**WPF Resource**

1. **Static Resource** (resolved at compile time)

* WPF uses a concept to store data locally, for window/user control/application/divider
  + This means we can define resources in <Window.Resources> or <Grid.Resources>

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Description automatically generated

* Each resource needs a key x:Key=”NameOfKey”
  + Then, the elements can use the resource by referring to **StaticResource**, like in Binding:



1. **Dynamic Resource** (substituted at runtime) - having some code logics in .cs file

Example: clicking a button will do this:

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The error will be resolved at runtime.

**WPF Style**

Using the concept of Resource, we can apply Styling as Resources (like CSS)

1. **Implicit Styling**: Apply style to the whole type/name…

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Description automatically generated with medium confidence 🡪 Applies to all Buttons in window

1. **Explicit Styling**: Each style is defined with a key, which is then reffered to by the content that’s using that style.

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