Creating Your First WinUI App



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Module Outline



Get ready for coding

- Look at the starter solution
- Set up your environment

Create a WinUI project

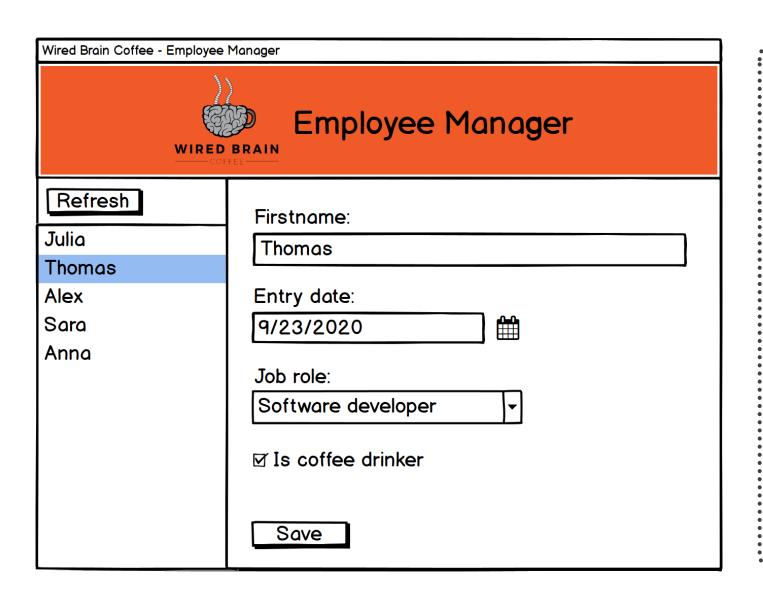
- Walk through the project structure
- Understand XAML layout
- Build the main layout of the WinUI app

Implement the app with the Model-View-ViewModel (MVVM) pattern

- Understand the MVVM pattern
- Use the MVVM pattern



Look at the Starter Solution



Visual Studio Solution EmployeeManager .Common **Employee class** JobRole class **EmployeeManager** .DataAccess EmployeeDataProvider class

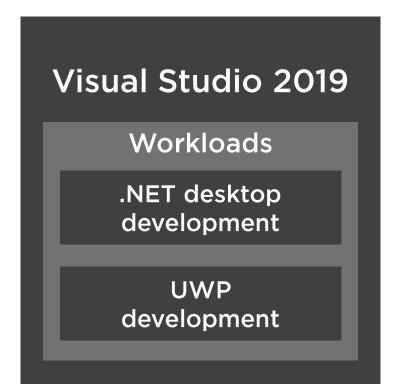


Look at the starter solution



Set up Your Environment

Windows 10
version 1809
(build 17763)
or later











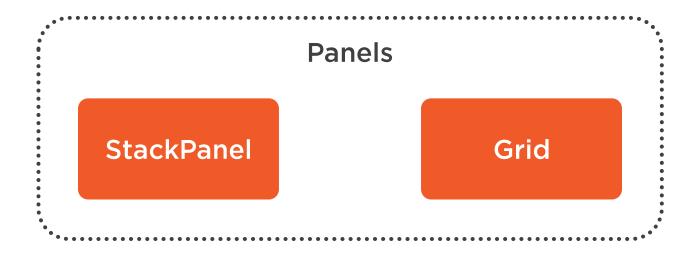
Install the Project Reunion extension with the WinUI project templates





Create a WinUI desktop app







StackPanel

```
<StackPanel>
     <Rectangle Fill="LightBlue"
        Height="20" Margin="2"/>
        <Rectangle Fill="LightBlue"
        Height="20" Margin="2"/>
</StackPanel>
```



StackPanel

```
<StackPanel Orientation="Horizontal">
    <Rectangle Fill="LightBlue"
        Width="20" Margin="2"/>
        <Rectangle Fill="LightBlue"
        Width="20" Margin="2"/>
        </StackPanel>2
```



StackPanel

Grid

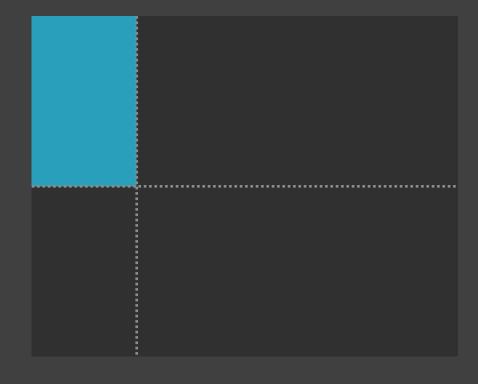


</Grid>



StackPanel

```
<Grid>
  <Grid.RowDefinitions>
    <RowDefinition/>
    <RowDefinition/>
  </Grid.RowDefinitions>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="40"/>
    <ColumnDefinition/>
  </Grid.ColumnDefinitions>
  <Rectangle Fill="LightBlue"/>
</Grid>
```







StackPanel

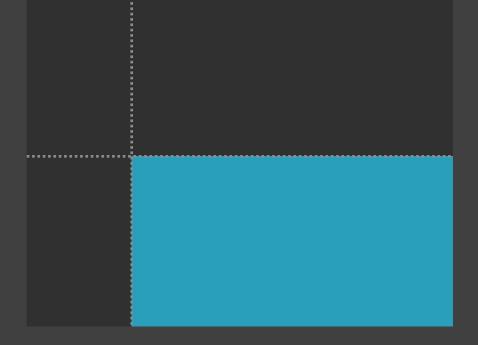
```
<Grid>
  <Grid.RowDefinitions>
    <RowDefinition/>
    <RowDefinition/>
  </Grid.RowDefinitions>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="40"/>
    <ColumnDefinition/>
  </Grid.ColumnDefinitions>
  <Rectangle Fill="LightBlue"</pre>
    Grid.Column="1"/>
</Grid>
```





StackPanel

```
<Grid>
  <Grid.RowDefinitions>
    <RowDefinition/>
    <RowDefinition/>
  </Grid.RowDefinitions>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="40"/>
    <ColumnDefinition/>
  </Grid.ColumnDefinitions>
  <Rectangle Fill="LightBlue"</pre>
    Grid.Column="1" Grid.Row="1"/>
</Grid>
```





StackPanel

```
<Grid>
  <Grid.RowDefinitions>
    <RowDefinition/>
    <RowDefinition/>
  </Grid.RowDefinitions>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="40"/>
    <ColumnDefinition/>
  </Grid.ColumnDefinitions>
  <StackPanel Grid.Column="1">
  </StackPanel>
</Grid>
```



```
<Grid>
     <Grid.RowDefinitions>
          <RowDefinition/>
           <RowDefinition/>
           </Grid.RowDefinitions>

<Rectangle Fill="LightBlue"/>
</Grid>
```



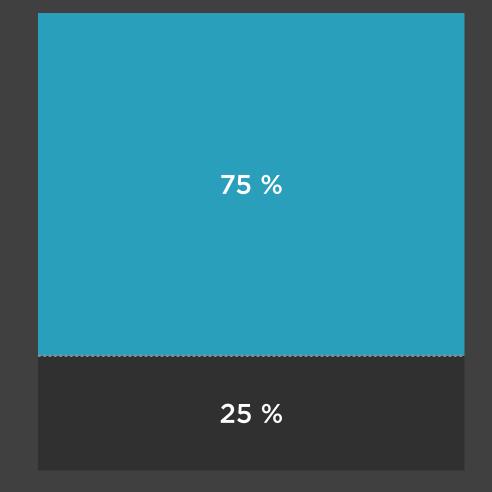
```
<Grid>
     <Grid.RowDefinitions>
          <RowDefinition Height="*"/>
          <RowDefinition Height="*"/>
          </Grid.RowDefinitions>

<Rectangle Fill="LightBlue"/>
```



```
<Grid>
     <Grid.RowDefinitions>
          <RowDefinition Height="3*"/>
          <RowDefinition Height="*"/>
           </Grid.RowDefinitions>

<Rectangle Fill="LightBlue"/>
```

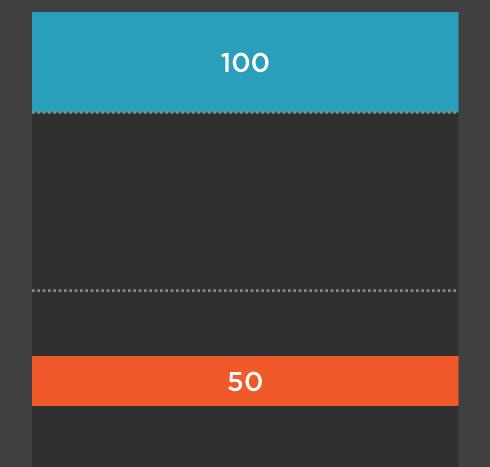




100



```
<Grid>
  <Grid.RowDefinitions>
    <RowDefinition Height="100"/>
    <RowDefinition Height="*"/>
    <RowDefinition Height="*"/>
  </Grid.RowDefinitions>
  <Rectangle Fill="LightBlue"/>
  <Rectangle Fill="Orange"</pre>
     Grid.Row="2" Height="50"/>
</Grid>
```





```
<Grid>
  <Grid.RowDefinitions>
    <RowDefinition Height="100"/>
    <RowDefinition Height="*"/>
    <RowDefinition Height="Auto"/>
  </Grid.RowDefinitions>
  <Rectangle Fill="LightBlue"/>
  <Rectangle Fill="Orange"</pre>
     Grid.Row="2" Height="50"/>
</Grid>
```

100

* leftover space

50

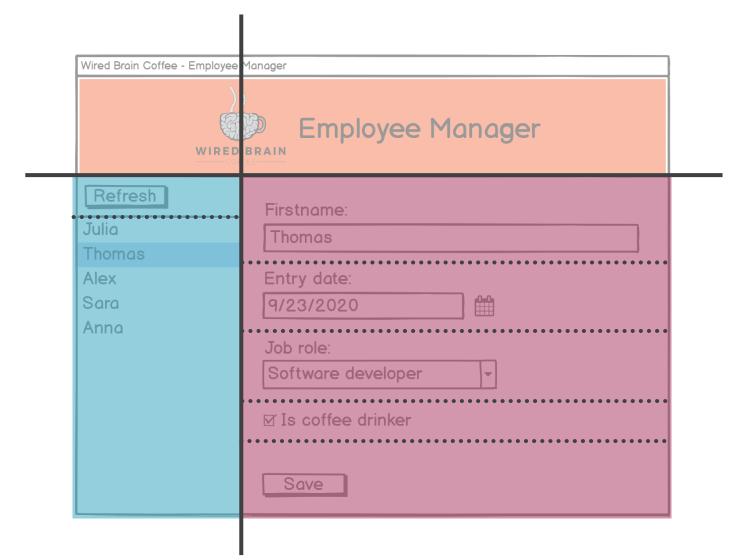


Position Elements with Layout Properties

Width Height Margin HorizontalAlignment VerticalAlignment



Build the Main Layout







Build the main layout

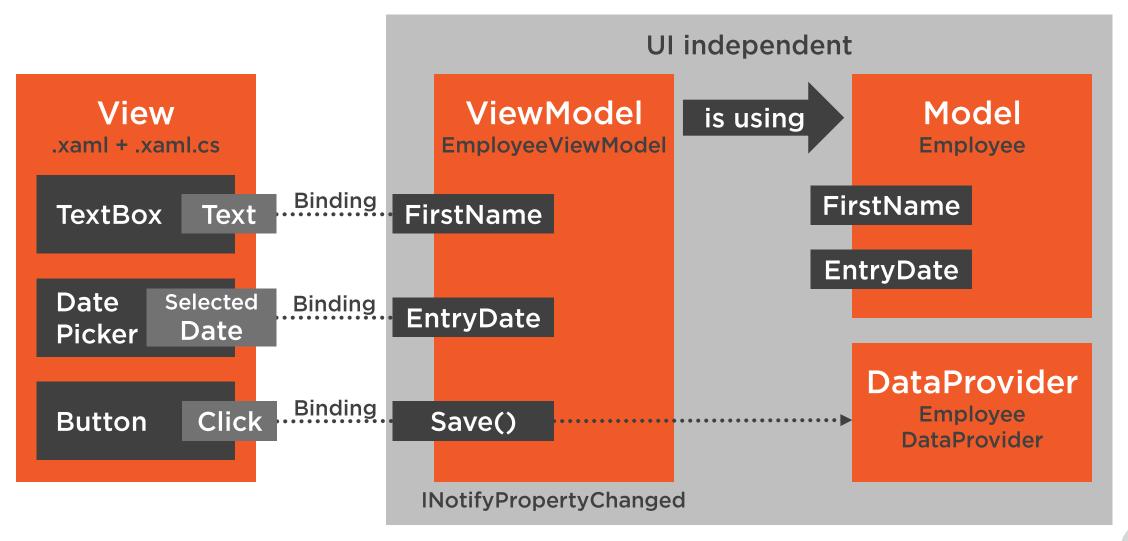




Extract the header into a UserControl



Understand the MVVM Pattern



Advantages of MVVM

Maintainability

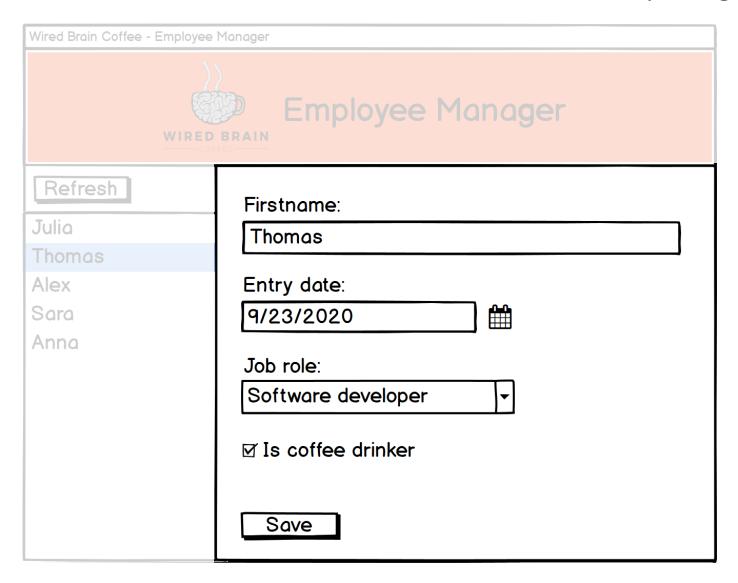
Testability

Course: WPF and MVVM: Test Driven Development of ViewModels

Course: Building an Enterprise App with WPF, MVVM, and Entity Framework Code First



Create a ViewModel for an Employee







Create a ViewModel for an employee

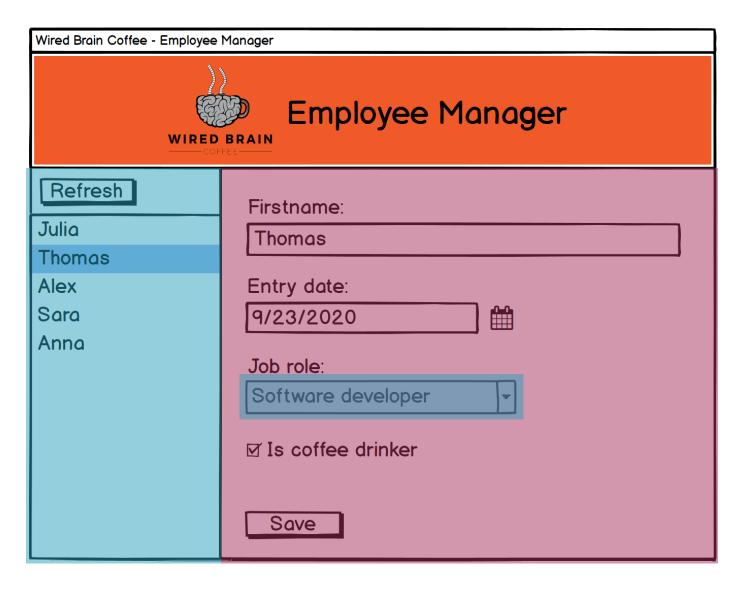




Implement a ViewModelBase class



Build a ViewModel for the MainWindow







Build a ViewModel for the MainWindow





Bind the View to the ViewModel with x:Bind





Run the WinUI desktop app



Summary



Create a WinUI project

Understand XAML layout

- StackPanel
- Grid

Extract XAML parts into UserControls

Implement the app with the MVVM pattern

- Data Binding with x:Bind

