UI Energy 1.0

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# Overview

UI Energy is an alternate XAML compiler/generator for WPF/Silverlight Programming Frameworks. Instead of traditional XAML, UI Energy Language is very much similar with little difference from XAML to make certain tasks very easy.

Creating custom control is quite difficult and when number of controls grows, it becomes difficult to manage and maintain as code is fragmented at various locations. And User controls cannot be derived from any other class except User Control itself.

UI Energy (Atomic/Subatomic energies bind/glue the atoms to form molecules and so forth the matter) similarly UI Energy is a conceptual energy that will let you create UI elements very easy and fast.

# UI Energy Features

* Rapid Line of Business Controls Development
  + Supports Custom Controls
  + Supports User Controls that can be derived from any class
* Simple Binding, Two Way Binding with Square Brackets
* Multiple Binding
* Open Source
* Quick Metadata Extension
* C#/VB.NET Code Behind Files
* Faster loading of controls
* Reducing Logical Hierarchy
* Available for both WPF and Silverlight

# Generator Modes

## Custom Control

* Root element properties are initialized as Dependency Property Metadata Override in static constructor
* Template and Content can both be defined
* Template is initialized in static constructor with Metadata Override
* Content is set after Template has been loaded i.e. after OnTemplateApplied is called
* Members are bound after Content has been set
* Template members are accessible in code behind

## User Control

* Root element properties are initialized in InitializeComponent method called in constructor
* Template and Content can both be defined
* Template is initialized in InitializeComponent
* Members are bound after Template has been applied