Communication

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Outline

- **Commanding**

- **Event Aggregation**

- **Shared Services**

- **Region Context**

Commanding Overview

- Binds a UI gesture to action

- Execute

- CanExcute

- RoutedCommand

- Custom Command

Commanding

- **DelegateCommand**

- **CompositeCommand**

DelegateCommand

- **Uses delegates**

- **Doesn't require a handler**

- **Usually local**

- **DelegateCommand or DelegateCommand<T>**

CompositeCommand

- **Usually global**

- **Multiple child commands**

- **Local commands are registered with command**

- **When invoked, all child commands are invoked**

- **Supports enablement**

Event Aggregation

- **Loosely coupled event based communication**

- **Publisher and Subscribers**

- **Manages memory related to eventing**

EventAggregator

- **IEventAggregator**

- **Multicast Pub/Sub**

- **Events are typed events deriving from EventBase**

- CompositePresentationEvent<T>

- <T> is the required Payload

IEventAggregator

- **Publish events**

- **Subscribe to events**

- **Subscribe using a strong reference - keepSubscriberReferenceAlive**

- **Event filtering**

- **Unsubscribe from events**

Shared Services

- **Custom service**

- **Registered with a Service Locator**

- **Common Interface**

- **Concrete implementation doesn't have to be shared**

- **ContainerControlledLifetimeManager**

Region Context

- Share an object between the region host and views inside the region

- Expose in XAML

- Expose in Code

- Only supports DependencyObjects

- Don't use DataContext

Summary

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- **Region Context**