WPF Intro and XAML

³Layout definition in Code

- Coming from Windows Forms: definition of layout in code (generated by designer)
- WPF: can be used like Windows Forms although that's not the preferred way

³ Sample: Currency Calculator, defined in Code

- New project (CurrencyCalculator.Wpf.Code, Solution: CurrencyCalculator)
- Delete App.xaml und MainWindow.xaml
- Add CurrencyCalculatorWindow.cs

```
using System;
using System.Windows;

namespace WpfCurrencyCalculator_Code
{
    public class CurrencyCalculatorWindow : Window
    {
        [STAThread]
        public static void Main(string[] args)
        {
            Window window = new CurrencyCalculatorWindow();
            window.Show();
        }
    }
}
```

Window closes immediately -> Application necessary

```
Application app = new Application();
Window window = new CurrencyCalculatorWindow();
window.Show();
app.Run();
```

Experiment with some properties

```
Window window2 = new CurrencyCalculatorWindow();
window2.Title += "2";
window2.Show();

app.ShutdownMode = ShutdownMode.OnMainWindowClose;
// app.ShutdownMode = ShutdownMode.OnLastWindowClose;
```

• Show Content-Property of Window

```
public CurrencyCalculatorWindow()
{
    Content = "Hello World!";
}
```

Create controls

```
private TextBox txtLeftValue;
private TextBox txtRightValue;
private ComboBox cmbLeftCurrency;
private ComboBox cmbRightCurrency;

public CurrencyCalculatorWindow()
{
    txtLeftValue = new TextBox();
    txtRightValue = new TextBox();
    cmbLeftCurrency = new ComboBox();
    cmbRightCurrency = new ComboBox();
}
```

Use Layoutmanager to align controls

```
StackPanel panel = new StackPanel();

panel.Children.Add(txtLeftValue);
panel.Children.Add(cmbLeftCurrency);
panel.Children.Add(txtRightValue);
panel.Children.Add(cmbRightCurrency);

this.Content = panel;
this.Title = "WPF Currency Converter (Code)";
```

- Change Orientation to Horizontal
- Discuss "Problem" of fluid and vector based layout
 - Set Width of TextBoxes (e.g. 80)
 - Add margins to StackPanel and controls

```
this.SizeToContent = SizeToContent.WidthAndHeight;
this.ResizeMode = ResizeMode.NoResize;
```

Add CurrencyCalculator.BL to solution

```
private ICurrencyCalculator calculator;
this.calculator = CurrencyCalculatorFactory.GetCalculator();
```

```
foreach (CurrencyData currency in calculator.GetCurrencyData())
{
    cmbLeftCurrency.Items.Add(currency);
    cmbRightCurrency.Items.Add(currency);
}

cmbLeftCurrency.SelectedIndex = cmbRightCurrency.SelectedIndex = 0;
```

• Register for **SelectionChanged** events

```
enum Conversion { LeftToRight, RightToLeft }
private void OnSelectionChanged(object sender, SelectionChangedEventArgs e)
    if (sender == cmbLeftCurrency)
        Convert(Conversion.LeftToRight);
    else
        Convert(Conversion.RightToLeft);
}
private void Convert(Conversion conversion)
    if (cmbLeftCurrency.SelectedItem == null || cmbRightCurrency.
SelectedItem == null)
        return;
    string leftCurrency = ((CurrencyData)cmbLeftCurrency.SelectedItem).
Symbol;
    string rightCurrency = ((CurrencyData)cmbRightCurrency.SelectedItem).
Symbol;
    double input;
    if (conversion == Conversion.LeftToRight)
    {
        if (double.TryParse(txtLeftValue.Text, out input))
            txtRightValue.Text =
calculator.Convert(input, leftCurrency, rightCurrency).ToString("F2");
    }
    else
    {
        if (double.TryParse(txtRightValue.Text, out input))
            txtLeftValue.Text =
calculator.Convert(input, rightCurrency, leftCurrency).ToString("F2");
    }
}
```

• Add EventHandler for Textboxes:

```
txtLeftValue.TextChanged += OnTextChanged;
txtRightValue.TextChanged += OnTextChanged;
```

```
private void OnTextChanged(object sender, TextChangedEventArgs e)
{
   if (sender == txtLeftValue && txtLeftValue.IsFocused)
        Convert(Conversion.LeftToRight);
   else if (sender == txtRightValue && txtRightValue.IsFocused)
        Convert(Conversion.RightToLeft);
}
```

³Layout definition in XAML

- eXtensible Markup Language
- Discuss the approach and advantages of XAML

Sample: Currency Calculator, defined in XAML

- New WPF Application: CurrencyCalculator.Wpf.Xaml
- Rename MainWindow to CurrencyCalculatorWindow
- Discuss Code-behind file

- Adapt StartupUri and startup project in Visual Studio
- Copy source code from Code solution (event handlers, etc.)
- Show different approach for adding Items

```
//Version 2:
IEnumerable<CurrencyData> currencies = calculator.GetCurrencyData();
cmbLeftCurrency.ItemsSource = cmbRightCurrency.ItemsSource = currencies;

cmbLeftCurrency.SelectedItem = currencies.First(c => c.Symbol == "USD");
cmbRightCurrency.SelectedItem = currencies.First(c => c.Symbol == "EUR");
```

Replace StackPanel with Grid

Show width/height options

²Visual/Logical tree, Data Templates

- Discuss differences between visual and logical tree
- Separation between functionality and design in WPF controls

³ Create a Data Template

Copy images folder from Templates

Explain DataContext, basic Databinding features

³Converters

- Create a converter to build the image url dynamically
- Explain XAML-namespaces
- Explain Resources
- Use newly created converter in DataTemplate

³Resources

- Reuse style, template definitions by making them to a named resource on page or app level
- Move DataTemplate to Resources
- Use it in both ComboBoxes

³Graphics in WPF

- Show some controls (Rectangle, Elipse, etc.)
- Optional: create a history chart by using MonthlyRatesOfExchangemethod, data binding and rectangles

```
public class ChartWidthConverter : IValueConverter
{
   public object Convert(object value, Type targetType, object parameter, CultureInfo culture {
        return (double)value * 100;
   }
   public object ConvertBack(object value, Type targetType, object parameter, CultureInfo colture {
        throw new NotImplementedException();
   }
}
```

³ Multilingual interfaces

- Create Resources (*.resx files)
- Change custom tool of Resource from "ResXFileCodeGenerator" to "PublicResXFileCodeGenerator"
- Bind to strings in XAML