

Logical Trees

UI Structure

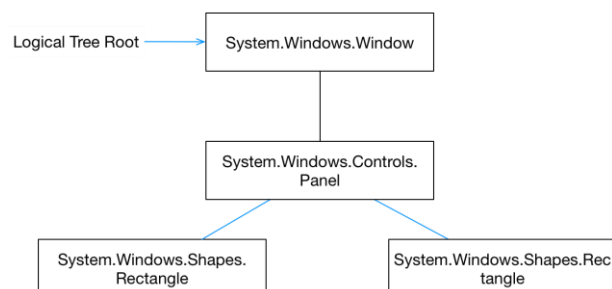
NODES WITH MORE THAN ONE CHILD

Source code

```
using System;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Media;
using System.Windows.Shapes;
using System.Windows.Threading;

public class MainClass
{
    [STAThread]
    private static void Main(String[] args)
    {
        Window w = new Window() {Height=200, Width=200};
        StackPanel panel = new StackPanel()
        {
            HorizontalAlignment = HorizontalAlignment.Center,
            VerticalAlignment = VerticalAlignment.Center
        };
        Rectangle r = new Rectangle {Height=100,Width=100,Fill=Brushes.Red};
        Rectangle b = new Rectangle {Height=100,Width=100,Fill=Brushes.Blue};
        panel.Children.Add(r);
        panel.Children.Add(b);
        w.Content = panel;
        Application mainApp = new Application();
        mainApp.Run(w);
    }
}
```

Logical tree



Questions

Compare and contrast the logic and visual trees

The logical tree is typically defined by the XAML. A node in the logical tree is often a FrameworkElement or Control. Each node in the logical tree can map to many nodes in the visual tree. For example a single ListBox in the logical tree is composed of many visual elements such as scrollbars, borders etc

ContentControls have a single child. How can we add more than one child to such an object?

By using a Panel