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COP2362

TUTORIAL 1-1: Creating a Graphical Application

I worked alone.

Graphical user interface, application, Teams

Description automatically generated

using System;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Runtime.InteropServices.WindowsRuntime;

using Windows.Foundation;

using Windows.Foundation.Collections;

using Windows.UI.Xaml;

using Windows.UI.Xaml.Controls;

using Windows.UI.Xaml.Controls.Primitives;

using Windows.UI.Xaml.Data;

using Windows.UI.Xaml.Input;

using Windows.UI.Xaml.Media;

using Windows.UI.Xaml.Navigation;

using Windows.UI.Popups;

// The Blank Page item template is documented at https://go.microsoft.com/fwlink/?LinkId=402352&clcid=0x409

namespace Hello

{

/// <summary>

/// An empty page that can be used on its own or navigated to within a Frame.

/// </summary>

public sealed partial class MainPage : Page

{

public MainPage()

{

this.InitializeComponent();

}

private void okClick(object sender, RoutedEventArgs e)

{

MessageDialog msg = new MessageDialog("Hello " + userName.Text);

msg.ShowAsync();

}

}

}