## Exercise 7 – Resources and Styles

* What you'll learn
  + How to define and use a static resource
  + How to define and use a style
* Stuff to Know
  + Resources can be defined in Window.Resources
  + Resources should get unique name using x:Key
  + Background property should be set to a <SolidColorBrush> with its Color property set
  + Reference a resource using StaticResource markup extension
  + <Style> gets a key and contains <Setter> elements
  + <Setter> sets Property and Value
  + Element uses style by setting Style attribute and using StaticResource
* Best Practices
  + Use styles whenever you'll set the same properties in more than one place
  + Define styles in separate file, within ResourceDictionary

### The Exercise

* Create a new project
* Part 1 - Create and use a Resource
  + Add a couple of buttons to the main window
  + Set the background of each button using a resource (to your favorite color)
* Part 2 - Define and use a Style
  + Define a style, in the Resources section for the main window
  + Move several property values into your style
  + Replace explicity property values in the Button elements with a reference to your Style
* Part 3 - Create a Default Style
  + Create a default style that applies to all buttons
  + Delete any existing named style
  + Remove Style attribute from Buttons
  + Test/run - verify that your Buttons are using the default style