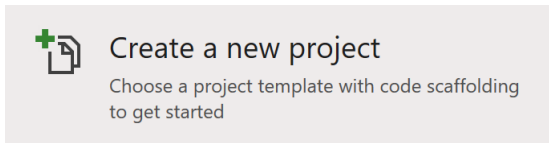


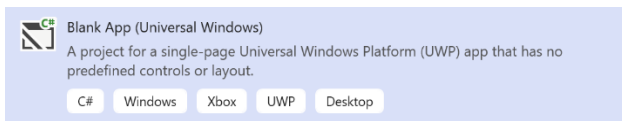
Universal Windows Platform - Hello World

Hello World, is used to introduce many new programming language examples in this case it is an introduction to the **Universal Windows Platform** where a message will be displayed on screen when a **Button** is clicked

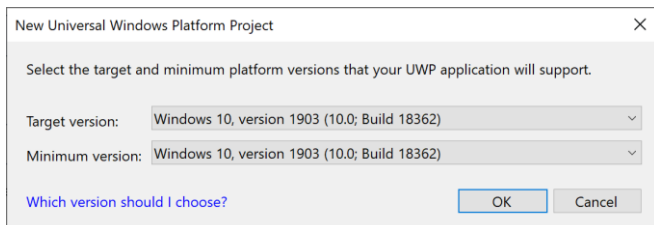
Step 1



Follow **Setup and Start** on how to Install and/or Get Started with **Visual Studio 2019** if not already or in **Windows 10** choose **Start**, find and select **Visual Studio 2019** then from the **Get started** screen select **Create a new project**



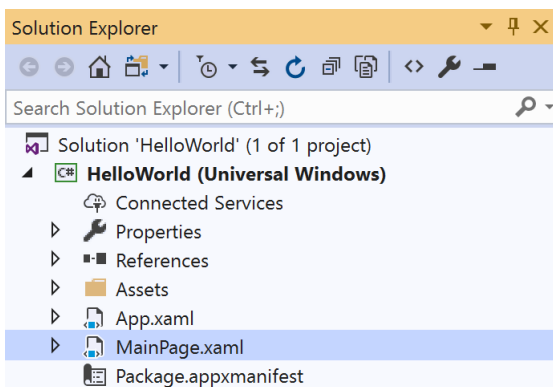
Then choose **Blank App (Universal Windows)** and select **Next** and then in **Configure your new project** enter the **Project name** as **HelloWorld** and select **Create**



Finally, in **New Universal Windows Platform Project** pick the **Target version** and **Minimum version** to be at least **Windows 10, version 1903 (10.0; Build 18362)** and then select **OK**

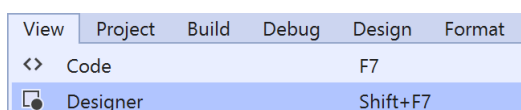
Target Version will control the most recent features of Windows 10 your application can use. To make sure you always have the most recent version, check for any Notifications or Updates in Visual Studio 2019

Step 2



In the **Solution Explorer** of **Visual Studio 2019** select **MainPage.xaml**

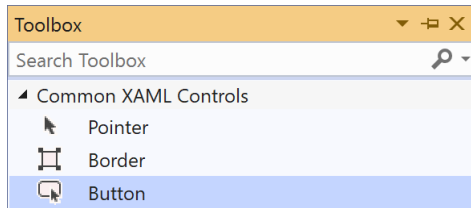
Step 3



Choose **View** then **Designer** from the **Menu** in **Visual Studio 2019**

Universal Windows Platform - Hello World

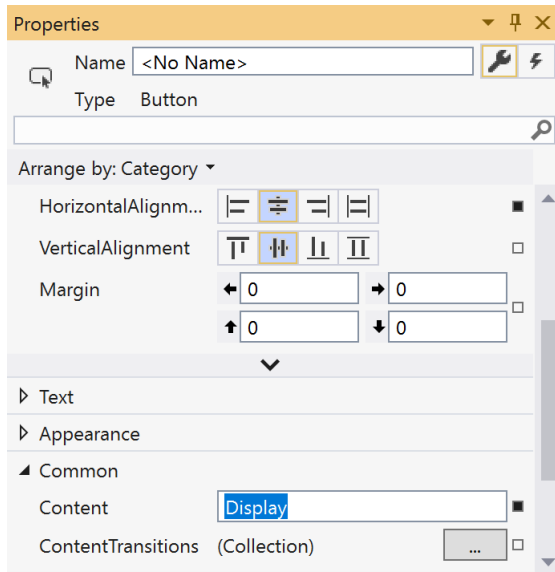
Step 4



In the **Toolbox** of **Visual Studio 2019** from **Common XAML Controls**, double-click **Button** to add it to the **Design View**

MainPage.xaml makes up the look of the application by placing Controls on the Design View

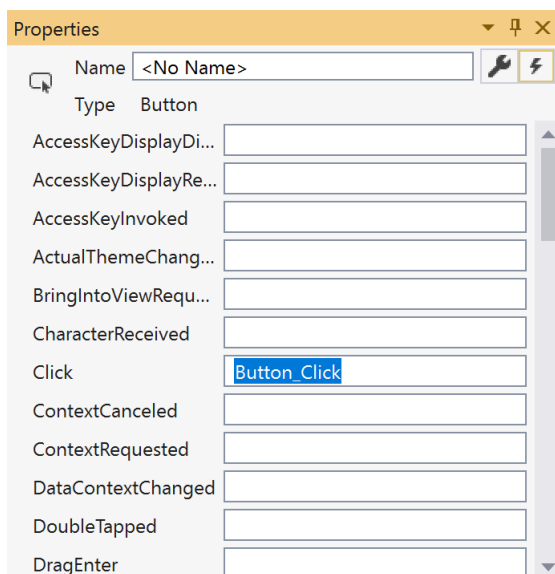
Step 5



When the **Button** has been added to the **Design View** go to **Properties** set **HorizontalAlignment** to **Center**, **VerticalAlignment** to **Center** and **Content** to **Display**

The Button will appear in the middle of the Design View with the Content of Display once the Properties have been set correctly

Step 6



While still in the **Properties** select **Events** and then set **Click** to **Button_Click** then either double-click on the text or press Enter once that has been typed in

Universal Windows Platform - Hello World

Step 7

Finally, once done the **Code** View will be displayed and inside the **Button_Click(...)** method the following should be entered:

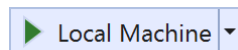
```
_ = new Windows.UI.Popups.MessageDialog("Hello World").ShowAsync();
```

The **Button_Click(...)** method should then appear as follows:

```
private void Button_Click(object sender, RoutedEventArgs e)
{
    _ = new Windows.UI.Popups.MessageDialog("Hello World").ShowAsync();
}
```

Clicking on the Button the Event of **Button_Click(...)** will be triggered and this display a **MessageDialog** with the Text **Hello World**

Step 8



That completes the **Universal Windows Platform** Application, in **Visual Studio 2019** select **Local Machine** to run the Application

Step 9

Once the running, you can click **Display** to show the **MessageDialog** and dismiss it with **Close**



Step 10



To Exit the Application, select the **Close** button in the top right of the Application