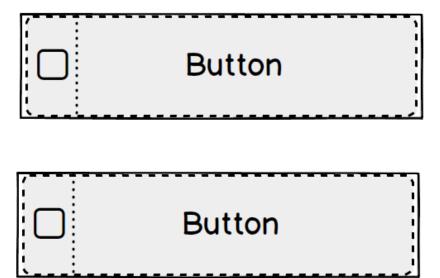
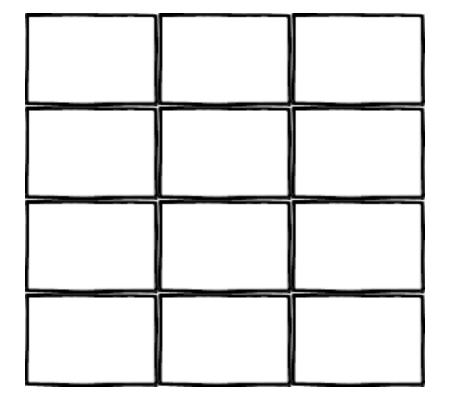
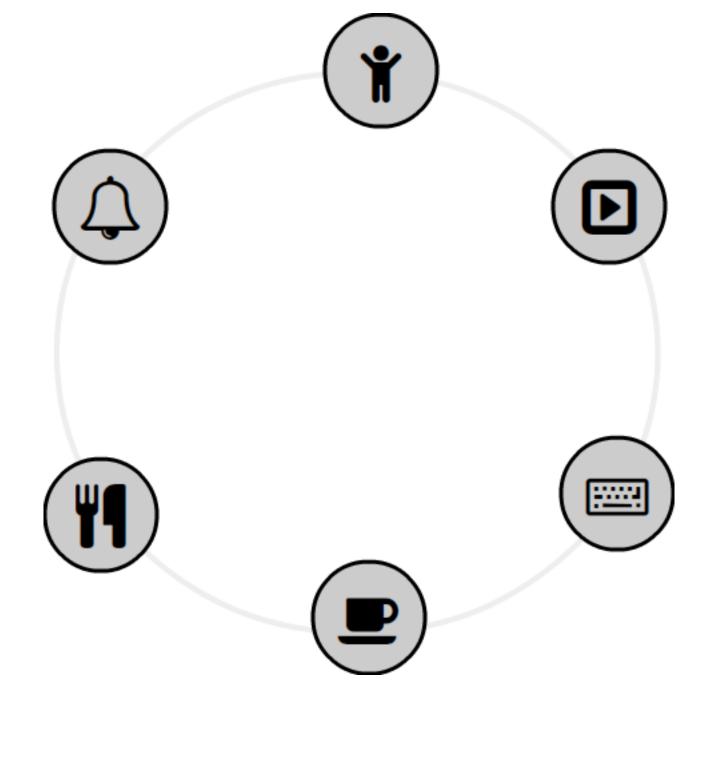
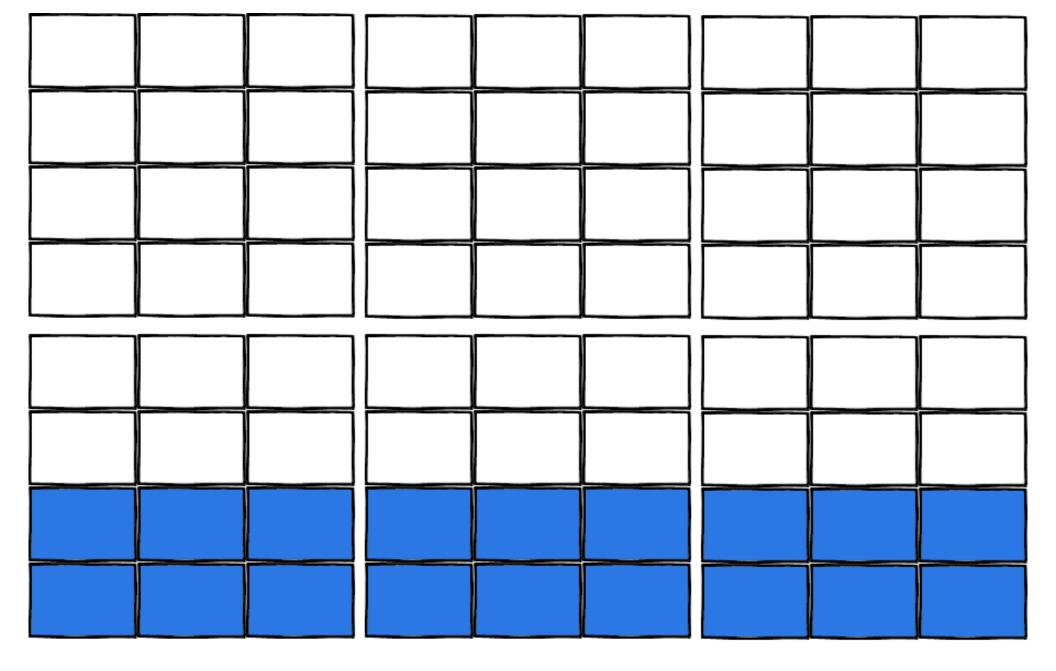


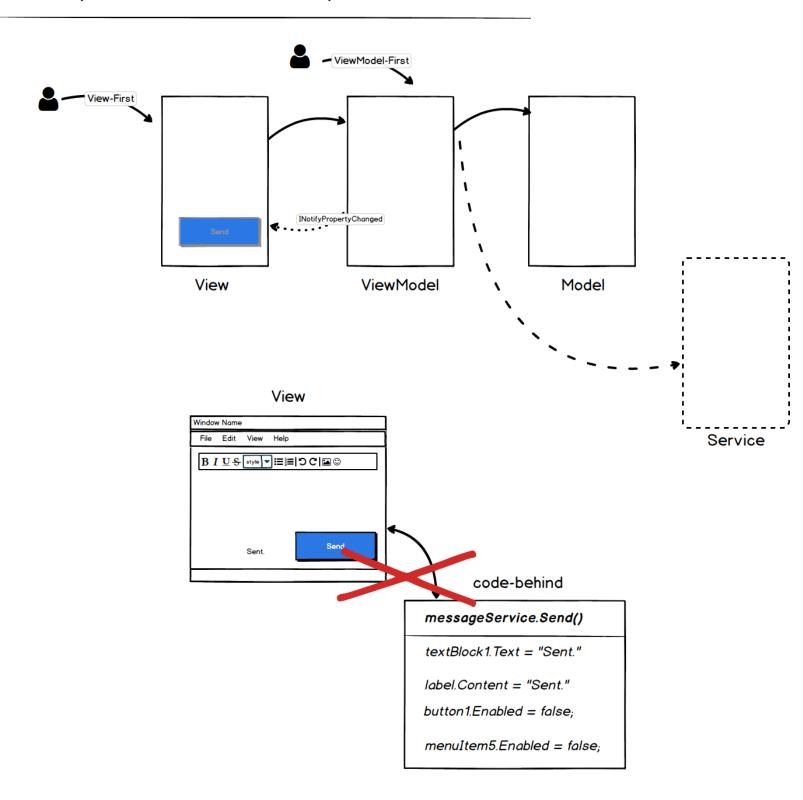
Help

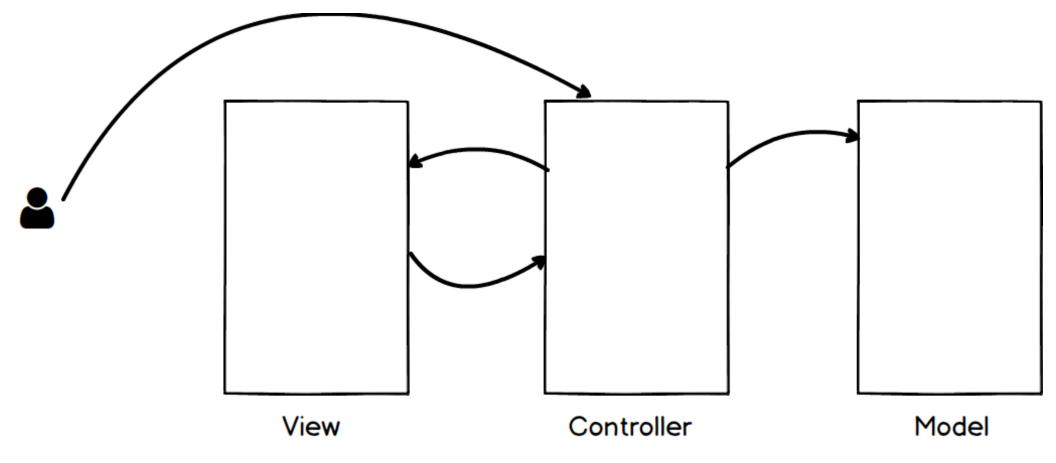












public CustomersViewModel CustomersViewModel => new CustomersViewModel(new FakeCustomerService(new CustomerFaker()));

class Factory

T Create(Type type);

### Container

Key	Value	cykl życia
CustomersViewModel	CustomersViewModel	Instance
ICustomerService	FakeCustomerService	Instance
<b>ICustomerService</b>	DbCustomerService	Instance
Faker <customer></customer>	CustomerFaker	Singleton

T Resolve<T>

IEnumerable<T> ResolveAll<T>

```
Order
```

Number

Print() { ... }

bool CanPrint() { .... }

Send() { .... }

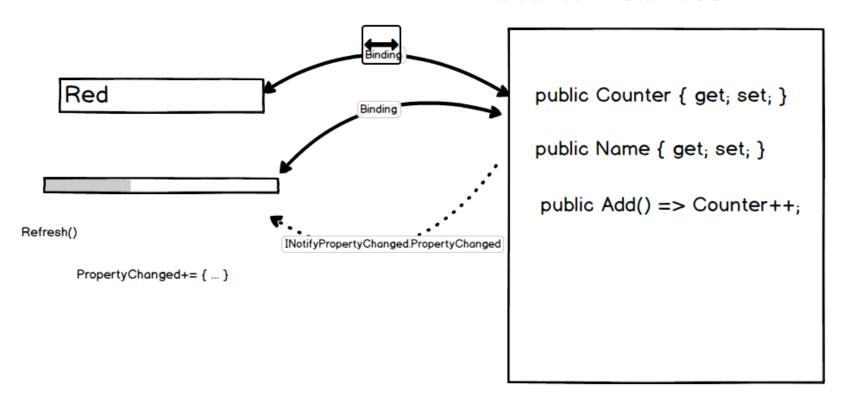
bool CanSend() { .... }

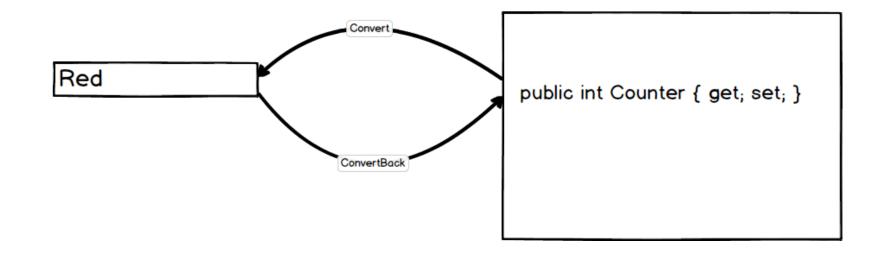
```
commands.Add(new PrintCommand(5));
commands.Add(new SendCommand("marcin.sulecki@sulmar.pl"));
foreach(ICommand command in commands)
command.Execute();
```

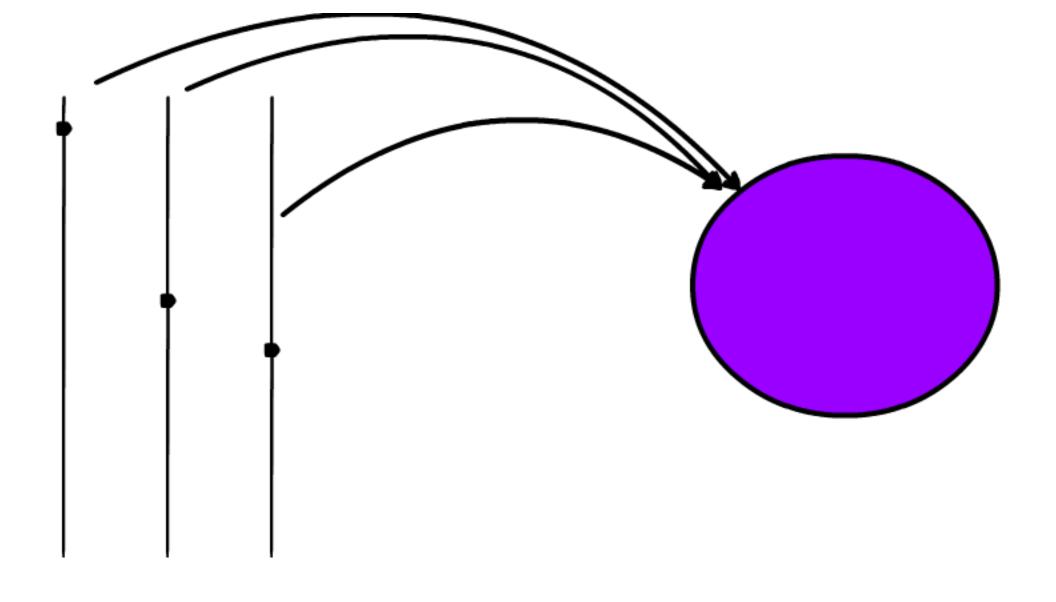
ICollection<ICommand> commands;

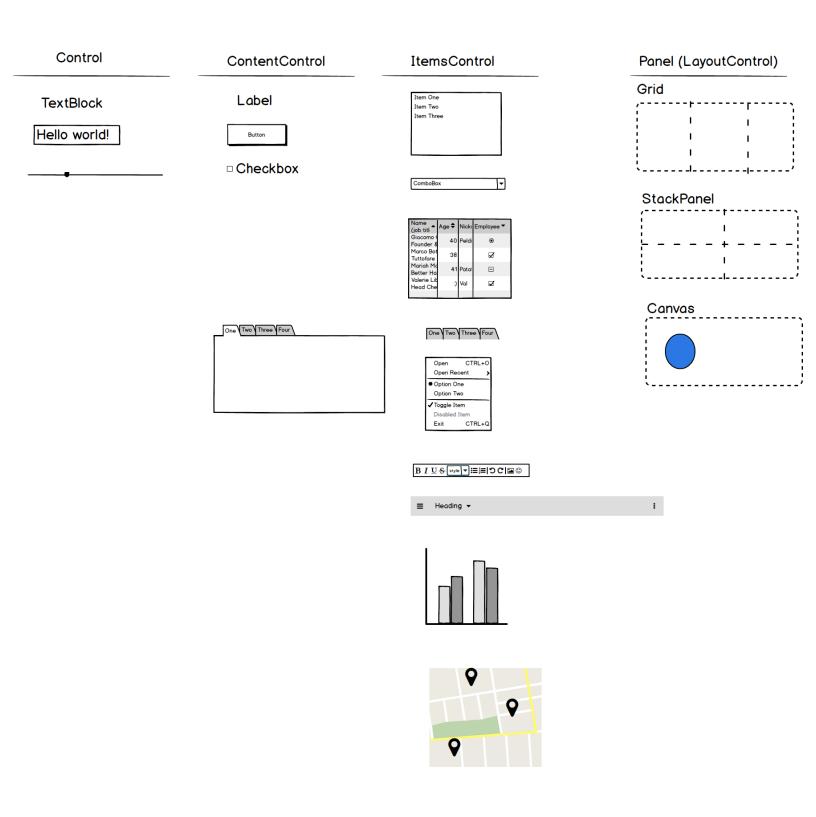
ICollection<ICommand> commands;

# Counter View Model



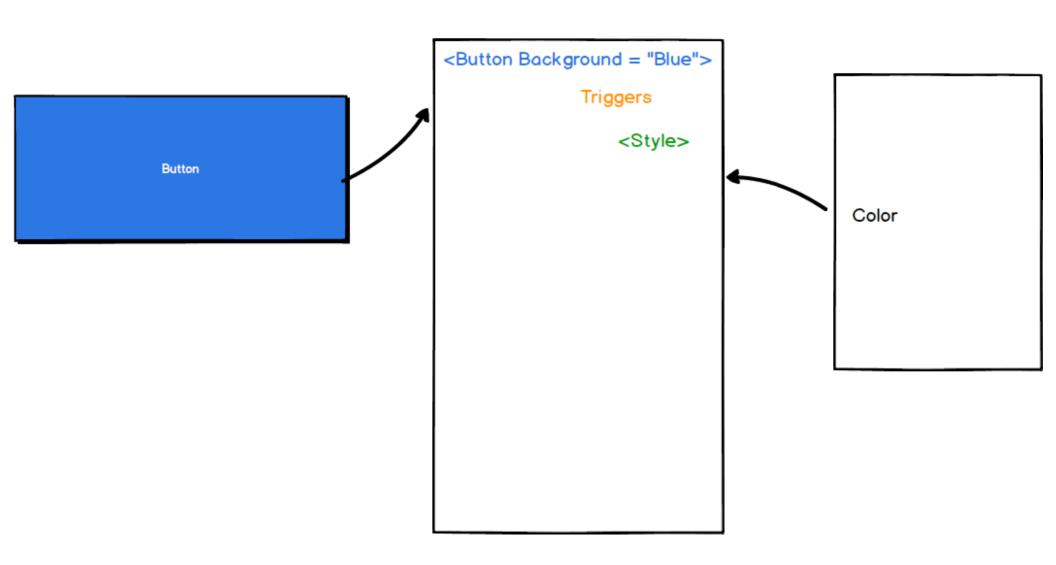


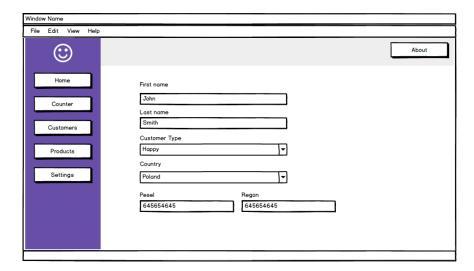


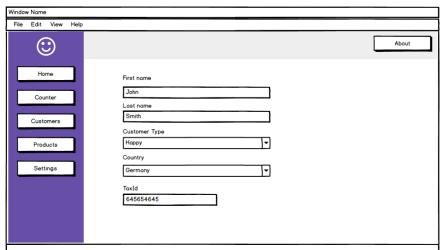


Key Value

# $Button 1. Back {\it g} round$

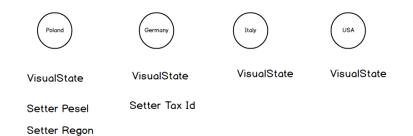


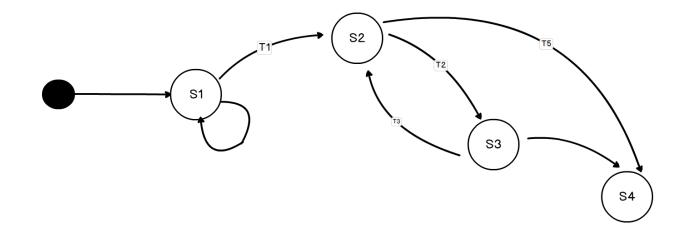




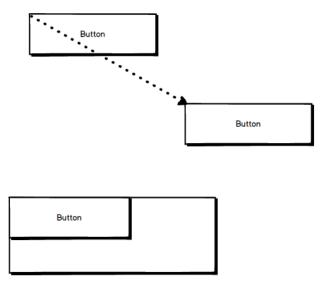
### VisualStateGroup

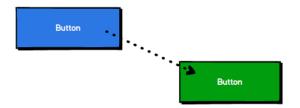
Visual State Manager



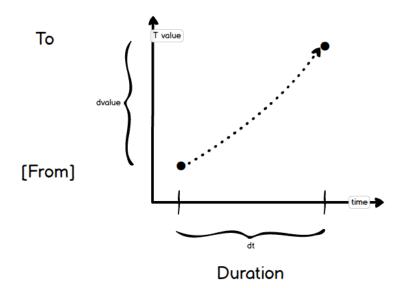


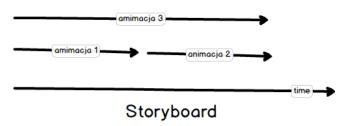
# Adorner



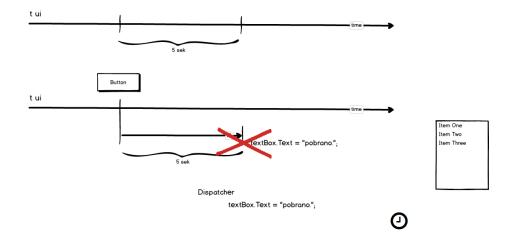


# {Type}Animation





STA (Single Thread Application)



Thread t1 = new Thread( ()=>Download("domain.com") );

Thread t2 = new Thread( ()=>Download("domain.com") );

Thread t3 = new Thread( ()=>Download("domain.com") );

Thread t4 = new Thread( ()=>Download("domain.com") );

Thread t5 = new Thread( ()=>Download("domain.com") );

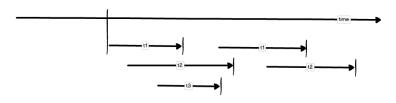
t1.Start();

t2.Start();

t4.Start();

t5.Start();

### ThreadPool



Task task1 = new Task (()=>Download("domain.com") );

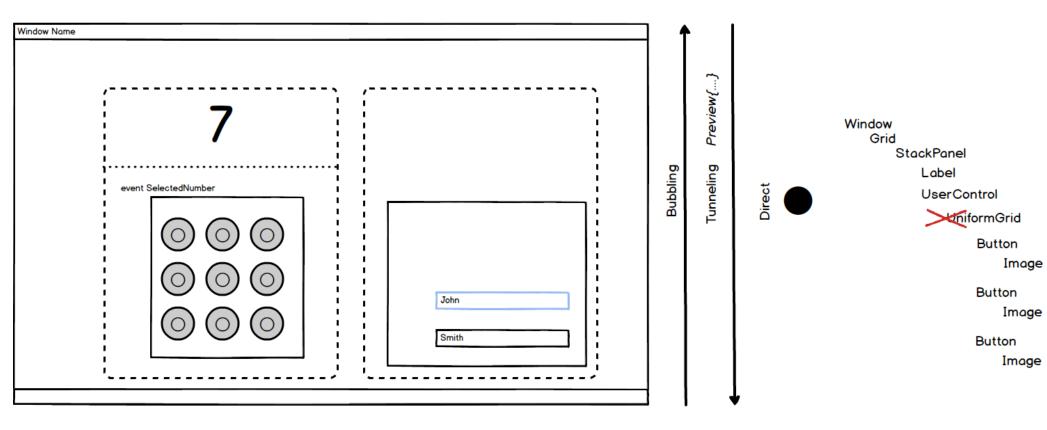
Task<string> task2 = new Task<string> (()=>Download("domain.com") );

task1.Start();

Task task3 = Task.Run(()=>Download(""));

Task<string> task4 = Task.Run(()=>Download(""));





e.Cancel = true

**Routed Events**