01 Develop a XAML page layout for an adaptive UI (10–15%)

# Construct a page layout

## Configure a RelativePanel layout

## Select the appropriate XAML layout panel based on the UI requirement

## Configure a grid with appropriate column and row properties

## Configure alignment, margins, and padding

# Implement responsive and adaptive UI behaviors

## Differentiate between responsive and adaptive UI behaviors

## Create responsive and adaptive UIs by using VisualStateManager and AdaptiveTriggers

## Implement settings syntax for element properties and attached properties

# Create and use custom controls within an adaptive UI

## Evaluate when to create a custom control

## Create a custom control

## Implement styles, themes, and resource dictionaries

## Apply styles to custom controls by using Generic.xaml

# Optimize a page layout

## Reduce complexity for performance gains

## Reduce unnecessary nesting