**Input Dialog** shows how to create a **ContentDialog** with a **TextBox** in it that you can enter any text and display this in a **MessageDialog**

## Step 1

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| --- | --- |
|  | 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** |
| A screenshot of a cell phone  Description automatically generated | Then choose **Blank App (Universal Windows)** and select **Next** and then in **Configure your new project** enter the **Project name** as **InputDialog** and select **Create** |
| A screenshot of a social media post  Description automatically generated | 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

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

## Step 3

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| A screenshot of a cell phone  Description automatically generated | Choose **View** then **Designer** from the **Menu** in **Visual Studio 2019** |

## 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**:

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| <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

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|  | 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:

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| private async void Button\_Click(object sender, RoutedEventArgs e)  {  TextBox input = new TextBox()  {  Height = (double)Application.Current.Resources  ["TextControlThemeMinHeight"],  PlaceholderText = "Display Text"  };  ContentDialog dialog = new ContentDialog()  {  Title = "Input Dialog",  MaxWidth = this.ActualWidth,  PrimaryButtonText = "OK",  SecondaryButtonText = "Cancel",  Content = input  };  ContentDialogResult result = await dialog.ShowAsync();  if (result == ContentDialogResult.Primary)  {  input = (TextBox)dialog.Content;  await new Windows.UI.Popups.  MessageDialog(input.Text).ShowAsync();  }  } |

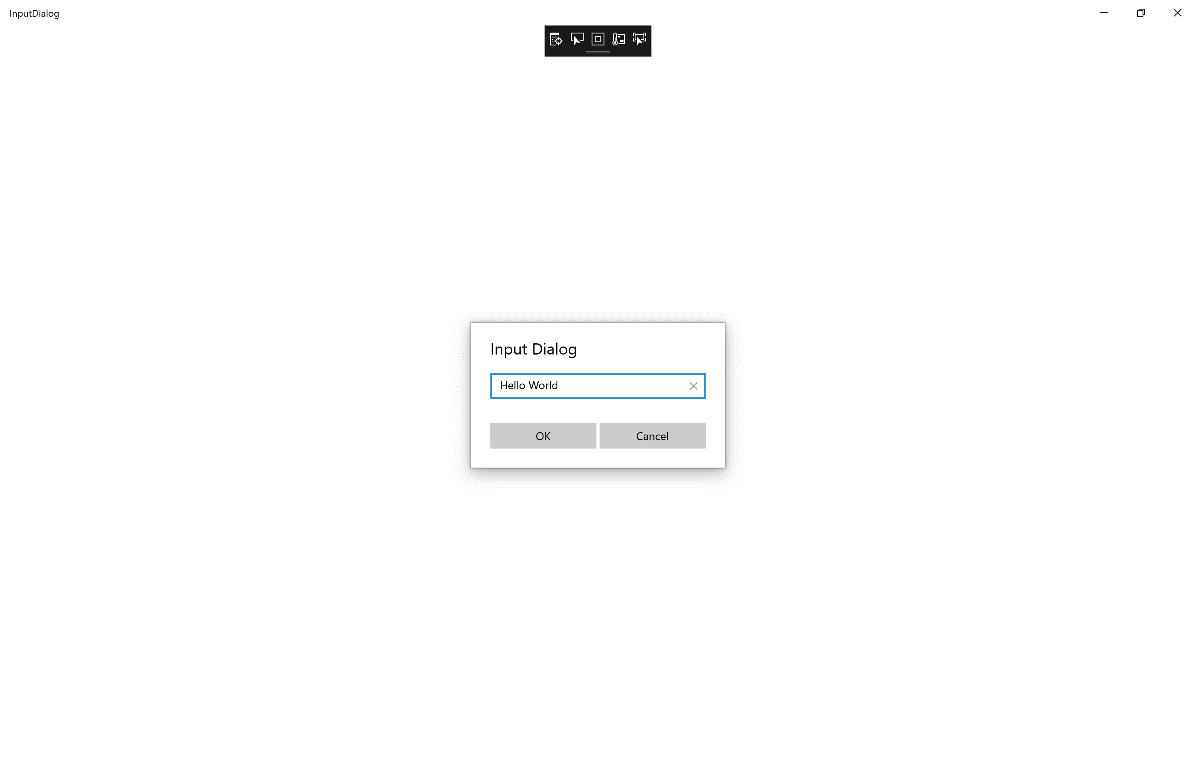
Button\_Click is an **event** handler that will be triggered when the **Button** is Clicked and show a ContentDialog. Within this is a TextBox which will be used to get Input from the Dialog and the Content of the ContentDialog is set to this which is displayed with the ShowAsync **method** and if the ContentDialogResult is returned as ContentDialogResult.Primary which is the OK option then the Content is retrieved and displayed in a MessageDialog or if Cancel is selected the dialog will be closed

## Step 7

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| --- | --- |
|  | 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 you can then select **Display** to show the **ContentDialog** then type in some text to show in a **MessageDialog** when you select **Ok** or to just close the Dialog select **Cancel**



**Input Dialog** uses **ContentDialog** where a **TextBox** is used as the **Content** that has its **Height** set to a standard Application Resource which is the Minimum height of a **TextBox** Control in **Windows 10** called **TextControlThemeMinHeight** it also some **PlaceholderText** set which is text that appears in the background of the **TextBox**, **ContentDialog** also has the **Title** and the **MaxWidth** of the Dialog that will be shown set

## Step 9

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| A picture containing object  Description automatically generated | To Exit the Application, select the **Close** button in the top right of the Application |