the orders.

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetOrders()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.ChefPages.FoodQueue.GetOrders"]

▲ See Also

Reference

FoodQueue Class

foodez.ChefPages Namespace

FoodQueueInitializeComponent Method

[Missing < summary > documentation for "M:foodez.ChefPages.FoodQueue.InitializeComponent"]

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

FoodQueue Class

foodez.ChefPages Namespace

FoodQueue Properties

The FoodQueue type exposes the following members.

→ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
BorderBrush	Gets or sets a brush that describes the border background of a control.

		(Inherited from Control.)
	BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
	BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
	CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
	CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
	Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
	CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
	DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

		(Inherited from FrameworkElement.)
ii	DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
	DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
	Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
	FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
	FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
E T	FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
≅	FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)

FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)

IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures.

	(Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity.

	(Inherited from UIElement.)
Padding	Gets or sets the padding inside a control. (Inherited from Control.)
Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
Render Transform Origin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)

	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
in the second se	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
≧	Transitions	Gets or sets the collection of Transition

	style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

Тор

See Also

Reference

FoodQueue Class foodez.ChefPages Namespace

FoodQueueDefaultViewModel Property

Gets the view model for this Page. This can be changed to a strongly typed view model.

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ObservableDictionary DefaultViewModel { get; }
```

Property Value

Type: ObservableDictionary

▲ See Also

Reference

FoodQueue Class

foodez.ChefPages Namespace

FoodQueueNavigationHelper Property

Gets the NavigationHelper associated with this Page.

Namespace: foodez.ChefPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public NavigationHelper NavigationHelper { get; }
```

Property Value

Type: NavigationHelper

▲ See Also

Reference

FoodQueue Class

foodez.ChefPages Namespace

FoodQueue Events

The FoodQueue type exposes the following members.

■ Events

	Name	Description
<i>§</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
<i>3</i>	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>¥</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>\$</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>§</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
9	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
4	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
9	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
4	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
9	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

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▲ See Also

Reference

FoodQueue Class foodez.ChefPages Namespace

Technical Document for Foodez App Demo 1

foodez.Classes Namespace

[Missing < summary > documentation for "N:foodez.Classes"]

	Class	Description	
? \$	FoodProgress		
4 \$	FoodTable		

FoodProgress Class

[Missing < summary > documentation for "T:foodez.Classes.FoodProgress"]

▲ Inheritance Hierarchy

SystemObject foodez.ClassesFoodProgress

Namespace: foodez.Classes

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public class FoodProgress
```

The FoodProgress type exposes the following members.

■ Constructors

	Name	Description
=	FoodProgress	Initializes a new instance of the FoodProgress class

Top

Methods

	Name	Description
∃	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ģ ₩	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection.

		(Inherited from Object.)
≡©	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡©	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
∃	ToString	Returns a string that represents the current object. (Inherited from Object.)

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→ Properties

Name	Description
Name	
Progress	

Top

▲ See Also

Reference

foodez.Classes Namespace

FoodProgress Constructor

Initializes a new instance of the FoodProgress class

Namespace: foodez.Classes

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public FoodProgress()
```

▲ See Also

Reference

FoodProgress Class foodez.Classes Namespace

FoodProgress Methods

The FoodProgress type exposes the following members.

Methods

	Name	Description
≅	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ĝ ̃ ♥	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≡©	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡©	GetType	Gets the Type of the current instance. (Inherited from Object.)
[™] [™]	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≅∳	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ See Also

Reference

FoodProgress Class foodez.Classes Namespace



FoodProgress Properties

The FoodProgress type exposes the following members.

→ Properties

Name	Description
Name	
Progress	

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▲ See Also

Reference

FoodProgress Class

foodez.Classes Namespace

FoodProgressName Property

[Missing < summary > documentation for "P:foodez.Classes.FoodProgress.Name"]

Namespace: foodez.Classes

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Name { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

FoodProgress Class

foodez.Classes Namespace

FoodProgressProgress Property

[Missing < summary > documentation for "P:foodez.Classes.FoodProgress.Progress"]

Namespace: foodez.Classes

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public double Progress { get; set; }
```

Property Value

Type: Double

▲ See Also

Reference

FoodProgress Class

foodez.Classes Namespace

FoodTable Class

[Missing <summary> documentation for "T:foodez.Classes.FoodTable"]

▲ Inheritance Hierarchy

SystemObject foodez.ClassesFoodTable

Namespace: foodez.Classes

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C#	VB	C++	F#	Copy
pub	lic	class	FoodTable	

The FoodTable type exposes the following members.

■ Constructors

	Name	Description
=	FoodTable	Initializes a new instance of the FoodTable class

Top

Methods

	Name	Description
∉ ∳	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ĕ	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection.

		(Inherited from Object.)
⊒©	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≟∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≡♦	ToString	Returns a string that represents the current object. (Inherited from Object.)

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→ Properties

Name	Description
Completed	
Name	
TableName	

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▲ See Also

Reference

foodez.Classes Namespace

FoodTable Constructor

Initializes a new instance of the FoodTable class

Namespace: foodez.Classes

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public FoodTable()
```

▲ See Also

Reference

FoodTable Class

foodez.Classes Namespace

FoodTable Methods

The FoodTable type exposes the following members.

Methods

	Name	Description
≅	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ĝ ®	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≟	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
₹	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≅∳	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ See Also

Reference FoodTable Class

foodez.Classes Namespace



FoodTable Properties

The FoodTable type exposes the following members.

→ Properties

Name	Description
Completed	
Name	
TableName	

Top

▲ See Also

Reference

FoodTable Class

foodez.Classes Namespace

FoodTableCompleted Property

[Missing <summary> documentation for "P:foodez.Classes.FoodTable.Completed"]

Namespace: foodez.Classes

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

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

Property Value

Type: Boolean

▲ See Also

Reference

FoodTable Class

foodez.Classes Namespace

FoodTableName Property

[Missing < summary > documentation for "P:foodez.Classes.FoodTable.Name"]

Namespace: foodez.Classes

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string Name { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

FoodTable Class

foodez.Classes Namespace

FoodTableTableName Property

[Missing < summary > documentation for "P:foodez.Classes.FoodTable.TableName"]

Namespace: foodez.Classes

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public string TableName { get; set; }
```

Property Value

Type: String

▲ See Also

Reference

FoodTable Class

foodez.Classes Namespace

foodez.Common Namespace

[Missing <summary> documentation for "N:foodez.Common"]

	Class	Description
%	LoadStateEventArgs	Class used to hold the event data required when a page attempts to load state.
	NavigationHelper	NavigationHelper aids in navigation between pages. It provides commands used to navigate back and forward as well as registers for standard mouse and keyboard shortcuts used to go back and forward in Windows and the hardware back button in Windows Phone. In addition it integrates SuspensionManger to handle process lifetime management and state management when navigating between pages.
4 \$	ObservableDictionary	Implementation of IObservableMap that supports reentrancy for use as a default view model.
*	RelayCommand	A command whose sole purpose is to relay its functionality to other objects by invoking delegates. The default return value for the CanExecute method is 'true'. RaiseCanExecuteChanged needs to be called whenever CanExecute(Object) is expected to return a different value.
4\$	SaveStateEventArgs	Class used to hold the event data required



SuspensionManagerException

■ Delegates

	Delegate	Description
3	LoadStateEventHandler	Represents the method that will handle the LoadStateevent
a	SaveStateEventHandler	Represents the method that will handle the SaveStateevent

LoadStateEventArgs Class

Class used to hold the event data required when a page attempts to load state.

▲ Inheritance Hierarchy

SystemObject SystemEventArgs

foodez.CommonLoadStateEventArgs

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public class LoadStateEventArgs : EventArgs
```

The LoadStateEventArgs type exposes the following members.

▲ Constructors

	Name	Description
∃	LoadStateEventArgs	Initializes a new instance of the LoadStateEventArgs class.

Top

Methods

	Name	Description
=©	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ģ.	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by

		garbage collection. (Inherited from Object.)
≘••	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
₹	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≡	ToString	Returns a string that represents the current object. (Inherited from Object.)

Top

→ Properties

	Name	Description
	NavigationParameter	The parameter value passed to Navigate(Type, Object) when this page was initially requested.
E	PageState	A dictionary of state preserved by this page during an earlier session. This will be null the first time a page is visited.

Top

▲ See Also

Reference

foodez.Common Namespace

LoadStateEventArgs Constructor

Initializes a new instance of the LoadStateEventArgs class.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public LoadStateEventArgs(
  Object navigationParameter,
  Dictionary<string, Object> pageState
)
```

Parameters

navigationParameter

Type: SystemObject

The parameter value passed to **Navigate(Type, Object)** when this page was initially requested.

pageState

Type: System.Collections.GenericDictionaryString, Object

A dictionary of state preserved by this page during an earlier session. This will be null the first time a page is visited.

▲ See Also

Reference

LoadStateEventArgs Class foodez.Common Namespace

LoadStateEventArgs Methods

The LoadStateEventArgs type exposes the following members.

Methods

	Name	Description
≅₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ÿ₩	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≘∲	ToString	Returns a string that represents the current object. (Inherited from Object.)

Top

▲ See Also

Reference

LoadStateEventArgs Class foodez.Common Namespace



LoadStateEventArgs Properties

The LoadStateEventArgs type exposes the following members.

→ Properties

Name	Description
NavigationParameter	The parameter value passed to Navigate(Type, Object) when this page was initially requested.
PageState	A dictionary of state preserved by this page during an earlier session. This will be null the first time a page is visited.

Top

▲ See Also

Reference

LoadStateEventArgs Class foodez.Common Namespace

LoadStateEventArgsNavigationParameter Property

The parameter value passed to **Navigate(Type, Object)** when this page was initially requested.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#
public Object NavigationParameter { get; }
```

Property Value

Type: Object

▲ See Also

Reference

LoadStateEventArgs Class

foodez.Common Namespace

LoadStateEventArgsPageState Property

A dictionary of state preserved by this page during an earlier session. This will be null the first time a page is visited.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Dictionary<string, Object> PageState { get; }
```

Property Value

Type: DictionaryString, Object

▲ See Also

Reference

LoadStateEventArgs Class

foodez.Common Namespace

LoadStateEventHandler Delegate

Represents the method that will handle the LoadStateevent

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public delegate void LoadStateEventHandler(
  Object sender,
  LoadStateEventArgs e
)
```

Parameters

sender

Type: SystemObject

е

Type: foodez.CommonLoadStateEventArgs

▲ See Also

Reference

foodez.Common Namespace

NavigationHelper Class

NavigationHelper aids in navigation between pages. It provides commands used to navigate back and forward as well as registers for standard mouse and keyboard shortcuts used to go back and forward in Windows and the hardware back button in Windows Phone. In addition it integrates SuspensionManger to handle process lifetime management and state management when navigating between pages.

Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject foodez.CommonNavigationHelper

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public class NavigationHelper : DependencyObject
```

The NavigationHelper type exposes the following members.

▲ Constructors

	Name	Description
≓©	NavigationHelper	Initializes a new instance of the NavigationHelper class.

Top

Methods

	Name	Description
≡©	CanGoBack	Virtual method used by the GoBackCommand property to determine if the Frame can go back.

± (CanGoForward	Virtual method used by the GoForwardCommand property to determine if the Frame can go forward.
=♦	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
=©	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ģ [¯] ©	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≡©	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≟©	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡©	GetType	Gets the Type of the current instance. (Inherited from Object.)
≟	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡	GoBack	Virtual method used by the GoBackCommand property to invoke the GoBack method.
≅ ©	GoForward	Virtual method used by the GoForwardCommand property to invoke the GoForward method.

₹	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≅ 🍑	OnNavigatedFrom	Invoked when this page will no longer be displayed in a Frame. This method calls SaveState, where all page specific navigation and process lifetime management logic should be placed.
≅₩	OnNavigatedTo	Invoked when this page is about to be displayed in a Frame. This method calls LoadState, where all page specific navigation and process lifetime management logic should be placed.
∃	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≟	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≅ ©	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

▲ Properties

Name	Description
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
GoBackCommand	RelayCommand used to bind to the back Button's Command property for navigating to the most recent item in back navigation history, if a Frame

	manages its own navigation history. The RelayCommand is set up to use the virtual method GoBack as the Execute Action and CanGoBack for CanExecute.
GoForwardCommand	RelayCommand used for navigating to the most recent item in the forward navigation history, if a Frame manages its own navigation history. The RelayCommand is set up to use the virtual method GoForward as the Execute Action and CanGoForward for CanExecute.

Top

▲ Events

	Name	Description
4	LoadState	Register this event on the current page to populate the page with content passed during navigation as well as any saved state provided when recreating a page from a prior session.
9	SaveState	Register this event on the current page to preserve state associated with the current page in case the application is suspended or the page is discarded from the navigaqtion cache.

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▲ Examples

To make use of NavigationHelper, follow these two steps or start with a BasicPage or any other Page item template other than BlankPage. 1) Create an instance of the NavigationHelper somewhere such as in the constructor for the page and register a callback for the LoadState and SaveState events.

```
public MyPage()
{
    this.InitializeComponent();
    var navigationHelper = new NavigationHelper(this);
    this.navigationHelper.LoadState += navigationHelper_LoadState;
    this.navigationHelper.SaveState += navigationHelper_SaveState;
}

private async void navigationHelper_LoadState(object sender, LoadStat {
    private async void navigationHelper_SaveState(object sender, LoadStat {
    }
}
```

2) Register the page to call into the NavigationHelper whenever the page participates in navigation by overriding the OnNavigatedTo(NavigationEventArgs) and OnNavigatedFrom(NavigationEventArgs) events.

```
protected override void OnNavigatedTo(NavigationEventArgs e)
{
    navigationHelper.OnNavigatedTo(e);
}

protected override void OnNavigatedFrom(NavigationEventArgs e)
{
    navigationHelper.OnNavigatedFrom(e);
}
```

▲ See Also

Reference

foodez.Common Namespace

NavigationHelper Constructor

Initializes a new instance of the NavigationHelper class.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public NavigationHelper(
  Page page
)
```

Parameters

page

Type: Windows.UI.Xaml.ControlsPage

A reference to the current page used for navigation. This reference allows for frame manipulation and to ensure that keyboard navigation requests only occur when the page is occupying the entire window.

▲ See Also

Reference

NavigationHelper Class foodez.Common Namespace

NavigationHelper Methods

The NavigationHelper type exposes the following members.

Methods

	Name	Description
≅	CanGoBack	Virtual method used by the GoBackCommand property to determine if the Frame can go back.
≡	CanGoForward	Virtual method used by the GoForwardCommand property to determine if the Frame can go forward.
≅ ∲	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≓ ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
[™]	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≟	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≅	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≘	GetType	Gets the Type of the current instance. (Inherited from Object.)

⊒©	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≓	GoBack	Virtual method used by the GoBackCommand property to invoke the GoBack method.
≓	GoForward	Virtual method used by the GoForwardCommand property to invoke the GoForward method.
ij Ŷ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
⊒©	OnNavigatedFrom	Invoked when this page will no longer be displayed in a Frame. This method calls SaveState, where all page specific navigation and process lifetime management logic should be placed.
≡	OnNavigatedTo	Invoked when this page is about to be displayed in a Frame. This method calls LoadState, where all page specific navigation and process lifetime management logic should be placed.
≟	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≟	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≡	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ See Also

Reference

NavigationHelper Class foodez.Common Namespace

NavigationHelperCanGoBack Method

Virtual method used by the GoBackCommand property to determine if the **Frame** can go back.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public virtual bool CanGoBack()
```

Return Value

Type: Boolean

true if the **Frame** has at least one entry in the back navigation history.

▲ See Also

Reference

NavigationHelper Class

foodez.Common Namespace

NavigationHelperCanGoForward Method

Virtual method used by the GoForwardCommand property to determine if the **Frame** can go forward.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public virtual bool CanGoForward()
```

Return Value

Type: Boolean

true if the **Frame** has at least one entry in the forward navigation history.

▲ See Also

Reference

NavigationHelper Class

foodez.Common Namespace

NavigationHelperGoBack Method

Virtual method used by the GoBackCommand property to invoke the GoBack method.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public virtual void GoBack()
```

▲ See Also

Reference

NavigationHelper Class foodez.Common Namespace

NavigationHelperGoForward Method

Virtual method used by the GoForwardCommand property to invoke the GoForward method.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public virtual void GoForward()
```

▲ See Also

Reference

NavigationHelper Class foodez.Common Namespace

NavigationHelperOnNavigatedFrom Method

Invoked when this page will no longer be displayed in a Frame. This method calls SaveState, where all page specific navigation and process lifetime management logic should be placed.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void OnNavigatedFrom(
  NavigationEventArgs e
)
```

Parameters

ρ

Type: Windows.UI.Xaml.NavigationNavigationEventArgs

Event data that describes how this page was reached. The Parameter property provides the group to be displayed.

▲ See Also

Reference

NavigationHelper Class foodez.Common Namespace

NavigationHelperOnNavigatedTo Method

Invoked when this page is about to be displayed in a Frame. This method calls LoadState, where all page specific navigation and process lifetime management logic should be placed.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void OnNavigatedTo(
  NavigationEventArgs e
)
```

Parameters

е

Type: Windows.UI.Xaml.NavigationNavigationEventArgs

Event data that describes how this page was reached. The Parameter property provides the group to be displayed.

▲ See Also

Reference

NavigationHelper Class

foodez.Common Namespace

NavigationHelper Properties

The NavigationHelper type exposes the following members.

→ Properties

Name	Description
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
GoBackCommand	RelayCommand used to bind to the back Button's Command property for navigating to the most recent item in back navigation history, if a Frame manages its own navigation history. The RelayCommand is set up to use the virtual method GoBack as the Execute Action and CanGoBack for CanExecute.
GoForwardCommand	RelayCommand used for navigating to the most recent item in the forward navigation history, if a Frame manages its own navigation history. The RelayCommand is set up to use the virtual method GoForward as the Execute Action and CanGoForward for CanExecute.

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▲ See Also

Reference

NavigationHelper Class foodez.Common Namespace

NavigationHelperGoBackCommand Property

RelayCommand used to bind to the back Button's Command property for navigating to the most recent item in back navigation history, if a Frame manages its own navigation history. The RelayCommand is set up to use the virtual method GoBack as the Execute Action and CanGoBack for CanExecute.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public RelayCommand GoBackCommand { get; set; }
```

Property Value

Type: RelayCommand

▲ See Also

Reference

NavigationHelper Class

foodez.Common Namespace

NavigationHelperGoForwardCommand Property

RelayCommand used for navigating to the most recent item in the forward navigation history, if a Frame manages its own navigation history. The RelayCommand is set up to use the virtual method GoForward as the Execute Action and CanGoForward for CanExecute.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public RelayCommand GoForwardCommand { get; }
```

Property Value

Type: RelayCommand

▲ See Also

Reference

NavigationHelper Class

foodez.Common Namespace

NavigationHelper Events

The NavigationHelper type exposes the following members.

▲ Events

	Name	Description
4	LoadState	Register this event on the current page to populate the page with content passed during navigation as well as any saved state provided when recreating a page from a prior session.
<i>3</i>	SaveState	Register this event on the current page to preserve state associated with the current page in case the application is suspended or the page is discarded from the navigaqtion cache.

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▲ See Also

Reference

NavigationHelper Class foodez.Common Namespace

NavigationHelperLoadState Event

Register this event on the current page to populate the page with content passed during navigation as well as any saved state provided when recreating a page from a prior session.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public event LoadStateEventHandler LoadState

Value

Type: foodez.CommonLoadStateEventHandler

▲ See Also

Reference

NavigationHelper Class

foodez.Common Namespace

NavigationHelperSaveState Event

Register this event on the current page to preserve state associated with the current page in case the application is suspended or the page is discarded from the navigagtion cache.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public event SaveStateEventHandler SaveState

Value

Type: foodez.CommonSaveStateEventHandler

▲ See Also

Reference

NavigationHelper Class foodez.Common Namespace

ObservableDictionary Class

Implementation of IObservableMap that supports reentrancy for use as a default view model.

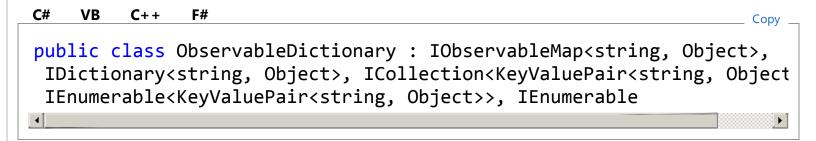
Inheritance Hierarchy

SystemObject foodez.CommonObservableDictionary

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax



The ObservableDictionary type exposes the following members.

△ Constructors

	Name	Description
∃ ©	ObservableDictionary	Initializes a new instance of the ObservableDictionary class

Top

Methods

	Name	Description
≡ ♠	Add(KeyValuePairString, Object)	

	Add(String, Object)	
≅ ©	Clear	
≅ ©	Contains	
≡ ₩	ContainsKey	
≡	СоруТо	
ΞΦ	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ĕ Û	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
ΞΦ	GetEnumerator	
≡©	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
₹	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=	Remove(KeyValuePairString, Object)	
= 🗳	Remove(String)	
≟	ToString	Returns a string that represents the current object. (Inherited from Object.)
€ 🚱	TryGetValue	

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▲ Extension Methods

	Name	Description
Ģ	ToAlphaGroupsKeyValuePairString, Object	Groups and sorts into a list of alpha groups based on a string selector. (Defined by JumpListHelper.)
•	ToGroupsKeyValuePairString, Object, TSort, TGroup	Groups and sorts into a list of group lists based on a selector. (Defined by JumpListHelper.)

Top

▲ Properties

Name	Description
Count	
IsReadOnly	
Item	
Keys	
Values	

Top

■ Events

	Name	Description
4	MapChanged	

Top

▲ See Also

Reference

foodez.Common Namespace

ObservableDictionary Constructor

Initializes a new instance of the ObservableDictionary class

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public ObservableDictionary()

▲ See Also

Reference

ObservableDictionary Class foodez.Common Namespace

ObservableDictionary Methods

The ObservableDictionary type exposes the following members.

Methods

	Name	Description
Ξ₩	Add(KeyValuePairString, Object)	
∃	Add(String, Object)	
∉	Clear	
≡	Contains	
≟	ContainsKey	
=0	СоруТо	
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
₹	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≓	GetEnumerator	
≡	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)

∳	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
⊒ ∳	Remove(KeyValuePairString, Object)	
≡	Remove(String)	
≟ ∳	ToString	Returns a string that represents the current object. (Inherited from Object.)
∃	TryGetValue	

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▲ Extension Methods

	Name	Description
•	ToAlphaGroupsKeyValuePairString, Object	Groups and sorts into a list of alpha groups based on a string selector. (Defined by JumpListHelper.)
Q ₀	ToGroupsKeyValuePairString, Object, TSort, TGroup	Groups and sorts into a list of group lists based on a selector. (Defined by JumpListHelper.)

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▲ See Also

Reference

ObservableDictionary Class foodez.Common Namespace

ObservableDictionaryAdd Method

■ Overload List

	Name	Description
≡ ♠	Add(KeyValuePairString, Object)	
≡	Add(String, Object)	

Top

▲ See Also

Reference

ObservableDictionary Class foodez.Common Namespace

ObservableDictionaryAdd Method (KeyValuePairString, Object)

[Missing < summary > documentation for

"M:foodez.Common.ObservableDictionary.Add(System.Collections.Generic.KeyValuePair{System.String,System.O

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Add(
  KeyValuePair<string, Object> item
)
```

Parameters

item

Type: System.Collections.GenericKeyValuePairString, Object

[Missing <param name="item"/> documentation for

 $"M: foodez. Common. Observable Dictionary. Add (System. Collections. Generic. Key Value Pair \{System. String, System. String, Sy$

Implements

ICollectionTAdd(T)

▲ See Also

Reference

ObservableDictionary Class

Add Overload

foodez.Common Namespace

ObservableDictionaryAdd Method (String, Object)

[Missing <summary> documentation for "M:foodez.Common.ObservableDictionary.Add(System.String,System.Object)"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Add(
  string key,
  Object value
)
```

Parameters

```
key
```

```
Type: SystemString
[Missing < param name="key"/> documentation for
"M:foodez.Common.ObservableDictionary.Add(System.String,System.Object)"]
```

value

```
Type: SystemObject
[Missing <param name="value"/> documentation for
"M:foodez.Common.ObservableDictionary.Add(System.String,System.Object)"]
```

Implements

IDictionaryTKey, TValueAdd(TKey, TValue)

▲ See Also

Reference

ObservableDictionary Class

Add Overload

foodez.Common Namespace



ObservableDictionaryClear Method

[Missing < summary > documentation for "M:foodez.Common.ObservableDictionary.Clear"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Clear()
```

Implements

ICollectionTClear

▲ See Also

Reference

ObservableDictionary Class

foodez.Common Namespace

ObservableDictionaryContains Method

[Missing < summary > documentation for

 $"M: foodez. Common. Observable Dictionary. Contains (System. Collections. Generic. Key Value Pair \{System. String, System. System. String, System. String, System. String, System. String, System. Syste$

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public bool Contains(
  KeyValuePair<string, Object> item
)
```

Parameters

item

Type: System.Collections.GenericKeyValuePairString, Object

[Missing <param name="item"/> documentation for

"M:foodez.Common.ObservableDictionary.Contains(System.Collections.Generic.KeyValuePair{System.String,Sy

Return Value

Type: Boolean

[Missing < returns > documentation for

 $"M: foodez. Common. Observable Dictionary. Contains (System. Collections. Generic. Key Value Pair \{System. String, System. Generic. Key Value Pair \{System. String, System. Generic. Generi$

Implements

ICollectionTContains(T)

▲ See Also

Reference

ObservableDictionary Class

foodez.Common Namespace

ObservableDictionaryContainsKey Method

[Missing < summary > documentation for "M:foodez.Common.ObservableDictionary.ContainsKey(System.String)"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public bool ContainsKey(
  string key
)
```

Parameters

key

Type: SystemString

[Missing <param name="key"/> documentation for

"M:foodez.Common.ObservableDictionary.ContainsKey(System.String)"]

Return Value

Type: Boolean

[Missing <returns> documentation for

"M: foodez. Common. Observable Dictionary. Contains Key (System. String)"]

Implements

IDictionaryTKey, TValueContainsKey(TKey)

▲ See Also

Reference

ObservableDictionary Class

foodez.Common Namespace

ObservableDictionaryCopyTo Method

[Missing <summary> documentation for "M:foodez.Common.ObservableDictionary.CopyTo(System.Collections.Generic.KeyValuePair{System.String,System.[],System.Int32)"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public void CopyTo(
  KeyValuePair<string, Object>[] array,
  int arrayIndex
)
```

Parameters

array

Type: System.Collections.GenericKeyValuePairString, Object

[Missing <param name="array"/> documentation for

"M:foodez.Common.ObservableDictionary.CopyTo(System.Collections.Generic.KeyValuePair{System.String,Sys [],System.Int32)"]

arrayIndex

Type: SystemInt32

[Missing <param name="arrayIndex"/> documentation for

"M:foodez.Common.ObservableDictionary.CopyTo(System.Collections.Generic.KeyValuePair{System.String,Sys [],System.Int32)"]

Implements

ICollectionTCopyTo(T, Int32)

▲ See Also

Reference

ObservableDictionary Class

foodez.Common Namespace

Observable Dictionary Get Enumerator Method

[Missing < summary > documentation for "M:foodez.Common.ObservableDictionary.GetEnumerator"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#
public IEnumerator<KeyValuePair<string, Object>> GetEnumerator()
```

Return Value

Type: IEnumeratorKeyValuePairString, Object
[Missing < returns > documentation for "M:foodez.Common.ObservableDictionary.GetEnumerator"]

Implements

IEnumerableTGetEnumerator

See Also

Reference

ObservableDictionary Class foodez.Common Namespace

ObservableDictionaryRemove Method

■ Overload List

	Name	Description
≡	Remove(KeyValuePairString, Object)	
≡	Remove(String)	

Top

▲ See Also

Reference

ObservableDictionary Class foodez.Common Namespace

ObservableDictionaryRemove Method (KeyValuePairString, Object)

[Missing < summary > documentation for

"M:foodez.Common.ObservableDictionary.Remove(System.Collections.Generic.KeyValuePair{System.String,System.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public bool Remove(
  KeyValuePair<string, Object> item
)
```

Parameters

item

Type: System.Collections.GenericKeyValuePairString, Object

[Missing <param name="item"/> documentation for

"M:foodez.Common.ObservableDictionary.Remove(System.Collections.Generic.KeyValuePair{System.String,System.String,System.Collections.Generic.KeyValuePair

Return Value

Type: Boolean

[Missing < returns > documentation for

"M:foodez.Common.ObservableDictionary.Remove(System.Collections.Generic.KeyValuePair{System.String,System.

Implements

ICollectionTRemove(T)

▲ See Also

Reference

ObservableDictionary Class

Remove Overload

foodez.Common Namespace

ObservableDictionaryRemove Method (String)

[Missing < summary > documentation for "M:foodez.Common.ObservableDictionary.Remove(System.String)"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public bool Remove(
  string key
)
```

Parameters

key

Type: SystemString

[Missing <param name="key"/> documentation for

"M: foodez. Common. Observable Dictionary. Remove (System. String)"]

Return Value

Type: Boolean

[Missing < returns > documentation for "M:foodez. Common. Observable Dictionary. Remove (System. String)"]

Implements

IDictionaryTKey, TValueRemove(TKey)

▲ See Also

Reference

ObservableDictionary Class

Remove Overload

foodez.Common Namespace

ObservableDictionaryTryGetValue Method

[Missing < summary > documentation for "M:foodez.Common.ObservableDictionary.TryGetValue(System.String,System.Object@)"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public bool TryGetValue(
  string key,
  out Object value
)
```

Parameters

```
key
```

Type: SystemString

[Missing <param name="key"/> documentation for

"M: foodez. Common. Observable Dictionary. Try Get Value (System. String, System. Object @)"]

value

Type: SystemObject

[Missing <param name="value"/> documentation for

"M:foodez.Common.ObservableDictionary.TryGetValue(System.String,System.Object@)"]

Return Value

Type: Boolean

[Missing < returns > documentation for

"M:foodez.Common.ObservableDictionary.TryGetValue(System.String,System.Object@)"]

Implements

IDictionaryTKey, TValueTryGetValue(TKey, TValue)

▲ See Also

Reference

ObservableDictionary Class

foodez.Common Namespace

ObservableDictionary Properties

The ObservableDictionary type exposes the following members.

→ Properties

Name	Description
Count	
IsReadOnly	
Item	
Keys	
Values	

Top

▲ See Also

Reference

ObservableDictionary Class foodez.Common Namespace

ObservableDictionaryCount Property

[Missing < summary > documentation for "P:foodez.Common.ObservableDictionary.Count"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public int Count { get; }
```

Property Value

Type: Int32

Implements

ICollectionTCount

▲ See Also

Reference

ObservableDictionary Class

foodez.Common Namespace

ObservableDictionaryIsReadOnly Property

[Missing < summary > documentation for "P:foodez.Common.ObservableDictionary.IsReadOnly"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public bool IsReadOnly { get; }
```

Property Value

Type: Boolean

Implements

ICollectionTIsReadOnly

▲ See Also

Reference

ObservableDictionary Class

foodez.Common Namespace

ObservableDictionaryItem Property

[Missing < summary > documentation for "P:foodez.Common.ObservableDictionary.Item(System.String)"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Object this[
  string key
] { get; set; }
```

Parameters

key

Type: SystemString

Property Value

Type: Object

Implements

IDictionaryTKey, TValueItemTKey

▲ See Also

Reference

ObservableDictionary Class foodez.Common Namespace

ObservableDictionaryKeys Property

[Missing < summary > documentation for "P:foodez.Common.ObservableDictionary.Keys"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ICollection<string> Keys { get; }
```

Property Value

Type: ICollectionString

Implements

IDictionaryTKey, TValueKeys

▲ See Also

Reference

ObservableDictionary Class

foodez.Common Namespace

ObservableDictionaryValues Property

[Missing < summary > documentation for "P:foodez.Common.ObservableDictionary.Values"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ICollection<Object> Values { get; }
```

Property Value

Type: ICollectionObject

Implements

IDictionaryTKey, TValueValues

▲ See Also

Reference

ObservableDictionary Class

foodez.Common Namespace

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ObservableDictionary Events

The ObservableDictionary type exposes the following members.

▲ Events

	Name	Description
3	MapChanged	

Top

▲ See Also

Reference

ObservableDictionary Class foodez.Common Namespace

ObservableDictionaryMapChanged Event

[Missing < summary > documentation for "E:foodez.Common.ObservableDictionary.MapChanged"]

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public event MapChangedEventHandler<string, Object> MapChanged
```

Value

Type: Windows.Foundation.CollectionsMapChangedEventHandlerString, Object

▲ See Also

Reference

ObservableDictionary Class foodez.Common Namespace

RelayCommand Class

A command whose sole purpose is to relay its functionality to other objects by invoking delegates. The default return value for the CanExecute method is 'true'.

RaiseCanExecuteChanged needs to be called whenever CanExecute(Object) is expected to return a different value.

Inheritance Hierarchy

SystemObject foodez.CommonRelayCommand

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public class RelayCommand : ICommand
```

The RelayCommand type exposes the following members.

■ Constructors

	Name	Description
≓ ∳	RelayCommand(Action)	Creates a new command that can always execute.
≡	RelayCommand(Action, FuncBoolean)	Creates a new command.

Top

Methods

	Name	Description
=	CanExecute	Determines whether this RelayCommand can

		execute in its current state.
≓ڼ	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≓♦	Execute	Executes the RelayCommand on the current command target.
Ģ	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≓ڼ	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
"	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≟ ∳	RaiseCanExecuteChanged	Method used to raise the CanExecuteChanged event to indicate that the return value of the CanExecute(Object) method has changed.
∃ ♦	ToString	Returns a string that represents the current object. (Inherited from Object.)

Тор

■ Events

	Name	Description
<i>4</i>	CanExecuteChanged	Raised when RaiseCanExecuteChanged is called.

▲ See Also

Reference

foodez.Common Namespace

RelayCommand Constructor

■ Overload List

	Name	Description
ΞΦ	RelayCommand(Action)	Creates a new command that can always execute.
≡	RelayCommand(Action, FuncBoolean)	Creates a new command.

Top

▲ See Also

Reference

RelayCommand Class foodez.Common Namespace

RelayCommand Constructor (Action)

Creates a new command that can always execute.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public RelayCommand(
   Action execute
)
```

Parameters

execute

Type: SystemAction
The execution logic.

▲ See Also

Reference

RelayCommand Class

RelayCommand Overload

foodez.Common Namespace

RelayCommand Constructor (Action, FuncBoolean)

Creates a new command.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public RelayCommand(
  Action execute,
  Func<bool> canExecute
)
```

Parameters

execute

Type: SystemAction

The execution logic.

canExecute

Type: SystemFuncBoolean The execution status logic.

▲ See Also

Reference

RelayCommand Class RelayCommand Overload foodez.Common Namespace

RelayCommand Methods

The RelayCommand type exposes the following members.

Methods

	Name	Description
≅ ©	CanExecute	Determines whether this RelayCommand can execute in its current state.
≓	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
∃	Execute	Executes the RelayCommand on the current command target.
Ģ ♥	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≡©	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
ē €	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≡	RaiseCanExecuteChanged	Method used to raise the CanExecuteChanged event to indicate that the return value of the CanExecute(Object) method has changed.
≡	ToString	Returns a string that represents the current

object. (Inherited from Object.)

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▲ See Also

Reference

RelayCommand Class foodez.Common Namespace

RelayCommandCanExecute Method

Determines whether this RelayCommand can execute in its current state.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public bool CanExecute(
Object parameter
)
```

Parameters

parameter

Type: SystemObject

Data used by the command. If the command does not require data to be passed, this object can be set to null.

Return Value

Type: Boolean

true if this command can be executed; otherwise, false.

Implements

ICommandCanExecute(Object)

▲ See Also

Reference

RelayCommand Class

foodez.Common Namespace

RelayCommandExecute Method

Executes the RelayCommand on the current command target.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public void Execute(
Object parameter
)
```

Parameters

parameter

Type: SystemObject

Data used by the command. If the command does not require data to be passed, this object can be set to null.

Implements

ICommandExecute(Object)

▲ See Also

Reference

RelayCommand Class foodez.Common Namespace

RelayCommandRaiseCanExecuteChanged Method

Method used to raise the CanExecuteChanged event to indicate that the return value of the CanExecute(Object) method has changed.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#
public void RaiseCanExecuteChanged()
```

▲ See Also

Reference

RelayCommand Class

foodez.Common Namespace

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RelayCommand Events

The RelayCommand type exposes the following members.

▲ Events

	Name	Description
3	CanExecuteChanged	Raised when RaiseCanExecuteChanged is called.

Top

▲ See Also

Reference

RelayCommand Class foodez.Common Namespace

RelayCommandCanExecuteChanged Event

Raised when RaiseCanExecuteChanged is called.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F# Copy

public event EventHandler CanExecuteChanged

Value

Type: SystemEventHandler

Implements

ICommandCanExecuteChanged

▲ See Also

Reference

RelayCommand Class

foodez.Common Namespace

SaveStateEventArgs Class

Class used to hold the event data required when a page attempts to save state.

▲ Inheritance Hierarchy

SystemObject SystemEventArgs

foodez. Common Save State Event Args

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public class SaveStateEventArgs : EventArgs
```

The SaveStateEventArgs type exposes the following members.

■ Constructors

	Name	Description
∃ ₩	SaveStateEventArgs	Initializes a new instance of the SaveStateEventArgs class.

Top

Methods

	Name	Description
≡	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ģ ̃	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by

		garbage collection. (Inherited from Object.)
≡	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡♦	GetType	Gets the Type of the current instance. (Inherited from Object.)
- Park	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≡	ToString	Returns a string that represents the current object. (Inherited from Object.)

Top

→ Properties

Name	Description
PageState	An empty dictionary to be populated with serializable state.

Top

▲ See Also

Reference

foodez.Common Namespace

SaveStateEventArgs Constructor

Initializes a new instance of the SaveStateEventArgs class.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public SaveStateEventArgs(
  Dictionary<string, Object> pageState
)
```

Parameters

pageState

Type: System.Collections.GenericDictionaryString, Object

An empty dictionary to be populated with serializable state.

▲ See Also

Reference

SaveStateEventArgs Class

foodez.Common Namespace

SaveStateEventArgs Methods

The SaveStateEventArgs type exposes the following members.

Methods

	Name	Description
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
ÿ ©	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≅ ©	ToString	Returns a string that represents the current object. (Inherited from Object.)

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▲ See Also

Reference

SaveStateEventArgs Class foodez.Common Namespace



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SaveStateEventArgs Properties

The SaveStateEventArgs type exposes the following members.

→ Properties

Name	Description	
PageState	An empty dictionary to be populated with serializable state.	

Top

▲ See Also

Reference

SaveStateEventArgs Class foodez.Common Namespace

SaveStateEventArgsPageState Property

An empty dictionary to be populated with serializable state.

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Dictionary<string, Object> PageState { get; }
```

Property Value

Type: DictionaryString, Object

▲ See Also

Reference

SaveStateEventArgs Class

foodez.Common Namespace

SaveStateEventHandler Delegate

Represents the method that will handle the SaveStateevent

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public delegate void SaveStateEventHandler(
  Object sender,
  SaveStateEventArgs e
)
```

Parameters

sender

Type: SystemObject

е

Type: foodez.CommonSaveStateEventArgs

▲ See Also

Reference

foodez.Common Namespace

SuspensionManagerException Class

[Missing < summary > documentation for "T:foodez.Common.SuspensionManagerException"]

Inheritance Hierarchy

SystemObject SystemException

foodez.CommonSuspensionManagerException

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public class SuspensionManagerException : Exception
```

The SuspensionManagerException type exposes the following members.

■ Constructors

	Name	Description
Ξ₩	SuspensionManagerException	Initializes a new instance of the SuspensionManagerException class
≘	SuspensionManagerException(Exception)	Initializes a new instance of the SuspensionManagerException class

Top

Methods

Name	Description

	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ģ	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≟	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception.)
≡♦	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≓ ♦	GetType	Gets the Type of the current instance. (Inherited from Object.)
9	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≓ ♦	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception.)

Top

▲ Properties

Name	Description
Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception.)
HelpLink	Gets or sets a link to the help file associated with this exception.

	(Inherited from Exception.)
HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception.)
InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception.)
Message	Gets a message that describes the current exception. (Inherited from Exception.)
Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception.)
StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception.)

Top

▲ See Also

Reference

foodez.Common Namespace

SuspensionManagerException Constructor

■ Overload List

	Name	Description
≅ 心	SuspensionManagerException	Initializes a new instance of the SuspensionManagerException class
≡©	SuspensionManagerException(Exception)	Initializes a new instance of the SuspensionManagerException class

Top

▲ See Also

Reference

SuspensionManagerException Class foodez.Common Namespace

SuspensionManagerException Constructor

Initializes a new instance of the SuspensionManagerException class

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public SuspensionManagerException()

▲ See Also

Reference

SuspensionManagerException Class SuspensionManagerException Overload foodez.Common Namespace

SuspensionManagerException Constructor (Exception)

Initializes a new instance of the SuspensionManagerException class

Namespace: foodez.Common

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public SuspensionManagerException(
  Exception e
)
```

Parameters

e

Type: SystemException

[Missing <param name="e"/> documentation for

"M:foodez.Common.SuspensionManagerException.#ctor(System.Exception)"]

▲ See Also

Reference

SuspensionManagerException Class

SuspensionManagerException Overload

foodez.Common Namespace

SuspensionManagerException Methods

The SuspensionManagerException type exposes the following members.

Methods

	Name	Description
≓ ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ģ̃♥	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≓	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception.)
≡	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ģ ♥	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≓	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception.)

▲ See Also

Reference

SuspensionManagerException Class foodez.Common Namespace

SuspensionManagerException Properties

The SuspensionManagerException type exposes the following members.

→ Properties

Name	Description
Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception.)
HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception.)
HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception.)
InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception.)
Message	Gets a message that describes the current exception. (Inherited from Exception.)
Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception.)
StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception.)

▲ See Also

Reference

SuspensionManagerException Class foodez.Common Namespace

foodez.Common.JumpList Namespace

[Missing < summary > documentation for "N:foodez.Common.JumpList"]

	Class	Description
? \$	JumpListGroupT	
9 \$	JumpListHelper	

JumpListGroupT Class

[Missing < summary > documentation for "T:foodez.Common.JumpList.JumpListGroup`1"]

▲ Inheritance Hierarchy

SystemObject System.Collections.GenericListObject foodez.Common.JumpListJumpListGroupT

Namespace: foodez.Common.JumpList

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#
public class JumpListGroup<T> : List<Object>
```

Type Parameters

Τ

[Missing < typeparam name="T"/> documentation for "T:foodez.Common.JumpList.JumpListGroup`1"]

The JumpListGroupT type exposes the following members.

△ Constructors

	Name	Description
≡	JumpListGroupT	Initializes a new instance of the JumpListGroupT class

Top

Methods

	Name	Description
≟ ∳	Add	Adds an object to the end of the ListT. (Inherited from ListObject.)

= ₩	AddRange	Adds the elements of the specified collection to the end of the ListT. (Inherited from ListObject.)
≅©	BinarySearch(T)	Searches the entire sorted ListT for an element using the default comparer and returns the zero-based index of the element. (Inherited from ListObject.)
≡	BinarySearch(T, IComparerT)	Searches the entire sorted ListT for an element using the specified comparer and returns the zero-based index of the element. (Inherited from ListObject.)
≟ ∳	BinarySearch(Int32, Int32, T, IComparerT)	Searches a range of elements in the sorted ListT for an element using the specified comparer and returns the zero-based index of the element. (Inherited from ListObject.)
≡	Clear	Removes all elements from the ListT. (Inherited from ListObject.)
≟	Contains	Determines whether an element is in the ListT. (Inherited from ListObject.)
≡	СоруТо(Т)	Copies the entire ListT to a compatible one- dimensional array, starting at the beginning of the target array. (Inherited from ListObject.)
=	CopyTo(T, Int32)	Copies the entire ListT to a compatible one- dimensional array, starting at the specified index of the target array. (Inherited from ListObject.)
≡•	CopyTo(Int32, T, Int32, Int32)	Copies a range of elements from the ListT to a compatible one-dimensional array, starting at the specified index of the target array.

		(Inherited from ListObject.)
≅ ⊚	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≡	Exists	Determines whether the ListT contains elements that match the conditions defined by the specified predicate. (Inherited from ListObject.)
Ģ	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≟	Find	Searches for an element that matches the conditions defined by the specified predicate, and returns the first occurrence within the entire ListT. (Inherited from ListObject.)
≅	FindAll	Retrieves all the elements that match the conditions defined by the specified predicate. (Inherited from ListObject.)
≟	FindIndex(PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the first occurrence within the entire ListT. (Inherited from ListObject.)
⊒₩	FindIndex(Int32, PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the first occurrence within the range of elements in the ListT that extends from the specified index to the last element.

± (FindIndex(Int32, Int32, PredicateT)	(Inherited from ListObject.) Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the first occurrence within the range of elements in the ListT that starts at the specified index and contains the specified number of elements. (Inherited from ListObject.)
≟	FindLast	Searches for an element that matches the conditions defined by the specified predicate, and returns the last occurrence within the entire ListT. (Inherited from ListObject.)
≅	FindLastIndex(PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the last occurrence within the entire ListT. (Inherited from ListObject.)
⊒ 🍑	FindLastIndex(Int32, PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the last occurrence within the range of elements in the ListT that extends from the first element to the specified index. (Inherited from ListObject.)
⊒ 🍑	FindLastIndex(Int32, Int32, PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the last occurrence within the range of elements in the ListT that contains the specified number of elements and ends at the specified index. (Inherited from ListObject.)
≡	GetEnumerator	

≅ ©	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≟	GetRange	Creates a shallow copy of a range of elements in the source ListT. (Inherited from ListObject.)
₫۞	GetType	Gets the Type of the current instance. (Inherited from Object.)
≅ ©	IndexOf(T)	Searches for the specified object and returns the zero-based index of the first occurrence within the entire ListT. (Inherited from ListObject.)
≅©	IndexOf(T, Int32)	Searches for the specified object and returns the zero-based index of the first occurrence within the range of elements in the ListT that extends from the specified index to the last element. (Inherited from ListObject.)
≡ ℚ	IndexOf(T, Int32, Int32)	Searches for the specified object and returns the zero-based index of the first occurrence within the range of elements in the ListT that starts at the specified index and contains the specified number of elements. (Inherited from ListObject.)
≡	Insert	Inserts an element into the ListT at the specified index. (Inherited from ListObject.)
≡©	InsertRange	Inserts the elements of a collection into the ListT at the specified index. (Inherited from ListObject.)
≓	LastIndexOf(T)	Searches for the specified object and returns

		the zero-based index of the last occurrence within the entire ListT. (Inherited from ListObject.)
≡	LastIndexOf(T, Int32)	Searches for the specified object and returns the zero-based index of the last occurrence within the range of elements in the ListT that extends from the first element to the specified index. (Inherited from ListObject.)
≓ 	LastIndexOf(T, Int32, Int32)	Searches for the specified object and returns the zero-based index of the last occurrence within the range of elements in the ListT that contains the specified number of elements and ends at the specified index. (Inherited from ListObject.)
ÿ ©	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
ΞΦ	Remove	Removes the first occurrence of a specific object from the ListT. (Inherited from ListObject.)
ΞΦ	RemoveAll	Removes all the elements that match the conditions defined by the specified predicate. (Inherited from ListObject.)
≡	RemoveAt	Removes the element at the specified index of the ListT. (Inherited from ListObject.)
€ 🖟	RemoveRange	Removes a range of elements from the ListT. (Inherited from ListObject.)
≡	Reverse	Reverses the order of the elements in the entire ListT.

=	Reverse(Int32, Int32)	(Inherited from ListObject.) Reverses the order of the elements in the specified range. (Inherited from ListObject.)
=••	Sort	Sorts the elements in the entire ListT using the default comparer. (Inherited from ListObject.)
₫◊	Sort(IComparerT)	Sorts the elements in the entire ListT using the specified comparer. (Inherited from ListObject.)
∉ ∳	Sort(ComparisonT)	Sorts the elements in the entire ListT using the specified ComparisonT. (Inherited from ListObject.)
≡©	Sort(Int32, Int32, IComparerT)	Sorts the elements in a range of elements in ListT using the specified comparer. (Inherited from ListObject.)
≅ ©	ToArray	Copies the elements of the ListT to a new array. (Inherited from ListObject.)
≟ ∳	ToString	Returns a string that represents the current object. (Inherited from Object.)
≟ ₩	TrimExcess	Sets the capacity to the actual number of elements in the ListT, if that number is less than a threshold value. (Inherited from ListObject.)
≟	TrueForAll	Determines whether every element in the ListT matches the conditions defined by the specified predicate. (Inherited from ListObject.)

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▲ Properties

	Name	Description
	Capacity	Gets or sets the total number of elements the internal data structure can hold without resizing. (Inherited from ListObject.)
	Count	Gets the number of elements actually contained in the ListT. (Inherited from ListObject.)
	Item	Gets or sets the element at the specified index. (Inherited from ListObject.)
i i	Key	Key that represents the group of objects and used as group header.

Top

▲ See Also

Reference

foodez.Common.JumpList Namespace

JumpListGroup*T* Constructor

Initializes a new instance of the JumpListGroupT class

Namespace: foodez.Common.JumpList

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public JumpListGroup()
```

▲ See Also

Reference

JumpListGroupT Class foodez.Common.JumpList Namespace

JumpListGroup T Methods

The JumpListGroupT generic type exposes the following members.

Methods

	Name	Description
∃	Add	Adds an object to the end of the ListT. (Inherited from ListObject.)
≓	AddRange	Adds the elements of the specified collection to the end of the ListT. (Inherited from ListObject.)
≡	BinarySearch(T)	Searches the entire sorted ListT for an element using the default comparer and returns the zero-based index of the element. (Inherited from ListObject.)
≡	BinarySearch(T, IComparerT)	Searches the entire sorted ListT for an element using the specified comparer and returns the zero-based index of the element. (Inherited from ListObject.)
≡	BinarySearch(Int32, Int32, T, IComparerT)	Searches a range of elements in the sorted ListT for an element using the specified comparer and returns the zero-based index of the element. (Inherited from ListObject.)
≘∳	Clear	Removes all elements from the ListT. (Inherited from ListObject.)
ΞΦ	Contains	Determines whether an element is in the ListT. (Inherited from ListObject.)

	CopyTo(T)	Copies the entire ListT to a compatible one- dimensional array, starting at the beginning of the target array. (Inherited from ListObject.)
Ξ ώ	CopyTo(T, Int32)	Copies the entire ListT to a compatible one- dimensional array, starting at the specified index of the target array. (Inherited from ListObject.)
Ξ₩	CopyTo(Int32, T, Int32, Int32)	Copies a range of elements from the ListT to a compatible one-dimensional array, starting at the specified index of the target array. (Inherited from ListObject.)
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ξ₩	Exists	Determines whether the ListT contains elements that match the conditions defined by the specified predicate. (Inherited from ListObject.)
Ģ [¯] ♥	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
≟©	Find	Searches for an element that matches the conditions defined by the specified predicate, and returns the first occurrence within the entire ListT. (Inherited from ListObject.)
≘©	FindAll	Retrieves all the elements that match the conditions defined by the specified predicate. (Inherited from ListObject.)

ii ∲	FindIndex(PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the first occurrence within the entire ListT. (Inherited from ListObject.)
≅	FindIndex(Int32, PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the first occurrence within the range of elements in the ListT that extends from the specified index to the last element. (Inherited from ListObject.)
≅	FindIndex(Int32, Int32, PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the first occurrence within the range of elements in the ListT that starts at the specified index and contains the specified number of elements. (Inherited from ListObject.)
≅∲	FindLast	Searches for an element that matches the conditions defined by the specified predicate, and returns the last occurrence within the entire ListT. (Inherited from ListObject.)
≡	FindLastIndex(PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the last occurrence within the entire ListT. (Inherited from ListObject.)
≡ ₩	FindLastIndex(Int32, PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the last occurrence within the range of elements in the

		ListT that extends from the first element to the specified index. (Inherited from ListObject.)
≅©	FindLastIndex(Int32, Int32, PredicateT)	Searches for an element that matches the conditions defined by the specified predicate, and returns the zero-based index of the last occurrence within the range of elements in the ListT that contains the specified number of elements and ends at the specified index. (Inherited from ListObject.)
≡	GetEnumerator	
≡©	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡©	GetRange	Creates a shallow copy of a range of elements in the source ListT. (Inherited from ListObject.)
≡©	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡	IndexOf(T)	Searches for the specified object and returns the zero-based index of the first occurrence within the entire ListT. (Inherited from ListObject.)
≡©	IndexOf(T, Int32)	Searches for the specified object and returns the zero-based index of the first occurrence within the range of elements in the ListT that extends from the specified index to the last element. (Inherited from ListObject.)
∃	IndexOf(T, Int32, Int32)	Searches for the specified object and returns the zero-based index of the first occurrence within the range of elements in the ListT that

		starts at the specified index and contains the specified number of elements. (Inherited from ListObject.)
=	Insert	Inserts an element into the ListT at the specified index. (Inherited from ListObject.)
ΞΦ	InsertRange	Inserts the elements of a collection into the ListT at the specified index. (Inherited from ListObject.)
Ξ₩	LastIndexOf(T)	Searches for the specified object and returns the zero-based index of the last occurrence within the entire ListT. (Inherited from ListObject.)
ΞΦ	LastIndexOf(T, Int32)	Searches for the specified object and returns the zero-based index of the last occurrence within the range of elements in the ListT that extends from the first element to the specified index. (Inherited from ListObject.)
Ξ₩	LastIndexOf(T, Int32, Int32)	Searches for the specified object and returns the zero-based index of the last occurrence within the range of elements in the ListT that contains the specified number of elements and ends at the specified index. (Inherited from ListObject.)
ij®	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
≘©	Remove	Removes the first occurrence of a specific object from the ListT. (Inherited from ListObject.)
≡		

	RemoveAll	Removes all the elements that match the conditions defined by the specified predicate. (Inherited from ListObject.)
≓	RemoveAt	Removes the element at the specified index of the ListT. (Inherited from ListObject.)
≡	RemoveRange	Removes a range of elements from the ListT. (Inherited from ListObject.)
ΞΦ	Reverse	Reverses the order of the elements in the entire ListT. (Inherited from ListObject.)
ΞΦ	Reverse(Int32, Int32)	Reverses the order of the elements in the specified range. (Inherited from ListObject.)
ΞΦ	Sort	Sorts the elements in the entire ListT using the default comparer. (Inherited from ListObject.)
≡	Sort(IComparerT)	Sorts the elements in the entire ListT using the specified comparer. (Inherited from ListObject.)
ΞΦ	Sort(ComparisonT)	Sorts the elements in the entire ListT using the specified ComparisonT. (Inherited from ListObject.)
≓	Sort(Int32, Int32, IComparerT)	Sorts the elements in a range of elements in ListT using the specified comparer. (Inherited from ListObject.)
≡	ToArray	Copies the elements of the ListT to a new array. (Inherited from ListObject.)
=	ToString	Returns a string that represents the current

≟	TrimExcess	object. (Inherited from Object.) Sets the capacity to the actual number of elements in the ListT, if that number is less than a threshold value. (Inherited from ListObject.)
≟	TrueForAll	Determines whether every element in the ListT matches the conditions defined by the specified predicate. (Inherited from ListObject.)

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▲ See Also

Reference

JumpListGroupT Class foodez.Common.JumpList Namespace

JumpListGroupTGetEnumerator Method

[Missing <summary> documentation for "M:foodez.Common.JumpList.JumpListGroup`1.GetEnumerator"]

Namespace: foodez.Common.JumpList

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public IEnumerator<Object> GetEnumerator()
```

Return Value

Type: IEnumeratorObject

[Missing < returns > documentation for "M:foodez.Common.JumpList.JumpListGroup`1.GetEnumerator"]

▲ See Also

Reference

JumpListGroupT Class

foodez.Common.JumpList Namespace

JumpListGroupT Properties

The JumpListGroupT generic type exposes the following members.

→ Properties

	Name	Description
	Capacity	Gets or sets the total number of elements the internal data structure can hold without resizing. (Inherited from ListObject.)
E	Count	Gets the number of elements actually contained in the ListT. (Inherited from ListObject.)
	Item	Gets or sets the element at the specified index. (Inherited from ListObject.)
in the second	Key	Key that represents the group of objects and used as group header.

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▲ See Also

Reference

JumpListGroupT Class

foodez.Common.JumpList Namespace

JumpListGroup*T*Key Property

Key that represents the group of objects and used as group header.

Namespace: foodez.Common.JumpList

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Object Key { get; set; }
```

Property Value

Type: Object

▲ See Also

Reference

JumpListGroupT Class

foodez.Common.JumpList Namespace

JumpListHelper Class

[Missing < summary > documentation for "T:foodez.Common.JumpList.JumpListHelper"]

■ Inheritance Hierarchy

SystemObject foodez.Common.JumpListJumpListHelper

Namespace: foodez.Common.JumpList

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public static class JumpListHelper
```

The JumpListHelper type exposes the following members.

Methods

	Name	Description
≡ ∲ S	ToAlphaGroupsTSource	Groups and sorts into a list of alpha groups based on a string selector.
≘ û S	ToGroupsTSource, TSort, TGroup	Groups and sorts into a list of group lists based on a selector.

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▲ See Also

Reference

foodez.Common.JumpList Namespace

JumpListHelper Methods

The JumpListHelper type exposes the following members.

Methods

	Name	Description
=\$	ToAlphaGroupsTSource	Groups and sorts into a list of alpha groups based on a string selector.
=♦ S	ToGroupsTSource, TSort, TGroup	Groups and sorts into a list of group lists based on a selector.

Top

▲ See Also

Reference

JumpListHelper Class

foodez.Common.JumpList Namespace

JumpListHelperToAlphaGroups*TSource* Method

Groups and sorts into a list of alpha groups based on a string selector.

Namespace: foodez.Common.JumpList

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public static List<JumpListGroup<TSource>> ToAlphaGroups<TSource>(
   this IEnumerable<TSource> source,
   Func<TSource, string> selector
)
```

Parameters

source

Type: System.Collections.GenericIEnumerable*TSource*

List to be grouped and sorted.

selector

Type: SystemFuncTSource, String

A selector that will provide a value that items to be sorted and grouped by.

Type Parameters

TSource

Type of the items in the list.

Return Value

Type: ListJumpListGroupTSource

A list of JumpListGroups.

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type IEnumerable TSource. When you use instance method syntax to call this method, omit the first parameter. For more information, see Extension Methods (Visual Basic) or Extension Methods (C# Programming Guide).

▲ See Also

Reference

JumpListHelper Class foodez.Common.JumpList Namespace

JumpListHelperToGroups*TSource*, *TSort*, *TGroup* Method

Groups and sorts into a list of group lists based on a selector.

Namespace: foodez.Common.JumpList

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public static List<JumpListGroup<TSource>> ToGroups<TSource, TSort, T
    this IEnumerable<TSource> source,
    Func<TSource, TSort> sortSelector,
    Func<TSource, TGroup> groupSelector,
    bool isSortDescending = false
)
```

Parameters

source

Type: System.Collections.GenericIEnumerable*TSource*

List to be grouped and sorted

sortSelector

Type: SystemFuncTSource, TSort

A selector that provides the value that items will be sorted by.

groupSelector

Type: SystemFuncTSource, TGroup

A selector that provides the value that items will be grouped by.

isSortDescending (Optional)

Type: SystemBoolean

Value indicating to sort groups in reverse. Items in group will still sort ascending.

Type Parameters

TSource

Type of the items in the list.

TSort

Type of value returned by sortSelector.

TGroup

Type of value returned by groupSelector.

Return Value

Type: ListJumpListGroupTSource

A list of JumpListGroups.

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type IEnumerable TSource. When you use instance method syntax to call this method, omit the first parameter. For more information, see Extension Methods (Visual Basic) or Extension Methods (C# Programming Guide).

▲ See Also

Reference

JumpListHelper Class foodez.Common.JumpList Namespace

foodez.ManagerPages Namespace

[Missing < summary > documentation for "N:foodez.ManagerPages"]

	Class	Description
4 \$	BusinessStats	An empty page that can be used on its own or navigated to within a Frame.
9 \$	EmployeeInfo	An empty page that can be used on its own or navigated to within a Frame.
e ş	ManageEmployees	An empty page that can be used on its own or navigated to within a Frame.
9 \$	ManagerMain	An empty page that can be used on its own or navigated to within a Frame.

BusinessStats Class

An empty page that can be used on its own or navigated to within a Frame.

▲ Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez. Manager Pages Business Stats

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public sealed class BusinessStats : Page,
IComponentConnector
```

The BusinessStats type exposes the following members.

■ Constructors

	Name	Description
=0	BusinessStats	Initializes a new instance of the BusinessStats class

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Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃ ©	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≅	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

=	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≡	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≅∳	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
₫♦	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∉∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡©	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡ ₩	InitializeComponent	
≅∳	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
=	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)

≡	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≘	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≓	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≓	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
ΞΦ	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≡	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
∃	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≘	ToString	Returns a string that represents the current object. (Inherited from Object.)
≡	TransformToVisual	Returns a transform object that can be used

		to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≡•	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)

BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a

	FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control.

	(Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can

		originate from that element. (Inherited from UIElement.)
	IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
	IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
	IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
≟	IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
	IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
	IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
	Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
	ManipulationMode	Gets or sets the ManipulationModes value

		used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
iii e	Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
i i i i i i i i i i i i i i i i i i i	NavigationHelper	Gets the NavigationHelper associated with

	this Page.
Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
Padding	Gets or sets the padding inside a control. (Inherited from Control.)
Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override

	the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any.

	(Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

■ Events

	Name	Description
3	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
%	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>¥</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>§</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>y</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
<i>₹</i>	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
_		

	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
9	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
4	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
3	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
4	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
3	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a

		manipulation and inertia begins. (Inherited from UIElement.)
3	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
%	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
<i>\$</i>	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
<i>3</i>	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
3	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
3	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
<i>\$</i>	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released,

		while within this element. (Inherited from UIElement.)
<i>3</i>	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
<i>\$</i>	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
<i>\$</i>	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
3	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

Тор

▲ See Also

Reference

foodez.ManagerPages Namespace

BusinessStats Constructor

Initializes a new instance of the BusinessStats class

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public BusinessStats()
```

▲ See Also

Reference

BusinessStats Class

foodez.ManagerPages Namespace

BusinessStats Methods

The BusinessStats type exposes the following members.

Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≓	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≡◊	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≟	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
⊒∳	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
≓	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
=	Connect	
≘	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≘	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≅ ♠	Focus	Attempts to set the focus on the control. (Inherited from Control.)
⊒∲	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≡ ♠	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∄	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡ ♠	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)

Ξ₩	InitializeComponent	
≟	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
∃	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
Ξ ₩	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≅	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≡	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≘∳	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≅∲	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
# \tilde{\psi}	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object.

		(Inherited from FrameworkElement.)
≅ ©	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
Ξ₩	ToString	Returns a string that represents the current object. (Inherited from Object.)
⊒♠	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
⊒∳	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

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▲ See Also

Reference

BusinessStats Class

foodez.ManagerPages Namespace

BusinessStatsConnect Method

[Missing < summary > documentation for "M:foodez.ManagerPages.BusinessStats.Connect(System.Int32,System.Object)"]

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
[Missing <param name="connectionId"/> documentation for "M:foodez.ManagerPages.BusinessStats.Connect(System.Int32,System.Object)"]
```

target

```
Type: SystemObject
[Missing <param name="target"/> documentation for
"M:foodez.ManagerPages.BusinessStats.Connect(System.Int32,System.Object)"]
```

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

BusinessStats Class

foodez.ManagerPages Namespace

BusinessStatsInitializeComponent Method

[Missing < summary > documentation for "M:foodez.ManagerPages.BusinessStats.InitializeComponent"]

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

BusinessStats Class

foodez.ManagerPages Namespace

BusinessStats Properties

The BusinessStats type exposes the following members.

→ Properties

	Name	Description
	ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
	ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
	AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
E	BorderBrush	Gets or sets a brush that describes the border background of a control.

		(Inherited from Control.)
	BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
	BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
	CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
	CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
	Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
	CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
	DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

		(Inherited from FrameworkElement.)
ii	DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
	DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
	Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
	FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
	FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
E T	FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
≅	FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)

FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)

IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures.

	(Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity.

	(Inherited from UIElement.)
Padding	Gets or sets the padding inside a control. (Inherited from Control.)
Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
Render Transform Origin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)

	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
in the second se	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
≧	Transitions	Gets or sets the collection of Transition

	style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

See Also

Reference

BusinessStats Class foodez.ManagerPages Namespace

BusinessStatsDefaultViewModel Property

Gets the view model for this Page. This can be changed to a strongly typed view model.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ObservableDictionary DefaultViewModel { get; }
```

Property Value

Type: ObservableDictionary

▲ See Also

Reference

BusinessStats Class

foodez.ManagerPages Namespace

BusinessStatsNavigationHelper Property

Gets the NavigationHelper associated with this Page.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public NavigationHelper NavigationHelper { get; }
```

Property Value

Type: NavigationHelper

▲ See Also

Reference

BusinessStats Class

foodez.ManagerPages Namespace

BusinessStats Events

The BusinessStats type exposes the following members.

■ Events

	Name	Description
<i>\$</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
3	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>\$</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>3</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>9</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
4	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
4	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
4	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
4	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
4	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
3	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

BusinessStats Class foodez.ManagerPages Namespace

EmployeeInfo Class

An empty page that can be used on its own or navigated to within a Frame.

▲ Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez. Manager Pages Employee Info

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public sealed class EmployeeInfo : Page,

IComponentConnector
```

The EmployeeInfo type exposes the following members.

■ Constructors

	Name	Description
=	EmployeeInfo	Initializes a new instance of the EmployeeInfo class.

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Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃ ©	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≅	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

∃	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
∄	Focus	Attempts to set the focus on the control. (Inherited from Control.)
∃	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
∃	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∄	GetEmployees	Gets the employees.
≡	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡	InitializeComponent	
≟	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
∄\	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement.

		(Inherited from UIElement.)
≡ ₩	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≅∳	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≅∳	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≅ ©	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≅	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≡ ₩	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
∃	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≅	ToString	Returns a string that represents the current object. (Inherited from Object.)
= 🚳		

	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≟ ∳	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

₄ Fields

	Name	Description
•	employeeIndex	The employee index
٠	employeeIndexString	The employee index string

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the

	background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes

	for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)

FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a

	FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate

	from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time

	code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
Padding	Gets or sets the padding inside a control. (Inherited from Control.)
Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)

	RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
	RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
i i i i i i i i i i i i i i i i i i i	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
E	Tag	Gets or sets an arbitrary object value that can be used to store custom information

	about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content.

	(Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

■ Events

	Name	Description
4	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
4	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
9	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>4</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as

		the potential drop target. (Inherited from UIElement.)
<i>3</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
3	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
y	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
3	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
<i>4</i>	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
<i>4</i>	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
<i>4</i>	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
3	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)

<i>4</i>	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
4	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
4	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
4	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
4	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
4	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
4	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
4	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
\$	PointerMoved	Occurs when a pointer moves while the

		pointer remains within the hit test area of this element. (Inherited from UIElement.)
3	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
3	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
3	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
<i>4</i>	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
3	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

foodez.ManagerPages Namespace

EmployeeInfo Constructor

Initializes a new instance of the EmployeeInfo class.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public EmployeeInfo()
```

▲ See Also

Reference

EmployeeInfo Class foodez.ManagerPages Namespace

Technical Document for Foodez App Demo 1

EmployeeInfo Fields

The EmployeeInfo type exposes the following members.

	Name	Description
•	employeeIndex	The employee index
•	employeeIndexString	The employee index string

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▲ See Also

Reference

EmployeeInfo Class

foodez.ManagerPages Namespace

EmployeeInfoemployeeIndex Field

The employee index

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public int employeeIndex
```

Field Value

Type: Int32

▲ See Also

Reference

EmployeeInfo Class

foodez.ManagerPages Namespace

EmployeeInfoemployeeIndexString Field

The employee index string

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public string employeeIndexString

Field Value

Type: String

▲ See Also

Reference

EmployeeInfo Class

foodez.ManagerPages Namespace

EmployeeInfo Methods

The EmployeeInfo type exposes the following members.

Methods

	Name	Description
≅҈	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≓ڼ	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≡◊	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≟	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≡	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
≡ •••	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
=	Connect	
≓	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
∃	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡ •	Focus	Attempts to set the focus on the control. (Inherited from Control.)
±©	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≡	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
≡	GetEmployees	Gets the employees.
∃	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≘₩	GetType	Gets the Type of the current instance. (Inherited from Object.)
∃	GetValue	Returns the current effective value of a dependency property from a DependencyObject.

		(Inherited from DependencyObject.)
Ξ ψ	InitializeComponent	
≅	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
≅ ⊚	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
≡	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
∃	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
∃	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
Ξ₩	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≡₩	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)

≅∳	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≟	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≟	ToString	Returns a string that represents the current object. (Inherited from Object.)
≅	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
=	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Top

▲ See Also

Reference

EmployeeInfo Class

foodez.ManagerPages Namespace

EmployeeInfoConnect Method

[Missing < summary > documentation for "M:foodez.ManagerPages.EmployeeInfo.Connect(System.Int32,System.Object)"]

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
[Missing < param name = "connectionId"/> documentation for
"M:foodez.ManagerPages.EmployeeInfo.Connect(System.Int32,System.Object)"]
```

target

```
Type: SystemObject
[Missing <param name="target"/> documentation for
"M:foodez.ManagerPages.EmployeeInfo.Connect(System.Int32,System.Object)"]
```

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

EmployeeInfo Class foodez.ManagerPages Namespace

EmployeeInfoGetEmployees Method

Gets the employees.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetEmployees()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.ManagerPages.EmployeeInfo.GetEmployees"]

▲ See Also

Reference

EmployeeInfo Class

foodez.ManagerPages Namespace

EmployeeInfoInitializeComponent Method

[Missing < summary > documentation for "M:foodez.ManagerPages.EmployeeInfo.InitializeComponent"]

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

EmployeeInfo Class

foodez.ManagerPages Namespace

EmployeeInfo Properties

The EmployeeInfo type exposes the following members.

→ Properties

	Name	Description
	ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
	ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
	AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
E	BorderBrush	Gets or sets a brush that describes the border background of a control.

	(Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

		(Inherited from FrameworkElement.)
ii	DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
	DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
	Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
	FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
	FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
in the second se	FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
≅	FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)

FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)

IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures.

	(Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity.

		(Inherited from UIElement.)
iii —	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
	Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
	PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
	Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
E	RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
	RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
	RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
	RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)

	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
in the second se	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
≧	Transitions	Gets or sets the collection of Transition

	style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

Тор

See Also

Reference

EmployeeInfo Class foodez.ManagerPages Namespace

EmployeeInfoDefaultViewModel Property

Gets the view model for this Page. This can be changed to a strongly typed view model.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ObservableDictionary DefaultViewModel { get; }
```

Property Value

Type: ObservableDictionary

▲ See Also

Reference

EmployeeInfo Class

foodez.ManagerPages Namespace

EmployeeInfoNavigationHelper Property

Gets the NavigationHelper associated with this Page.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public NavigationHelper NavigationHelper { get; }
```

Property Value

Type: NavigationHelper

▲ See Also

Reference

EmployeeInfo Class

foodez.ManagerPages Namespace

EmployeeInfo Events

The EmployeeInfo type exposes the following members.

■ Events

	Name	Description
<i>\$</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
3	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>\$</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>3</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>9</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
<i>4</i>	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
3	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

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▲ See Also

Reference

EmployeeInfo Class foodez.ManagerPages Namespace

ManageEmployees Class

An empty page that can be used on its own or navigated to within a Frame.

▲ Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez. Manager Pages Manage Employees

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public sealed class ManageEmployees : Page,

IComponentConnector
```

The ManageEmployees type exposes the following members.

■ Constructors

	Name	Description
≡	ManageEmployees	Initializes a new instance of the ManageEmployees class.

Top

Methods

Name	Description

≡	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≘	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≟	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≡	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≘₩	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≡ ♠	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
= 	Connect	
≝	Equals	Determines whether the specified object is equal to the current object.

		(Inherited from Object.)
∃	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
∃	Focus	Attempts to set the focus on the control. (Inherited from Control.)
Ξ₩	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
∃	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
≡	GetEmployees	Gets the employees.
≡	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetType	Gets the Type of the current instance. (Inherited from Object.)
≅	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡	InitializeComponent	
≅ 🚱	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
≓	InvalidateMeasure	Invalidates the measurement state (layout) for

		a UIElement. (Inherited from UIElement.)
∃ 🍑	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≡	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
ΞΦ	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≟	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
Ξ₩	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≡	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≡	ToString	Returns a string that represents the current object. (Inherited from Object.)

≘ ∳	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≡ ♠	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Тор

▲ Properties

•		
	Name	Description
	ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
	ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
	AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
	Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI)

		resolution at run time. (Inherited from FrameworkElement.)
E C	BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
	BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
	BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
	CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
	CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
	Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
	CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
E	Content	Gets or sets the content that is contained within a user control.

	(Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control.

FontSize	(Inherited from Control.) Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)

IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement

ManipulationMode	in the object representation and in UI. (Inherited from FrameworkElement.) Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)

NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
Padding	Gets or sets the padding inside a control. (Inherited from Control.)
Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
Render Transform Origin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by

	the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)

TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement.

Тор

■ Events

	Name	Description
<i>§</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
<i>¾</i>	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>\$</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>\$</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>§</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
<i>9</i>	GotFocus	Occurs when a UIElement receives focus.

		(Inherited from UIElement.)
3	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
3	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
3	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
4	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
4	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
3	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
4		

	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins.
3	ManipulationStarted	(Inherited from UIElement.) Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
3	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
<i>¾</i>	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
<i>y</i>	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
3	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
3	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
g.	PointerReleased	Occurs when the pointer device that

		previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
4	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
9	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
9	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
g	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

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▲ See Also

Reference

foodez.ManagerPages Namespace

ManageEmployees Constructor

Initializes a new instance of the ManageEmployees class.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ManageEmployees()
```

▲ See Also

Reference

ManageEmployees Class foodez.ManagerPages Namespace

ManageEmployees Methods

The ManageEmployees type exposes the following members.

Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≡	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≟ ∳	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≅	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
≡ •••	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
=	Connect	
≓	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
∃	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡ •	Focus	Attempts to set the focus on the control. (Inherited from Control.)
±©	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≡	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
≡	GetEmployees	Gets the employees.
≘∳	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≘₩	GetType	Gets the Type of the current instance. (Inherited from Object.)
∃	GetValue	Returns the current effective value of a dependency property from a DependencyObject.

		(Inherited from DependencyObject.)
Ξ ψ	InitializeComponent	
≅	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
≅ ⊚	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
≡ ₩	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
∃	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
∃	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
Ξ₩	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
Ξ₩	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)

≅∳	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≟	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≟	ToString	Returns a string that represents the current object. (Inherited from Object.)
≅	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
∃	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

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▲ See Also

Reference

ManageEmployees Class foodez.ManagerPages Namespace

ManageEmployeesConnect Method

[Missing <summary> documentation for "M:foodez.ManagerPages.ManageEmployees.Connect(System.Int32,System.Object)"]

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

Type: SystemInt32

[Missing <param name="connectionId"/> documentation for

"M:foodez.ManagerPages.ManageEmployees.Connect(System.Int32,System.Object)"]

target

Type: SystemObject

[Missing <param name="target"/> documentation for

"M:foodez.ManagerPages.ManageEmployees.Connect(System.Int32,System.Object)"]

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

ManageEmployees Class

foodez.ManagerPages Namespace

ManageEmployeesGetEmployees Method

Gets the employees.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetEmployees()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.ManagerPages.ManageEmployees.GetEmployees"]

▲ See Also

Reference

ManageEmployees Class foodez.ManagerPages Namespace

Manage Employees Initialize Component Method

[Missing < summary > documentation for "M:foodez.ManagerPages.ManageEmployees.InitializeComponent"]

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

ManageEmployees Class

foodez.ManagerPages Namespace

ManageEmployees Properties

The ManageEmployees type exposes the following members.

→ Properties

	Name	Description
	ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
	ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
	AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
E	BorderBrush	Gets or sets a brush that describes the border background of a control.

	(Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

		(Inherited from FrameworkElement.)
ii	DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
	DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
	Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
	FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
	FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
in the second se	FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
≅	FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)

FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)

IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures.

	(Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity.

		(Inherited from UIElement.)
iii —	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
	Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
	PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
	Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
E	RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
	RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
	RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
	RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)

	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
in the second se	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
≧	Transitions	Gets or sets the collection of Transition

	style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

Тор

See Also

Reference

ManageEmployees Class foodez.ManagerPages Namespace

Manage Employees Default View Model Property

Gets the view model for this Page. This can be changed to a strongly typed view model.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ObservableDictionary DefaultViewModel { get; }
```

Property Value

Type: ObservableDictionary

▲ See Also

Reference

ManageEmployees Class

foodez.ManagerPages Namespace

Manage Employees Navigation Helper Property

Gets the NavigationHelper associated with this Page.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public NavigationHelper NavigationHelper { get; }
```

Property Value

Type: NavigationHelper

▲ See Also

Reference

ManageEmployees Class

foodez.ManagerPages Namespace

ManageEmployees Events

The ManageEmployees type exposes the following members.

■ Events

	Name	Description
<i>§</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
<i>3</i>	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>¥</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>\$</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>§</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
<i>4</i>	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
3	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

Тор

▲ See Also

Reference

ManageEmployees Class foodez.ManagerPages Namespace

ManagerMain Class

An empty page that can be used on its own or navigated to within a Frame.

▲ Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez. Manager Pages Manager Main

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public sealed class ManagerMain : Page,
IComponentConnector
```

The ManagerMain type exposes the following members.

■ Constructors

	Name	Description
=•	ManagerMain	Initializes a new instance of the ManagerMain class.

Top

Methods

	Name	Description
≅	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≅	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

=	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≡	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≅∳	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
₫♦	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∉∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡©	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
Ξ₩	InitializeComponent	
≅∳	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
=	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)

≡	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≘	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≓	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≓	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
ΞΦ	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≡	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
∃	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≘	ToString	Returns a string that represents the current object. (Inherited from Object.)
≡	TransformToVisual	Returns a transform object that can be used

		to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
∉ ∳	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)

BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a

	FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen.

	(Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the

	user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)

	Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
in the second se	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
in the second se	Padding	Gets or sets the padding inside a control. (Inherited from Control.)

Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property

		element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
	Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
in the second se	Triggers	Gets the collection of triggers for animations that are defined for a

	FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

■ Events

	Name	Description
3	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property

		changes. (Inherited from FrameworkElement.)
3	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
3	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
3	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>4</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
g.	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
3	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)

4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
9	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
4	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
4	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
4	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
9	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
9	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
9	ManipulationStarting	Occurs when the manipulation processor is first created.

		(Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
4	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
4	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
4	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
4	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
4	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
9	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the

		element. (Inherited from UIElement.)
<i>§</i>	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
9	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

foodez.ManagerPages Namespace

ManagerMain Constructor

Initializes a new instance of the ManagerMain class.

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ManagerMain()
```

▲ See Also

Reference

ManagerMain Class foodez.ManagerPages Namespace

ManagerMain Methods

The ManagerMain type exposes the following members.

Methods

	Name	Description
≅҈	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≓ڼ	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≡◊	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
⊒	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≡	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
∃	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
=	Connect	
≘	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≘	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≅ ♠	Focus	Attempts to set the focus on the control. (Inherited from Control.)
⊒∲	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≡ ♠	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∄	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡ ♠	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)

≡ ₩	InitializeComponent	
≟	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
∃	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
Ξ ₩	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≅	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≡	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≘∳	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≅∲	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
# \tilde{\psi}	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object.

		(Inherited from FrameworkElement.)
≅ ©	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
Ξ₩	ToString	Returns a string that represents the current object. (Inherited from Object.)
⊒♠	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
⊒∳	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

▲ See Also

Reference

ManagerMain Class

foodez.ManagerPages Namespace

ManagerMainConnect Method

[Missing < summary > documentation for "M:foodez.ManagerPages.ManagerMain.Connect(System.Int32,System.Object)"]

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
[Missing < param name = "connectionId"/> documentation for
"M:foodez.ManagerPages.ManagerMain.Connect(System.Int32,System.Object)"]
```

target

```
Type: SystemObject
[Missing < param name = "target"/> documentation for
"M:foodez.ManagerPages.ManagerMain.Connect(System.Int32,System.Object)"]
```

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

ManagerMain Class

foodez.ManagerPages Namespace

ManagerMainInitializeComponent Method

[Missing < summary > documentation for "M:foodez.ManagerPages.ManagerMain.InitializeComponent"]

Namespace: foodez.ManagerPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

ManagerMain Class

foodez.ManagerPages Namespace

ManagerMain Properties

The ManagerMain type exposes the following members.

→ Properties

	Name	Description
	ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
	ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
	AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
E	BorderBrush	Gets or sets a brush that describes the border background of a control.

	(Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

	(Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)

FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)

IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement.

		(Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
E	Parent	Gets the parent object of this FrameworkElement in the object tree.

	(Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax.

	(Inherited from FrameworkElement.)
Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)

	UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
	VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
	VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
	Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
i i	Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

▲ See Also

Reference

ManagerMain Class foodez.ManagerPages Namespace

ManagerMain Events

The ManagerMain type exposes the following members.

■ Events

	Name	Description
<i>§</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
<i>3</i>	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>¥</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>\$</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>§</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
9	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
4	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
9	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
4	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
9	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

ManagerMain Class foodez.ManagerPages Namespace

foodez.SharedPages Namespace

[Missing < summary > documentation for "N:foodez.SharedPages"]

	Class	Description
4 \$	FloorPlan	An empty page that can be used on its own or navigated to within a Frame.

FloorPlan Class

An empty page that can be used on its own or navigated to within a Frame.

▲ Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez. Shared Pages Floor Plan

Namespace: foodez.SharedPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public sealed class FloorPlan : Page,
IComponentConnector
```

The FloorPlan type exposes the following members.

■ Constructors

	Name	Description
=	FloorPlan	Initializes a new instance of the FloorPlan class.

Top

Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≅	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

₫	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
⊒	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
₫	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
≡	GetColor	Gets the color of the table.
≡©	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetTables	
≟	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡	InitializeComponent	
≟ ∳	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)

≡••	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
≅₩	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
ΞΦ	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
ΞΦ	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
έψ	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
ΞΦ	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≝₩	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≡₩	ToString	Returns a string that represents the current object.

		(Inherited from Object.)
∃	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
∃	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)
=0	UpdateTable	Updates the table.

Тор

₄ Fields

	Name	Description
•	isBusboy	Boolean value to check if the current user is a Busboy

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)

E T	Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
	BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
	BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
	BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
	CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
	CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
	Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)

CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control

	to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)

HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)

IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the

		object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
E	NavigationHelper	Gets the NavigationHelper associated with this Page.
	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
E	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
	Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
	PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
in the second se	Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
≧	RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
E	RenderTransform	Gets or sets transform information that

	affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)

Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)

VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

Тор

■ Events

	Name	Description
%	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
<i>y</i>	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>y</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)

3	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
9	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
<i>\$</i>	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
9	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
%	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)

9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
9	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
9	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
9	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
4	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
9	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
<i>§</i>	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
<i>§</i>	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element.

		(Inherited from UIElement.)
3	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
3	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
3	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
3	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
₹	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
<i>§</i>	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

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▲ See Also

Reference

foodez.SharedPages Namespace

FloorPlan Constructor

Initializes a new instance of the FloorPlan class.

Namespace: foodez.SharedPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public FloorPlan()
```

▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

Technical Document for Foodez App Demo 1

FloorPlan Fields

The FloorPlan type exposes the following members.

	Name	Description
٠	isBusboy	Boolean value to check if the current user is a Busboy

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▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlanisBusboy Field

Boolean value to check if the current user is a Busboy

Namespace: foodez.SharedPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public bool isBusboy
```

Field Value

Type: Boolean

▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlan Methods

The FloorPlan type exposes the following members.

Methods

	Name	Description
≅҈	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≓ڼ	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≡◊	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≟	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≡	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
∃	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
∃	Connect	
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≡	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
∃	Focus	Attempts to set the focus on the control. (Inherited from Control.)
Ξ₩	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
Ξ₩	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
≡ ℚ	GetColor	Gets the color of the table.
≡	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡©	GetTables	
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
=	GetValue	Returns the current effective value of a

		dependency property from a DependencyObject. (Inherited from DependencyObject.)
≟	InitializeComponent	
≅ ©	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
≅∳	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
≡	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≡	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≟	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
∃	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≟	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in

		question was added by AddHandler. (Inherited from UIElement.)
≡	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≓	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
∃	ToString	Returns a string that represents the current object. (Inherited from Object.)
≡ •••	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
€	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)
≡ ♠	UpdateTable	Updates the table.

Top

▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlanConnect Method

[Missing <summary> documentation for "M:foodez.SharedPages.FloorPlan.Connect(System.Int32,System.Object)"]

Namespace: foodez.SharedPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
[Missing < param name = "connectionId"/> documentation for
"M:foodez.SharedPages.FloorPlan.Connect(System.Int32,System.Object)"]
```

target

```
Type: SystemObject
[Missing <param name="target"/> documentation for
"M:foodez.SharedPages.FloorPlan.Connect(System.Int32,System.Object)"]
```

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlanGetColor Method

Gets the color of the table.

Namespace: foodez.SharedPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public SolidColorBrush GetColor(
  Table table
)
```

Parameters

table

Type: foodezTable

The table.

Return Value

Type: SolidColorBrush

[Missing < returns > documentation for "M:foodez.SharedPages.FloorPlan.GetColor(foodez.Table)"]

▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlanGetTables Method

[Missing < summary > documentation for "M:foodez.SharedPages.FloorPlan.GetTables"]

Namespace: foodez.SharedPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetTables()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.SharedPages.FloorPlan.GetTables"]

▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlanInitializeComponent Method

[Missing < summary > documentation for "M:foodez.SharedPages.FloorPlan.InitializeComponent"]

Namespace: foodez.SharedPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlanUpdateTable Method

Updates the table.

Namespace: foodez.SharedPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public Task UpdateTable(
  int table
)
```

Parameters

table

Type: SystemInt32

The table.

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.SharedPages.FloorPlan.UpdateTable(System.Int32)"]

▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlan Properties

The FloorPlan type exposes the following members.

→ Properties

	Name	Description
	ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
	ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
	AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
E	BorderBrush	Gets or sets a brush that describes the border background of a control.

	(Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

		(Inherited from FrameworkElement.)
ii	DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
	DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
	Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
	FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
	FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
in the second se	FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
≅	FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)

FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)

IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures.

	(Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity.

		(Inherited from UIElement.)
iii —	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
	Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
	PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
	Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
E	RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
	RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
	RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
	RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)

	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
in the second se	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
≧	Transitions	Gets or sets the collection of Transition

	style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

Тор

See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlanDefaultViewModel Property

Gets the view model for this Page. This can be changed to a strongly typed view model.

Namespace: foodez.SharedPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ObservableDictionary DefaultViewModel { get; }
```

Property Value

Type: ObservableDictionary

▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlanNavigationHelper Property

Gets the NavigationHelper associated with this Page.

Namespace: foodez.SharedPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public NavigationHelper NavigationHelper { get; }
```

Property Value

Type: NavigationHelper

▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

FloorPlan Events

The FloorPlan type exposes the following members.

■ Events

	Name	Description
4	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
¾	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>3</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
3	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>¥</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
4	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
4	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
4	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
4	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
4	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
3	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

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▲ See Also

Reference

FloorPlan Class

foodez.SharedPages Namespace

foodez.WaiterPages Namespace

[Missing < summary > documentation for "N:foodez.WaiterPages"]

	Class	Description
43	FoodMenuPage	An empty page that can be used on its own or navigated to within a Frame.
9\$	OrderProgress	An empty page that can be used on its own or navigated to within a Frame.
9 \$	WaiterMain	An empty page that can be used on its own or navigated to within a Frame.

FoodMenuPage Class

An empty page that can be used on its own or navigated to within a Frame.

▲ Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez.WaiterPagesFoodMenuPage

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public sealed class FoodMenuPage : Page,
IComponentConnector
```

The FoodMenuPage type exposes the following members.

■ Constructors

	Name	Description
≡	FoodMenuPage	Initializes a new instance of the FoodMenuPage class.

Top

Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≓	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

≘ ♠	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≓	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≡♦	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
⊒©	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
≓	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≓	GetMenuItems	Gets the menu items from the MenuItem database to fill in the menu listboxes.
≡	GetOrderList	Gets the order list and bill total.
≡©	GetOrderNum	Gets the order number.
≓	GetTables	Gets the tables.
≅∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
≟	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡	InitializeComponent	
≡	InvalidateArrange	Invalidates the arrange state (layout) for a

		UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
≘♠	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
≅	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≡ •	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≘♠	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≡ •	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≡ •	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≟	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≡	SetValue	Sets the local value of a dependency property

		on a DependencyObject. (Inherited from DependencyObject.)
∄	ToString	Returns a string that represents the current object. (Inherited from Object.)
≘	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≡	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)
≡	UpdateTable	Updates the table.

Тор

₄ Fields

	Name	Description
•	appetizersList	The appetizers list in the menu
•	BillTotal	The bill total
•	dessertsList	The desserts list in the menu
•	drinksList	The drinks list in the menu
٠	entreesList	The entrees list in the menu
•	newOrder	The new order
•	newOrderItem	Of type OrderList to insert a newOrderItem into the bill
•	NewOrderList	The new order list of all ordered items currently being made

٠	OrderIndex	
•	OrderItemIndex	The order item index
•	tableIndex	The table index
•	tempOrderlist	MobileServiceCollection of type OrderList, to carry all the ordered items, orderList in the database

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time.

	(Inherited from FrameworkElement.)
BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)

	DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
	DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
	DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
	Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
	FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
	FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
	FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
==		

FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)

IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI.

ManipulationMode	(Inherited from FrameworkElement.) Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)

NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
Padding	Gets or sets the padding inside a control. (Inherited from Control.)
Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for

		resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
i i	TopAppBar	Gets a reference to an AppBar displayed at

		the top of the page, if any. (Inherited from Page.)
	Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
	Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
	UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
	VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
	VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
	Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
≧	Width	Gets or sets the width of a FrameworkElement.

Тор

■ Events

	Name	Description
<i>₹</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
¾	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
¾	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>4</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>3</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
3	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
<i>\$</i>	GotFocus	Occurs when a UIElement receives focus.

		(Inherited from UIElement.)
3	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
3	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
3	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
4	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
4	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
3	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
4		

	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>4</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>3</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
<i>4</i>	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
3	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
¥	PointerReleased	Occurs when the pointer device that

		previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
g.	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
4	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
9	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
9	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

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▲ See Also

Reference

foodez.WaiterPages Namespace

FoodMenuPage Constructor

Initializes a new instance of the FoodMenuPage class.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public FoodMenuPage()
```

▲ See Also

Reference

FoodMenuPage Class foodez.WaiterPages Namespace

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FoodMenuPage Fields

The FoodMenuPage type exposes the following members.

	Name	Description
•	appetizersList	The appetizers list in the menu
٠	BillTotal	The bill total
٠	dessertsList	The desserts list in the menu
٠	drinksList	The drinks list in the menu
٠	entreesList	The entrees list in the menu
٠	newOrder	The new order
٠	newOrderItem	Of type OrderList to insert a newOrderItem into the bill
•	NewOrderList	The new order list of all ordered items currently being made
٠	OrderIndex	
٠	OrderItemIndex	The order item index
٠	tableIndex	The table index
•	tempOrderlist	MobileServiceCollection of type OrderList, to carry all the ordered items, orderList in the database

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▲ See Also

Reference

FoodMenuPage Class foodez.WaiterPages Namespace

FoodMenuPageappetizersList Field

The appetizers list in the menu

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public List<MenuItem> appetizersList

Field Value

Type: ListMenuItem

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPageBillTotal Field

The bill total

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public double BillTotal
```

Field Value

Type: Double

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPagedessertsList Field

The desserts list in the menu

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public List<MenuItem> dessertsList

Field Value

Type: ListMenuItem

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPagedrinksList Field

The drinks list in the menu

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public List<MenuItem> drinksList

Field Value

Type: ListMenuItem

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPageentreesList Field

The entrees list in the menu

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public List<MenuItem> entreesList

Field Value

Type: ListMenuItem

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPagenewOrder Field

The new order

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public Order newOrder

Field Value

Type: Order

▲ See Also

Reference

FoodMenuPage Class foodez.WaiterPages Namespace

FoodMenuPagenewOrderItem Field

Of type OrderList to insert a newOrderItem into the bill

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public OrderList newOrderItem

Field Value

Type: OrderList

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPageNewOrderList Field

The new order list of all ordered items currently being made

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public List<OrderList> NewOrderList

Field Value

Type: ListOrderList

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPageOrderIndex Field

[Missing < summary > documentation for "F:foodez.WaiterPages.FoodMenuPage.OrderIndex"]

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public int OrderIndex
```

Field Value

Type: Int32

▲ See Also

Reference

FoodMenuPage Class foodez.WaiterPages Namespace

FoodMenuPageOrderItemIndex Field

The order item index

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public int OrderItemIndex

Field Value

Type: Int32

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPagetableIndex Field

The table index

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public int tableIndex
```

Field Value

Type: Int32

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPagetempOrderlist Field

MobileServiceCollection of type OrderList, to carry all the ordered items, orderList in the database

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public MobileServiceCollection<OrderList, OrderList> tempOrderlist

Field Value

Type: MobileServiceCollectionOrderList, OrderList

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPage Methods

The FoodMenuPage type exposes the following members.

Methods

	Name	Description
∃	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
∃	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≟	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
ΞΦ	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡	Connect	
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ξ₩	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
⊒₩	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
⊒₩	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
Ξ₩	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∃	GetMenuItems	Gets the menu items from the MenuItem database to fill in the menu listboxes.
≟	GetOrderList	Gets the order list and bill total.
≓∳	GetOrderNum	Gets the order number.
≡	GetTables	Gets the tables.

≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡◊	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
∄	InitializeComponent	
≟û	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
∃	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
≓	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≘	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≟	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≡©	ReleasePointerCaptures	Releases all pointer captures held by this

		element. (Inherited from UIElement.)
≅∳	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
∉∳	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
∉ ∳	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≡ ∳	ToString	Returns a string that represents the current object. (Inherited from Object.)
≘ ∳	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
=	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)
≘	UpdateTable	Updates the table.

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▲ See Also

Reference

FoodMenuPage Class foodez.WaiterPages Namespace

FoodMenuPageConnect Method

[Missing < summary > documentation for "M:foodez.WaiterPages.FoodMenuPage.Connect(System.Int32,System.Object)"]

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
```

[Missing <param name="connectionId"/> documentation for

"M:foodez.WaiterPages.FoodMenuPage.Connect(System.Int32,System.Object)"]

target

Type: SystemObject

[Missing <param name="target"/> documentation for

"M:foodez.WaiterPages.FoodMenuPage.Connect(System.Int32,System.Object)"]

Implements

IComponentConnectorConnect(Int32, Object)

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPageGetMenuItems Method

Gets the menu items from the MenuItem database to fill in the menu listboxes.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetMenuItems()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.WaiterPages.FoodMenuPage.GetMenuItems"]

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPageGetOrderList Method

Gets the order list and bill total.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public Task GetOrderList(
  string anOrderID
)
```

Parameters

anOrderID

Type: SystemString
An order identifier.

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.WaiterPages.FoodMenuPage.GetOrderList(System.String)"]

▲ See Also

Reference

FoodMenuPage Class foodez.WaiterPages Namespace

FoodMenuPageGetOrderNum Method

Gets the order number.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetOrderNum()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.WaiterPages.FoodMenuPage.GetOrderNum"]

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPageGetTables Method

Gets the tables.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetTables()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.WaiterPages.FoodMenuPage.GetTables"]

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPageInitializeComponent Method

[Missing < summary > documentation for "M:foodez.WaiterPages.FoodMenuPage.InitializeComponent"]

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPageUpdateTable Method

Updates the table.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task UpdateTable()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.WaiterPages.FoodMenuPage.UpdateTable"]

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPage Properties

The FoodMenuPage type exposes the following members.

→ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
BorderBrush	Gets or sets a brush that describes the border background of a control.

	(Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

		(Inherited from FrameworkElement.)
i≝ T	DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
	DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
	Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
	FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
	FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
in the second se	FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
≅	FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)

FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)

IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures.

	(Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity.

		(Inherited from UIElement.)
iii —	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
	Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
	PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
	Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
E	RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
	RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
	RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
	RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)

	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
in the second se	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
≧	Transitions	Gets or sets the collection of Transition

	style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

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See Also

Reference

FoodMenuPage Class foodez.WaiterPages Namespace

FoodMenuPageDefaultViewModel Property

Gets the view model for this Page. This can be changed to a strongly typed view model.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ObservableDictionary DefaultViewModel { get; }
```

Property Value

Type: ObservableDictionary

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPageNavigationHelper Property

Gets the NavigationHelper associated with this Page.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public NavigationHelper NavigationHelper { get; }
```

Property Value

Type: NavigationHelper

▲ See Also

Reference

FoodMenuPage Class

foodez.WaiterPages Namespace

FoodMenuPage Events

The FoodMenuPage type exposes the following members.

■ Events

	Name	Description
<i>§</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
<i>3</i>	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>¥</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>\$</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>§</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
<i>4</i>	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
3	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

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▲ See Also

Reference

FoodMenuPage Class foodez.WaiterPages Namespace

OrderProgress Class

An empty page that can be used on its own or navigated to within a Frame.

Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez.WaiterPagesOrderProgress

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

→ Syntax

```
C# VB C++ F#

public sealed class OrderProgress : Page,

IComponentConnector
```

The OrderProgress type exposes the following members.

■ Constructors

	Name	Description
≡	OrderProgress	Initializes a new instance of the OrderProgress class.

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Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≅	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

Ξ₩	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
∄	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
∃	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
≘∳	GetHashCode	Serves as the default hash function. (Inherited from Object.)
=	GetOrderList	Gets the orderlist.
=	GetOrders	Gets the orders.
=	GetProgress	Gets the progress.
≅©	GetType	Gets the Type of the current instance. (Inherited from Object.)
Ξ₩	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡	InitializeComponent	
Ξ₩	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously.

		(Inherited from UIElement.)
∃	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
≅	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≟	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≓	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≟	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≅ ∲	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≡	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≟	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)

	ToString	Returns a string that represents the current object. (Inherited from Object.)
≅	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≡	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

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	Name	Description
•	totalFinishedOrders	The total finished orders
•	totalOrders	The total orders

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop

	operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement.

	(Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to

	right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement.

	HorizontalAlignment	(Inherited from FrameworkElement.) Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
	HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
	IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
	IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
	IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
	IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
	IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
iii e	IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)

IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the

		object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
	NavigationHelper	Gets the NavigationHelper associated with this Page.
	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
is a second of the second of t	Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
	PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
	Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
	RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
iii	RenderTransform	Gets or sets transform information that

		affects the rendering position of a UIElement. (Inherited from UIElement.)
	RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
	RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
i	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)

Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)

VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

Тор

■ Events

	Name	Description
4	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
4	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
<i>y</i>	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
4	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)

3	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>y</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
3	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
3	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
3	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
3	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
3	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
<i>§</i>	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9		

	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
<i>§</i>	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>4</i>	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
<i>4</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
3	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>y</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
<i>4</i>	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
4	PointerExited	Occurs when a pointer leaves the hit test area of this element.

		(Inherited from UIElement.)
₹	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
₹	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
₹	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
3	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
<i>\$</i>	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
<i>§</i>	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
<i>§</i>	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

Top

▲ See Also

Reference

foodez.WaiterPages Namespace

OrderProgress Constructor

Initializes a new instance of the OrderProgress class.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public OrderProgress()
```

▲ See Also

Reference

OrderProgress Class foodez.WaiterPages Namespace

Technical Document for Foodez App Demo 1

OrderProgress Fields

The OrderProgress type exposes the following members.

	Name	Description
•	totalFinishedOrders	The total finished orders
•	totalOrders	The total orders

Top

▲ See Also

Reference

OrderProgress Class foodez.WaiterPages Namespace

OrderProgresstotalFinishedOrders Field

The total finished orders

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public double totalFinishedOrders

Field Value

Type: Double

▲ See Also

Reference

OrderProgress Class

foodez.WaiterPages Namespace

OrderProgresstotalOrders Field

The total orders

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C# VB C++ F#

public double totalOrders

Field Value

Type: Double

▲ See Also

Reference

OrderProgress Class

foodez.WaiterPages Namespace

OrderProgress Methods

The OrderProgress type exposes the following members.

Methods

	Name	Description
≡♦	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≡♦	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≡♦	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≟	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
∄	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
ΞΦ	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡ ♦	Connect	
Ξ₩	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
Ξ₩	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≟	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
ΞΦ	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
≡	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡©	GetOrderList	Gets the orderlist.
≡	GetOrders	Gets the orders.
≓∳	GetProgress	Gets the progress.
≟	GetType	Gets the Type of the current instance. (Inherited from Object.)

≡•	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
≡	InitializeComponent	
∃	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
≘♠	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
∃	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≘♠	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≘♠	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≟	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
=6		

=@

	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≅©	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
≅ ©	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≓	ToString	Returns a string that represents the current object. (Inherited from Object.)
≡	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≅∳	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

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▲ See Also

Reference

OrderProgress Class foodez.WaiterPages Namespace

OrderProgressConnect Method

[Missing < summary > documentation for "M:foodez.WaiterPages.OrderProgress.Connect(System.Int32,System.Object)"]

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
[Missing <param name="connectionId"/> documentation for
"M:foodez.WaiterPages.OrderProgress.Connect(System.Int32,System.Object)"]
```

target

```
Type: SystemObject
[Missing <param name="target"/> documentation for
"M:foodez.WaiterPages.OrderProgress.Connect(System.Int32,System.Object)"]
```

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

OrderProgress Class

foodez.WaiterPages Namespace

OrderProgressGetOrderList Method

Gets the orderlist.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetOrderList()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.WaiterPages.OrderProgress.GetOrderList"]

▲ See Also

Reference

OrderProgress Class

foodez.WaiterPages Namespace

OrderProgressGetOrders Method

Gets the orders.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetOrders()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.WaiterPages.OrderProgress.GetOrders"]

▲ See Also

Reference

OrderProgress Class

foodez.WaiterPages Namespace

OrderProgressGetProgress Method

Gets the progress.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public Task GetProgress()
```

Return Value

Type: Task

[Missing < returns > documentation for "M:foodez.WaiterPages.OrderProgress.GetProgress"]

▲ See Also

Reference

OrderProgress Class

foodez.WaiterPages Namespace

OrderProgressInitializeComponent Method

[Missing < summary > documentation for "M:foodez.WaiterPages.OrderProgress.InitializeComponent"]

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

OrderProgress Class

foodez.WaiterPages Namespace

OrderProgress Properties

The OrderProgress type exposes the following members.

→ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
BorderBrush	Gets or sets a brush that describes the border background of a control.

	(Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

		(Inherited from FrameworkElement.)
i≝ T	DefaultViewModel	Gets the view model for this Page. This can be changed to a strongly typed view model.
	DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
	Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
	FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
	FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
in the second se	FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
≅	FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)

FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)

IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures.

	(Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
NavigationHelper	Gets the NavigationHelper associated with this Page.
Opacity	Gets or sets the degree of the object's opacity.

		(Inherited from UIElement.)
iii —	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
	Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
	PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
	Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
E	RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
	RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
	RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
	RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)

	Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
in the second se	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
≧	Transitions	Gets or sets the collection of Transition

	style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

Тор

See Also

Reference

OrderProgress Class foodez.WaiterPages Namespace

OrderProgressDefaultViewModel Property

Gets the view model for this Page. This can be changed to a strongly typed view model.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public ObservableDictionary DefaultViewModel { get; }
```

Property Value

Type: ObservableDictionary

▲ See Also

Reference

OrderProgress Class

foodez.WaiterPages Namespace

OrderProgressNavigationHelper Property

Gets the NavigationHelper associated with this Page.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public NavigationHelper NavigationHelper { get; }
```

Property Value

Type: NavigationHelper

▲ See Also

Reference

OrderProgress Class

foodez.WaiterPages Namespace

OrderProgress Events

The OrderProgress type exposes the following members.

■ Events

	Name	Description
<i>§</i>	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
<i>3</i>	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>¥</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
<i>\$</i>	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>§</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
9	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
3	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
3	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
<i>3</i>	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
<i>4</i>	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
3	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
3	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
4	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

OrderProgress Class foodez.WaiterPages Namespace

WaiterMain Class

An empty page that can be used on its own or navigated to within a Frame.

Inheritance Hierarchy

SystemObject Windows.UI.XamlDependencyObject

Windows.UI.XamlUIElement

Windows.UI.XamlFrameworkElement

Windows.UI.Xaml.ControlsControl

Windows.UI.Xaml.ControlsUserControl

Windows.UI.Xaml.ControlsPage

foodez.WaiterPagesWaiterMain

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public sealed class WaiterMain : Page,
IComponentConnector
```

The WaiterMain type exposes the following members.

■ Constructors

	Name	Description
=0	WaiterMain	Initializes a new instance of the WaiterMain class.

Top

Methods

	Name	Description
≡	AddHandler	Adds a routed event handler for a specified

		routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
∃	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≓	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
ΞΦ	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture will fire pointer-related events. (Inherited from UIElement.)
≟	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
≡•	Connect	
=	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)

=	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≡	Focus	Attempts to set the focus on the control. (Inherited from Control.)
≡	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≅∳	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∉∳	GetHashCode	Serves as the default hash function. (Inherited from Object.)
∉∳	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡©	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)
Ξ₩	InitializeComponent	
≅∳	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
=	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)

≡	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≘	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≓	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≓	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
ΞΦ	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
≡	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object. (Inherited from FrameworkElement.)
∃	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≘	ToString	Returns a string that represents the current object. (Inherited from Object.)
≡	TransformToVisual	Returns a transform object that can be used

		to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
≡•	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

Тор

▲ Properties

Name	Description
ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)

BorderBrush	Gets or sets a brush that describes the border background of a control. (Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a

	FrameworkElement when it participates in data binding. (Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen.

	(Inherited from Control.)
FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the

	user can interact with the control. (Inherited from Control.)
IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)

	Margin	Gets or sets the outer margin of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
in the second se	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
in the second se	Padding	Gets or sets the padding inside a control. (Inherited from Control.)

Parent	Gets the parent object of this FrameworkElement in the object tree. (Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property

		element, through XAML implicit collection syntax. (Inherited from FrameworkElement.)
	Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
	TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
	Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
	TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
	Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Triggers	Gets the collection of triggers for animations that are defined for a

	FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)
UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

■ Events

	Name	Description
3	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property

		changes. (Inherited from FrameworkElement.)
3	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
3	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
3	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
3	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.)
g.	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
3	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)

4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
9	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
4	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
4	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
4	ManipulationDelta	Occurs when the input device changes position during a manipulation. (Inherited from UIElement.)
9	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
9	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
9	ManipulationStarting	Occurs when the manipulation processor is first created.

		(Inherited from UIElement.)
3	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
4	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
4	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
4	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
4	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a Press action within this element. (Inherited from UIElement.)
4	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
9	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
3	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the

		element. (Inherited from UIElement.)
9	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
3	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
9	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

▲ See Also

Reference

foodez.WaiterPages Namespace

WaiterMain Constructor

Initializes a new instance of the WaiterMain class.

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public WaiterMain()
```

▲ See Also

Reference

WaiterMain Class

foodez.WaiterPages Namespace

WaiterMain Methods

The WaiterMain type exposes the following members.

Methods

	Name	Description
≡ •	AddHandler	Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked even if the event is handled elsewhere. (Inherited from UIElement.)
≡	ApplyTemplate	Loads the relevant control template so that its parts can be referenced. (Inherited from Control.)
≟ ∳	Arrange	Positions child objects and determines a size for a UIElement. Parent objects that implement custom layout for their child elements should call this method from their layout override implementations to form a recursive layout update. (Inherited from UIElement.)
≅	CancelDirectManipulations	Cancels ongoing direct manipulation processing (system-defined panning/zooming) on any ScrollViewer parent that contains the current UIElement. (Inherited from UIElement.)
≓	CapturePointer	Sets pointer capture to a UIElement. Once captured, only the element that has capture

		will fire pointer-related events. (Inherited from UIElement.)
≓	ClearValue	Clears the local value of a dependency property. (Inherited from DependencyObject.)
=	Connect	
≘	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
≘	FindName	Retrieves an object that has the specified identifier name. (Inherited from FrameworkElement.)
≓ ♠	Focus	Attempts to set the focus on the control. (Inherited from Control.)
⊒∲	GetAnimationBaseValue	Returns any base value established for a dependency property, which would apply in cases where an animation is not active. (Inherited from DependencyObject.)
≡ ♠	GetBindingExpression	Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.)
∄	GetHashCode	Serves as the default hash function. (Inherited from Object.)
≡	GetType	Gets the Type of the current instance. (Inherited from Object.)
≡ ♠	GetValue	Returns the current effective value of a dependency property from a DependencyObject. (Inherited from DependencyObject.)

≡ ₩	InitializeComponent	
≟	InvalidateArrange	Invalidates the arrange state (layout) for a UIElement. After the invalidation, the UIElement will have its layout updated, which will occur asynchronously. (Inherited from UIElement.)
∃	InvalidateMeasure	Invalidates the measurement state (layout) for a UIElement. (Inherited from UIElement.)
Ξ ₩	Measure	Updates the DesiredSize of a UIElement. Typically, objects that implement custom layout for their layout children call this method from their own MeasureOverride implementations to form a recursive layout update. (Inherited from UIElement.)
≅	ReadLocalValue	Returns the local value of a dependency property, if a local value is set. (Inherited from DependencyObject.)
≡	ReleasePointerCapture	Releases pointer captures for capture of one specific pointer by this UIElement. (Inherited from UIElement.)
≘∳	ReleasePointerCaptures	Releases all pointer captures held by this element. (Inherited from UIElement.)
≅∳	RemoveHandler	Removes the specified routed event handler from this UIElement. Typically the handler in question was added by AddHandler. (Inherited from UIElement.)
# \tilde{\psi}	SetBinding	Attaches a binding to a FrameworkElement, using the provided binding object.

		(Inherited from FrameworkElement.)
≅ ∳	SetValue	Sets the local value of a dependency property on a DependencyObject. (Inherited from DependencyObject.)
≡	ToString	Returns a string that represents the current object. (Inherited from Object.)
≟	TransformToVisual	Returns a transform object that can be used to transform coordinates from the UIElement to the specified object. (Inherited from UIElement.)
∃	UpdateLayout	Ensures that all positions of child objects of a UIElement are properly updated for layout. (Inherited from UIElement.)

▲ See Also

Reference

WaiterMain Class

foodez.WaiterPages Namespace

WaiterMainConnect Method

[Missing < summary > documentation for "M:foodez.WaiterPages.WaiterMain.Connect(System.Int32,System.Object)"]

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void Connect(
  int connectionId,
  Object target
)
```

Parameters

connectionId

```
Type: SystemInt32
```

[Missing <param name="connectionId"/> documentation for "M:foodez.WaiterPages.WaiterMain.Connect(System.Int32,System.Object)"]

target

```
Type: SystemObject
```

[Missing <param name="target"/> documentation for

"M:foodez.WaiterPages.WaiterMain.Connect(System.Int32,System.Object)"]

Implements

IComponentConnectorConnect(Int32, Object)

See Also

Reference

WaiterMain Class

foodez.WaiterPages Namespace

WaiterMainInitializeComponent Method

[Missing < summary > documentation for "M:foodez.WaiterPages.WaiterMain.InitializeComponent"]

Namespace: foodez.WaiterPages

Assembly: foodez.WindowsPhone (in foodez.WindowsPhone.exe) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C# VB C++ F#

public void InitializeComponent()
```

▲ See Also

Reference

WaiterMain Class

foodez.WaiterPages Namespace

WaiterMain Properties

The WaiterMain type exposes the following members.

→ Properties

	Name	Description
	ActualHeight	Gets the rendered height of a FrameworkElement. (Inherited from FrameworkElement.)
	ActualWidth	Gets the rendered width of a FrameworkElement. (Inherited from FrameworkElement.)
	AllowDrop	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations. (Inherited from UIElement.)
i i i i i i i i i i i i i i i i i i i	Background	Gets or sets a brush that provides the background of the control. (Inherited from Control.)
	BaseUri	Gets a Uniform Resource Identifier (URI) that represents the base Uniform Resource Identifier (URI) for an XAML-constructed object at XAML load time. This property is useful for Uniform Resource Identifier (URI) resolution at run time. (Inherited from FrameworkElement.)
E	BorderBrush	Gets or sets a brush that describes the border background of a control.

	(Inherited from Control.)
BorderThickness	Gets or sets the border thickness of a control. (Inherited from Control.)
BottomAppBar	Gets a reference to an AppBar displayed at the bottom of the page, if any. (Inherited from Page.)
CacheMode	Gets or sets a value that indicates that rendered content should be cached as a composited bitmap when possible. (Inherited from UIElement.)
CharacterSpacing	Gets or sets the uniform spacing between characters, in units of 1/1000 of an em. (Inherited from Control.)
Clip	Gets or sets the RectangleGeometry used to define the outline of the contents of a UIElement. (Inherited from UIElement.)
CompositeMode	Gets or sets a property that declares alternate composition and blending modes for the element in its parent layout and window. This is relevant for elements that are involved in a mixed XAML / Microsoft DirectX UI. (Inherited from UIElement.)
Content	Gets or sets the content that is contained within a user control. (Inherited from UserControl.)
DataContext	Gets or sets the data context for a FrameworkElement when it participates in data binding.

	(Inherited from FrameworkElement.)
DesiredSize	Gets the size that this UIElement computed during the measure pass of the layout process. (Inherited from UIElement.)
Dispatcher	Gets the CoreDispatcher that this object is associated with. (Inherited from DependencyObject.)
FlowDirection	Gets or sets the direction in which text and other UI elements flow within any parent element that controls their layout. This property can be set to either LeftToRight or RightToLeft. Setting FlowDirection to RightToLeft on any element sets the alignment to the right, the reading order to right-to-left and the layout of the control to flow from right to left. (Inherited from FrameworkElement.)
FocusState	Gets a value that specifies whether this control has focus, and the mode by which focus was obtained. (Inherited from Control.)
FontFamily	Gets or sets the font used to display text in the control. (Inherited from Control.)
FontSize	Gets or sets the size of the text in this control. (Inherited from Control.)
FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control.)

FontStyle	Gets or sets the style in which the text is rendered. (Inherited from Control.)
FontWeight	Gets or sets the thickness of the specified font. (Inherited from Control.)
Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control.)
Frame	Gets the controlling Frame for the Page content. (Inherited from Page.)
Height	Gets or sets the suggested height of a FrameworkElement. (Inherited from FrameworkElement.)
HorizontalAlignment	Gets or sets the horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control. (Inherited from FrameworkElement.)
HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control.)
IsDoubleTapEnabled	Gets or sets a value that determines whether the DoubleTapped event can originate from that element. (Inherited from UIElement.)
IsEnabled	Gets or sets a value indicating whether the user can interact with the control. (Inherited from Control.)

IsHitTestVisible	Gets or sets whether the contained area of this UIElement can return true values for hit testing. (Inherited from UIElement.)
IsHoldingEnabled	Gets or sets a value that determines whether the Holding event can originate from that element. (Inherited from UIElement.)
IsRightTapEnabled	Gets or sets a value that determines whether the RightTapped event can originate from that element. (Inherited from UIElement.)
IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control.)
IsTapEnabled	Gets or sets a value that determines whether the Tapped event can originate from that element. (Inherited from UIElement.)
Language	Gets or sets localization/globalization language information that applies to a FrameworkElement, and also to all child elements of the current FrameworkElement in the object representation and in UI. (Inherited from FrameworkElement.)
ManipulationMode	Gets or sets the ManipulationModes value used for UIElement behavior and interaction with gestures. (Inherited from UIElement.)
Margin	Gets or sets the outer margin of a FrameworkElement.

		(Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of a FrameworkElement. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the object. When a XAML processor creates the object tree from XAML markup, run-time code can refer to the XAML-declared object by this name. (Inherited from FrameworkElement.)
	NavigationCacheMode	Gets or sets the navigation mode that indicates whether this Page is cached, and the period of time that the cache entry should persist. (Inherited from Page.)
	Opacity	Gets or sets the degree of the object's opacity. (Inherited from UIElement.)
	Padding	Gets or sets the padding inside a control. (Inherited from Control.)
E	Parent	Gets the parent object of this FrameworkElement in the object tree.

	(Inherited from FrameworkElement.)
PointerCaptures	Gets the set of all captured pointers, represented as Pointer values. (Inherited from UIElement.)
Projection	Gets or sets the perspective projection (3-D effect) to apply when rendering this element. (Inherited from UIElement.)
RenderSize	Gets the final render size of a UIElement. (Inherited from UIElement.)
RenderTransform	Gets or sets transform information that affects the rendering position of a UIElement. (Inherited from UIElement.)
RenderTransformOrigin	Gets or sets the origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement. (Inherited from UIElement.)
RequestedTheme	Gets or sets the UI theme that is used by the UIElement (and its child elements) for resource determination. The UI theme you specify with RequestedTheme can override the app-level RequestedTheme. (Inherited from FrameworkElement.)
Resources	Gets the locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax.

	(Inherited from FrameworkElement.)
Style	Gets or sets an instance Style that is applied for this object during layout and rendering. (Inherited from FrameworkElement.)
TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by pressing the Tab key. (Inherited from Control.)
TabNavigation	Gets or sets a value that modifies how tabbing and TabIndex work for this control. (Inherited from Control.)
Tag	Gets or sets an arbitrary object value that can be used to store custom information about this object. (Inherited from FrameworkElement.)
Template	Gets or sets a control template. The control template defines the visual appearance of a control in UI, and is defined in XAML markup. (Inherited from Control.)
TopAppBar	Gets a reference to an AppBar displayed at the top of the page, if any. (Inherited from Page.)
Transitions	Gets or sets the collection of Transition style elements that apply to a UIElement. (Inherited from UIElement.)
Triggers	Gets the collection of triggers for animations that are defined for a FrameworkElement. Not commonly used. (Inherited from FrameworkElement.)

	UseLayoutRounding	Gets or sets a value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels. (Inherited from UIElement.)
	VerticalAlignment	Gets or sets the vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control. (Inherited from FrameworkElement.)
	VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control.)
	Visibility	Gets or sets the visibility of a UIElement. A UIElement that is not visible is not rendered and does not communicate its desired size to layout. (Inherited from UIElement.)
i i	Width	Gets or sets the width of a FrameworkElement. (Inherited from FrameworkElement.)

▲ See Also

Reference

WaiterMain Class

foodez.WaiterPages Namespace

WaiterMain Events

The WaiterMain type exposes the following members.

■ Events

	Name	Description
4	DataContextChanged	Occurs when the value of the FrameworkElement.DataContext property changes. (Inherited from FrameworkElement.)
¾	DoubleTapped	Occurs when an otherwise unhandled DoubleTap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	DragEnter	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement.)
<i>3</i>	DragLeave	Occurs when the input system reports an underlying drag event with this element as the origin. (Inherited from UIElement.)
3	DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.)
<i>¥</i>	Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.

		(Inherited from UIElement.)
9	GotFocus	Occurs when a UIElement receives focus. (Inherited from UIElement.)
4	Holding	Occurs when an otherwise unhandled Hold interaction occurs over the hit test area of this element. (Inherited from UIElement.)
4	IsEnabledChanged	Occurs when the IsEnabled property changes. (Inherited from Control.)
4	KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus. (Inherited from UIElement.)
4	KeyUp	Occurs when a keyboard key is released while the UIElement has focus. (Inherited from UIElement.)
4	LayoutUpdated	Occurs when the layout of the visual tree changes. (Inherited from FrameworkElement.)
9	Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree, and is ready for interaction. (Inherited from FrameworkElement.)
9	LostFocus	Occurs when a UIElement loses focus. (Inherited from UIElement.)
9	ManipulationCompleted	Occurs when a manipulation on the UIElement is complete. (Inherited from UIElement.)
<i>\$</i>	ManipulationDelta	Occurs when the input device changes

		position during a manipulation. (Inherited from UIElement.)
<i>3</i>	ManipulationInertiaStarting	Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.)
<i>3</i>	ManipulationStarted	Occurs when an input device begins a manipulation on the UIElement. (Inherited from UIElement.)
<i>4</i>	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement.)
4	PointerCanceled	Occurs when a pointer that made contact abnormally loses contact. (Inherited from UIElement.)
9	PointerCaptureLost	Occurs when pointer capture previously held by this element moves to another element or elsewhere. (Inherited from UIElement.)
3	PointerEntered	Occurs when a pointer enters the hit test area of this element. (Inherited from UIElement.)
4	PointerExited	Occurs when a pointer leaves the hit test area of this element. (Inherited from UIElement.)
3	PointerMoved	Occurs when a pointer moves while the pointer remains within the hit test area of this element. (Inherited from UIElement.)
<i>4</i>	PointerPressed	Occurs when the pointer device initiates a

		Press action within this element. (Inherited from UIElement.)
4	PointerReleased	Occurs when the pointer device that previously initiated a Press action is released, while within this element. (Inherited from UIElement.)
4	PointerWheelChanged	Occurs when the delta value of a pointer wheel changes. (Inherited from UIElement.)
4	RightTapped	Occurs when a right-tap input stimulus happens while the pointer is over the element. (Inherited from UIElement.)
4	SizeChanged	Occurs when either the ActualHeight or the ActualWidth property changes value on a FrameworkElement. (Inherited from FrameworkElement.)
9	Tapped	Occurs when an otherwise unhandled Tap interaction occurs over the hit test area of this element. (Inherited from UIElement.)
3	Unloaded	Occurs when this object is no longer connected to the main object tree. (Inherited from FrameworkElement.)

Тор

▲ See Also

Reference

WaiterMain Class

foodez.WaiterPages Namespace