**WPF Notes**

UI is in MainWindow.xaml

App.xaml is used to include Styles as ResourceDictionary

A screen shot of a computer code

Description automatically generated with low confidence

A screen shot of a computer

Description automatically generated with low confidence**Grid**:

A screen shot of a computer code

Description automatically generated with low confidencePut elements in a Grid through Property Grid.Row/Column = “2”

If you set some rows to Auto and some to \*, the Auto rows will take up only the space required to fit their contents, and the remaining space will be divided up among the \* rows.

**Property: DataContext** **Class/Object** that will provide data to the current element

After setting DataContext, any bindings can bind using relative source reference

1. dxb:BarManager Grid.Row = 0

dxb:Bar



rfc:ModelAwareToolbarTray



1. NotificationBar Grid.Row = 1
2. Grid.Row = 2

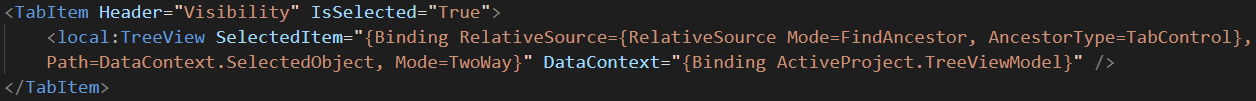
* 3 columns (TreeView + Properties; Resizing bar; Graph view

A screenshot of a computer

Description automatically generated with medium confidence

Column 0:

* 1. Row 0 - Tree View (Height = 0.8 parent)



Selects sth in Tree 🡪 Change SelectedItem 🡪 Binds with RSDataMainViewModel.SelectedObject

(no SelectedObject property in ActiveProject.TreeViewModel. Only in RSTestMainViewModel)(Ancestor?)

* 1. Row 1 - Resizing (WPF GridSplitter)
  2. Row 2 - Properties + Animation

Properties



Column 1: GridSplitter

Column 2: ResultsViewTab