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Windows App SDK

Hello World





# Hello World

**Hello World** has been used to introduce many new programming languages, in this case it is an introduction to the **Windows App SDK** and will display a message when you **Click** on a **Button**.

## Step 1

Follow **Setup and Start** on how to get **Setup** and **Install** what you need for **Visual Studio 2022** and **Windows App SDK**.

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| In **Windows 11** choose **Start** and then find or search for **Visual Studio 2022** and then select it. | Text  Description automatically generated |
| Once **Visual Studio 2022** has started select **Create a new project**. | **Graphical user interface, text  Description automatically generated** |
| Then choose the **Blank App, Packages (WinUI in Desktop)** and then select **Next**. | **Graphical user interface, text  Description automatically generated** |
| After that in **Configure your new project** type in the **Project name** as *HelloWorld*, then select a Location and then select **Create** to start a new **Solution**. | **Graphical user interface, text, application, email  Description automatically generated** |

## Step 2

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| Within **Solution** **Explorer** for the **Solution** select the arrow next to **MainWindow.xaml** then double-click on **MainWindow.xaml.cs** to see the **Code** for the **Main Window**. |  |

## Step 3

In the **Code** for **MainWindow.xaml.cs** there will already be a **Method** of **myButton\_Click(...)** and within this the following **Line** should be **Removed**:

myButton.Content = "Clicked";

## Step 4

Then in **myButton\_Click(...)** where **myButton.Content = "Clicked";** was **Removed** type in the following:

await new ContentDialog()

{

XamlRoot = Content.XamlRoot,

Content = "Hello World",

PrimaryButtonText = "Close"

}

.ShowAsync();

This will create a **ContentDialog** with the **Content** of *Hello World* with the **PrimaryButtonText** of *Close*and uses the **Method** for **ShowAsync** to display the **ContentDialog**. It also sets the **XamlRoot** to allow the **ContentDialog** to work correctly**.** The **Method** of **ShowAsync** uses the **Keyword** for **await** which means it will perform a **Task** that won’t happen at the same time, or **asynchronously**.

## Step 5

While still in the **Method** for **myButton\_Click(...)** between **private** and **void** type in the following:

async

Because the **Method** for **ShowAsync** is **Asynchronous** using the **Keyword** of **await** so you need to mark the **Method** it is used in as such, this done with the **Keyword** of **async**.

The **Method** for **myButton\_Click(...)** should look as follows:

private async void myButton\_Click(object sender, RoutedEventArgs e)

{

await new ContentDialog()

{

XamlRoot = Content.XamlRoot,

Content = "Hello World",

PrimaryButtonText = "Close"

}

.ShowAsync();

}

When the **Button** is **Clicked,** the **Method** of **myButton\_Click(...)** will be triggered and this display a **ContentDialog** with the **Content** of *Hello World*.

## Step 6

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| --- | --- |
| That completes the **Windows App SDK** application. In **Visual Studio 2022** from the **Toolbar** select **HelloWorld (Package)** to **Start** the application. |  |

## Step 7

Once running you should see the **Button** with the text of *Click Me*

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## Step 8

If you **Click** on the **Button** with the text, *Click Me*, it will display the **ContentDialog** which you can then dismiss with the **Button** of *Close*.

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## Step 9

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| To **Exit** the **Windows App SDK** application, select the **Close** button from the top right of the application as that concludes this **Tutorial** for **Windows App SDK** from [tutorialr.com](https://tutorialr.com)! |  |