

Day 20

<style

→ TO change specific element

x:key = "loginbutton">

</style>

<Button style = "{static resources
loginbutton}">

</Button>

<style Basedon = "{static resources
loginbutton}">

<style>

{ allows. to create styles
that inherit properties
from other styles. }

<SolidColorBrush x:key = "Backcolor"

color = "#a6dfe6">

</SolidColorBrush>

* we cannot assign Button
style to TextBox and TextBox
style to the Button we can assign
it to Target type only.

Background = "{staticResource backcolor}"
Compile time
* once we assigned a Background color value in static resource we cannot change it.

Background = "{dynamicResource backcolor}"
Runtime
* we can change Background color in runtime

TO access resources:

Application.Current.Resources

["backcolor"] = new SolidColorBrush
(Colors.~~green~~);

resources dictionary → create folder → create file

style ←

<resources dictionary source = "

">