

Day 1: Hello World -> An introduction to WPF

Open WPF

Add button by clicking on it and sizing it.

Name the button

Under "content" write what the button says

"lightning bolt" => double click on "click"

```
MessageBox.Show("Hello World");
```

Day 2: Hello Event Driven Programs

Pin the toolbox

Add a button, a checkbox, a listbox

Add two items to the listbox using the "listboxitems" property

Delete code sample items code

Add Apples and Oranges as listboxitems

Add radiobuttons (user can usually only select one of these at a time)

Add textblock... this allows you to display text... change text size

Add textbox... this allows the user to enter words

If you run all of these objects work... they just don't do anything... boring

Name the button (we should really be naming everything as we go)

Now to add an event on click you can double click the button but I'd go "lightening bolt again"

Name the textblock and add code for "Mouse Enter"

```
txtb_Welcome.Background = Brushes.Red;
```

Disable button and enable it on click of orange

```
btnDoSomething.IsEnabled = true;
```

Add a new textblock and delete what it says in the textbox (need it blank or else it throws an error)

add an event to the textbox on "text change"

```

txtCounter.Text = txtBCounter.Text.Length.ToString();

//All the code

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Data;
using System.Windows.Documents;
using System.Windows.Input;
using System.Windows.Media;
using System.Windows.Media.Imaging;
using System.Windows.Navigation;
using System.Windows.Shapes;

namespace Wpf_EventDrivenPrograms
{
    /// <summary>
    /// Interaction logic for MainWindow.xaml
    /// </summary>
    public partial class MainWindow : Window
    {
        public MainWindow()
        {
            InitializeComponent();
        }

        private void btnDoSomething_Click(object sender, RoutedEventArgs e)
        {
            MessageBox.Show("I'm a working button");
        }

        private void txtb_Welcome_MouseEnter(object sender, MouseEventArgs e)
        {
            txtb_Welcome.Background = Brushes.Red;
        }

        private void listBoxItemOrange_MouseDoubleClick(object sender,
        MouseButtonEventArgs e)
        {
            btnDoSomething.IsEnabled = true;
        }

        private void txtBCounter_TextChanged(object sender, TextChangedEventArgs e)
        {
            //if(txtBCounter.Text != null)
            //{
                txtCounter.Text = txtBCounter.Text.Length.ToString();

            //}
        }
    }
}

```

### Day 3: Coding in XAML with StackPanel

```
<Window x:Class="Wpf_XAML.MainWindow"
        xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
        xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
        xmlns:local="clr-namespace:Wpf_XAML"
        mc:Ignorable="d"
        Title="XAML Fun" Height="400" Width="500">
    <StackPanel> <!--Anything in brackests like this is called a TAG-->
        <Button x:Name="btnPessMe" Click="btnPessMe_Click" Content="Press
Me!!"></Button>
        <Button Content="Don't Press Me!!"></Button>
        <TextBlock Text="Welcome to XAML" TextAlignment="Center"></TextBlock>
        <TextBox Text="I'm using my words!!!!" TextAlignment="Center"></TextBox>
        <ListBox>
            <ListBoxItem Content="Apple"></ListBoxItem>
            <ListBoxItem Content="Banana"></ListBoxItem>
        </ListBox>
    </StackPanel> <!--closing TAG-->
</Window>
```

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Data;
using System.Windows.Documents;
using System.Windows.Input;
using System.Windows.Media;
using System.Windows.Media.Imaging;
using System.Windows.Navigation;
using System.Windows.Shapes;

namespace Wpf_XAML
{
    /// <summary>
    /// Interaction logic for MainWindow.xaml
    /// </summary>
    public partial class MainWindow : Window
    {
        public MainWindow()
        {
            InitializeComponent();
        }

        private void btnPessMe_Click(object sender, RoutedEventArgs e)
        {
            MessageBox.Show("Yipppeeeeeeeee");
        }
    }
}
```

## Day 4: Coding in XAML with Grid

```
<Window x:Class="Wpf_XAML.MainWindow"
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
    xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
    xmlns:local="clr-namespace:Wpf_XAML"
    mc:Ignorable="d"
    Title="XAML Fun" Height="400" Width="500">
    <Grid> <!--Anything in brackets like this is called a TAG-->

        <Grid.ColumnDefinitions>
            <ColumnDefinition Width="100"/> <!--We can just open and close tags that
nothing go into-->
            <ColumnDefinition/> <!-- Cant use multiples of * to adjust or straight
up numbers-->
        </Grid.ColumnDefinitions>

        <Grid.RowDefinitions>
            <RowDefinition/>
            <RowDefinition/>
            <RowDefinition/>
            <RowDefinition Height="1.5*"/>
        </Grid.RowDefinitions>

        <!-- Start of text blocks-->
        <TextBlock Grid.Row="0" Grid.Column="0" Text="First Name:"></TextBlock>
        <TextBlock Grid.Row="1" Grid.Column="0" Text="Last Name:"></TextBlock>
        <TextBlock Grid.Row="2" Grid.Column="0" Text="Eye Colour:"></TextBlock>

        <!-- Start of text boxes-->
        <TextBox Grid.Row="0" Grid.Column="1"></TextBox>
        <TextBox Grid.Row="1" Grid.Column="1"></TextBox>

        <!-- Start of Radio Buttons -->
        <StackPanel Grid.Row="2" Grid.Column="1">
            <RadioButton Content="Blue"></RadioButton>
            <RadioButton Content="Green"></RadioButton>
            <RadioButton Content="Brown"></RadioButton>
            <RadioButton Content="Other"></RadioButton>
        </StackPanel>

        <!-- Big Button-->
        <Button Grid.Row="3" Grid.Column="0" Grid.ColumnSpan="2"
Content="Submit"></Button>

    </Grid> <!--closing TAG-->
</Window>
```

