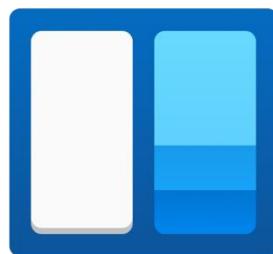




workshop

Windows Widget



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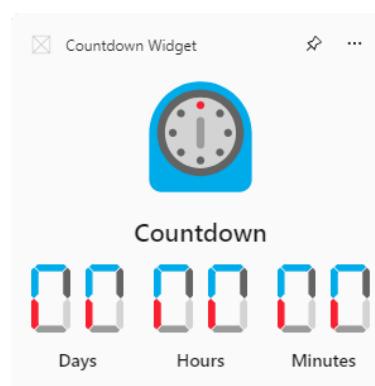
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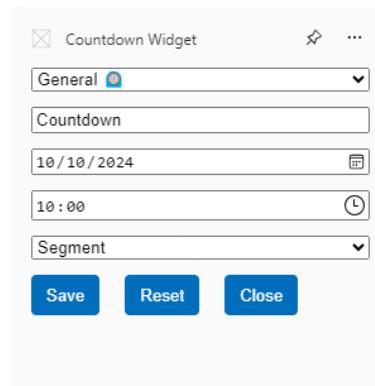
Introduction

About

Welcome to this **Workshop** where you will learn how to develop your own **Windows Widget** including how to **Setup & Start** creating your **Widget** and how to **Implement** your **Widget** and how to initialise, deploy and use the **Application** for the **Countdown Widget**. In the **Workshop** you will create a **Countdown Widget** which can be used to **Countdown** to the *Type* of an **Event** or others such as a *Birthday*, *Celebration* or *Holiday* to a *Graduation* or *Concert* and will be represented with an **Emoji** on the **Countdown Widget**. There will be a **Timer** using a **Display** with either a *Seven-Segment* or *Five-by-Seven Matrix* that features the colour scheme from the **Emoji** selected for the **Countdown Widget**.



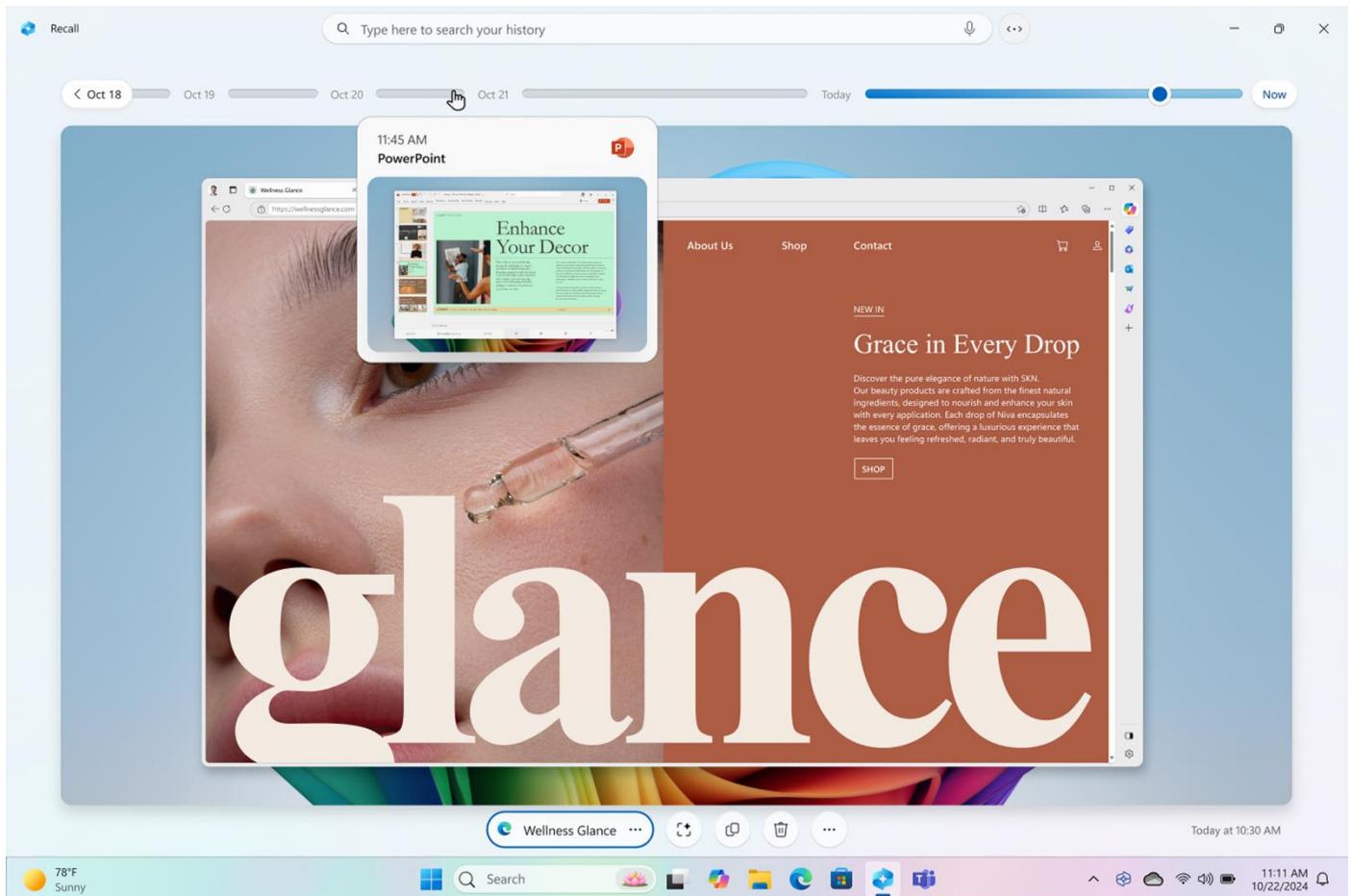
You will be able to **Customise** the **Widget** to set the *Type*, *Name*, *Date* and *Time* of the **Countdown** and be able to pick the **Display** from *Segment* or *Matrix* which you can *Save* to start or can *Reset* the **Countdown**.



When the **Countdown Widget** has completed a **Countdown** then a **Toast** notification will be triggered.

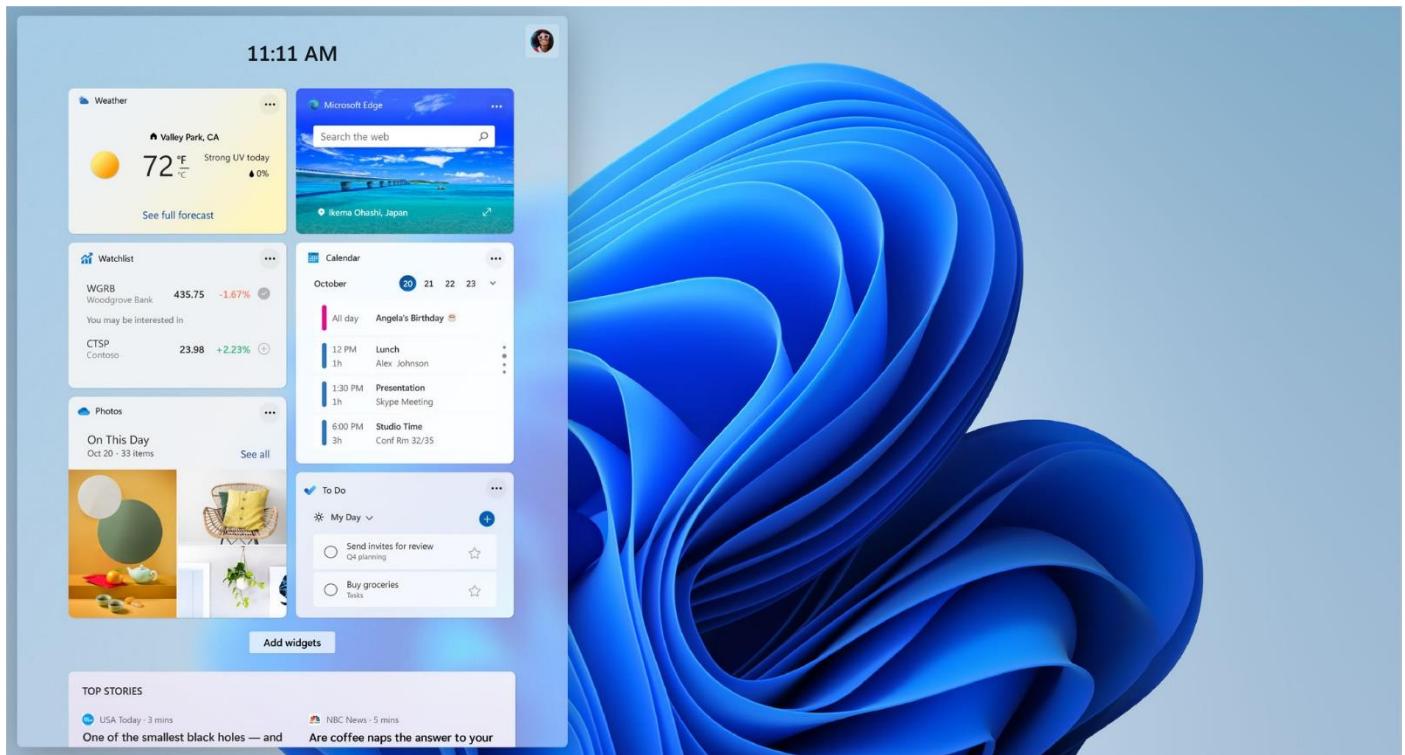


Windows 11

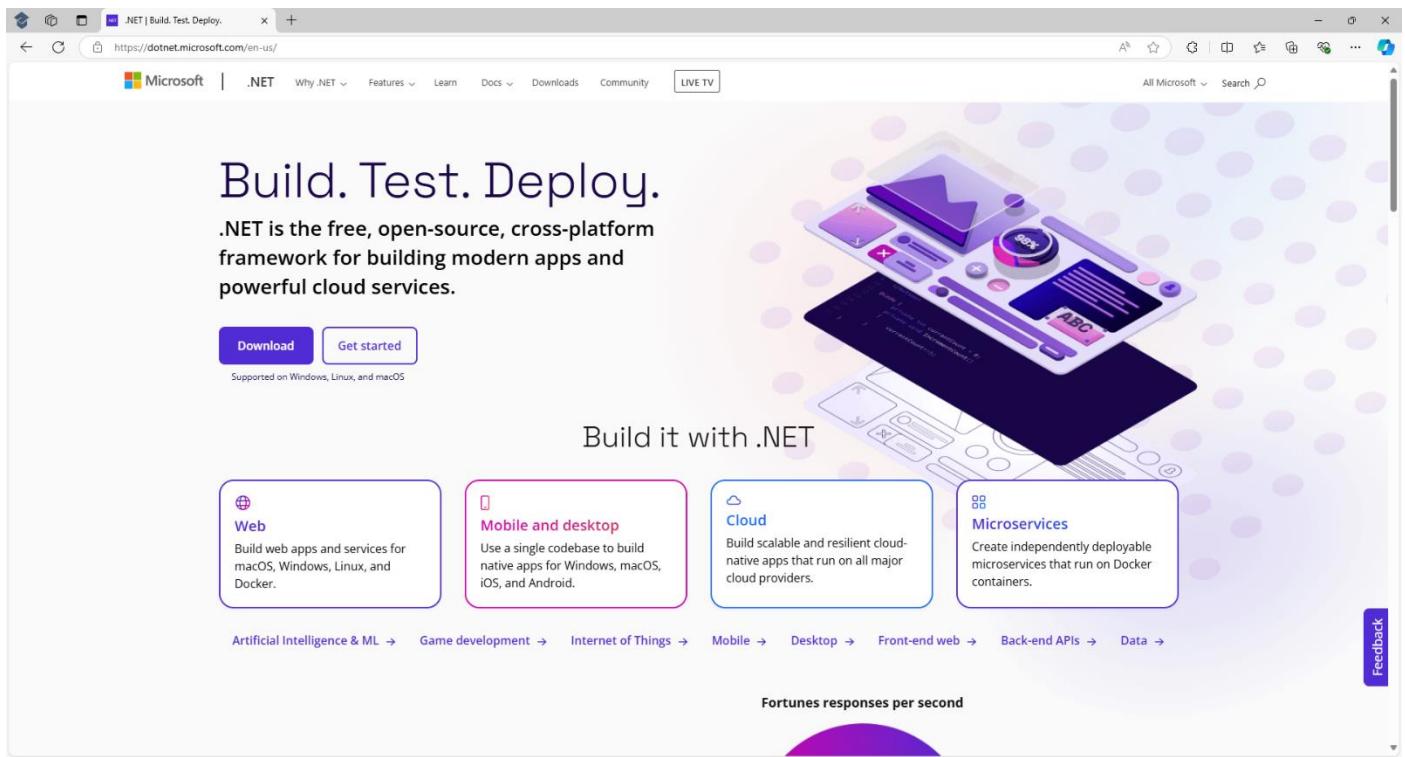


Windows 11 is the sleek, modern and latest version of **Windows** featuring a centred **Start Menu** with a balanced and organised look-and-feel designed to enable quick and easy access to applications and recent files in a clean layout. **Windows 11** features fresh icons bringing an enhanced visual appeal along with windows that feature rounded corners and can be organised easily with *Snap Layouts* or arranged with *Snap Groups*. **Windows 11** also supports different desktops to enable personalised workspaces for home, work, play each with their own background to keep things distinct that can be seamlessly switched between to stay focused and manage multiple projects more easily. **Windows 11** is also enhanced features such as *Copilot* or with *Copilot + PCs* with *Recall* powered by AI. **Windows 11** also supports **Widgets** such as *Weather*, *Traffic*, *Photos* and more. Find out more about the latest version of **Windows** at windows.com.

Widgets

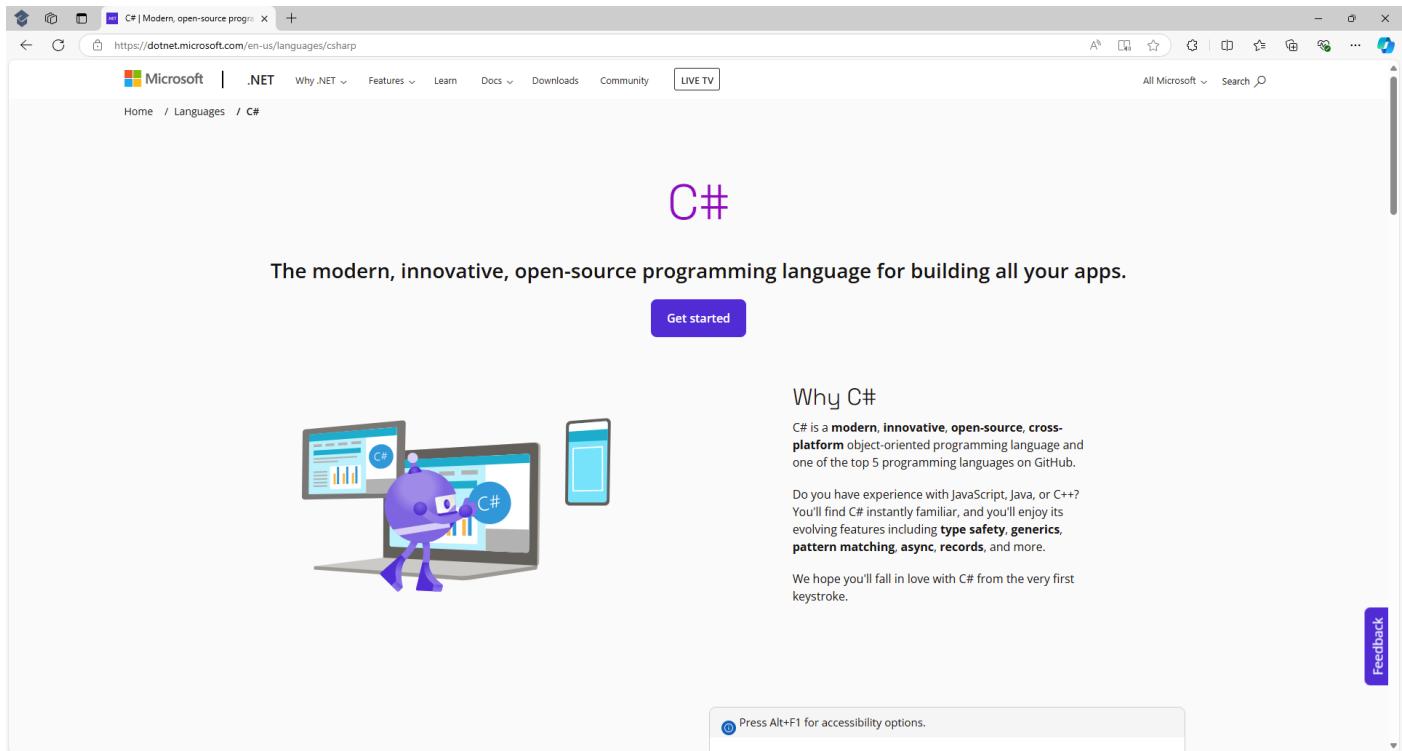


Widgets in **Windows 11** are small self-contained pieces of dynamic content providing at-a-glance essential information and interactions from the Windows desktop without needing to open a website or app that help keep users informed and up to date all while keeping them in their flow. **Widgets** can be customised to show relevant information or adapt their layout to those set by the user, provide real-time updates ensuring users have the latest information available to them or include interactive elements enabling users to perform actions. **Widgets** can provide current weather and forecasts, latest news headlines and top stories, upcoming events and appointments or enhance productivity with to-do lists or reminders. In the **Widgets Board** you can see **Widgets** and **Add widgets** or **Find more widgets** from the **Microsoft Store**.



The screenshot shows the Microsoft .NET website at <https://dotnet.microsoft.com/en-us/>. The main heading is "Build. Test. Deploy." followed by the subtext ".NET is the free, open-source, cross-platform framework for building modern apps and powerful cloud services." Below this are two buttons: "Download" and "Get started". A note says "Supported on Windows, Linux, and macOS". To the right is a large graphic of a smartphone displaying a purple app interface. Below the graphic, four categories are listed: "Web", "Mobile and desktop", "Cloud", and "Microservices". At the bottom, there's a navigation bar with links like Artificial Intelligence & ML, Game development, Internet of Things, Mobile, Desktop, Front-end web, Back-end APIs, Data, and a "Feedback" button.

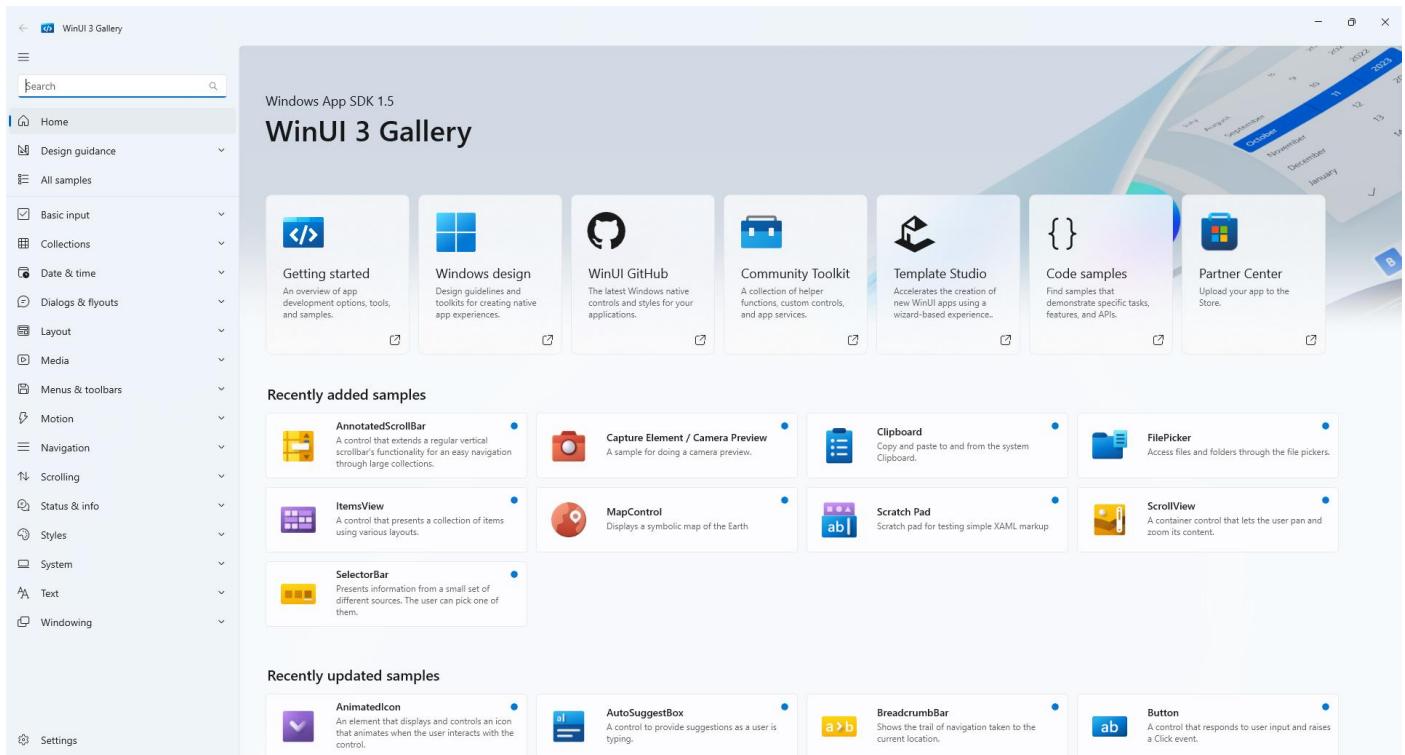
.NET is the free, open-source, cross platform framework from **Microsoft** that provides a wide range of tools and libraries that enables developers to develop powerful cloud services or powers modern applications for mobile, web and desktop. **.NET** is updated each year with enhancements, new features and performance improvements with long-term release even-numbered versions supported for three years and standard-term odd numbered versions supported for eighteen months. **.NET** features extensive libraries created by thousands of developers available on **NuGet** which is the central package repository for **.NET**. Developers using **.NET** can create robust, high-performance applications efficiently from small personal projects to large enterprise applications. Documentation, information and more about **.NET** can be found at [dot.net.](https://dot.net/)



The screenshot shows the Microsoft C# landing page. At the top, there's a navigation bar with links for Microsoft, .NET, Why .NET, Features, Learn, Docs, Downloads, Community, LIVE TV, All Microsoft, and Search. Below the navigation is a breadcrumb trail: Home / Languages / C#. The main heading "C#" is displayed in a large purple font. Below it, a sub-headline reads "The modern, innovative, open-source programming language for building all your apps." A "Get started" button is visible. To the left, there's an illustration of a purple robot-like character interacting with a laptop screen that displays a chart and the word "C#". To the right, a section titled "Why C#" explains that C# is a modern, innovative, open-source, cross-platform object-oriented programming language. It highlights features like type safety, generics, pattern matching, async, records, and more. A note says "We hope you'll fall in love with C# from the very first keystroke." A "Feedback" button is located on the far right edge of the page.

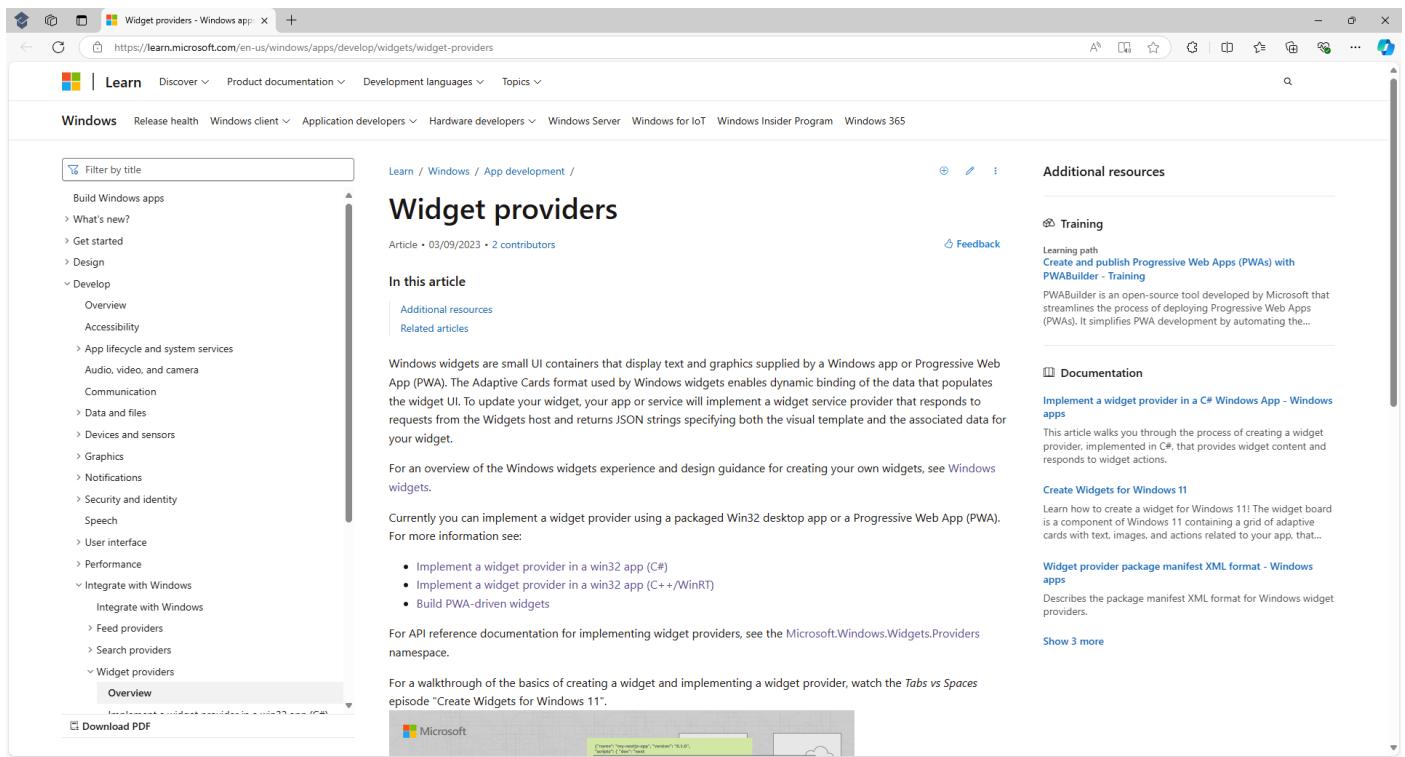
C# is the powerful open-source cross-platform object-oriented programming language used in **.NET** from **Microsoft**. **C#** is easy to learn and designed for building a wide variety of applications from web, mobile, gaming and desktop offering high performance along with incorporating the best features from other programming languages. **C#** allows developers to create reusable and maintainable code that can be used across a range of industries or applications with features including type safety that ensures types such as *int* and *string* are used correctly and can't be accidentally added together. **C#** also features generics for **Classes**, **Methods** or **Collections** that can work with any **Type** and *string* interpolation which lets you use variables based on types in *strings*. **C#** is updated each year, delivered with **.NET**, allowing it to evolve to meet the needs of developers. Documentation, information, examples and more can be found at csharp.net.

Windows App SDK



Windows App SDK provides a unified set of APIs and tools to develop native applications for **Windows 11** and down-level to *Windows 10 RS5 / 1809*. **Windows App SDK** is independent of **Windows** updates as it is delivered as a **NuGet** package with functionality and feature updates every six months and minor updates on a regular basis. **Windows App SDK** supports modern *WinRT*-based APIs and native C-based APIs in **Windows** and is installed with the **Workload for Windows application development** in **Visual Studio 2022** to create **WinUI 3 in Desktop** applications for **Windows** using **C#**. **XAML** in **WinUI** can be used to define the visual elements and layout of an application, it separates the user-interface from the business logic of an application. **WinUI** incorporates the *Fluent Design System* allowing developers to create modern, high-performance applications that are visually appealing and responsive. **Windows App SDK** and **WinUI** functionality is best demonstrated in the **WinUI 3 Gallery** application available from the **Microsoft Store**. Documentation, information and more on **Windows App SDK** can be found at aka.ms/winappsdk.

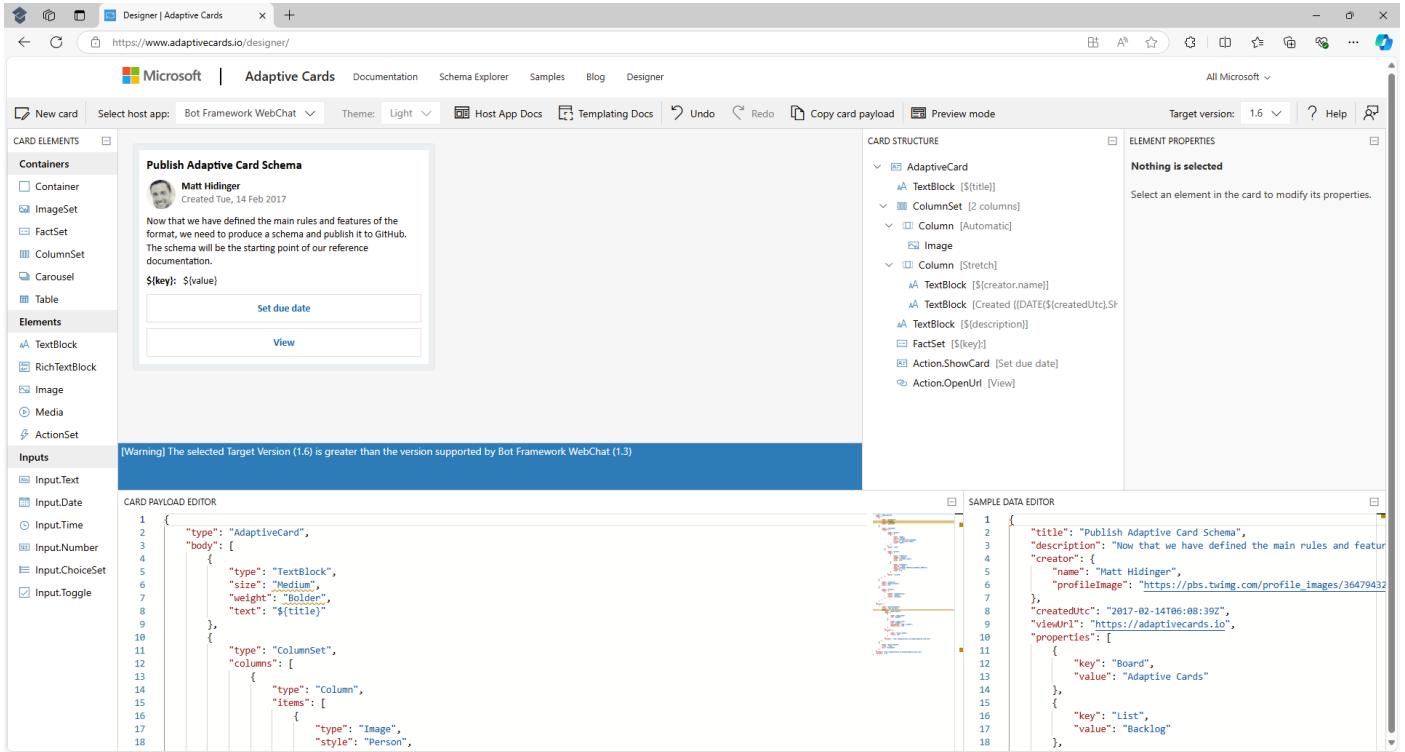
Widget Provider



The screenshot shows a Microsoft Learn article titled "Widget providers". The article discusses Windows widgets, their purpose, and how to implement them using a widget provider. It includes sections on "In this article", "Additional resources", and "Feedback". The sidebar on the left provides navigation links for Windows app development, and the right sidebar lists "Additional resources" like "Training" and "Documentation". A screenshot of a Windows 11 taskbar with a widget is also shown.

Widget Provider is where developers can deliver a **Widget** in **Windows** using **Windows App SDK** that responds to requests from the **Widgets Board** and returns **JSON** specifying the visual **Template** using **Adaptive Cards** along with **Data** for a **Widget**. Developers can implement a **Widget Provider** using *WinRT* and C++ or with .NET and C# in **Windows App SDK** using the **Interface** of *IWidgetProvider* which provides the **Methods** for the required functionality for a **Widget**. This functionality includes when the **Widgets Board** has activated or deactivated a **Widget** or when a **Widget** has been added or removed from the **Widgets Board**. There are **Methods** for when an action occurs, when a **Widget** is resized or when customisation has been requested for a **Widget** which can be done by implementing the **Interface** of *IWidgetProvider2*. Documentation on **Widget Providers** can be found at aka.ms/widgetdevdocs.

Adaptive Cards



The screenshot shows the Adaptive Cards Designer interface. On the left, there's a sidebar with 'CARD ELEMENTS' and 'Inputs' sections. The main area displays a card schema titled 'Publish Adaptive Card Schema' by Matt Hidinger, created on Feb 14, 2017. The schema includes a TextBlock for the title, a ColumnSet with two columns (one for a large image and one for text), and a Column with a TextBlock for the description. Below the card preview is a warning message: '[Warning] The selected Target Version (1.6) is greater than the version supported by Bot Framework WebChat (1.3)'. The 'CART PAYLOAD EDITOR' shows the JSON code for the card, and the 'SAMPLE DATA EDITOR' shows the JSON data used to populate the card.

```

CARD PAYLOAD EDITOR
1 {
2   "type": "AdaptiveCard",
3   "body": [
4     {
5       "type": "TextBlock",
6       "size": "Medium",
7       "weight": "Bolder",
8       "text": "${title}"
9     },
10    {
11      "type": "ColumnSet",
12      "columns": [
13        {
14          "type": "Column",
15          "items": [
16            {
17              "type": "Image",
18              "style": "Person",
19            }
20          ]
21        }
22      ]
23    }
24  ]
25}

```

```

SAMPLE DATA EDITOR
1 {
2   "title": "Publish Adaptive Card Schema",
3   "description": "Now that we have defined the main rules and features of the",
4   "creator": {
5     "name": "Matt Hidinger",
6     "profileImage": "https://pbs.twimg.com/profile_images/36479432"
7   },
8   "createdUtc": "2017-02-14T06:08:39Z",
9   "viewUrl": "https://adaptivecards.io",
10  "properties": [
11    {
12      "key": "Board",
13      "value": "Adaptive Cards"
14    },
15    {
16      "key": "List",
17      "value": "Backlog"
18    }
19  ]
20}

```

Adaptive Cards are platform agnostic UI snippets in **JSON** used by **Widgets** in **Windows 11** to define the visual **Template** for a **Widget**, which are used to exchange at-a-glance content including text, images or provide interactive experiences with actions. **Adaptive Cards** can be written by following the **Schema** or create them using the drag-and-drop **Designer** to arrange elements and structure along with setting any properties of the **Adaptive Card**. Developers or designers can preview **Adaptive Cards** in the **Designer** to see how they would look in the **Widgets Board** host including small, medium and large sizes along with light and dark themes. It is also possible to use *ChatGPT* or *Microsoft Copilot* to generate an **Adaptive Card** template with a **Prompt** by asking it to create an **Adaptive Card** for a **Windows 11 Widget** and then describe what it needs to be based on or needs to look like. **Adaptive Cards** can also bind to **Data** which can be updated to enable dynamic content. Documentation, **Schema** and **Designer** along with examples, samples for **Adaptive Cards** and more can be found at adaptivecards.io.

Setup

Developer Mode

Developer Mode in **Windows 11** unlocks advanced features for developers and allows you to develop your own applications or even sideload other applications from outside the **Microsoft Store**. You will need to enable **Developer Mode** to create the **Countdown Widget** for this **Workshop** by doing the following:

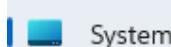


Select **Start** on the **Taskbar** to launch the **Start Menu**



Settings

Then select **Settings** from the **Start Menu**



System

When in **Settings** select **System**



For developers

These settings are intended for development use only



Next once in **System** select **For developers**



Developer Mode

Install apps from any source, including loose files

On

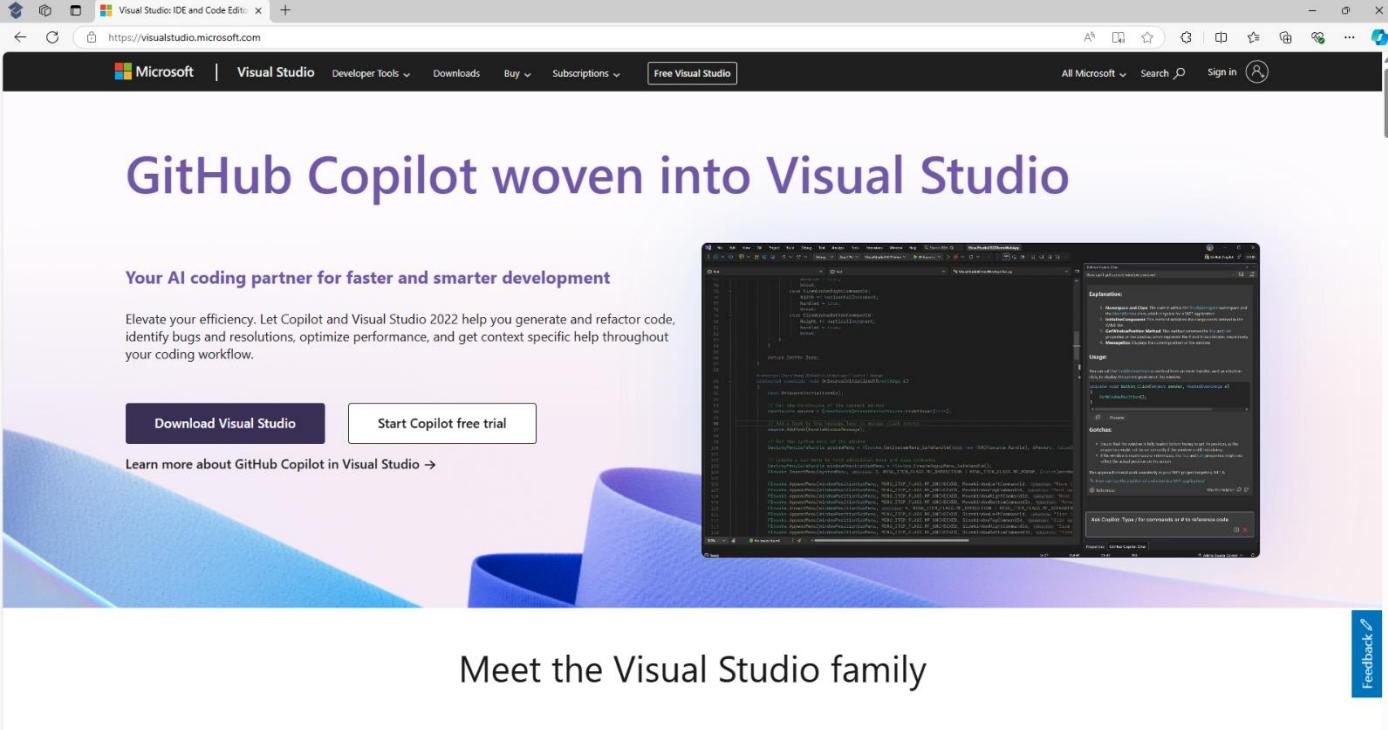


Finally set **Developer Mode** to **On** to enable it

Information - **Developer Mode** will also allow you to develop other applications for **Windows 11** so you can leave it turned **On**, but you can turn **Developer Mode** back **Off** when not developing any **Windows** applications if you want but it will be needed to **Deploy** the **Countdown Widget** for the **Workshop**.

Visual Studio

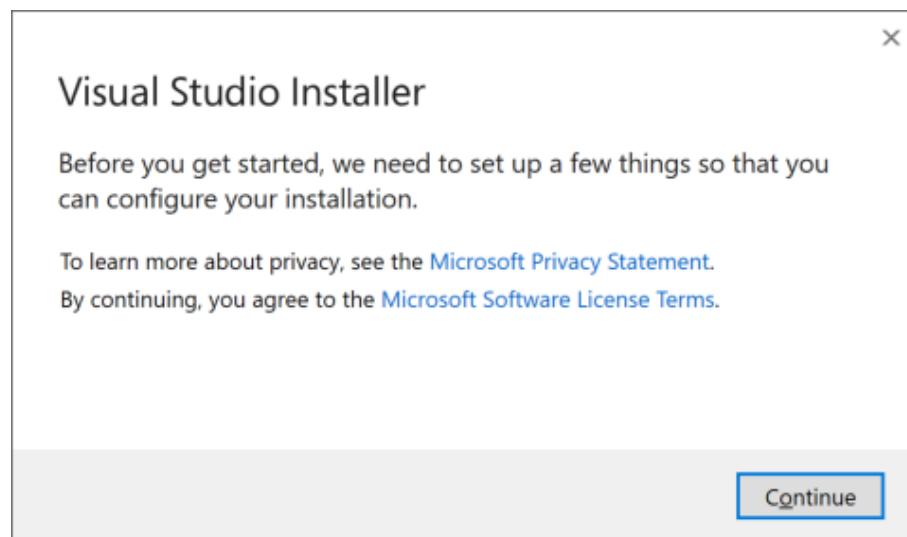
Visual Studio 2022 is used to create a variety of applications on **Windows** including those needed to build a **Windows Widget** and is free or paid **Integrated Development Environment** created by **Microsoft** and you can **Download** if you don't have it already from visualstudio.com.



The screenshot shows the official Microsoft Visual Studio website. At the top, there's a navigation bar with links for Microsoft, Visual Studio, Developer Tools, Downloads, Buy, Subscriptions, and a prominent 'Free Visual Studio' button. Below the navigation is a search bar and a sign-in link. The main content area features a large heading 'GitHub Copilot woven into Visual Studio'. Below this, a sub-section highlights 'Your AI coding partner for faster and smarter development'. It includes a brief description of how Copilot can help with efficiency, bugs, and performance, followed by two buttons: 'Download Visual Studio' and 'Start Copilot free trial'. A link 'Learn more about GitHub Copilot in Visual Studio →' is also present. To the right of the text, there's a screenshot of the Visual Studio IDE interface with the GitHub Copilot feature integrated. At the bottom right of the page, there's a 'Feedback' link.

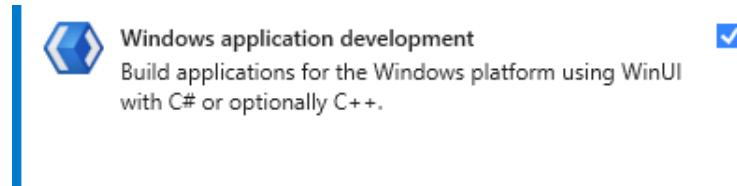
Information - **Visual Studio 2022** has a free *Community* edition or paid *Professional* or *Enterprise* editions. **Visual Studio 2022** has features to enhance productivity and efficiency of developers including **IntelliSense** which offers code completion and syntax highlighting which adds colours to code making it easier to understand. **Workloads** are available to create such as *ASP.NET and web development* to create services for the cloud or powerful web applications, *.NET Multi-platform App UI development* to build cross-platform applications or **Windows application development** to build applications for **Windows** using **Windows App SDK**.

Once **Installer** has **Downloaded**, you can **Run** it to start the **Visual Studio Installer** and select **Continue**.



If you already have **Visual Studio 2022** you can go to **Start** and search for **Visual Studio Installer** to **Modify** your existing **Installation** to make sure you have the necessary **Workload** for **Visual Studio 2022**.

Within the **Visual Studio Installer** whether you are **Installing** or **Modifying** an existing **Installation** of **Visual Studio 2022** from the **Workloads** section of **Desktop & Mobile** you will need to select the **Workload for Windows application development** if it has not already been selected or been **Installed**.



Information – The **Workload for Windows application development** will allow you to create applications using **Windows App SDK** using **WinUI** which is regularly updated with new features and functionality to enable development of modern applications that take advantage of the latest features in **Windows 11**.

Remember if you have **Visual Studio 2022** already **Installed** it to make sure the **Workload for Windows application development** was **Installed** and if so and you have enabled **Developer mode** then you have correctly completed the **Setup** for the **Workshop**.

Start Project

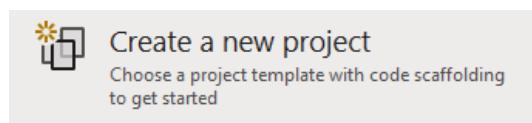
If the **Setup** has been completed including enabling **Developer mode** and have **Installed** both **Visual Studio 2022** and the required **Workload of Windows application development**, then you can start **Visual Studio 2022** and create a new **Project** by doing the following:



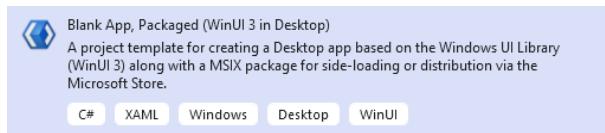
Select **Start** on the **Taskbar** to launch the **Start Menu**



Then **Search** for **Visual Studio 2022** in the **Start Menu**



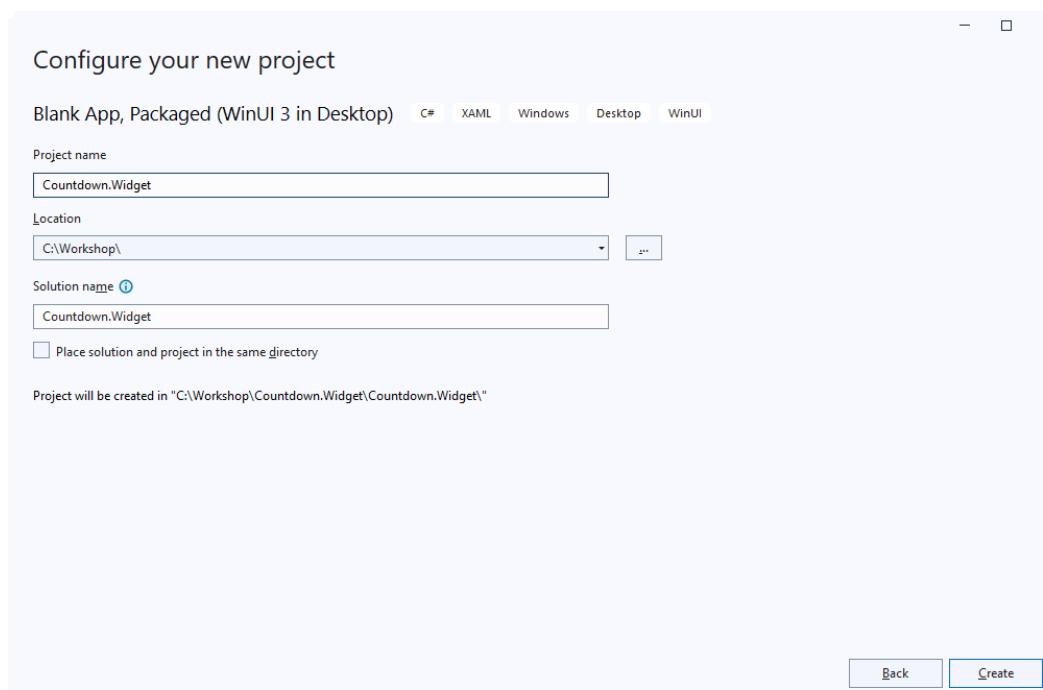
Once **Visual Studio 2022** has started from the **Get started** screen for select **Create a new project**



Then select **Blank App, Packaged (Win UI 3 in Desktop)** from the list of **Project Templates** and then select **Next**

Information – It is important to select the correct **Project** type of **Blank App, Packaged (Win UI 3 in Desktop)** as only a **Packaged** applications can support being a **Widget Provider** in **Windows App SDK**.

Once done **Visual Studio 2022** should the display **Configure your new project** as follows:



Then in **Configure your new project** the **Project name** must be entered exactly as follows:

```
Countdown.Widget
```

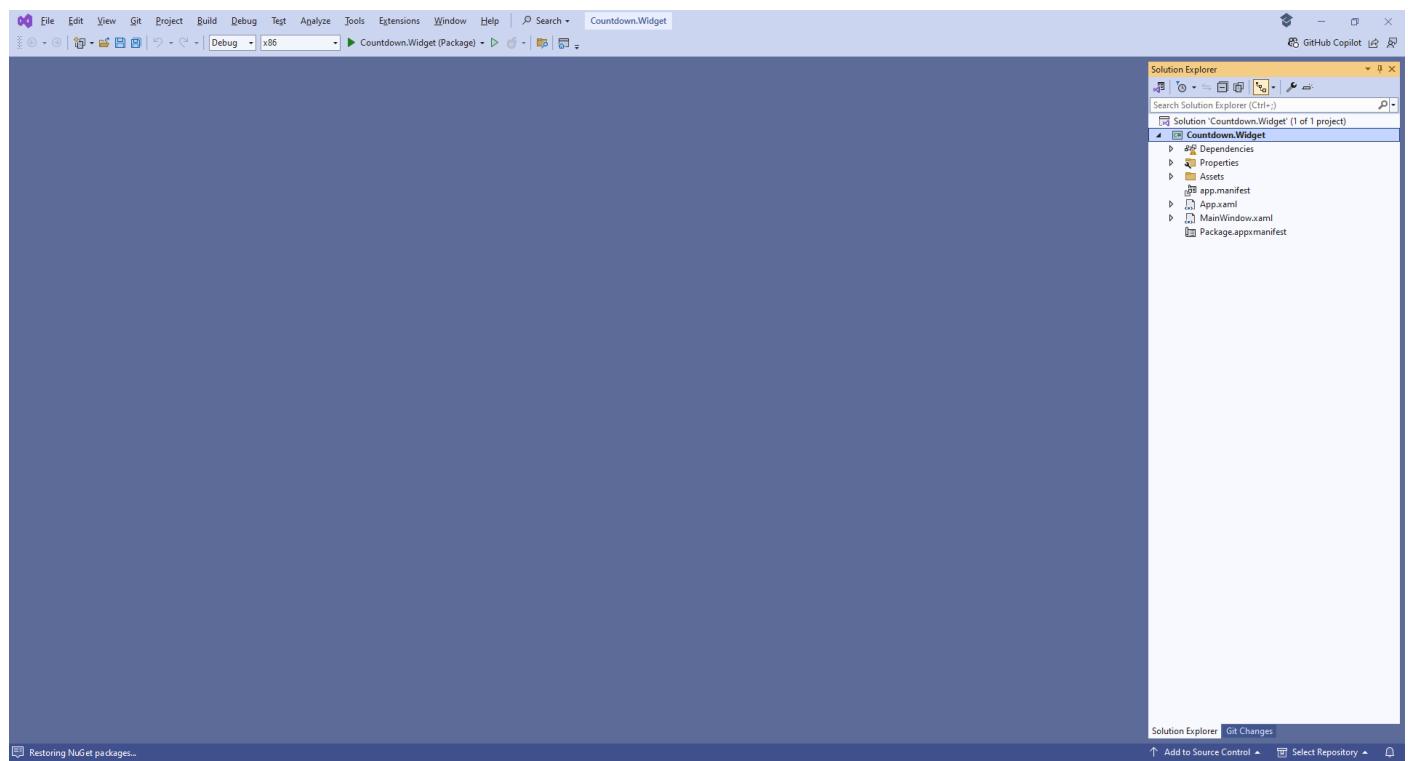
Information - This will be the name of the **Project**, and it will also control the name used when your application is **Deployed** later in the **Workshop**, so it is important to keep this as *Countdown.Widget*.

Next in **Configure your new project** you need to set the **Location**, but this can be anywhere on your computer e.g. C:\Workshop and you can keep the **Solution name** the same as the **Project name** as follows:

```
Countdown.Widget
```

The **Place solution and project in the same directory** can be left as-is but if you do change this then this should have no impact on the **Workshop**, it will just put **Solution** and **Project** files together if selected.

Then in **Configure your new project** once the **Project name**, **Location** and **Solution name** have been set you can then select **Create** which will create the new **Solution** and **Project** for *Countdown.Widget*.



Information - Once the **Solution** and **Project** has been created for *Countdown.Widget* you will see these in the **Solution Explorer**. In the **Project** is the *App.xaml* which can be expanded to see the *App.xaml.cs* which is used to initialise the application and there is *Package.appmanifest* which describes the capabilities of an application and will be updated later in the **Workshop**. Also, within the **Project** is *app.manifest* which will not be changed in the **Workshop** and *MainWindow.xaml* which is used for the **Window** of an application but will not be used in the **Workshop**.

Once you have the **Solution** and **Project** for *Countdown.Widget* then you have correctly created the **Project** for the **Workshop** and can start adding the necessary **Packages**.

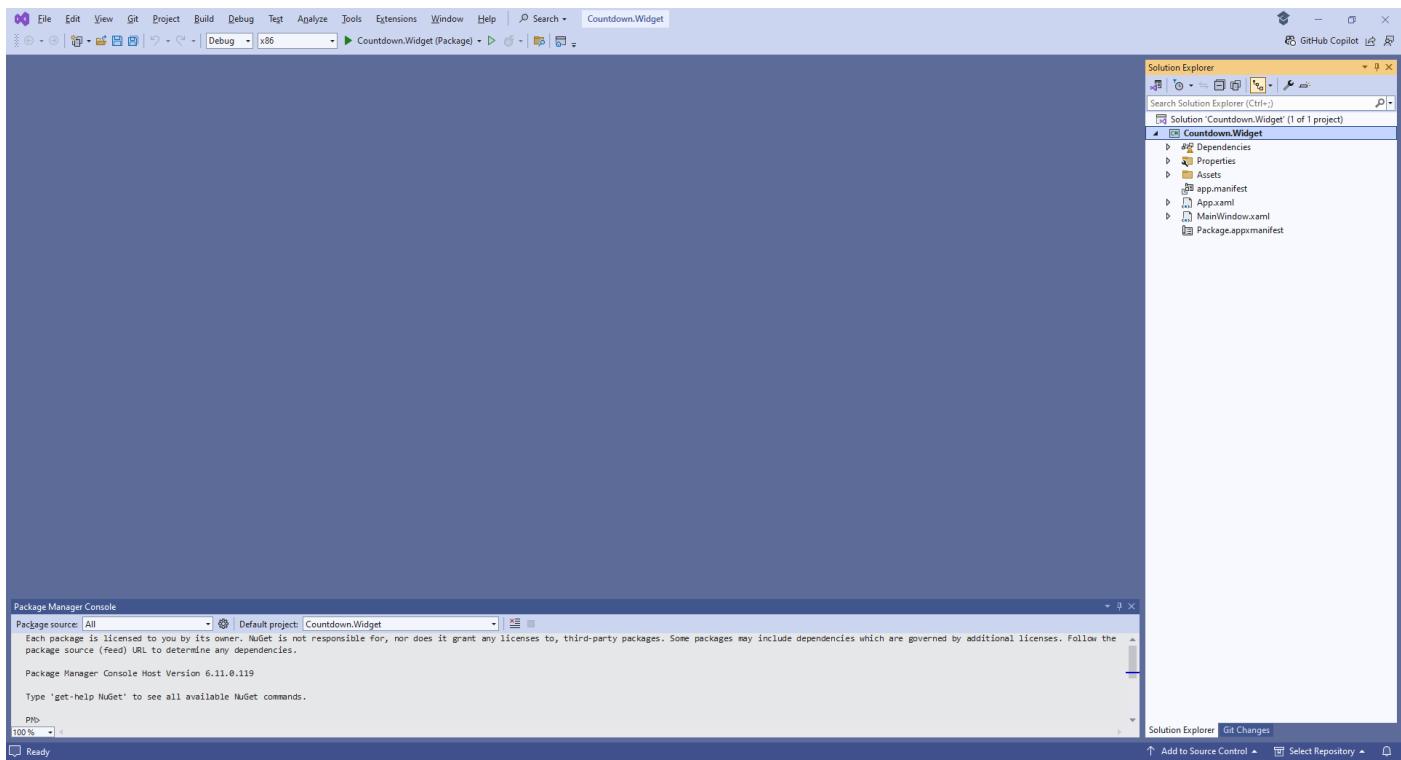
Packages

With the **Solution** and **Project** created in **Visual Studio 2022** you will add **Packages** that will be used for *Countdown.Widget* by selecting **View**, then **Other Windows** and select **Package Manager Console** from the **Menu in Visual Studio 2022** as follows:



Information - This will display the **Package Manager Console** where you can add the **Packages** needed, you can also optionally in **Visual Studio 2022** select **Project, Manage NuGet Packages...** option to **Browse** for the **Packages** and **Install** them instead if you want in the **Workshop**.

Once selected the **Package Manager Console** will be displayed within **Visual Studio 2022**.



Then in **Package Manager Console** you will add the **Packages** that will be used in the **Project** for *Countdown.Widget*, to add the first **Package** of *Comentsys.Toolkit*, type the following and then press **Enter**:

```
Install-Package Comentsys.Toolkit
```

Information - This will add the **Package** from **NuGet** for *Comentsys.Toolkit* created by *Peter Bull* to the **Project** which will provide functionality for the **Assets** that will be used by *Countdown.Widget*.

While still in the **Package Manager Console** you will add the second **Package** to be used of *Comentsys.Toolkit.WindowsAppSdk* by typing the following and press **Enter**:

```
Install-Package Comentsys.Toolkit.WindowsAppSdk
```

Information - This will add the **Package** from **NuGet** for *Comentsys.Toolkit.WindowsAppSdk* created by *Peter Bull* to the **Project** which will provide the **Widget Provider** that implements the required **Methods**, help **Register** the **Widget** and **BaseWidget** to make it easy to implement the functionality of the **Countdown Widget**.

Then while still in the **Package Manager Console** you will add the third **Package** to be used of *Comentsys.Assets.FluentEmoji* by typing the following and press **Enter**:

```
Install-Package Comentsys.Assets.FluentEmoji
```

Information - This will add the **Package** from **NuGet** for *Comentsys.Assets.FluentEmoji* created by *Peter Bull* to the **Project** that contains **Assets** for the open-source **Fluent Emoji** created by **Microsoft** in a *Flat* style to be used in the **Countdown Widget**.

Finally while still in the **Package Manager Console** you will add the final **Package** to be used of *Comentsys.Assets.Display* by typing the following and press **Enter**:

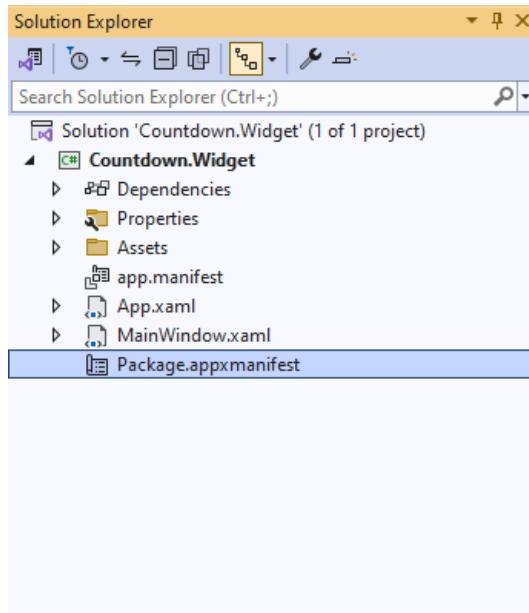
```
Install-Package Comentsys.Assets.Display
```

Information - This will add the **Package** from **NuGet** for *Comentsys.Assets.Display* created by *Peter Bull* to the **Project** that provides **Assets** for a **Display** in a **Seven-Segment** or **Five-by-Seven Dot-Matrix** style that will be used in the **Countdown Widget**.

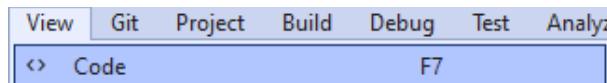
You can now **Close the Package Manager Console** as it is no longer needed as you have added all the **Packages** needed in the **Project** of *Countdown.Widget* for the **Workshop**.

Manifest

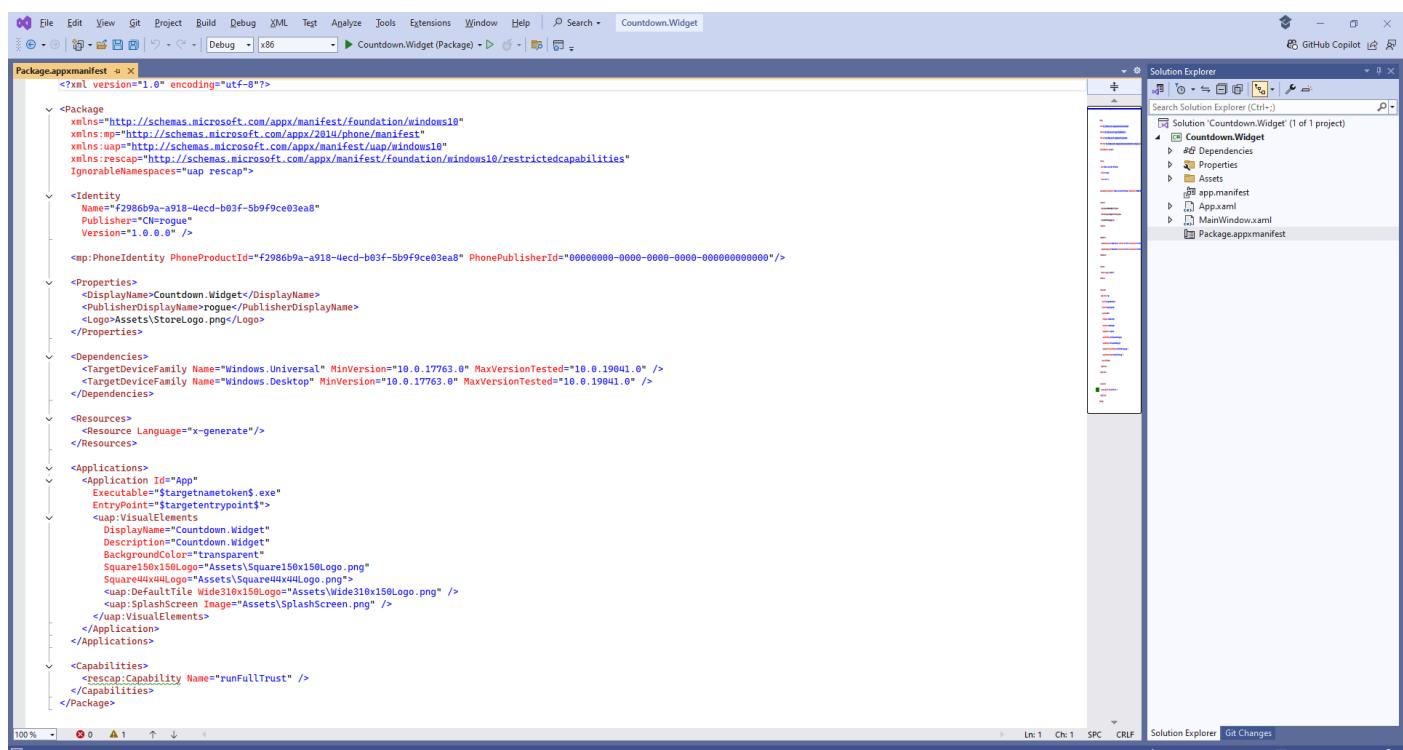
With all four of **Packages** added to the **Project** for *Countdown.Widget* you will need to make changes to the **Manifest** in the *Package.appxmanifest* to correctly register your application as a **Widget Provider**. To do this **Double-Click** on *Package.appxmanifest* in **Solution Explorer** in **Visual Studio 2022**.



You should then see the **Designer** for the *Package.appxmanifest*, then to view the **Code** for the *Package.appxmanifest* in **Visual Studio 2022** from the **Menu** select **View** then **Code**.



Visual Studio 2022 should then display the **Code** with the **XML** for the *Package.appxmanifest* as follows:



```

<?xml version="1.0" encoding="utf-8"?>
<Package xmlns="http://schemas.microsoft.com/appx/manifest/foundation/windows10"
          xmlns:mp="http://schemas.microsoft.com/appx/2014/phone/manifest"
          xmlns:uap="http://schemas.microsoft.com/appx/manifest/uap/windows10"
          xmlns:rescap="http://schemas.microsoft.com/appx/manifest/foundation/windows10/restrictedcapabilities"
          IgnorableNamespaces="uap rescap">

    <Identity Name="a918-4ecd-b03f-5b9f9ce03ea8" Publisher="CN=rogue" Version="1.0.0.0" />

    <App Identity PhoneProductId="f2986b9a-a918-4ecd-b03f-5b9f9ce03ea8" PhonePublisherId="00000000-0000-0000-0000-000000000000" />

    <Properties>
        <DisplayName>Countdown.Widget</DisplayName>
        <PublisherDisplayName>rogue</PublisherDisplayName>
        <Logo>Assets\StoreLogo.png</Logo>
    </Properties>

    <Dependencies>
        <TargetDeviceFamily Name="Windows.Universal" MinVersion="10.0.17763.0" MaxVersionTested="10.0.19041.0" />
        <TargetDeviceFamily Name="Windows.Desktop" MinVersion="10.0.17763.0" MaxVersionTested="10.0.19041.0" />
    </Dependencies>

    <Resources>
        <Resource Language="x-generate" />
    </Resources>

    <Applications>
        <Application Id="App"
                     Executable="!targetnametoken!.exe"
                     EntryPoint="!targetentrypoint!">
            <VisualElements>
                < DisplayName="Countdown.Widget" Description="Countdown.Widget" BackgroundColor="transparent" Square150x150Logo="Assets\Square150x150Logo.png" Square44x44Logo="Assets\Square44x44Logo.png" />
                <uap:DefaultTile Wide310x150Logo="Assets\Wide310x150Logo.png" />
                <uap: SplashScreen Image="Assets\SplashScreen.png" />
            </VisualElements>
        </Application>
    </Applications>

    <Capabilities>
        <rescap:Capability Name="runFullTrust" />
    </Capabilities>
</Package>

```

While in the **Code** for the *Package.appxmanifest* in the **Section** for **Package** at the top and above the line **IgnorableNamespaces="uap rescap"** type or *Copy* and *Paste* the following:

```
xmlns:uap3="http://schemas.microsoft.com/appx/manifest/uap/windows10/3"
xmlns:com="http://schemas.microsoft.com/appx/manifest/com/windows10"
```

Information - This will add the necessary **Namespaces** that will be used in the **XML** for the *Package.appxmanifest*

Then still in the **Section** for **Package** you will need to update **IgnorableNamespaces** to add to **uap rescap** by typing including a **Space** at the start the following:

```
uap3
```

The **Value** for **IgnorableNamespaces** within the **Section** for **Package** should now appear as follows:

```
IgnorableNamespaces="uap rescap uap3"
```

If these have been done correctly then the **Section** for **Package** in the **XML** should appear as follows:

```
<Package
  xmlns="http://schemas.microsoft.com/appx/manifest/foundation/windows10"
  xmlns:mp="http://schemas.microsoft.com/appx/2014/phone/manifest"
  xmlns:uap="http://schemas.microsoft.com/appx/manifest/uap/windows10"
  xmlns:rescap="http://schemas.microsoft.com/appx/manifest/foundation/windows10/restrictedcapabilities"
  xmlns:uap3="http://schemas.microsoft.com/appx/manifest/uap/windows10/3"
  xmlns:com="http://schemas.microsoft.com/appx/manifest/com/windows10"
  IgnorableNamespaces="uap rescap uap3">
```

Then while still in the **Code** for the *Package.appxmanifest* in the **Section** of **Identity** you will need to *Copy* and *Paste* this **Value** into **Notepad** which is a **GUID** used to identify the application e.g. *f2986b9a-a918-4ecd-b03f-5b9f9ce03ea8* to be used in another **Section** of *Package.appxmanifest* and later in **Workshop**.

While still in the **Code** for the *Package.appxmanifest* in the **Section** of **uap:VisualElements** you will need to add an **Element** above **DisplayName="Countdown Widget"** by typing or *Copy* and *Paste* the following:

```
AppListEntry="none"
```

The start of the **Section** for **uap:VisualElements** should be like the following:

```
<uap:VisualElements
  AppListEntry="none"
  DisplayName="Countdown Widget"
  ...
</uap:VisualElements>
```

Next while still in the **Code** for the *Package.appxmanifest* in the **Section for Applications** after the end of `</uap:VisualElements>` you need to *Copy and Paste* the following **XML**:

```
<Extensions>
    <com:Extension Category="windows.comServer">
        <com:ComServer>
            <com:ExeServer Executable="Countdown.Widget.exe"
                DisplayName="Countdown Widget">
                <com:Class Id="GUID" DisplayName="Countdown Widget" />
            </com:ExeServer>
        </com:ComServer>
    </com:Extension>
    <uap3:Extension Category="windows.appExtension">
        <uap3:AppExtension Name="com.microsoft.windows.widgets"
            DisplayName="Countdown Widget"
            Id="CountdownWidget"
            PublicFolder="Public">
            <uap3:Properties>
                <WidgetProvider>
                    <ProviderIcons>
                        <Icon Path="Assets\StoreLogo.png" />
                    </ProviderIcons>
                    <Activation>
                        <CreateInstance ClassId="GUID" />
                    </Activation>
                    <Definitions>
                        <Definition Id="CountdownWidget"
                            DisplayName="Countdown Widget"
                            Description="Countdown Widget"
                            IsCustomizable="true">
                            <Capabilities>
                                <Capability>
                                    <Size Name="medium" />
                                </Capability>
                            </Capabilities>
                            <ThemeResources>
                                <Icons>
                                    <Icon Path="Assets\LockScreenLogo.scale-200.png" />
                                </Icons>
                                <Screenshots>
                                    <Screenshot Path="Assets\Square150x150Logo.scale-200.png" />
                                </Screenshots>
                                <DarkMode />
                                <LightMode />
                            </ThemeResources>
                        </Definition>
                    </Definitions>
                </WidgetProvider>
            </uap3:Properties>
        </uap3:AppExtension>
    </uap3:Extension>
</Extensions>
```

Information – This will add a **Section of Extensions** to helper **Register** the **Countdown Widget** that will be implemented later in the **Workshop**.

Finally, while still in the **Code** for the *Package.appxmanifest* in the **Section of Extensions** that was added update the **Value of Id** for the **Element** of **com:Class** and the **Value of ClassId** in the **Element** of **CreateInstance** to be the **GUID** from your notes or **Notepad** e.g. *f2986b9a-a918-4ecd-b03f-5b9f9ce03ea8* but remember to use your own **GUID**, and remember to keep this for later in the **Workshop**.

The **Value of Id** for the **Element** of **com:Class** should be like the following example but should use the **GUID** from your own application:

```
<com:Class Id="bf6fc082-dad6-476d-add7-7f3843c78cc3" DisplayName="Countdown Widget" />
```

The **Value of ClassId** for the **Element** of **CreateInstance** should be like the following example but should also use the **GUID** from your own application:

```
<CreateInstance ClassId="bf6fc082-dad6-476d-add7-7f3843c78cc3" />
```

Information – The **com:ComServer** and **com:ExeServer** elements in the **Section for Extensions** will register the application to be invoked by **Windows 11** and the **uap3:AppExtension** elements will register the **Widget** with the **Widgets Board** which includes the **DisplayName** and **Description** for the **Widget** along with the **Icon** and a **Screenshot** images to be used when the **Widget** is being added to the **Widgets Board**. The **Countdown Widget** is customisable set with **IsCustomizable** and is set to be a **medium** sized **Widget**.

You can now **Close** the **Code** for *Package.appxmanifest* as you have completed the changes needed for the **Workshop**, which was adding the **Namespaces** and updating the **IgnorableNamespaces**, adding the **Element** for **AppListEntry** and **Section of Extensions** and updated it for the **GUID**.

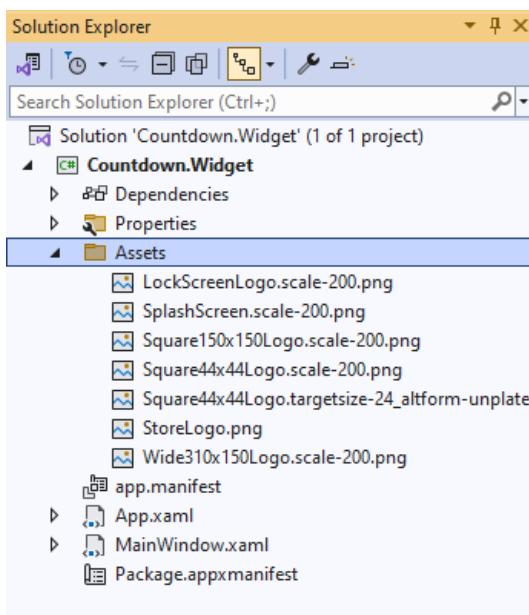
If the changes to the **Code** for *Package.appxmanifest* have been done after having installed the **Packages** after creating the **Project** after having installed both **Visual Studio 2022** and the **Workload** then you have finished the **Setup** of the **Workshop**, otherwise check over everything and you are ready for the **Implementation** part of the **Workshop**!

Implementation

Assets

If you have completed **Setup** already but don't have **Visual Studio 2022** with the **Solution** for *Countdown.Widget* open then start **Visual Studio 2022** and select the **Solution** for *Countdown.Widget* that should be in the **Recent** list, if you have not completed **Setup** then make sure to complete this including creating the **Project**, installing the **Packages** and updating the **Manifest** of *Package.appxmanifest* to correctly register your application as a **Widget Provider**.

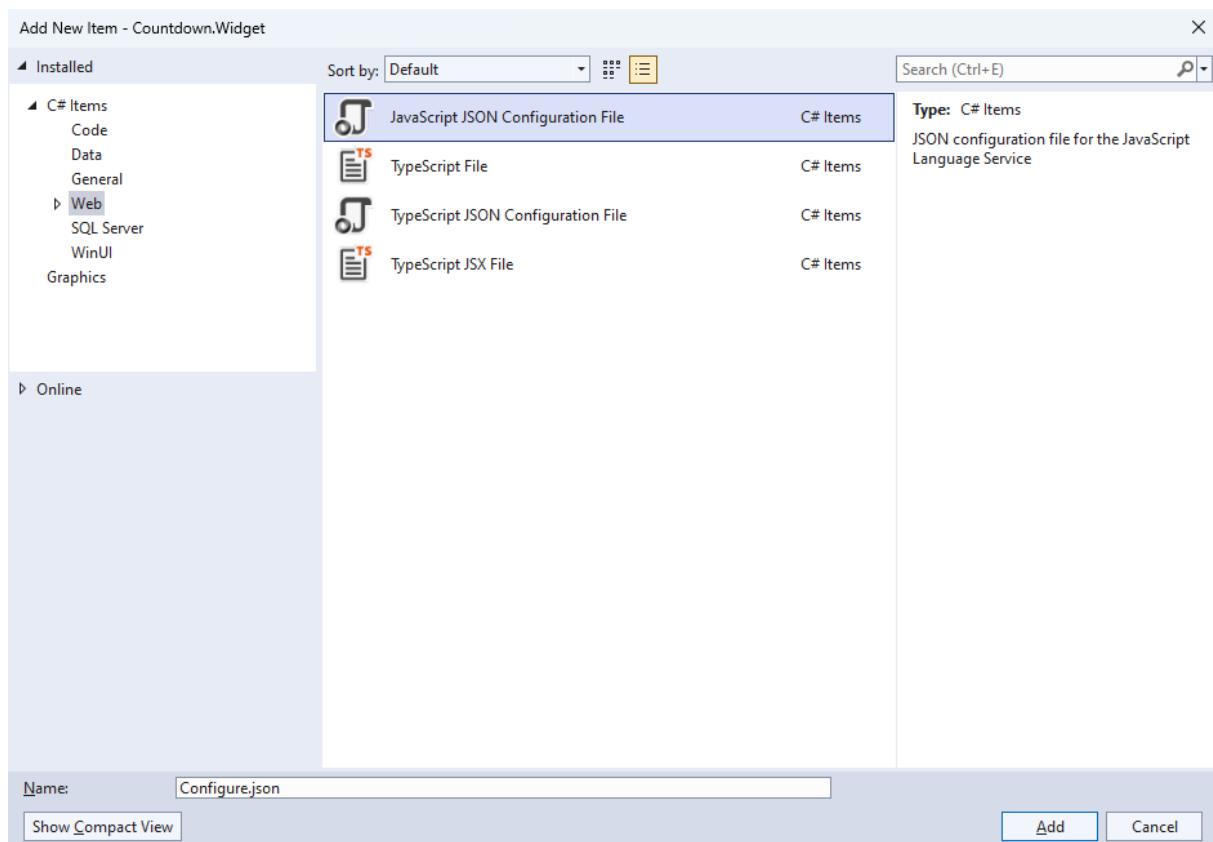
You will need to add some **Assets** to your application for **Configure** and **Template** using **Adaptive Cards** so within **Visual Studio 2022** open the **Folder for Assets** in the **Project** which will reveal all existing **Assets**.



Information – Some of the **Assets** have already been used in the *Package.appxmanifest* during **Setup** to provide the **Screenshot** and **Icon** used when adding the **Widget** in the **Widgets Board** which you will see later in the **Workshop**.

Configure

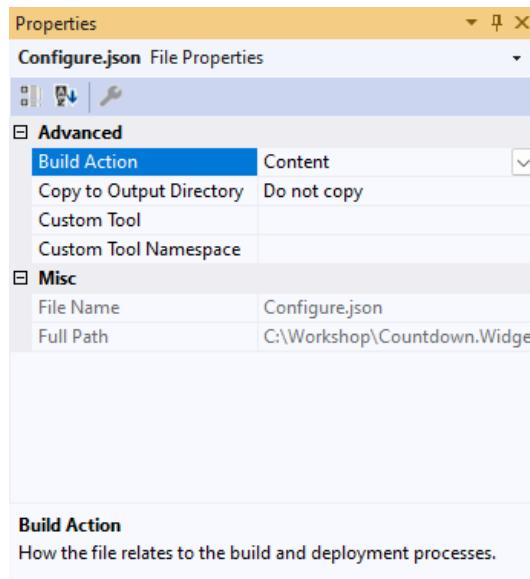
While in **Solution Explorer** you need to **Right-Click** on the **Folder for Assets** and choose **Add** then **New Item...** and then from **C# Items** choose **Web** and select **JavaScript JSON Configuration File** as follows:



Then type in the **Name** for **Add New Item** as follows and then select **Add**:

Configure.json

Once *Configure.json* has been added return to **Solution Explorer** and **Right-Click** on *Configure.json* in **Assets** and choose **Properties** and then in the **Properties** set the **Build Action** to **Content** as follows:



Then in **Visual Studio 2022** within *Configure.json*, if not selected then **Double-Click** on *Configure.json* in **Solution Explorer** and then replace the contents of the file by typing or *Copy* and *Paste* the following:

```
{  
  "$schema": "http://adaptivecards.io/schemas/adaptive-card.json",  
  "type": "AdaptiveCard",  
  "version": "1.6",  
  "body": [  
    {  
      "type": "Input.ChoiceSet",  
      "id": "TimerType",  
      "value": "${TimerType}",  
      "choices": [  
        {  
          "title": "Party 🎉",  
          "value": "PartyPopper"  
        },  
        {  
          "title": "Celebration 🎉",  
          "value": "Ribbon"  
        },  
        {  
          "title": "Birthday 🎂",  
          "value": "BirthdayCake"  
        },  
        {  
          "title": "Holiday ✈️",  
          "value": "Airplane"  
        },  
        {  
          "title": "Graduation 🎓",  
          "value": "GraduationCap"  
        },  
      ]  
    }  
  ]  
}
```

Next while still within *Configure.json* in **Visual Studio 2022** after the previous **JSON** fragment type or *Copy* and *Paste* the following **JSON** fragment:

```
{  
    "title": "Concert 🎤",  
    "value": "Microphone"  
,  
    {  
        "title": "Event 🎟️",  
        "value": "Ticket"  
,  
        {  
            "title": "General 🕒",  
            "value": "TimerClock"  
        }  
    ]  
,  
    {  
        "id": "Countdown",  
        "type": "Input.Text",  
        "placeholder": "Countdown Name",  
        "value": "${Countdown}",  
        "isRequired": true  
,  
        {  
            "type": "Input.Date",  
            "id": "TimerDate",  
            "title": "Event Date",  
            "value": "${TimerDate}"  
        },  
    },  
}
```

Then while still within *Configure.json* in **Visual Studio 2022** after the previous **JSON** fragment type or *Copy* and *Paste* the following **JSON** fragment:

```
{  
    "type": "Input.Time",  
    "id": "TimerTime",  
    "title": "Event Time",  
    "value": "${TimerTime}"  
,  
{  
    "type": "Input.ChoiceSet",  
    "id": "DisplayType",  
    "value": "${DisplayType}",  
    "style": "compact",  
    "choices": [  
        {  
            "title": "Segment",  
            "value": "Segment"  
,  
        {  
            "title": "Matrix",  
            "value": "Matrix"  
,  
        }  
    ]  
,  
},
```

Information – The first **JSON** fragment for *Configure.json* defined part of the **Adaptive Card to Configure** the **Countdown Widget** including the **Type** of **Countdown** for the **Countdown Widget** which will be represented by an **Emoji** in the **Template** then there are **Inputs** for the **Name** of the **Countdown** along with the **Date** and the second **JSON** fragment defined the **Time** for the **Countdown** to complete and an option to choose the **Display** for the **Countdown** from **Segment** or **Matrix**.

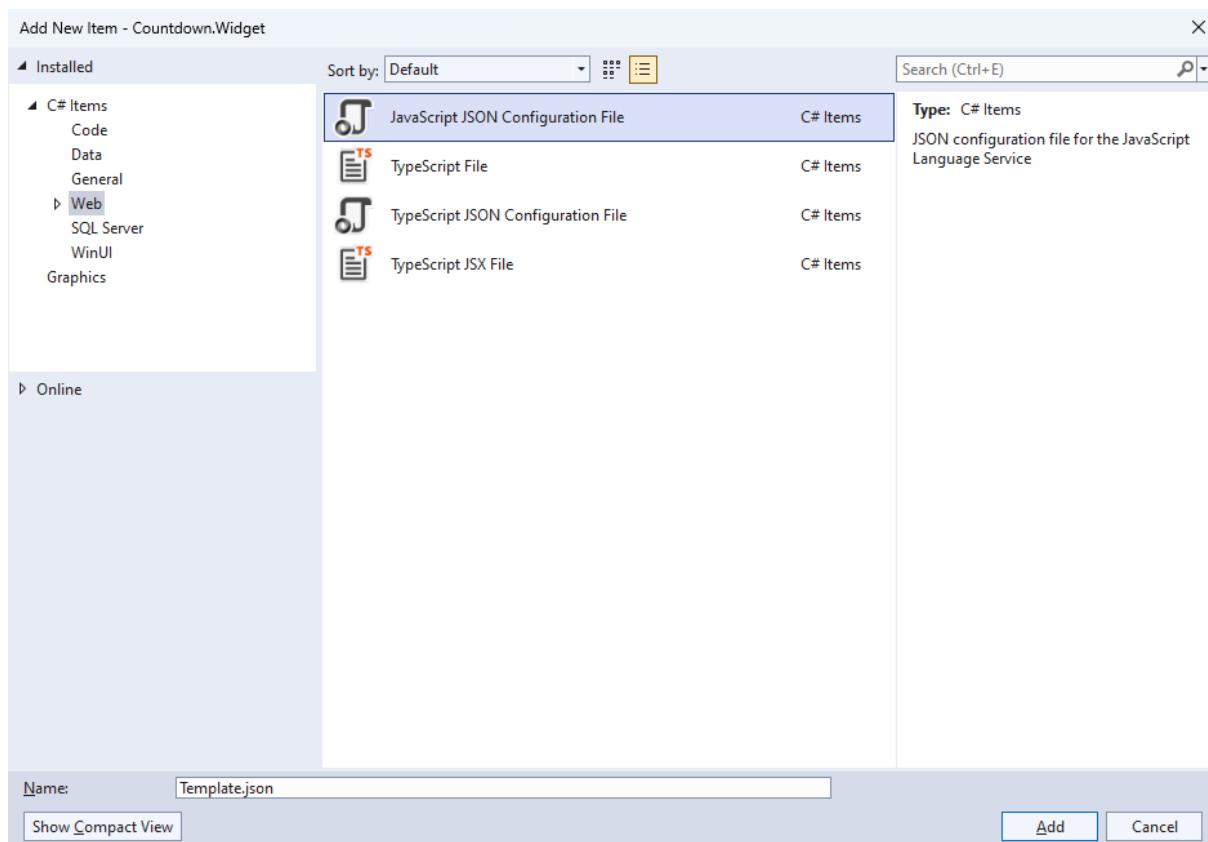
Finally, while still within *Configure.json* in **Visual Studio 2022** after the previous **JSON** fragment type or *Copy* and *Paste* the following **JSON** fragment:

```
{  
    "type": "ActionSet",  
    "actions": [  
        {  
            "type": "Action.Execute",  
            "title": "Save",  
            "verb": "save"  
        },  
        {  
            "type": "Action.Execute",  
            "title": "Reset",  
            "verb": "reset"  
        },  
        {  
            "type": "Action.Execute",  
            "title": "Close",  
            "verb": "close"  
        }  
}
```

Information – This **JSON** fragment completes the **Adaptive Card** with **Actions** that can be executed including **Save**, **Reset** and **Close** along with a **Message** that can be output in the event of an **Error**.

Template

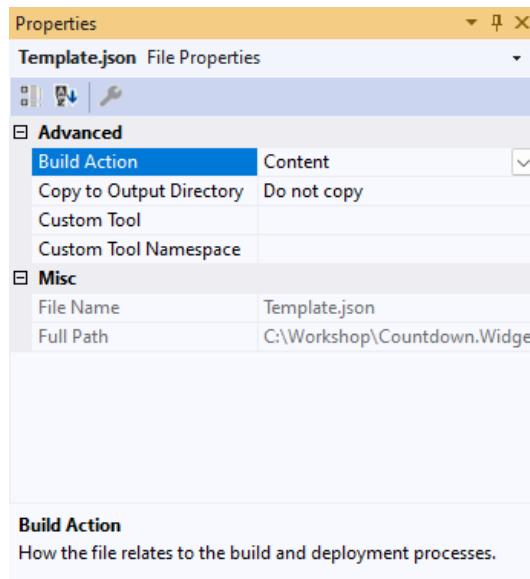
While in **Solution Explorer** you need to **Right-Click** on the **Folder for Assets** and choose **Add** then **New Item...** and then from **C# Items** choose **Web** and select **JavaScript JSON Configuration File** as follows:



Then type in the **Name** for **Add New Item** as follows and then select **Add**:

Template.json

Once *Template.json* has been added return to **Solution Explorer** and **Right-Click** on *Template.json* in **Assets** and choose **Properties** and then in the **Properties** set the **Build Action** to **Content** as follows:



Then in **Visual Studio 2022** within *Template.json*, if not selected then **Double-Click** on *Template.json* in **Solution Explorer** and then replace the contents of the file by typing or *Copy* and *Paste* the following:

```
{  
  "$schema": "http://adaptivecards.io/schemas/adaptive-card.json",  
  "type": "AdaptiveCard",  
  "version": "1.6",  
  "body": [  
    {  
      "type": "Image",  
      "size": "Large",  
      "horizontalAlignment": "Center",  
      "url": "data:image/svg+xml;base64,${ImageData}"  
    },  
    {  
      "type": "TextBlock",  
      "text": "${Countdown}",  
      "horizontalAlignment": "Center",  
      "style": "heading"  
    },  
  ],  
}
```

Information – This **JSON** fragment will be for the start of an **Adaptive Card** to represent the **Template** including the **Emoji** to display for the **Countdown Widget** as a **Base-64** encoded **SVG** and for the **Name** of the **Countdown**.

Next while still within *Template.json* in **Visual Studio 2022** after the previous **JSON** fragment type or **Copy** and **Paste** the following **JSON** fragment:

Then while still within *Template.json* in **Visual Studio 2022** after the previous **JSON** fragment type or **Copy** and **Paste** the following **JSON** fragment:

```
        "type": "TextBlock",
        "text": "Days",
        "horizontalAlignment": "Center",
        "weight": "Bolder"
    },
],
},
{
    "type": "Column",
    "spacing": "ExtraLarge",
    "items": [
        {
            "type": "ColumnSet",
            "columns": [
                {
                    "type": "Column",
                    "items": [
                        {
                            "type": "Image",
                            "url": "data:image/svg+xml;base64,${HoursTens}0${HoursOnes}0${MinutesTens}0${MinutesOnes}0"
                        }
                    ]
                },
            ],
        },
    ],
},
```

Information – These **JSON** fragments complete the layout for **Days** with **Tens, Units** and **Label** and part of the **Hours** with the **Tens** for the **Timer** displayed the **Countdown Widget**.

While still within *Template.json* in **Visual Studio 2022** after the previous **JSON** fragment type or **Copy** and **Paste** the following **JSON** fragment:

```
{  
    "type": "Column",  
    "items": [  
        {  
            "type": "Image",  
            "url": "data:image/svg+xml;base64,${HoursUnits}"  
        }  
    ]  
},  
{  
    "type": "TextBlock",  
    "text": "Hours",  
    "horizontalAlignment": "Center",  
    "weight": "Bolder"  
}  
]  
,  
{  
    "type": "Column",  
    "spacing": "ExtraLarge",  
    "items": [  
        {  
            "type": "ColumnSet",  
            "items": [  
                {  
                    "type": "TextBlock",  
                    "text": "Minutes",  
                    "horizontalAlignment": "Center",  
                    "weight": "Bolder"  
                }  
            ]  
        }  
    ]  
},  
{  
    "type": "TextBlock",  
    "text": "Seconds",  
    "horizontalAlignment": "Center",  
    "weight": "Bolder"  
}
```

Information – This **JSON** fragment completes the layout for **Hours** with the **Units** and **Label** and begins the layout for **Minutes** for **Timer** on the **Countdown Widget**.

Next within *Template.json* in **Visual Studio 2022** after the previous **JSON** fragment type or *Copy and Paste* the following **JSON** fragment:

```
"columns": [
  {
    "type": "Column",
    "items": [
      {
        "type": "Image",
        "url": "data:image/svg+xml;base64,${MinutesTens}"
      }
    ],
    {
      "type": "Column",
      "items": [
        {
          "type": "Image",
          "url": "data:image/svg+xml;base64,${MinutesUnits}"
        }
      ]
    }
  ],
}
```

Information – This **JSON** fragment completes the layout for **Minutes** including **Tens** and **Units** for the **Timer** on the **Countdown Widget**.

Finally, within *Template.json* in **Visual Studio 2022** after the previous **JSON** fragment type or **Copy** and **Paste** the following **JSON** fragment:

```
{  
    "type": "TextBlock",  
    "text": "Minutes",  
    "horizontalAlignment": "Center",  
    "weight": "Bolder"  
}  
]  
}  
]  
}  
]
```

Information – This **JSON** fragment completes the **Adaptive Card** with the **Label** for **Minutes** for the **Template** that will be used for the **Countdown Widget**. Overall, the **Countdown Widget** features two **Displays** for **Days**, **Hours** and **Minutes** for the **Timer** with **Labels** for this underneath that will be used for the **Countdown** that will use the **Asset** for a **Display** using **Segment** or **Matrix**. Above the **Displays** will be the **Name** and **Emoji** for the **Countdown**.

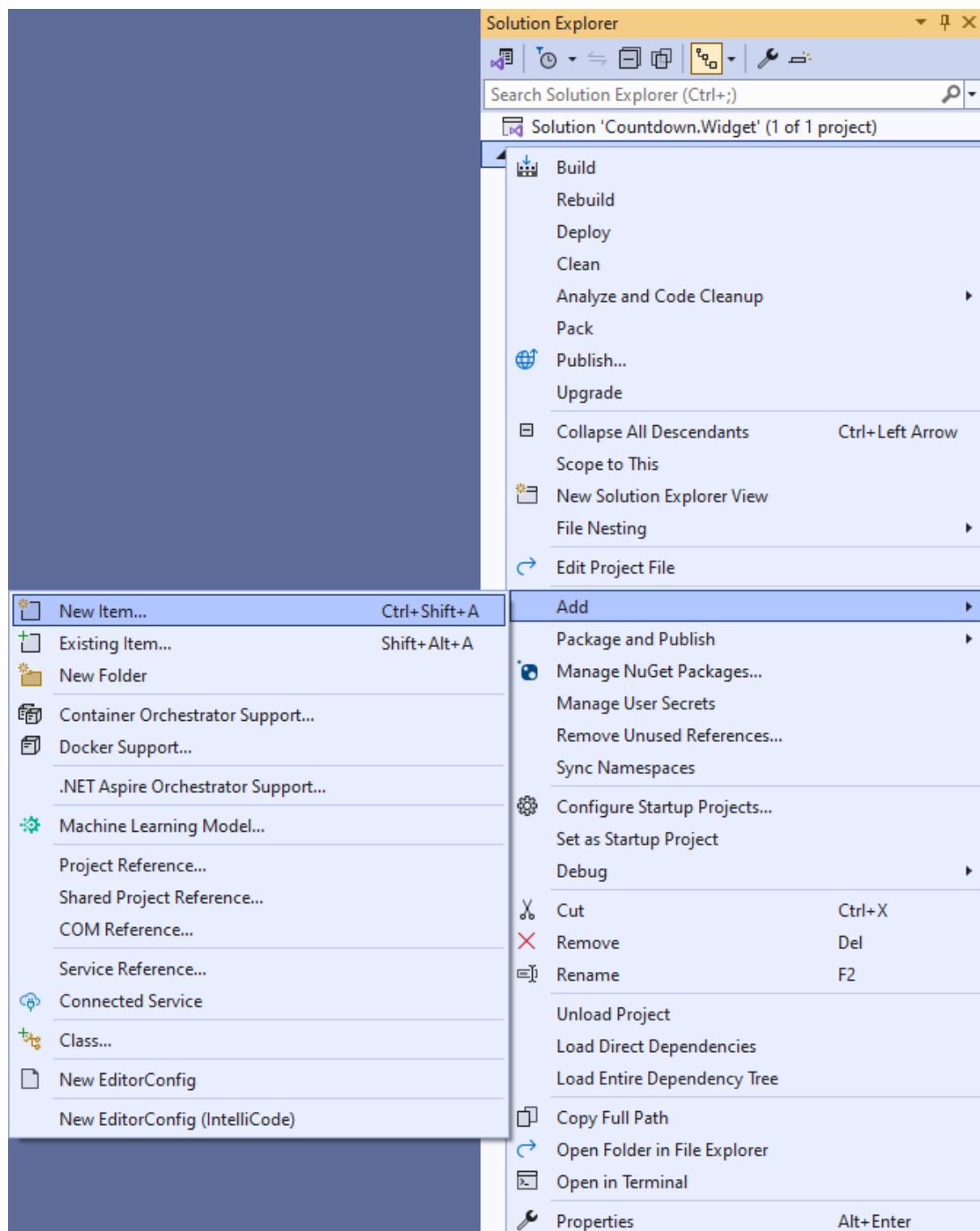
This completes the **Adaptive Card** for the **Template** of the **Countdown Widget**, and you can go back through each **JSON** fragment to make sure they are correct. However, if you have any issues typing or *Copying* or *Pasting* the **Adaptive Card** for **Configure** or **Template** you can **Download** the **Files** for [Configure.json](#) and [Template.json](#).

The next section of the **Workshop** will be to implement the **Classes** needed for the **Countdown Widget**.

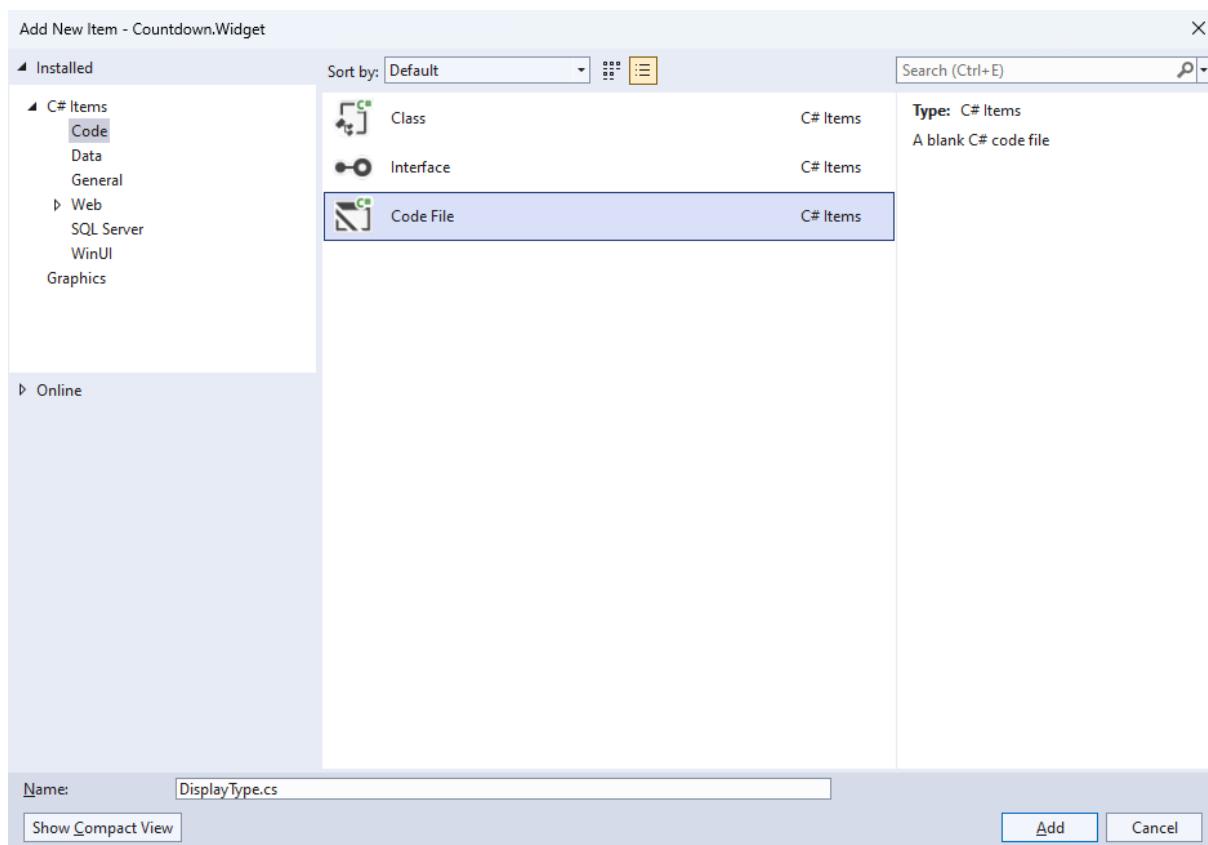
Classes

Types

While in the **Project** in **Visual Studio 2022** for *Countdown.Widget*, in **Solution Explorer** you need to **Right-Click** on the **Project** and choose **Add** then **New Item...**



Then in **Add New Item** from **C# Items** choose **Code** and select **Code File** as follows:



Then type in the **Name** for **Add New Item** as follows and then select **Add**:

```
DisplayType.cs
```

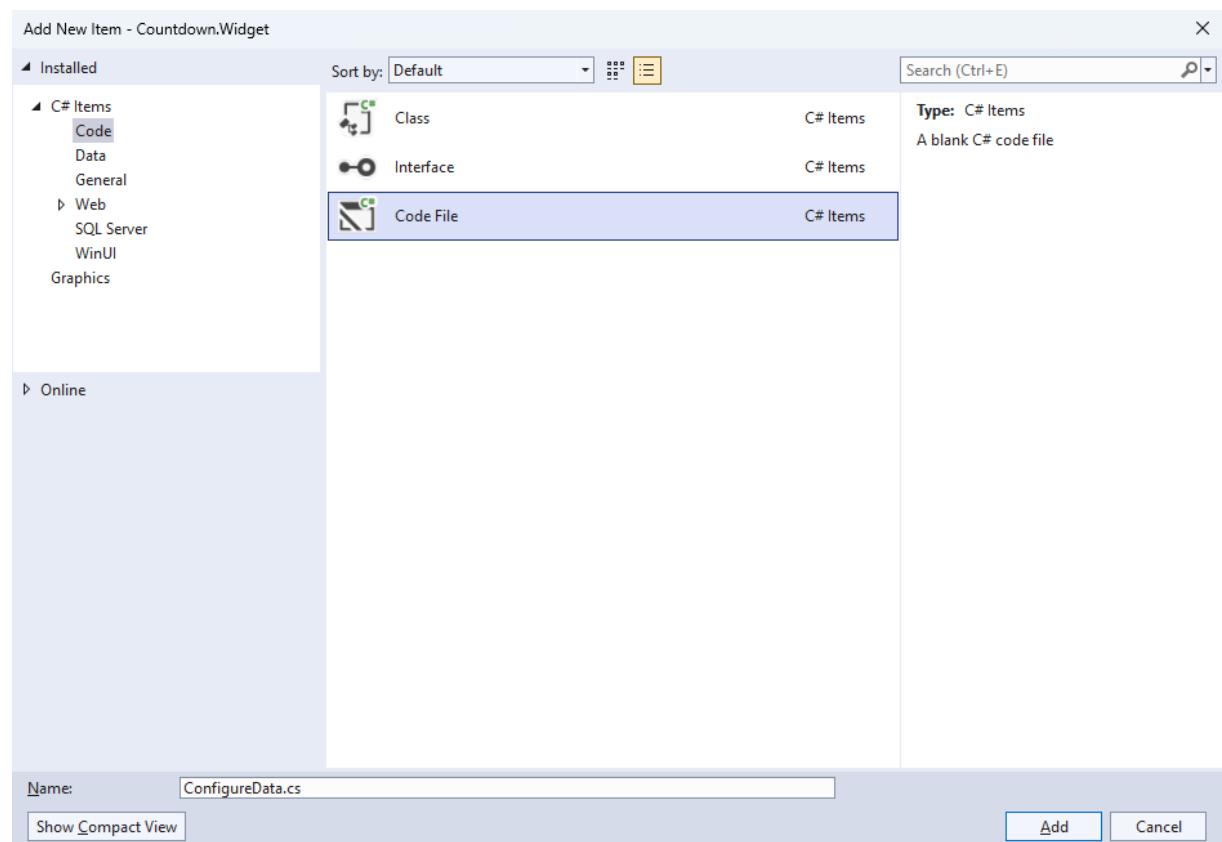
You will be in the **View** for the **Code** of *DisplayType.cs* where you need to type or *Copy and Paste* following **Code**:

```
namespace Countdown.Widget;

public enum DisplayType
{
    Segment,
    Matrix
}
```

Information – This defines an **enum** that is used for values for the **Display** types of *Segment* and *Matrix*.

Then in **Solution Explorer** you need to **Right-Click** on the **Project** and choose **Add** then **New Item...** then in **Add New Item** from **C# Items** choose **Code** and select **Code File** as follows:



Then type in the **Name** for **Add New Item** as follows and then select **Add**:

```
ConfigureData.cs
```

You will now be in the **View** for the **Code** of *ConfigureData.cs* where you need to type or *Copy and Paste* the following **Code**:

```
using Comentsys.Assets.FluentEmoji;

namespace Countdown.Widget;

public class ConfigureData
{
    public string Error { get; set; }

    public bool Active { get; set; }

    public string Countdown { get; set; }

    public FluentEmojiType TimerType { get; set; }

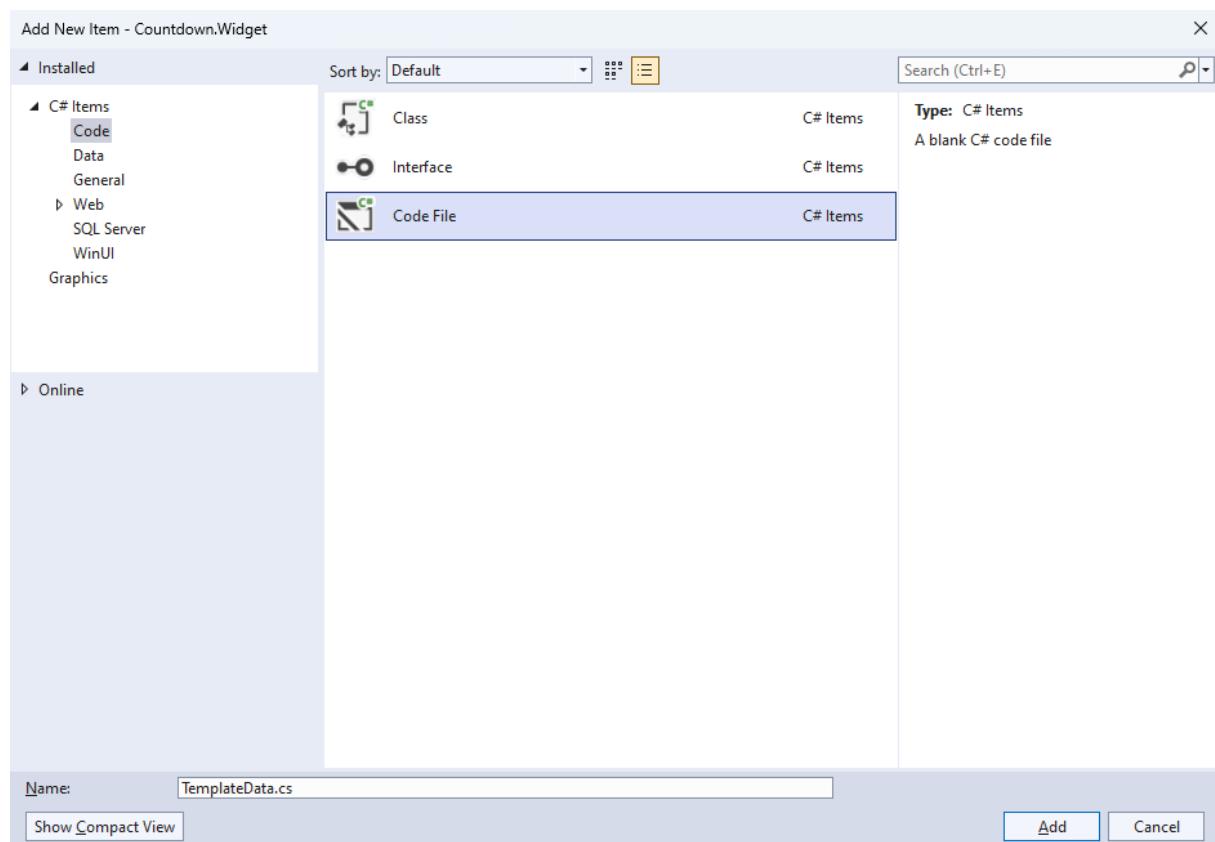
    public string TimerDate { get; set; }

    public string TimerTime { get; set; }

    public DisplayType DisplayType { get; set; }
}
```

Information – This defines a **class** of **ConfigureData** will be used to **Configure** the **Widget** this includes **Error** which will be used if the **Countdown** isn't set correctly, then there is a value to indicate that the **Countdown** is **Active**. Then there is a value to output the **Name** of the **Countdown** with **Countdown** and then there is **TimerType** which represents the **Emoji** used for the **Countdown** along with the **TimerDate** and **TimerTime** for when the **Countdown** is for and the **DisplayType**.

Then in **Solution Explorer** you need to **Right-Click** on the **Project** and choose **Add** then **New Item...** then in **Add New Item** from **C# Items** choose **Code** and select **Code File** as follows:



Then type in the **Name** for **Add New Item** as follows and then select **Add**:

```
TemplateData.cs
```

You will now be in the **View** for the **Code** of *TemplateData.cs* where you need to type or *Copy and Paste* the following **Code**:

```
namespace Countdown.Widget;

public class TemplateData
{
    public string Countdown { get; set; }

    public string ImageData { get; set; }

    public string DaysTens { get; set; }

    public string DaysUnits { get; set; }

    public string HoursTens { get; set; }

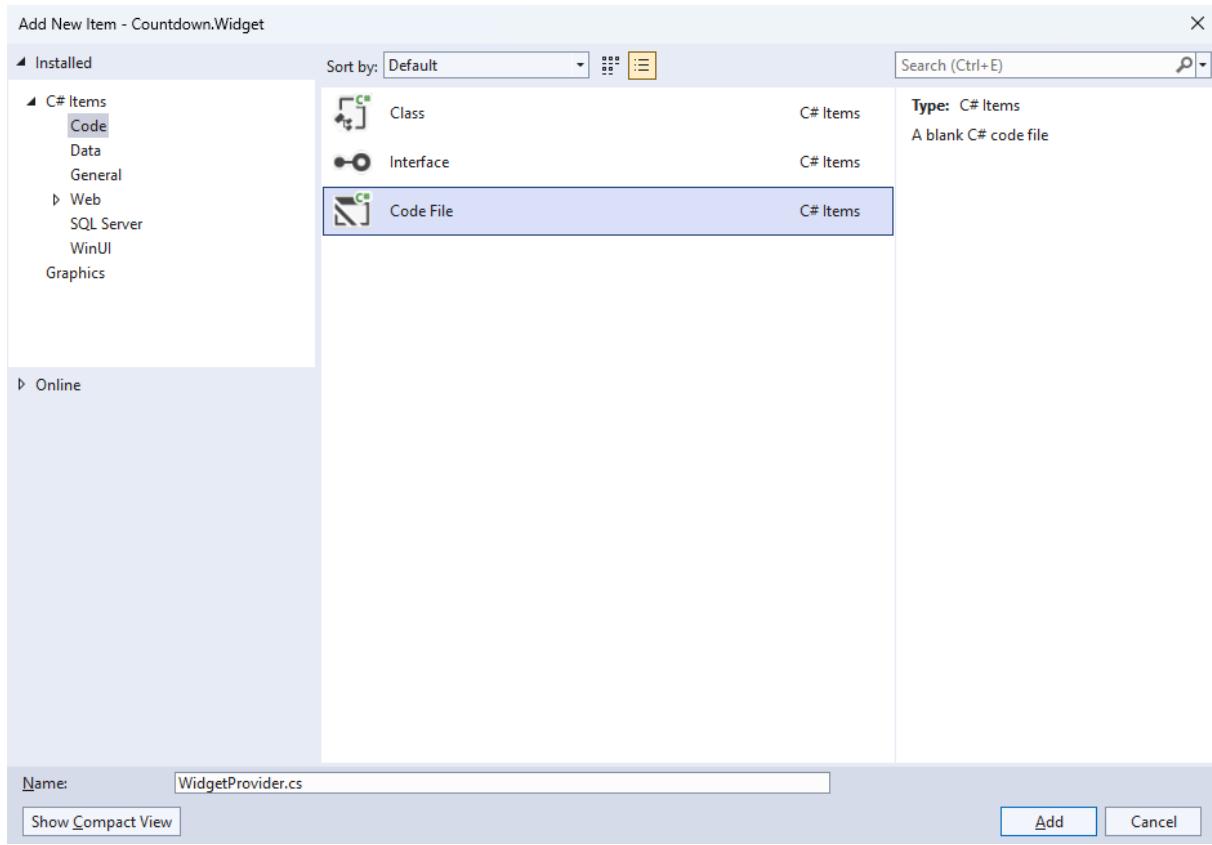
    public string HoursUnits { get; set; }

    public string MinutesTens { get; set; }

    public string MinutesUnits { get; set; }
}
```

Information – This defines a **class** of **TemplateData** will be used in the **Template** for the **Widget** this includes a value to output the **Name** of the **Countdown** with **Countdown** and **ImageData** for the **Emoji** then there are values for the **Tens** and **Units** for **Days**, **Hours** and **Minutes** which will be used to **Display** the **Countdown**.

Then in **Solution Explorer** you need to **Right-Click** on the **Project** and choose **Add** then **New Item...** then in **Add New Item** from **C# Items** choose **Code** and select **Code File** as follows:



Then type in the **Name** for **Add New Item** as follows and then select **Add**:

```
WidgetProvider.cs
```

You will now be in the **View** for the **Code** of *WidgetProvider.cs*, type or *Copy and Paste* the following **Code**:

```
using Comentsys.Toolkit.WindowsAppSdk;
using System;
using System.Runtime.InteropServices;

namespace Countdown.Widget;

[Guid("GUID")]
internal class WidgetProvider : WidgetProviderBase;
```

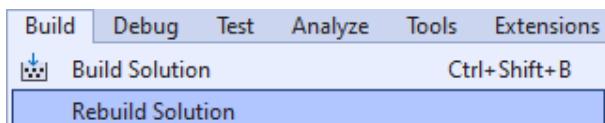
Finally, while still in the **Code** for the *WidgetProvider.cs* replace the contents of the **Attribute** for **Guid** with your own **GUID** from your notes or **Notepad** e.g. *f2986b9a-a918-4ecd-b03f-5b9f9ce03ea8*

```
[Guid("f2986b9a-a918-4ecd-b03f-5b9f9ce03ea8")]
```

Continue to **Helper** once **DisplayType**, **ConfigureData**, **TemplateData** and **WidgetProvider** are created.

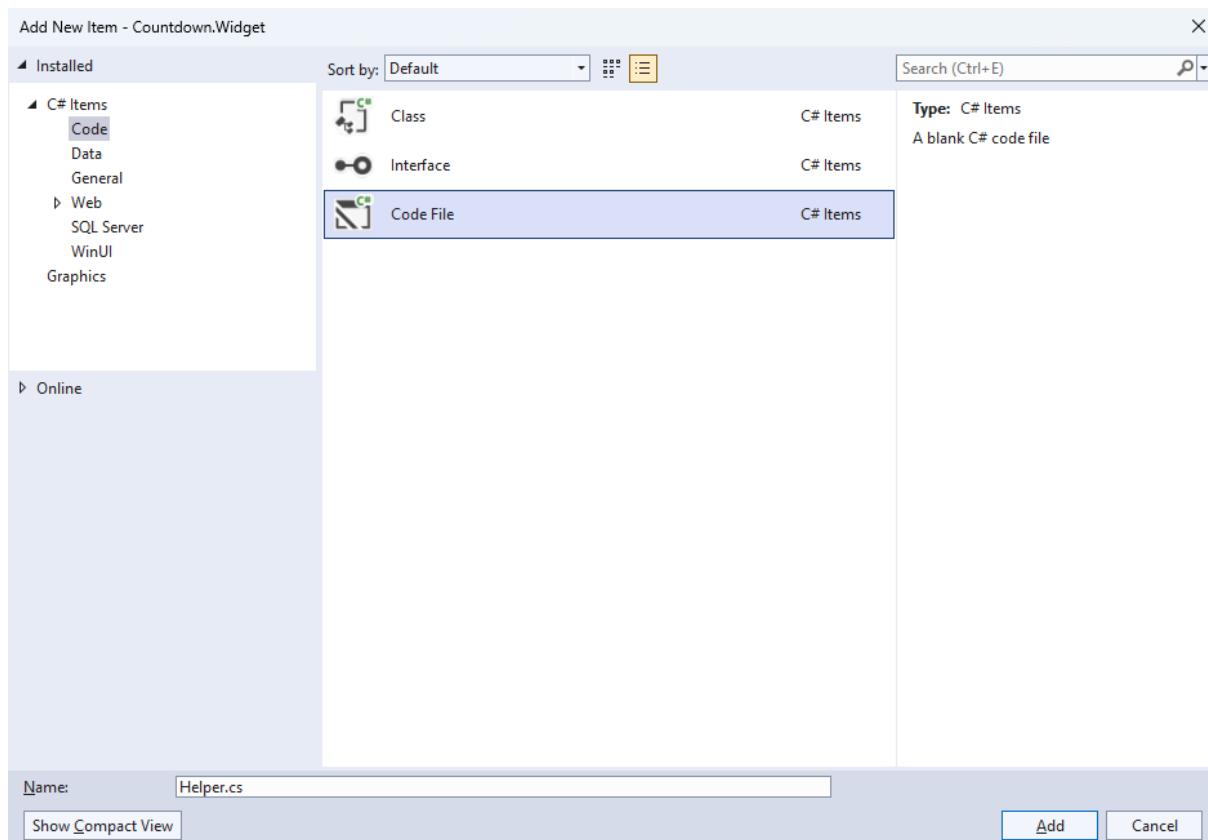
Helper

In **Visual Studio 2022** before making a start on the **Helper** to make sure everything is correct you can **Rebuild** your **Solution**, to do this from the **Menu** select **Build** and then select **Rebuild Solution** as follows:



Information – You should see no **Errors** but if do see any **Warnings** you can check them but shouldn't have any impact but for **Errors** or **Warnings** double check all previous sections and parts of the **Workshop** to make sure you've not missed anything or input anything incorrectly, you can always *Copy* and *Paste* over anything to make sure.

If there are no **Errors** after performing **Rebuild Solution**, then from **Solution Explorer** you need to **Right-Click** on the **Project** and choose **Add** then **New Item...** then in **Add New Item** from **C# Items** choose **Code** and select **Code File** as follows:



Then type in the **Name** for **Add New Item** as follows and then select **Add**:

You will now be in the **View** for the **Code** of *Helper.cs*, type or **Copy** and **Paste** the following **Code**:

```
using Comentsys.Assets.Display;
using Comentsys.Assets.FluentEmoji;
using System;
using System.Collections.Generic;
using System.Drawing;
using System.Linq;
using System.Text.RegularExpressions;

namespace Countdown.Widget;

internal class Helper
{
    private const string toast_url_path_part = "%20";
    private const string toast_url_file_part = "_";
    private const string toast_url_domain = "https://raw.githubusercontent.com";
    private const string toast_url_repo = "/microsoft/fluentui-emoji/references/heads";
    private const string toast_url_asset_path = "/main/assets/{0}/3D/{1}_3d.png";
    private static readonly Regex regex = new("#([0-9a-fA-F]{6}|[0-9a-fA-F]{3})");
    private static readonly Regex split = new(@"\p{Lu}\p{Ll}*");

    // PadColor Method

    // ListColor & ListDisplay Methods

    // GetImageData, GetImageUri & GetNow Methods
}
```

Information – This defines the basic structure of the **class** of **Helper** where **Methods** will be defined. There are **const** values that will be used to build up the **URL** to get a **PNG** format **Image** used by the **Toast** notification later in the **Workshop** from the **Fluent Emoji** by **Microsoft** on **GitHub**. There are also two **Regular Expressions** or **RegEx** the first will be used to extract **HTML** colour values from **SVG** content and the other will be used to divide up a value based on any capital letters, and both won't be changed so they are **readonly** and all values are **private** as they are only used within the **class**.

Then while still in the **View** for the **Code** of *Helper.cs* and after the **Comment** of `// PadColor Method type` or **Copy** and **Paste** the following **Method**:

```
internal static List<Color> PadColor(
    IEnumerable<Color> values, int total)
{
    var times = 0;
    var items = new List<Color>();
    if (values.Count() < total)
    {
        while (items.Count < total)
        {
            times++;
            items = Enumerable.Repeat(values, times)
                .SelectMany(x => x).ToList();
        }
    }
    else if (values.Count() > total)
    {
        items = values.Take(total).ToList();
    }
    else
    {
        items = values.ToList();
    }
    return items;
}
```

Information – This **Method** will be used to pad any colours as needed when processing any colours used for the **Emoji** in case there are not enough colours and to make sure there are exactly the number of colours to be used for the **Display** of the **Countdown Widget**. This **Method** takes advantage of **LINQ** to be able to manipulate the lists of colours as needed, it is also defined as **internal** as the **Methods** in this **class** will only be used inside the **Project** of *Countdown.Widget*.

Next while still in the **View** for the **Code** of *Helper.cs* and after the **Comment** of `// ListColor & ListDisplay Methods` type or *Copy and Paste* the following **Methods**:

```
internal static Color[] ListColor(
    string content, int total, int times)
{
    var items = new List<Color>();
    if (!string.IsNullOrWhiteSpace(content))
    {
        foreach (Match match in regex.Matches(content))
        {
            if (ColorTranslator.FromHtml(match.Value) is Color item
                && !items.Contains(item))
            {
                items.Add(item);
            }
        }
    }
    var values = PadColor(items, total);
    return [.. PadColor(values, total * times)];
}

internal static List<string> ListDisplay(
    FluentEmojiType type, DisplayType display)
{
    var content = FlatFluentEmoji.Get(type)
        .ToSvgString();
    var items = new List<string>();
    for (int i = 0; i < 10; i++)
    {
        items.Add(display == DisplayType.Segment ?
            Segment.Get(i, ListColor(content, 7, 1))
            .ToBase64EncodedSvgString() :
            Matrix.Get(i, ListColor(content, 5, 7))
            .ToBase64EncodedSvgString());
    }
    return items;
}
```

Information – The **Method** of `ListColor` will be used to extract the colours from the **SVG** content using the first **RegEx** it will then convert any **Matches** into a **Color** using the **Method** of `FromHtml` in `ColorTranslator` it will then use the **Method** of `PadColor` to make sure there are enough colours to be used. The **Method** of `ListDisplay` will be used to get all the **Digits** from 0 to 9 for either **Segment** or **Matrix** from **Package** of *Comentsys.Assets.Display* and will use **SVG** content from `FlatFluentEmoji` provided by the **Package** of *Comentsys.Assets.FluentEmoji* and will use the **Method** of `ListColor` to provide the necessary number of colours to fill out the **Display** based on the **DisplayType** passed into the **Method**, which will return a List of Base-64 encoded values for each **Digit** to be used when displaying the **Timer** for the **Countdown Widget**. This **Method** makes use of `?` and `:` which is a **Conditional Expression** which will be **true** when the **DisplayType** is `DisplayType.Segment` and **false** when it is `DisplayType.Matrix`.

Finally, while still in the **View** for the **Code** of *Helper.cs* and after the **Comment** of `// GetImageData, GetImageUri & GetNow Methods` type or *Copy and Paste* the following **Methods**:

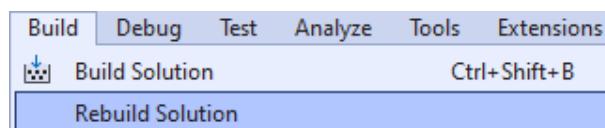
```
internal static string GetImageData(FluentEmojiType type) =>
    FlatFluentEmoji.Get(type)
        .ToBase64EncodedSvgString();

internal static Uri GetImageUri(FluentEmojiType type)
{
    var value = Enum.GetName(type);
    var elements = split.Matches(value)
        .Select(match => match.Value);
    var path = string.Join(toast_url_path_part,
        elements.Select((item, index) => index == 0 ?
            item :
            item.ToLower()));
    var file = path.ToLower()
        .Replace(toast_url_path_part, toast_url_file_part);
    var asset = string.Format(toast_url_asset_path, path, file);
    return new Uri($"{toast_url_domain}{toast_url_repo}{asset}");
}

internal static DateTime GetNow()
{
    var now = DateTime.Now;
    var date = DateOnly.FromDateTime(now);
    var time = new TimeOnly(now.Hour, now.Minute);
    return new DateTime(date, time);
}
```

Information – The **Method** of `GetImageData` will return the **Base-64** encoded **SVG** for the `FluentEmojiType` for the **Emoji** to use on the **Countdown Widget**. The **Method** of `GetImageUri` will build up a **URI** to point to a **PNG** format **Image** from **Fluent Emoji** by **Microsoft** the **GitHub** that will be used by the **Toast** notification by using the **RegEx** of `split` to divide up the `FluentEmojiType` based on the capital letters in the name and then format each part of the **URI** correctly based upon the `FluentEmojiType` to get the **Image**. The final **Method** in *Helper.cs* of `GetNow` is used to get the current **DateTime** with the **Time** only using *Hours* and *Minutes* for use with the **Countdown Widget**.

In **Visual Studio 2022** before making a start on the **Widget** to make sure everything is correct you can **Rebuild** your **Solution**, to do this from the **Menu** select **Build** and then select **Rebuild Solution** as follows:

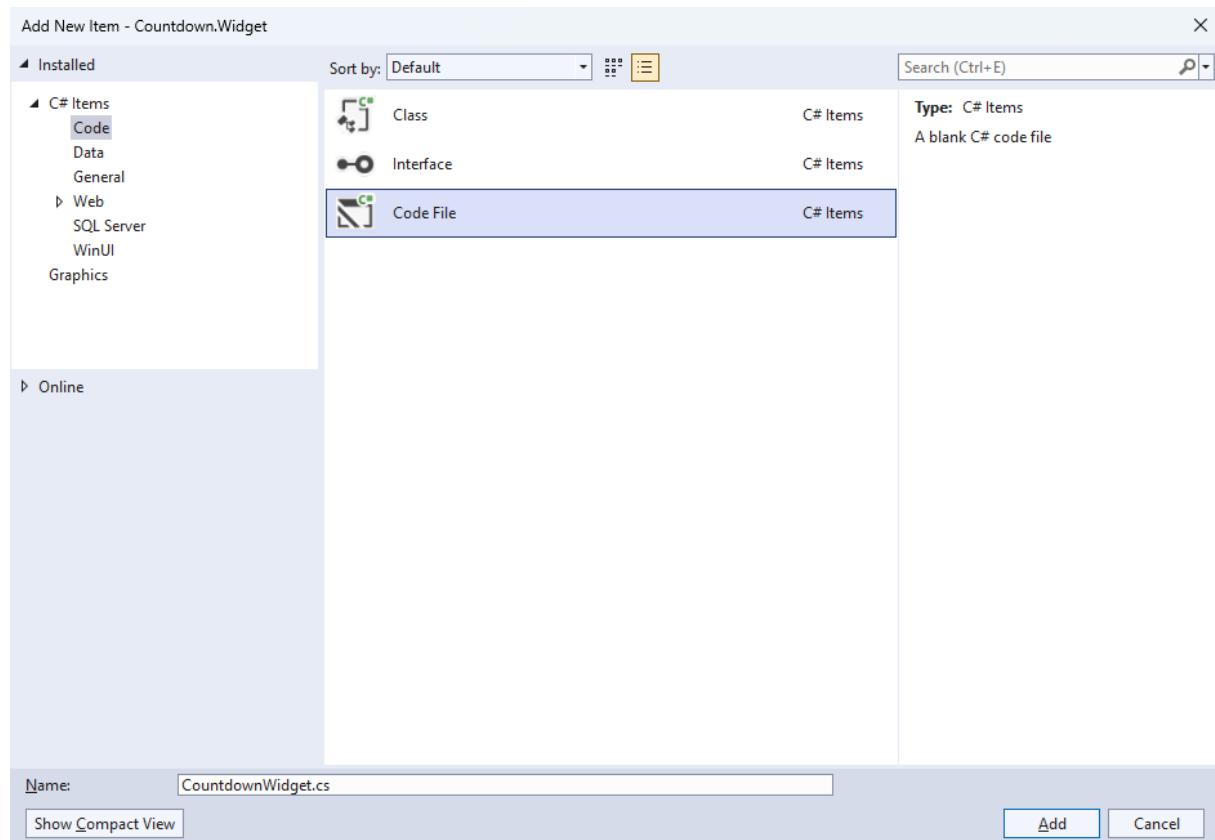


Information – You should see no **Errors** but if do see any **Warnings** you can check them but shouldn't have any impact but for **Errors** or **Warnings** double check all previous sections and parts of the **Workshop** to make sure you've not missed anything or input anything incorrectly, you can always *Copy and Paste* over anything to make sure.

Continue to **Widget** if you don't get any **Errors** to begin implementing the **Countdown Widget** itself.

Widget

From in the **Project** in **Visual Studio 2022** for *Countdown.Widget*, in **Solution Explorer** you need to **Right-Click** on the **Project** and choose **Add** then **New Item...** then in **Add New Item** from **C# Items** choose **Code** and select **Code File** as follows:



Then type in the **Name** for **Add New Item** as follows and then select **Add**:

```
CountdownWidget.cs
```

First when in the **View** for the **Code** of *CountdownWidget.cs*, type or **Copy** and **Paste** the following **Code**:

```
using Comentsys.Assets.FluentEmoji;
using Comentsys.Toolkit.WindowsAppSdk;
using Microsoft.Windows.AppNotifications;
using Microsoft.Windows.AppNotifications.Builder;
using Microsoft.Windows.Widgets.Providers;
using System;
using System.Collections.Generic;
using System.Text.Json;
using System.Text.Json.Serialization;
using System.Threading;

namespace Countdown.Widget;

internal class CountdownWidget : WidgetBase
{
    private const string zero = "00";
    private const string format = "D2";
    private const string save = "save";
    private const string reset = "reset";
    private const string close = "close";
    private const string time = "HH:mm";
    private const string date = "yyyy-MM-dd";
    private const string template = "ms-appx:///Assets/Template.json";
    private const string configure = "ms-appx:///Assets/Configure.json";
    private const string error = "Must be in future but before 100 days";
    private const string finished = "{0} at {1:HH:mm} on {2:d MMMM yyyy}";
    private static readonly JsonSerializerOptions options = new()
    {
        Converters = { new jsonStringEnumConverter() }
    };
    private readonly TemplateData _template = new();

    // Private Members

    // When, Update & Calculate Methods

    // Display & Clear Methods

    // Reset & Toast Methods

    // Tick & Start Methods

    // Constructor and DefinitionId & Configure Properties

    // OnActionInvoked & OnCustomizationRequested Methods

    // Activate, Deactivate, GetDataForWidget & GetTemplateForWidget Methods
}
```

Information – This defines the basic structure of the **class** of *CountdownWidget* where **Methods** will be defined including required on and there are **const** and **readonly** values to be used by the **Methods**.

Any **Errors** for **GetDataForWidget**, **GetTemplateForWidget** and **WidgetBase** will be resolved later.

Then while still in the **View** for the **Code** of *Helper.cs* and after the **Comment** of `// Private Members` type or **Copy** and **Paste** the following **Members**:

```
private ConfigureData _configure = new();
private List<string> _display = [];
private Timer _timer = null;
private int _total = 0;
```

Information – These **Members** will be used to store the **ConfigureData** for the **Widget** along with a **List** of **string** which will be used to store the **Base-64** encoded **SVG** representations of each value of the **Display** for the **Countdown Widget** from 0 to 9 so they can be retrieved more efficiently. There is also a **Timer** which will be used for the **Countdown** itself on the **Countdown Widget** and there is an **int** which will be used to store the **Total** number of minutes to when the **Countdown** is completed.

Next while still in the **View** for the **Code** of *CountdownWidget.cs* and after the **Comment** of `// When, Update & Calculate Methods` type or **Copy** and **Paste** the following **Methods**:

```
private DateTime When() =>
    DateTime.Parse($"{_configure.TimerDate} {_configure.TimerTime}");

private void Update()
{
    SetState(JsonSerializer.Serialize(_configure, options));
    var update = new WidgetUpdateRequestOptions(Id)
    {
        Template = GetTemplateForWidget(),
        Data = GetDataForWidget(),
        CustomState = State
    };
    WidgetManager.GetDefault().UpdateWidget(update);
}

private bool Calculate(
    out string days,
    out string hours,
    out string minutes,
    out int total)
{
    var now = Helper.GetNow();
    var when = When();
    var diff = when - now;
    days = diff.Days.ToString(format);
    hours = diff.Hours.ToString(format);
    minutes = diff.Minutes.ToString(format);
    total = (int)diff.TotalMinutes;
    return when > now && diff.Days < 100;
}
```

Information – The **Method** of **When** will be used to get the **DateTime** for the **Countdown**, **Update** will store the **Configuration** in the **State** of the **Widget** as **JSON** and **Update** the **Widget** and **Calculate** will work out how many *Days*, *Hours* and *Minutes* the **Countdown** along with **Total** minutes due and will check if the **Timer** values selected are **Valid** which is to be in the future and be less than 100 days in the future.

While still in the **View** for the **Code** of *CountdownWidget.cs* and after the **Comment** of `// Display & Clear Methods` type or **Copy and Paste** the following **Methods**:

```
private void Display(  
    string days,  
    string hours,  
    string minutes)  
{  
    _template.DaysTens = _display[int.Parse(days[0].ToString())];  
    _template.DaysUnits = _display[int.Parse(days[1].ToString())];  
    _template.HoursTens = _display[int.Parse(hours[0].ToString())];  
    _template.HoursUnits = _display[int.Parse(hours[1].ToString())];  
    _template.MinutesTens = _display[int.Parse(minutes[0].ToString())];  
    _template.MinutesUnits = _display[int.Parse(minutes[1].ToString())];  
}  
  
private void Clear()  
{  
    _total = 0;  
    _timer = null;  
    _configure.Active = false;  
    Display(zero, zero, zero);  
    Update();  
}
```

Information – The **Method** of **Display** is used to set the **Template** values for the **Tens** and **Units** for *Days*, *Hours* and *Minutes* for the **Countdown** using the values passed in for the first and second part of a number that will be two-digits, including a leading zero that have been passed in. The **Method** of **Clear** is used as part of resetting items such as the **Timer** and zeroing out the **Display** as well as calling **Update** to indicate this on the **Countdown Widget**.

Then while in the **View** for the **Code** of *CountdownWidget.cs* and after the **Comment** of *// Reset & Toast Methods* type or *Copy and Paste* the following **Methods**:

```
private void Reset()
{
    _timer = null;
    var now = Helper.GetNow();
    _configure.TimerDate = now.ToString(date);
    _configure.TimerTime = now.ToString(time);
    _configure.DisplayType = DisplayType.Segment;
    _configure.TimerType = FluentEmojiType.TimerClock;
    _configure.Countdown = nameof(_configure.Countdown);
    _display = Helper.ListDisplay(_configure.TimerType, _configure.DisplayType);
    _template.ImageData = Helper.GetImageData(_configure.TimerType);
    _template.Countdown = _configure.Countdown;
    Clear();
}

private void Toast()
{
    Clear();
    var when = When();
    var text = _template.Countdown;
    var image = Helper.GetImageUri(_configure.TimerType);
    var toast = new AppNotificationBuilder()
        .AddText(text)
        .AddText(string.Format(finished, text, when, when))
        .SetInlineImage(image)
        .BuildNotification();
    AppNotificationManager.Default.Show(toast);
}
```

Information – The **Method** of **Reset** is used to reset the **Countdown** which includes setting all values to their default values for the **Configuration** and will also use the **Methods** in the **Helper** to get the **Base-64** encoded **SVG** images for the **Display** and **Emoji** used and then will call the **Method** of **Clear** to complete the resetting process. The **Method** of **Toast** will be used when the **Countdown** has completed and will use **Clear** to make sure the **Widget** is zeroed out and will then use the **Helper** to get the **PNG** format for the **Image** to be used on the **Toast**, it will then build up **Text** for **Notification** for the **Toast** itself using the **AppNotificationBuilder** and trigger the **Notification** for the **Toast** using **AppNotificationManager**.

Next while in the **View** for the **Code** of *CountdownWidget.cs* and after the **Comment** of *// Tick & Start Methods* type or *Copy and Paste* the following **Methods**:

```
private void Tick(object state)
{
    if (!Configure && _configure.Active)
    {
        var valid = Calculate(
            out string days, out string hours,
            out string minutes, out int total);
        if (IsActivated && valid && total != _total)
        {
            Display(days, hours, minutes);
            Update();
        }
        if (total <= 0)
        {
            Toast();
        }
    }
}

private void Start()
{
    _display = Helper.ListDisplay(_configure.TimerType, _configure.DisplayType);
    _template.ImageData = Helper.GetImageData(_configure.TimerType);
    _template.Countdown = _configure.Countdown;
    _timer ??= new Timer(Tick, null, 0, 100);
    _configure.Active = true;
}
```

Information – The **Method** of **Tick** will be used by the **Timer** for the **Countdown** each time it ticks, it will first check if is not being **Configured** and that it is **Active**, it will then use **Calculate** to determine the *Days*, *Hours* and *Minutes* that it should be counting down to along with returning if the selected value is **Valid**, it then checks to see if the **Widget** has been **Activated** and if the calculation was valid and the **Total** number of minutes to the **Countdown** has changed then it will **Update** the **Widget** using **Update**, these checks ensure that the **Widget** is only updated when it needs to be updated, then the **Method** also checks if the **Total** is at *0* or below and trigger the **Method** for **Toast** to indicate the **Countdown** has completed. The **Method** of **Start** is used to populate the values for **Display** and **Emoji** for the **Countdown Widget** using the **Helper** and it will also set up the **Timer** and set the **Configuration** to **Active** for the **Countdown**.

There will be another **Error** at this point for **Configure** as it has not yet been added, but this will be resolved in the next step of the **Workshop**.

While in the **View** for the **Code** of *CountdownWidget.cs* and after the **Comment** of **// Constructor and DefinitionId & Configure Properties** type or *Copy and Paste* the following **Constructor** and **Properties**:

```
public CountdownWidget(string widgetId, string startingState) :  
    base(widgetId, startingState)  
{  
    try  
    {  
        _configure = string.IsNullOrWhiteSpace(startingState) ?  
            new ConfigureData() :  
            JsonSerializer.Deserialize<ConfigureData>(  
                startingState, options);  
    }  
    catch  
    {  
        _configure = new();  
    }  
    if (_configure.Active)  
    {  
        Start();  
    }  
    else  
    {  
        Reset();  
    }  
}  
  
public static string DefinitionId { get; } = nameof(CountdownWidget);  
  
protected bool Configure { get; set; } = false;
```

Information – The **Constructor** is used to setup the **class** of *CountdownWidget* will read the **State** using **JSON** for the **Widget** when created for the **Configuration** or if it is blank, empty or contains just white space it will create a new **Configuration** of *ConfigureData* and it will either call the **Method** of *Start* or *Reset* depending on whether it is **Active** or not. There is also a **Property** for **DefinitionId** which is used to uniquely identify the **Widget** and must match with the **Id** used in the **Manifest** of *Package.appxmanifest* of *CountdownWidget* and there is a **Property** of **Configure** which is used to indicate the **Countdown Widget** is being **Configured** from the **Widgets Board**.

Errors regarding **WidgetBase** and **Configure** will have been resolved at this point and the remaining **Errors** with **GetDataForWidget** and **GetTemplateForWidget** will be resolved later in the **Workshop**.

Then in the **View** for the **Code** of *CountdownWidget.cs* and after the **Comment** of `// OnActionInvoked & OnCustomizationRequested Methods` type or **Copy and Paste** the following **Methods**:

```
public override void OnActionInvoked(
    WidgetActionEventArgs actionInvokedArgs)
{
    if (actionInvokedArgs.Verb == save)
    {
        try
        {
            _configure = JsonSerializer.Deserialize<ConfigureData>(
                actionInvokedArgs.Data, options);
            if (Calculate(out string days, out string hours,
                out string minutes, out int total))
            {
                Start();
                _total = total;
                Configure = false;
                Display(days, hours, minutes);
                _configure.Error = string.Empty;
            }
            else
            {
                _configure.Error = error;
                Configure = true;
            }
        }
        catch { }
    }
    else if (actionInvokedArgs.Verb == reset)
    {
        _configure.Error = string.Empty;
        Configure = false;
        Reset();
    }
    else
    {
        Configure = false;
    }
    Update();
}

public override void OnCustomizationRequested(
    WidgetCustomizationRequestedArgs customizationRequestedArgs)
{
    Configure = true;
    Update();
}
```

Information – Method of **OnActionInvoked** will be used during **Configuration** of the **Widget**, it will be used to **Save the Configuration** and will use **Calculate** to ensure the selection of **Date** and **Time** is **Valid** and it so it will begin the **Countdown** including using the **Methods** of **Start** and **Display** along with resetting any previous **Error**. If **Date** and **Time** is not **Valid** this will set the **Error** to the message of **error** in the **Constants**, there is also an option to **Reset** the **Countdown** or just **Close the Configuration**. The **Method** of **OnCustomizationRequested** will be used to trigger **Customisation** and **Update** the **Widget**.

Finally, in the **View** for the **Code** of *CountdownWidget.cs* and after the **Comment** of **// Activate, Deactivate, GetDataForWidget & GetTemplateForWidget Methods** type or *Copy and Paste* the following **Methods**:

```
public override void Activate() =>
    isActivated = true;

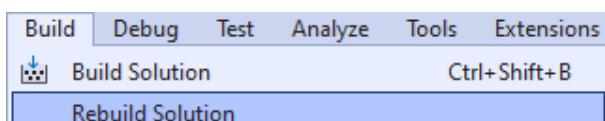
public override void Deactivate() =>
    isActivated = false;

public override string GetDataForWidget() => Configure ?
    JsonSerializer.Serialize(_configure, options) :
    JsonSerializer.Serialize(_template);

public override string GetTemplateForWidget() => Configure ?
    WidgetHelper.ReadJsonFromPackage(configure) :
    WidgetHelper.ReadJsonFromPackage(template);
```

Information – The **Methods** of **Activate** and **Deactivate** will update the **isActivated** value accordingly which is used by the **Property** of **IsActive**. The **Method** for **GetDataForWidget** is used to get the **Data** for the **Widget** which is either the **ConfigureData** during **Configuration** or the **TemplateData** for the **Widget** which is returned as **JSON**. The **Method** for **GetTemplateForWidget** is used to get the **Template** for the **Widget** which is either the **Configure.json** during **Configuration** or **Template.json** for the **Widget** which uses a **WidgetHelper** to retrieve these from the **Assets** from **Package** of the **Project** indicated with the **Constants** for the **Adaptive Cards** used for the **Template** or **Configuration**.

The remaining **Errors** for **GetDataForWidget** and **GetTemplateForWidget** should now be resolved. In **Visual Studio 2022** to make sure everything is correct by **Rebuilding** your **Solution**, to do this from the **Menu** select **Build** and then select **Rebuild Solution** as follows:



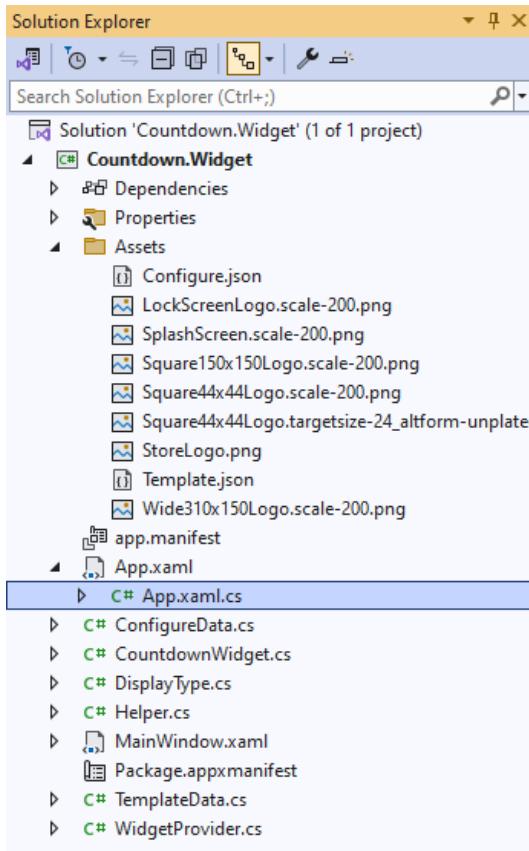
Information – You should see no **Errors** but if you do see any **Errors**, double check all previous sections of the **Workshop** to make sure you've not missed anything or input anything incorrectly, you can always *Copy and Paste* over anything to make sure.

Once you have added the **Types** including **DisplayType**, **ConfigureData**, **TemplateData** and **WidgetProvider** along with the **Helper** of **Helper** and **Widget** of **CountdownWidget** then you have completed the **Implementation** of the **Widget** for the **Workshop**, otherwise check over everything and you are ready for the **Application** part of the **Workshop**.

Application

Initialising

From in the **Project** in **Visual Studio 2022** for *Countdown.Widget*, in **Solution Explorer** you need to select the arrow next to *App.xaml* then double-click on *App.xaml.cs* to see the **Code**.



You should now be in the **Code** for *App.xaml.cs* and there should be a **Method** of **OnLaunched(...)** and a **Member** of **m_window** and these should both be **Removed** by removing the following:

```
/// <summary>
/// Invoked when the application is launched.
/// </summary>
/// <param name="args">Details about the launch request and process.</param>
protected override void OnLaunched(Microsoft.UI.Xaml.LaunchActivatedEventArgs args)
{
    m_window = new MainWindow();
    m_window.Activate();
}

private Window m_window;
```

Information – This is removed as the **Window** of **MainWindow** is not needed for the **Countdown Widget** as it will be a self-contained **Widget** with no need for any elements using XAML with **WinUI** which would be used in the **MainWindow** of **Windows App SDK** applications with a **Window**, you can *optionally* delete the *MainWindow.xaml* file as is not needed or used in the **Workshop**.

Then while still in the **Code** for *App.xaml.cs*, once the **Method** of *OnLaunched(...)* and **Member** of *m_window* has been removed, within the **Constructor** of *public App() {...}* and below the line of *this.InitializeComponent();* type or *Copy and Paste* the following **Code**:

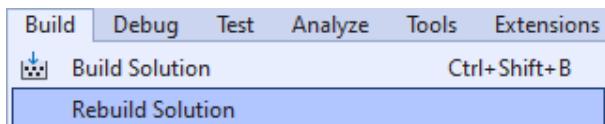
```
ComWrappersSupport.InitializeComWrappers();
WidgetProvider.AddWidget(CountdownWidget.DefinitionId,
(widgetId, initialState) =>
new CountdownWidget(widgetId, initialState));
WidgetRegistrationManager<WidgetProvider>.RegisterProvider();
```

Information – This will initialise the **Application** for the **ComWrappersSupport** which is needed for the **Widgets Board** to be able to invoke the application and relates to the **Com** elements that were added in the *Package.appxmanifest*, it also uses the **WidgetProvider** to add the **Widget** of **CountdownWidget** with the **Id** and initial **State** for the **Widget** and then will use the **WidgetRegistrationManager** to **Register** the **Widget Provider**.

Next while still in the **Code** for *App.xaml.cs* make sure that at the top of the **Code** in the **usings** that the following **using** has been added, if not then after the existing **usings** type or *Copy and Paste* the following:

```
using WinRT;
```

In **Visual Studio 2022** to make sure everything is correct **Rebuild** your **Solution**, to do this from the **Menu** select **Build** and then select **Rebuild Solution** as follows:

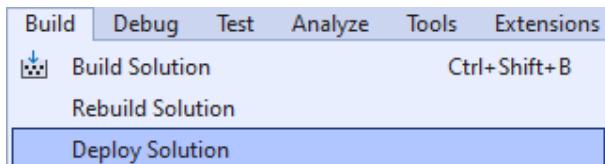


Information – You should see no **Errors** but if you do see any **Errors**, double check all previous sections and parts of the **Workshop** to make sure you've not missed anything or input anything incorrectly, you can always *Copy and Paste* over anything to make sure.

If you have removed the **Method** of *OnLaunched* and the **Member** of *m_window* and added to the **Constructor** of *App* perform the **Initialising the Application**, then **Congratulations** as you have completed the **Countdown Widget** for the **Workshop** and you are now ready for the **Deploying** section of the **Workshop** where can start using your **Countdown Widget**.

Deploying

In **Visual Studio 2022** from the **Menu** select **Build** and then select **Deploy** as follows:

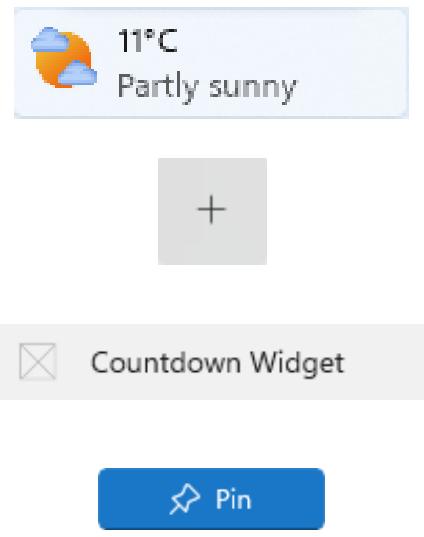


Information – You should see no problems when selecting **Deploy Solution** but if you do then check any **Errors**, the most common of which is not enabling **Developer Mode** during the **Setup** part of the **Workshop** but otherwise the **Countdown Widget** should be **Deployed** correctly.

Once you have **Deployed** the **Countdown Widget** then you can close **Visual Studio 2022** as it is no longer needed in the **Workshop** unless you want to try **Debugging** to learn more about it later in the **Workshop**.

Adding

Once **Deployed** you won't find your **Application** in the **Start Menu** as normal with a **Packaged Application** developed with **Windows App SDK** as this was turned off with **AppListEntry** setting of **none** during the **Implementation** part of the **Workshop** as **Countdown Widget** is a self-contained **Widget** so you will find then **Pin** the **Countdown Widget** in the **Widgets Board** by doing the following:



Select or hover over the **Button** for **Widgets** usually represented with the **Weather** on the **Taskbar** to launch the **Widgets Board**.

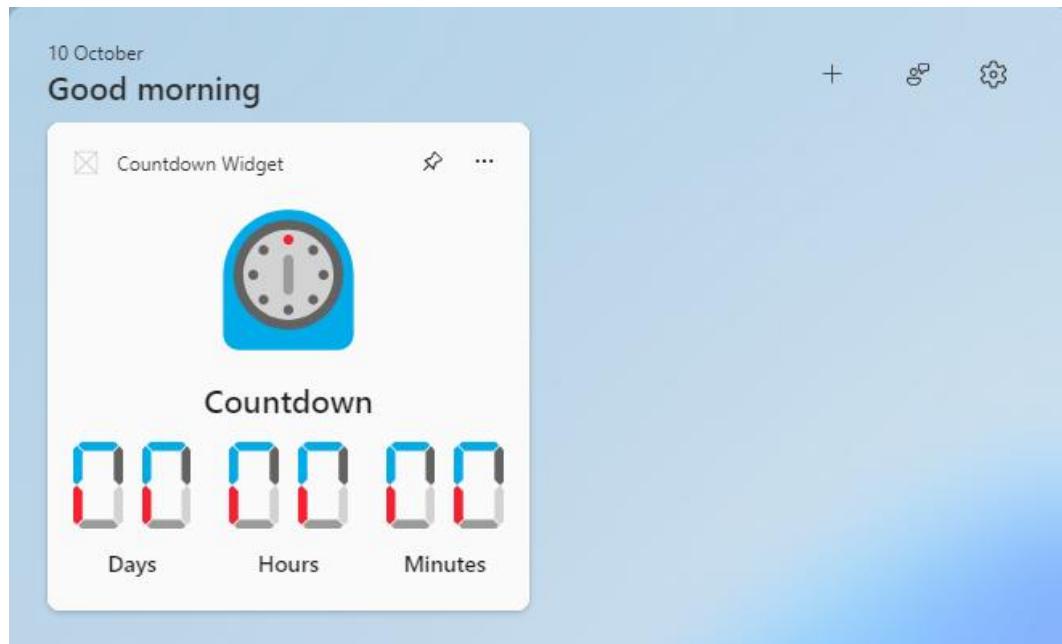
Once in the **Widgets Board** select the **Add widgets** option.

From **Pin widgets** select **Countdown Widget**, there may be similar **Widgets** so look for the **Countdown Widget** with a **grey-X** image.

Once **Countdown Widget** has been selected from **Pin widgets** then select **Pin** to add the **Countdown Widget** to the **Widgets Board**.

Information – From **Pin widgets** you will also be able to **Pin** any other **Widgets** to the **Widgets Board** as well as being able to **Find more widgets** from the **Microsoft Store**.

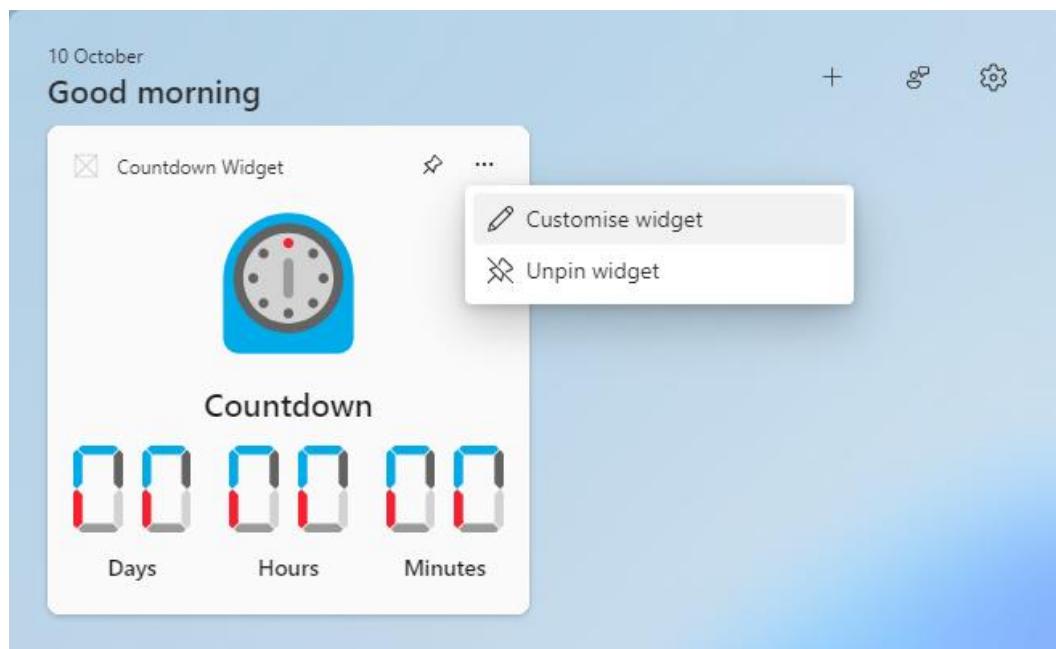
Once you have selected **Pin** for **Countdown Widget** it should have been added to the **Widgets Board**, and may appear alongside other **Widgets** or **Feed** so you can **Drag-and-Drop** it to the top left of the **Widgets Board**, and should appears as follows:



Information – **Countdown Widget** will be added to the **Widgets Board** it will be in the default **Configuration** which is also what happens when you select **Reset** when **Configuring the Widget**. When the Countdown Widget was added this will have triggered the **Constructor** in the *CountdownWidget.cs* from the **Implementation** part of the **Workshop**.

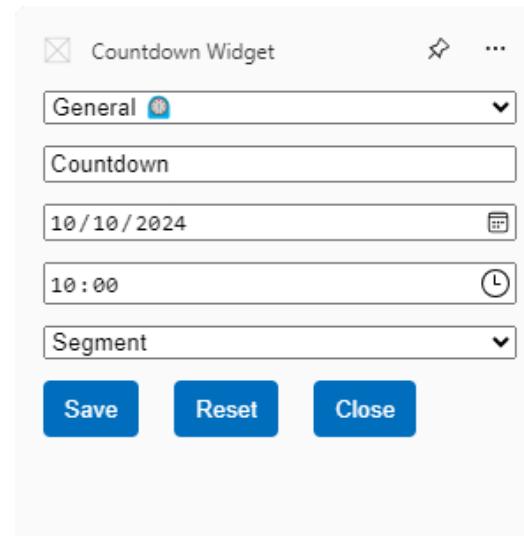
Configuring

Once the **Countdown Widget** has been **Pinned** to the top-left of the **Widgets Board**, on the **Countdown Widget** you can **Configure** it by selecting the ... and then select the **Customise widget** option as follows:



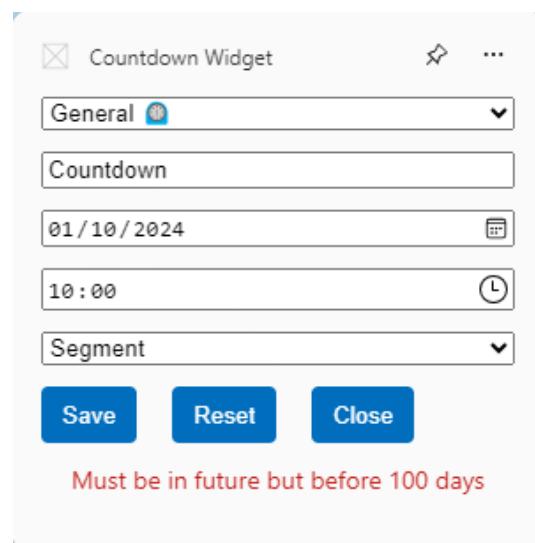
Information – The ... option on the **Widget** will also allow you to **Unpin a widget** which will remove the **Widget** from the **Widgets Board**.

You should now see the **Configuration** where you can set the **Type of Countdown** which will control the **Emoji** and colour scheme used for the **Timer**, you can select a **Name**, then you can pick the **Date** and **Time** plus choose the **Display** from *Segment* or *Matrix* from the screen shown as follows:



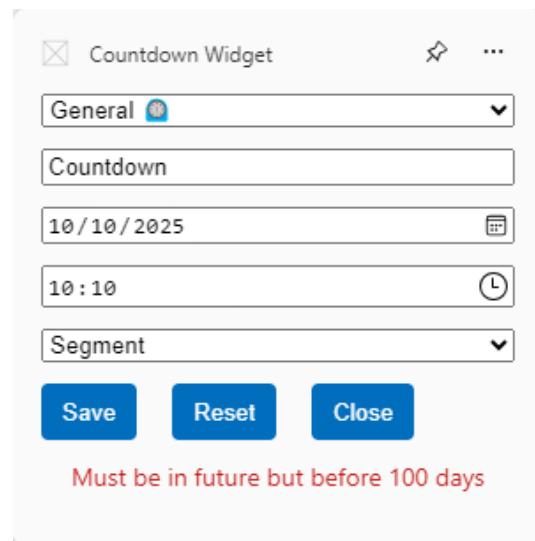
Information – You can **Reset** the **Countdown Widget** which will stop any existing **Countdown** and return the **Widget** to the initial **Configuration** if you don't want to make any changes to the **Configuration** then you can select **Close**, and this will return to the **Template** from **Configuration** without doing anything else.

You can try out the **Validation** that is supported when **Configuring the Countdown Widget** for example you can select a **Date** or **Time** that is any time in the past and you should see the following **Error**:



Information – The check from the **Implementation** in the **Method** of **Calculate** in **CountdownWidget.cs** to see if **When** the **Countdown** was selected is before **Now** controls this **Error** being shown.

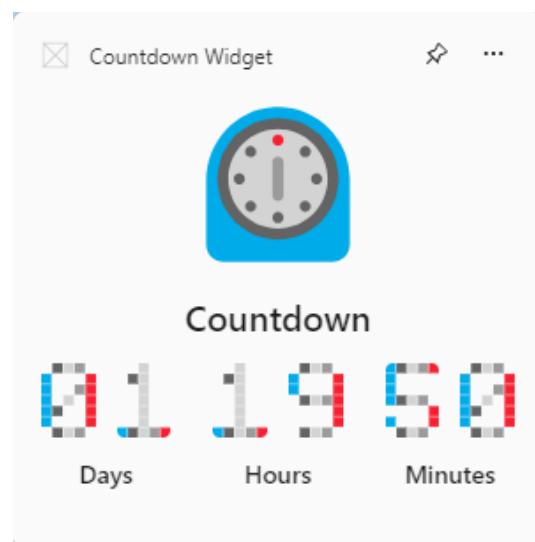
If you select a **Date** that is more than 99 days in the future, then you should see the following **Error**:



Information – The check from the **Implementation** in the **Method** of **Calculate** in **CountdownWidget.cs** to see if **When** the **Countdown** was selected is not less than 100 days controls this **Error** being shown.

Interacting

Once you have **Configured** the **Widget** by selecting the **Type** of *General* which will control the **Emoji** and colour-scheme of the **Display**, entered a **Name** so you know what the **Countdown** is for, and have then selected a **Date** and **Time** for the **Countdown** and picked the **Display** from *Segment* or *Matrix* then you can select **Save** and the **Countdown Widget** for example if was 10th October at 10:00 you could change the **Timer** for 06:00 on the 12th October and the **Display** to *Matrix* it should appear as follows:



Information – The **Timer** for the **Countdown** will **Display** the number of *Days*, *Hours* and *Minutes* until the **Countdown** has completed, when the **Widget Board** is hidden then the **IsActivatedValue** from the *CountdownWidget.cs* will be set to **false** so we don't need to update the **Widget** and when it is selected it will be set back to **true** and we can update the **Widget** accordingly, although the **Toast** is not altered by this as it will display when the **Countdown** has completed

When a **Countdown** has completed for the **Countdown Widget** such as one for 10:10 on 10th October 2024 it then on the **Desktop** or in **Notifications** the following **Toast** will be displayed:

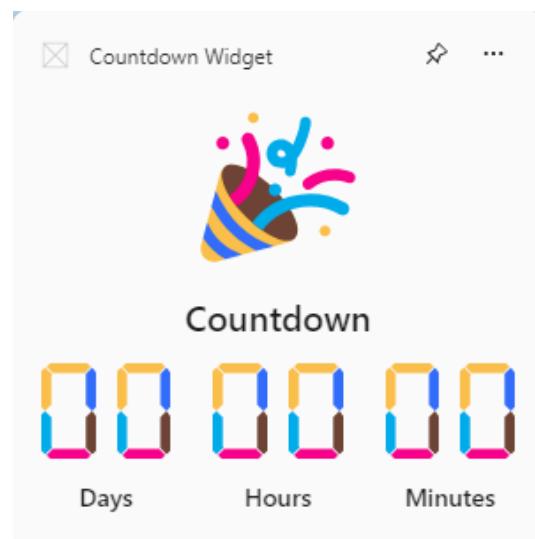


Information – This **Toast** will show the **Name** of the **Countdown** along with the **Time** and **Date** it was for plus the **Image** using the **PNG** resource for the **Emoji** from **GitHub**.

Emoji

Party

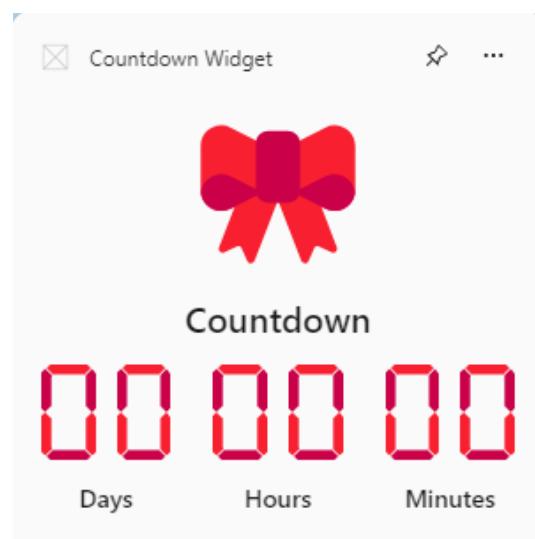
When **Configuring** the **Countdown Widget** there are a selection of **Types** that can be selected that control the **Emoji** using **Fluent Emoji** from **Microsoft** that is shown on the **Countdown Widget** that also control the colour-scheme of the **Display** then the **Countdown Widget** can appear as follows for *Party*:



Information – *Party* will use the **Emoji** for *PartyPopper* using *Comentys.Assets.FluentEmoji* which provides the **Assets as SVG** for the **Fluent Emoji** from **Microsoft**.

Celebration

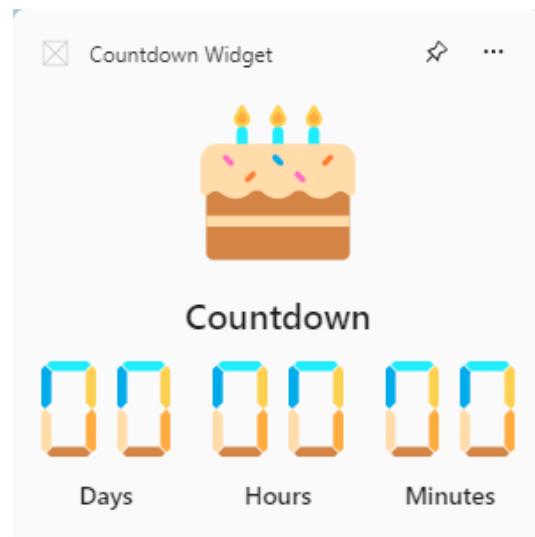
When **Configuring** the **Countdown Widget** and you select the **Type** for *Celebration* then the **Countdown Widget** can appear as follows:



Information – *Celebration* will use the **Emoji** for *Ribbon* using the **SVG** for the **Asset** from *Comentys.Assets.FluentEmoji*.

Birthday

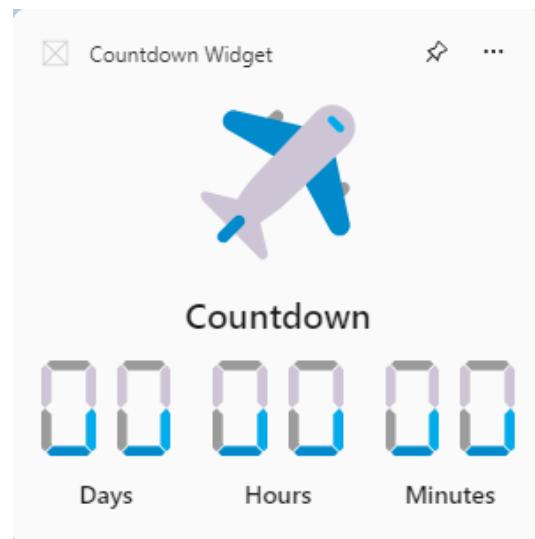
When **Configuring** the **Countdown Widget** and you select the **Type** for *Birthday* then the **Countdown Widget** can appear as follows:



Information – Celebration will use the **Emoji** for *BirthdayCake* using the **SVG** for the **Asset** from *Comentys.Assets.FluentEmoji*.

Holiday

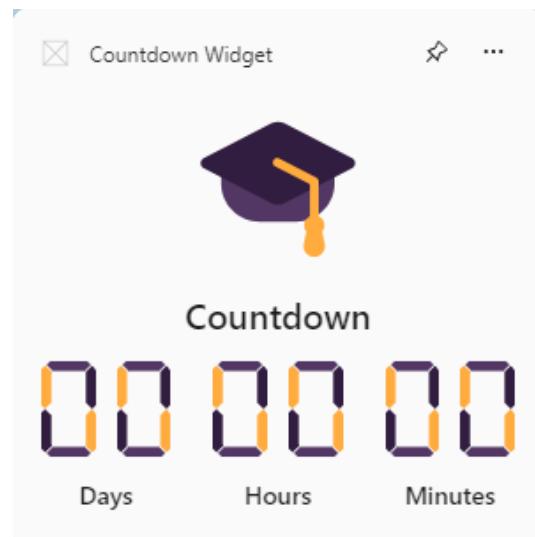
When **Configuring** the **Countdown Widget** and you select the **Type** for *Holiday* then the **Countdown Widget** can appear as follows:



Information – This will use the **Emoji** in *Comentys.Assets.FluentEmoji* of *Airplane* for the **SVG** for the **Asset**.

Graduation

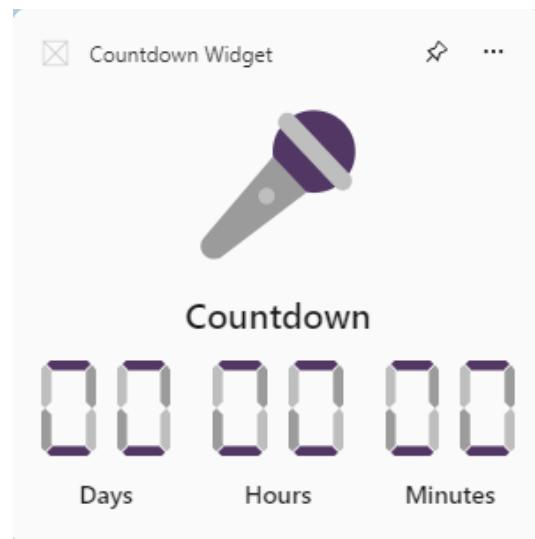
When **Configuring** the **Countdown Widget** and you select the **Type** for *Graduation* then the **Countdown Widget** can appear as follows:



Information – This will use the **Emoji** in *Comentys.Assets.FluentEmoji* of *GraduationCap* for the **SVG** for the **Asset**.

Concert

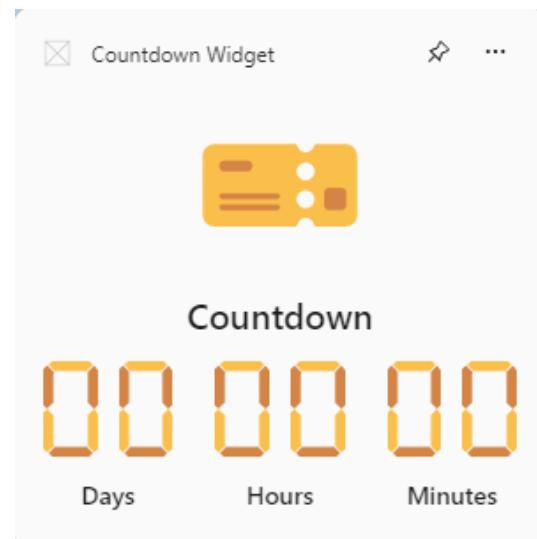
When **Configuring** the **Countdown Widget** and you select the **Type** for *Concert* then the **Countdown Widget** can appear as follows:



Information – This will use the **Emoji** in *Comentys.Assets.FluentEmoji* of *Microphone* for the **SVG** for the **Asset**.

Event

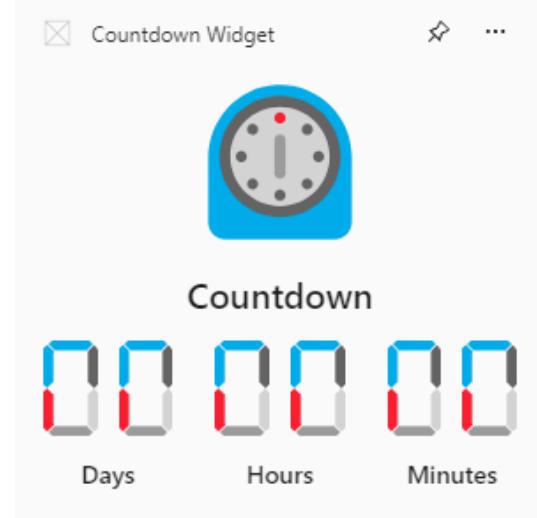
When **Configuring** the **Countdown Widget** and you select the **Type** for *Event* then the **Countdown Widget** can appear as follows:



Information – This will use the **Emoji** in *Comentys.Assets.FluentEmoji* of *Ticket* for the **SVG** for the **Asset**.

General

When **Configuring** the **Countdown Widget** and you select the **Type** for *General*, which is the default appearance, then the **Countdown Widget** can appear as follows:



Information – This will use the **Emoji** in *Comentys.Assets.FluentEmoji* of *TimerClock* for the **SVG** for the **Asset**.

Debugging

Although you have completed the **Countdown Widget** if you want to learn more about how the **Code** is working when the **Widget** is being used, then you can do this after it has been **Deployed** by **Debugging** the application. To do this launch **Visual Studio 2022** and select the **Solution** for *Countdown.Widget* that should be in the **Recent** list and when or if **Visual Studio 2022** is loaded to start **Debugging** select the following option from the toolbar:

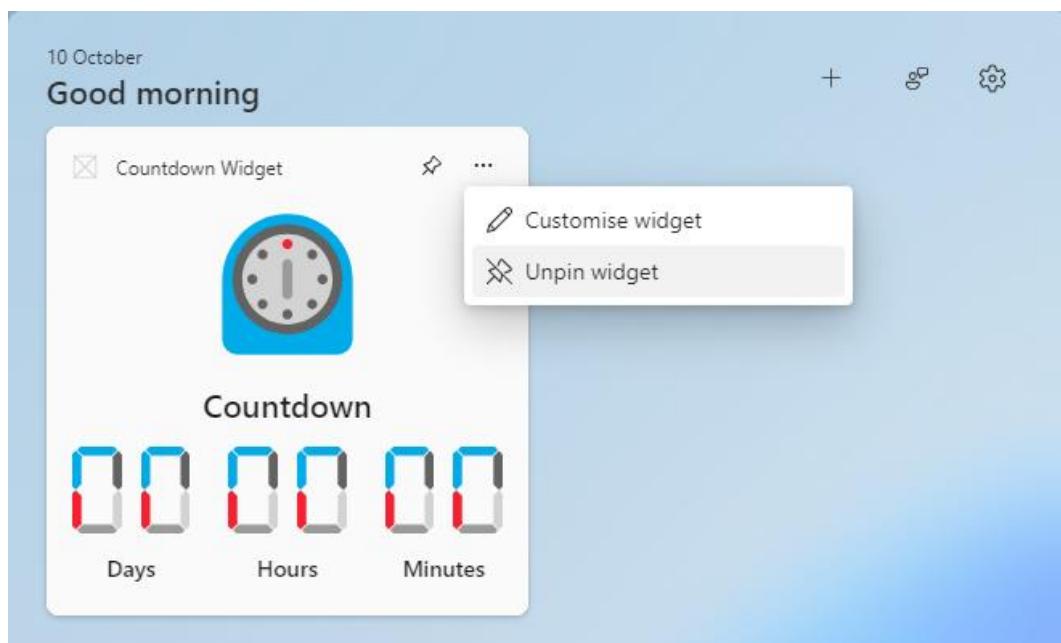


Information – This will start the **Debugger** for the application when you can place **Breakpoints** in different parts of the application to see what is doing, after **Configuring** the **Countdown Widget** you can see when it starts the **Timer** and see what any values are in any part of the application just like a normal **Windows App SDK** application so if you weren't sure what any of the **Methods** are actually doing then you can use **Debugging** to discover and explore more about the different parts of the **Countdown Widget**.

Feel free to make any changes to the application, you could add more **Emoji** by simply adding more of the **Emoji** values supported by **FluentEmojiType** from *Comentsys.Assets.FluentEmoji* to the *Configure.json* to add more types of **Countdown** which will also set the colour-scheme for the **Display** or you could make other changes to make the **Countdown** your own, why not add three digits for days so you can expand on the 99 day limit or maybe add a **Years**, you can do anything you like.

Removing

If you encounter any issues with the **Countdown Widget**, the **Unpin** it by selecting the ... and then select the **Unpin widget** if the **Widget** is still displayed in the **Widgets Board** as follows:

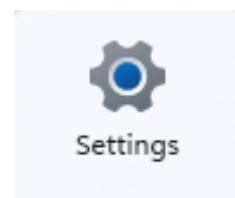


Information – Sometimes your **Widget** may have already been removed so you can proceed with process of removing the **Countdown Widget**.

Once or if your **Countdown Widget** has issues and it is **Unpinned** then will need to **Uninstall** the **Countdown Widget** by doing the following:



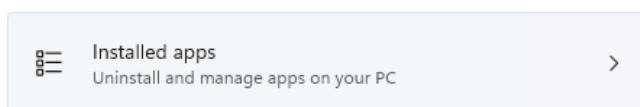
Select **Start** on the **Taskbar** to launch the **Start Menu**



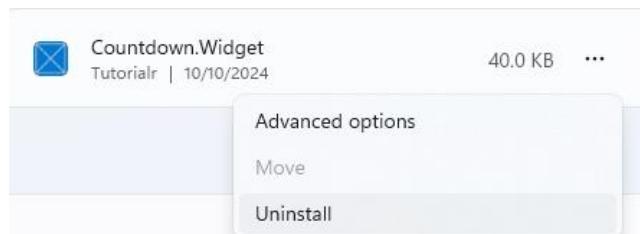
Then select **Settings** from the **Start Menu**



When in **Settings** select **Apps**



Next once in **Apps** select **Installed apps**



Finally search for **Countdown.Widget** and then select the ... option and select **Uninstall**

Information – This should remove your **Countdown Widget** completely from **Windows** where you can then make any changes to the application before following **Deploying** to redeploy and then following **Adding** your **Countdown Widget** back to the **Widgets Board** where you can then try out any changes you have made. If you still have any problems with your **Countdown Widget**, then feel free to **Restart** your **Computer** after **Uninstalling** before then proceeding to **Deploying** and then **Adding** your **Countdown Widget** from the **Workshop**.

Conclusion

Feel free to experiment with the **Countdown Widget** from this **Workshop** to add more **Types**, change the **Design** by taking advantage of the **Designer for Adaptive Cards** or even implement your own type of **Display** beyond the *Segment* and *Matrix* displays using **Images** in either **SVG** or **PNG** formats, you can make the **Countdown Widget** your own!

Adaptive Cards can express not only the **Template** or **Customise** designs for the **Countdown Widget** from this **Workshop** but can also support a wide variety of layouts which can support multiple sizes such as *Small*, *Medium* and *Large* to design your own **Widget** and you could even use **ChatGPT** or **Microsoft Copilot** to generate one with **Prompt** to create an **Adaptive Card** for a **Windows 11 Widget** and then describing what you want it to look like and you can even add **Databinding** to the **Data** for a **Widget**.

Windows App SDK can implement a **Widget Provider** for your own **Widgets** which is made easier and straightforward to implement thanks to the foundation of *Comentsys.Toolkit.WindowsAppSdk*. You can take also take advantage of any **Assets** such as using *Comentsys.Assets.FluentEmoji* to create fun looking **Widgets** that could even use **Assets** such as *Comentsys.Assets.Display* to output values with a **Display** using a *Seven-Segment* or *Five-by-Seven Dot-Matrix* along with delivering **Templates** using **Adaptive Cards** and **Data** using **JSON**. You can leverage the full power of **.NET** and **C#** to deliver the experiences and functionality you want from your **Widget** in **Windows** which could even include creating a companion **Widget** for a **WinUI** application in **Windows App SDK** to enable users of your application to view or interact with the application from a **Widget** in the **Widgets Board**.

This **Workshop** for **Windows Widgets** aims to kick start your journey by learning how to create a **Countdown Widget** and hopefully will inspire you to create your own **Widget** developed with **.NET** and **C#** using **Windows App SDK** to implement a **Widget Provider** delivering a **Widget** using **Adaptive Cards** so thanks for taking the time to follow this **Workshop** and if you want to learn more including **Tutorials**, **Talks** and other **Workshops** then visit tutorialr.com.