

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using System.Windows;
7 using System.Windows.Controls;
8 using System.Windows.Data;
9 using System.Windows.Documents;
10 using System.Windows.Input;
11 using System.Windows.Media;
12 using System.Windows.Media.Imaging;
13 using System.Windows.Navigation;
14 using System.Windows.Shapes;
15
16 namespace Data_Binding
17 {
18     /// <summary>
19     /// Interaction logic for MainWindow.xaml
20     /// </summary>
21     public partial class MainWindow : Window
22     {
23         public MainWindow()
24         {
25             // we are in the same class as the slider (because we are
26             // inheriting from window: witch we again have our code)
27
28             // So if we set it here. it will have a default value of
29             // "30" , and also it is set to OneWayToSource, so the the new
30             // rules applies after runtime, slider wil not change value,
31             // but textbox can change the slider value!
32             InitializeComponent();
33             MySlider.Value = 30; // using data binding with "oneTime" we
34             // set it here, at the constructor, so it runs on
35             // initialization.
36             MyTextbox.Text = MySlider.Value.ToString(); // converts
37             // value from slider to string and show it in MyTextbox.Text
38             // Property.
39         }
40     }
41 }
```