[C# WPF Tutorial #9 – MessageBox](https://www.youtube.com/watch?v=VZ2cp8mBgvs&list=PLih2KERbY1HHOOJ2C6FOrVXIwg4AZ-hk1&index=9)

A screenshot of a computer

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MainWindow.xaml

<Window x:Class="\_09\_WPF\_Tutorial\_v3.MainWindow"

xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

xmlns:d="http://schemas.microsoft.com/expression/blend/2008"

xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"

xmlns:local="clr-namespace:\_09\_WPF\_Tutorial\_v3"

mc:Ignorable="d"

Title="MainWindow" Height="250" Width="300">

<Grid>

<Grid.RowDefinitions>

<RowDefinition/>

</Grid.RowDefinitions>

<StackPanel>

<Button Name="btnFire"

Content="Fire"

Width="150"

Height="40"

Margin="5"

Click="btnFire\_Click"

/>

<Button Name="btnFireWithResponse"

Content="Fire with Response"

Width="150"

Height="40"

Margin="5"

Click="btnFireWithResponse\_Click"

/>

<TextBox Grid.Row="1"

Name="tbInfo"

FontSize="16"

VerticalAlignment="Center"

HorizontalAlignment="Center"

/>

</StackPanel>

</Grid>

</Window>

MainWindow.xaml.cs

using System.Windows;

namespace \_09\_WPF\_Tutorial\_v3

{

public partial class MainWindow : Window

{

public MainWindow()

{

InitializeComponent();

}

private void btnFire\_Click(object sender, RoutedEventArgs e)

{

MessageBox.Show("Your message here",

"ERROR",

MessageBoxButton.OK,

MessageBoxImage.Error);

}

private void btnFireWithResponse\_Click(object sender, RoutedEventArgs e)

{

MessageBoxResult result = MessageBox.Show("Do you agree?",

"Agreement",

MessageBoxButton.YesNo,

MessageBoxImage.Question);

if (result == MessageBoxResult.Yes)

{

tbInfo.Text = "Agreed";

}

else

{

tbInfo.Text = "Not Agreed";

}

}

}

}

# Start new WPF solution in Visual Studio.

A black screen with white text

Description automatically generated

A black rectangular object with a black background

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# Name it:

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# Starting point. Code looks like this initially.

MainWindow.xaml

<Window x:Class="\_09\_WPF\_Tutorial\_v1.MainWindow"

xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

xmlns:d="http://schemas.microsoft.com/expression/blend/2008"

xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"

xmlns:local="clr-namespace:\_09\_WPF\_Tutorial\_v1"

mc:Ignorable="d"

Title="MainWindow" Height="450" Width="800">

<Grid>

</Grid>

</Window>

# Add the following code to the .xaml file to create the GUI.

MainWindow.xaml

<Window x:Class="\_09\_WPF\_Tutorial\_v1.MainWindow"

xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

xmlns:d="http://schemas.microsoft.com/expression/blend/2008"

xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"

xmlns:local="clr-namespace:\_09\_WPF\_Tutorial\_v1"

mc:Ignorable="d"

Title="MainWindow" Height="250" Width="300">

<Grid>

<Grid.RowDefinitions>

<RowDefinition/>

<RowDefinition/>

</Grid.RowDefinitions>

<Button Name="btnFire"

Content="Fire"

Width="100"

Height="40"

/>

<TextBox Grid.Row="1"

Name="tbInfo"

FontSize="16"

VerticalAlignment="Center"

HorizontalAlignment="Center"

/>

</Grid>

</Window>

The window will now look like this:

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Description automatically generated

# The MainWindow.xaml.cs code behind page will initially look like this:

MainWindow.xaml.cs

using System.Windows;

namespace \_09\_WPF\_Tutorial\_v1

{

public partial class MainWindow : Window

{

public MainWindow()

{

InitializeComponent();

}

}

}

# Add a Click event handler to the button

MainWindow.xaml

<Window x:Class="\_09\_WPF\_Tutorial\_v1.MainWindow"

xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

xmlns:d="http://schemas.microsoft.com/expression/blend/2008"

xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"

xmlns:local="clr-namespace:\_09\_WPF\_Tutorial\_v1"

mc:Ignorable="d"

Title="MainWindow" Height="250" Width="300">

<Grid>

<Grid.RowDefinitions>

<RowDefinition/>

<RowDefinition/>

</Grid.RowDefinitions>

<Button Name="btnFire"

Content="Fire"

Width="100"

Height="40"

Click="btnFire\_Click"

/>

<TextBox Grid.Row="1"

Name="tbInfo"

FontSize="16"

VerticalAlignment="Center"

HorizontalAlignment="Center"

/>

</Grid>

</Window>

# Add this to the automatically created click handler:

MainWindow.xaml.cs

using System.Windows;

namespace \_09\_WPF\_Tutorial\_v1

{

public partial class MainWindow : Window

{

public MainWindow()

{

InitializeComponent();

}

private void btnFire\_Click(object sender, RoutedEventArgs e)

{

MessageBox.Show("Your message here",

"ERROR",

MessageBoxButton.OK,

MessageBoxImage.Error);

}

}

}

# Basic MessageBox functionality so far. Next we investigate returning responses.

Add another button with Click event handler.

Add Margin of 5.

Put it all in a <StackPanel>

MainWindow.xaml

<Window x:Class="\_09\_WPF\_Tutorial\_v1.MainWindow"

xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

xmlns:d="http://schemas.microsoft.com/expression/blend/2008"

xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"

xmlns:local="clr-namespace:\_09\_WPF\_Tutorial\_v1"

mc:Ignorable="d"

Title="MainWindow" Height="250" Width="300">

<Grid>

<Grid.RowDefinitions>

~~<RowDefinition/>~~

</Grid.RowDefinitions>

<StackPanel>

<Button Name="btnFire"

Content="Fire"

Width="150"

Height="40"

Margin="5"

Click="btnFire\_Click"

/>

<Button Name="btnFireWithResponse"

Content="Fire with Response"

Width="150"

Height="40"

Margin="5"

Click="btnFireWithResponse\_Click"

/>

<TextBox Grid.Row="1"

Name="tbInfo"

FontSize="16"

VerticalAlignment="Center"

HorizontalAlignment="Center"

/>

</StackPanel>

</Grid>

</Window>

# Make the changes to the Click Event handler

MainWindow.xaml.cs

using System.Windows;

namespace \_09\_WPF\_Tutorial\_v1

{

public partial class MainWindow : Window

{

public MainWindow()

{

InitializeComponent();

}

private void btnFire\_Click(object sender, RoutedEventArgs e)

{

MessageBox.Show("Your message here",

"ERROR",

MessageBoxButton.OK,

MessageBoxImage.Error);

}

private void btnFireWithResponse\_Click(object sender, RoutedEventArgs e)

{

MessageBoxResult result = MessageBox.Show("Do you agree?",

"Agreement",

MessageBoxButton.YesNo,

MessageBoxImage.Question);

if (result == MessageBoxResult.Yes)

{

tbInfo.Text = "Agreed";

}

else

{

tbInfo.Text = "Not Agreed";

}

}

}

}