**WPF UserControl Demo**

Purpose:

Demonstrate how to implement a simple WPF UserControl. UserControls are segments of Xaml and C# code that are registered with a Window container and are placed into the Xaml markup, and ultimately parsed into the Windows visual parse tree. This control:

1. Uses an instance of the DispatcherTimer class to invoke, at each timer event, a timer event handler.
2. Provides a visual view of the control containing a text representation of elapsed milliseconds and two buttons, one to start and one to stop the timing events.
3. The demo shows you how to access the control from window code behind and how to use its properties to integrate into the application window.

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