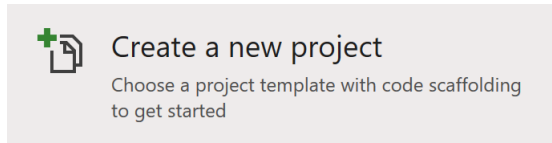


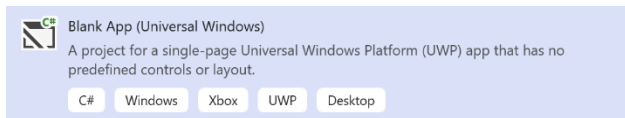
Universal Windows Platform – Custom Dialog

Custom Dialog shows how to use **ContentDialog** to display a customised dialog box

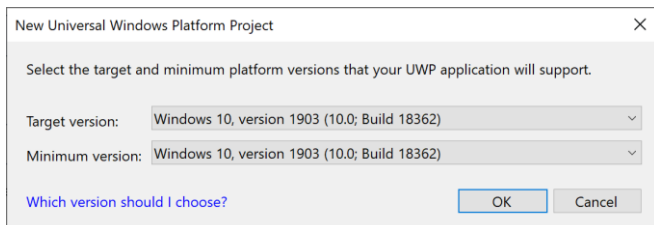
Step 1



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



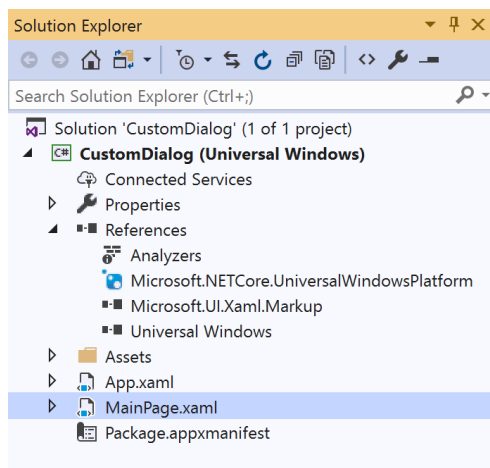
Then choose **Blank App (Universal Windows)** and select **Next** and then in **Configure your new project** enter the **Project name** as **CustomDialog** and select **Create**



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

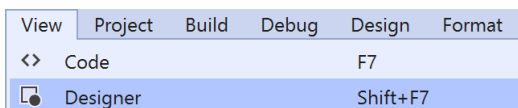
Target Version will control the most recent features of Windows 10 your application can use. To make sure you always have the most recent version, check for any Notifications or Updates in Visual Studio 2019

Step 2



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

Step 3



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

Universal Windows Platform – Custom Dialog

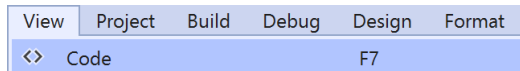
Step 4

In the **Design** View and **XAML** View of **Visual Studio 2019** will be displayed, and in this between the **Grid** and **/Grid** elements enter the following **XAML**:

```
<Button Content="Display" HorizontalAlignment="Center"
Click="Button_Click"/>
```

Button has the content set to **Display** and will be used to trigger an event with the handler of **Button_Click**

Step 5



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

Step 6

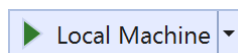
Once in the **Code** View, below the end of **public MainPage() { ... }** the following Code should be entered:

```
private async void Button_Click(object sender, RoutedEventArgs e)
{
    ContentDialog dialog = new ContentDialog()
    {
        Title = "Custom Dialog",
        MaxWidth = this.ActualWidth,
        PrimaryButtonText = "Close",
        Content = new TextBlock
        {
            Style = (Style)App.Current.Resources
                ["SubheaderTextBlockStyle"],
            Text = "Hello World",
        }
    };
    await dialog.ShowAsync();
}
```

Button_Click is an Event handler that will be triggered when the Button is Clicked. It creates **ContentDialog** and sets various properties including the **Title** and the **Content** which is set to a **TextBlock** with a **Style** of **SubheaderTextBlockStyle** and **Text** of **Hello World**.

Universal Windows Platform – Custom Dialog

Step 7



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

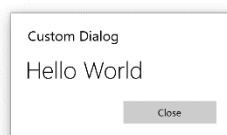
Step 8

Once the Application is running click the **Button** to show the **Custom Dialog** and then **Close** to dismiss it

CustomDialog



- □ ×



Step 9



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