# Windows Presentation Foundation

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CoreTechnologies

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#### References

- Programming WPF, Chris Sells & Ian Griffiths, O'Reilly, 2007
- Pro C# 5 and the .Net 4.5 Platform, Andrew Troelsen, Apress, 2012
- Programming WPF, 2<sup>nd</sup> Edition, Sells & Griffiths, O'Reilly, 2007
- Windows Presentation Foundation Unleashed, Adam Nathan, SAMS, 2007
- Essential Windows Presentation Foundation, Chris Anderson, Addison-Wesley, 2007
- http://msdn2.microsoft.com/en-us/library/aa970268.aspx
- http://msdn2.microsoft.com/en-us/library/ms754130.aspx

# WPF Blogs

- Josh Smith Blog
- WPFpedia
- Mike Taulty's Blog

#### Introduction

- What is WPF?
  - A Graphical User Interface Technology
    - Desktop
    - Little brother Silverlight is used for web applications
  - Uses Markup and Code
    - Together or separately, much like ASP.Net
  - Easy to produce different styles
    - Web browser like navigation and placement
    - Traditional forms
    - Animated Graphics

### Markup

#### XAML

- eXtensible Application Markup Language
- Tags are names of .Net 3.5 classes
- Attributes are class properties and events

```
<Grid>
<Ellipse Fill="blue" />
<TextBlock>
Name: <TextBlock Text="{Binding Name}" />
</TextBlock>
</Grid>
```

#### Code Behind

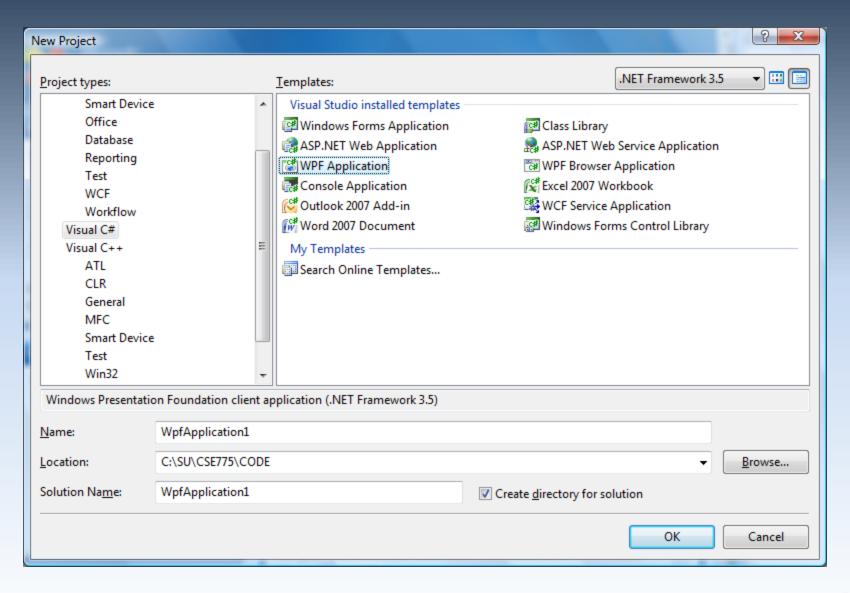
- Often, code provides processing for control events, bound in XAML, like this:
  - XAML in Window.Xaml

```
<Button
x:Name="button"
Width="200"
Height="25"
Click="button_Click">Submit</Button>
```

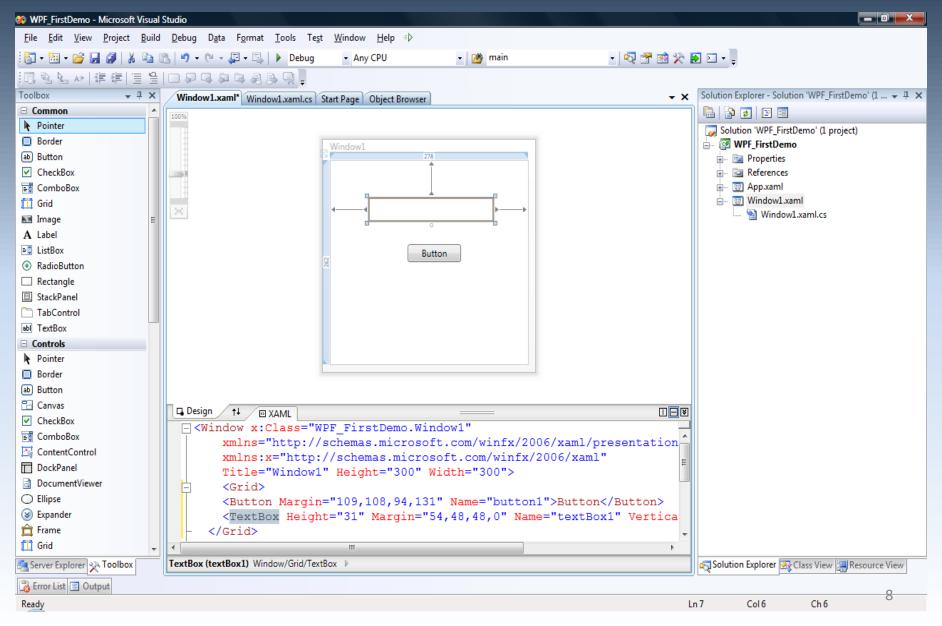
– C# code in Window.Xaml.cs

```
Void button_Click(object sender, RoutedEventsArgs e) {
    MessageBox.Show(...) }
```

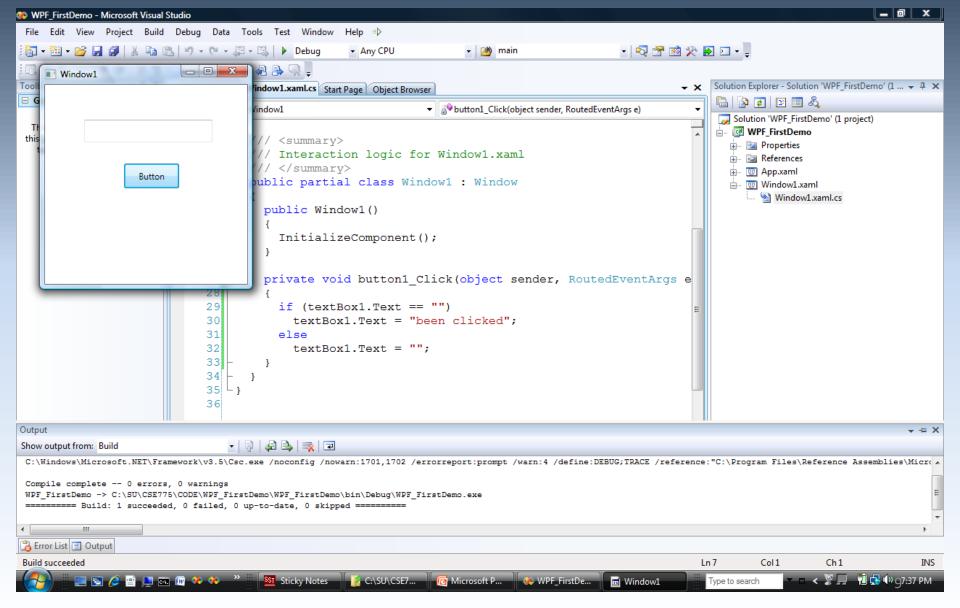
#### C# Wizard



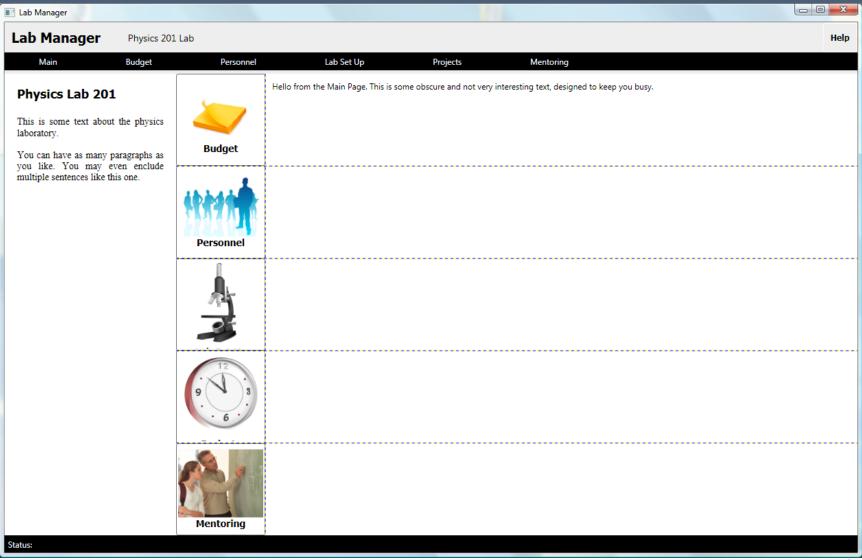
#### Default Grid Panel



#### Like WinForms, But ...



#### It's Easy to do more interesting things



#### Panels

- Layouts, like the previous page can use:
  - Canvas
    - Simplest, placement relative to two edges
  - StackPanel
    - Horizontal or vertical stacking
  - Grid
    - Uses rows and columns
  - DockPanel
    - Dock to top, right, bottom, left, and all else fills remaining space
  - WrapPanel
    - Horizontal stacking with wrap on overflow
  - All of these can be nested, any one in another

### Vector Graphics

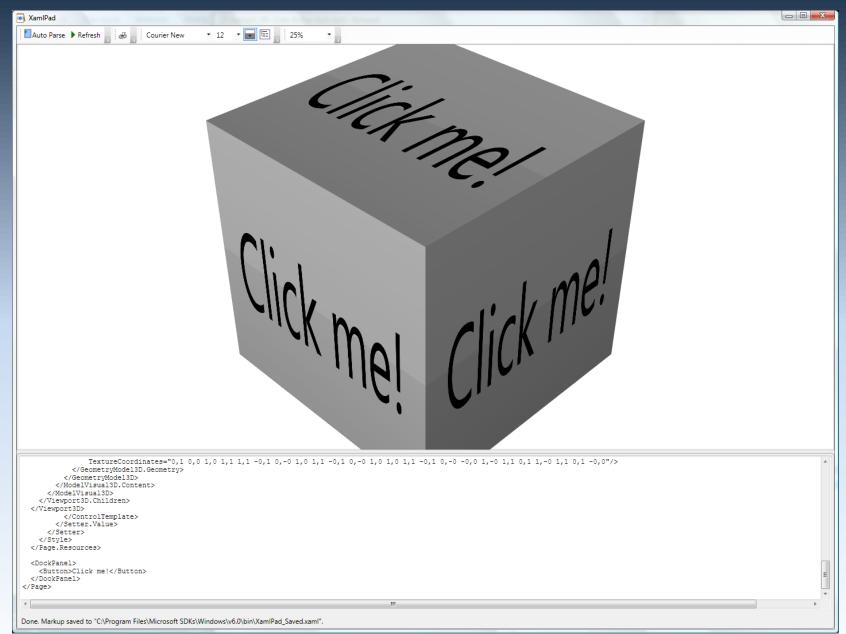
- In WPF there is only (usually) one window
  - Controls are not windows!
  - No handles really, no handles
  - A button is a shape with border, fill, text, animation, and events, like click.
  - There is a Button class, but it is not a .Net control in the traditional sense nor an ActiveX control.
    - Just markup, lines, fills, and events.

#### Parse Tree

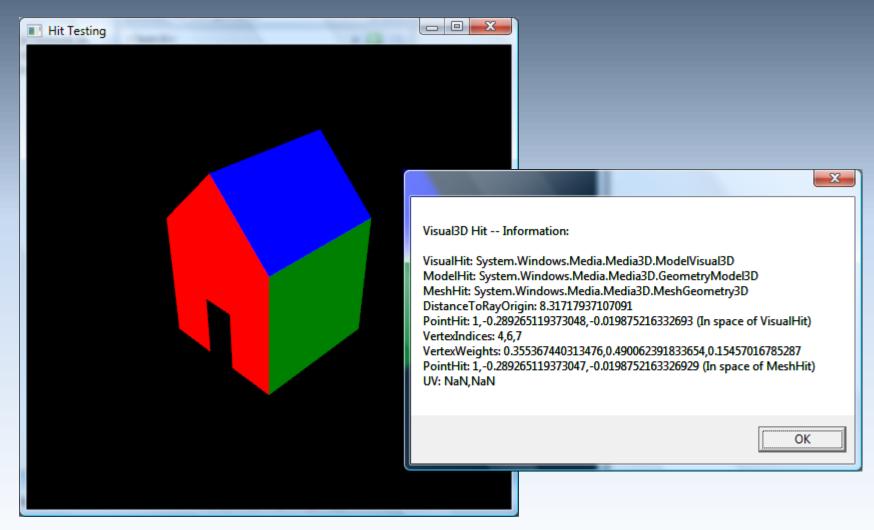
- XAML gets rendered into a parse tree, just like
   XML it is XML
  - Inherited properties are based on parent child relationships in the markup tree
  - Events bubble based on those relationships as well
  - You have direct and simple control over that structure
    - The world is yours!

### What Makes WPF Unique?

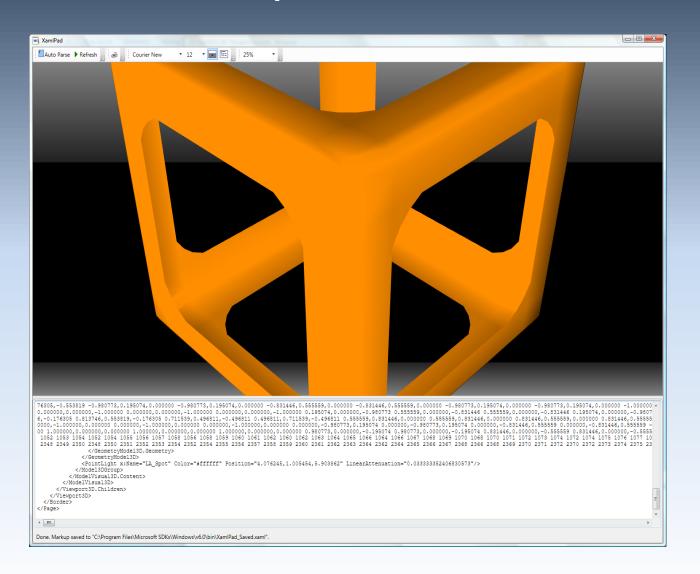
- Vector Graphics with Parse Tree Structure derived from markup
- Routed Events bubble up the parse tree
- Pervasive Publish and Subscribe Model
  - Data Binding
  - Dependency Properties
- Layered on top of DirectX
  - Strong 2D and 3D graphics
  - Animation
- Layout and styles model similar to the best of the web



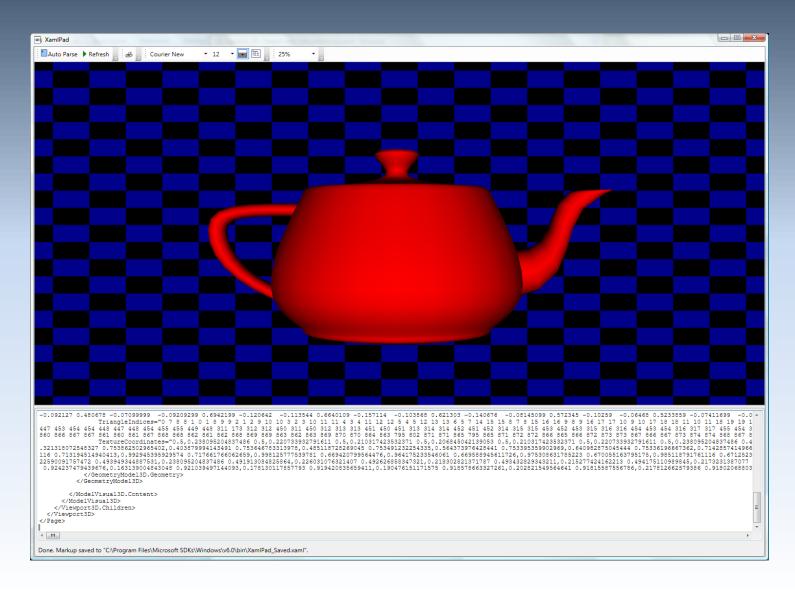
### 3D Hit Testing



## 3D Perspective Camera



#### Famous Teapot



99 0.329842 0.358022 -0.5975689 0.330577 0.374428 -0.5988199 0.33537 0.379897 -0.6069819 0.34281 0.374428 -0.6196489 39 -0.183211 0.258573 0.9341959 -0.30387 0.265877 0.9436879 -0.419322 0.268519 0.6813349 0.199602 0.412576 0.7319039 0.8397459 -0.268668 -0.058384 0.8894389 -0.279701 -0.183211 0.929081 -0.287004 -0.30387 0.9553229 -0.289646 -0.419327

#### Routed Events

- WPF maps markup elements to UIElements, which derive from ContentControl
  - That means that almost everything can hold content – only one thing unless it's a panel.
  - How does a mouse click *event* on any one of a control's content elements get *routed* to the control?
    - By walking the XAML parse tree until it finds a parent that handles that event.

#### Adding Event Handlers

- You will find that property sheets show events as well as properties
  - click on the lightning bolt to see the event sheet.
  - You subscribe by clicking on an event entry.
- You can also add event handlers quickly in XAML:
  - Go to the XAML, type a space after the tag for the element you want to handle the event
    - That gets you a context menu (via intellisense) and you just double click on the desired event, which adds an event attribute

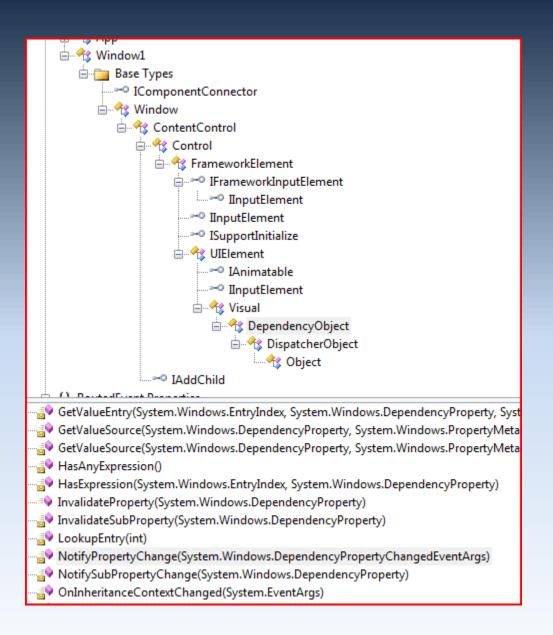
#### **Attached Properties**

- Buttons, ListBoxes, Images, etc., do not have Dock properties.
- However, when you place one of these in a DockPanel, you find that it has had Dock properties attached.

```
<Image Source="./help.png"
DockPanel.Dock="Top" Height="213"
ImageFailed="Image_ImageFailed" />
```

#### DependencyObject Class

- Attached properties work because all WPF controls derive from the DependencyObject class.
  - DependencyObject class supports adding an arbitrary number of dependency properties.



#### Dependency Properties

- A Dependency Property is a property that is registered with the WPF Dependency property system. Two uses:
  - Backing an object property with a dependency property, provides support for databinding, styling, and animation. Examples include Background and Fontsize properties
  - Creating attached properties. Attached properties are properties that can be set on ANY DependencyObject types. An example is the Dock property.
- You can find an example of the definition and use of a custom Dependency Property <u>here</u>.
- Dependency Properties are a Publish and Subscribe system.

### Dependency Property Links

- Josh Smith's Blog
- Switch on the Code Blog
- Learn WPF site

#### **Property Syntax**

- Two syntax forms:
  - XAML attribute: <button ToolTip="Button Tip />

### Markup Extensions

 Sometimes you need to assign a property from some source at run-time. For that you use Markup Extensions:

### Inline Styles

Collections of property values:

#### Named Styles

- Collections of property values:

### Binding

- Binding infrastructure allows you to set up a one-way or two-way updating of property values that happens when the source changes.
- This requires two things:
  - A dependency object
    - Has its own dispatcher thread
  - Support for INotifyPropertyChanged interface

### Binding

- Objects that implement INotifyPropertyChanged interface raise events when the property has changed.
- Data binding is the process of registering two properties with the data binding engine and letting the engine keep them synchronized.
- You will find an example in the Wpf\_AttachedProperties demo code.

### **Binding Links**

- MSDN Article by John Papa
- CodeProject article by Josh Smith (part of a tutorial series)
- Bea (Costa) Stollnitz

### **Control Templates**

 With Control Templates you can change the look and feel of existing controls and support making your own controls:

#### Navigation

- You can use instances of the Page and Frame classes to set up a navigation structure resembling web applications.
  - Pages go in NavigationWindow instances and Frames go in Windows and Pages.
  - This is a good alternative to tabbed displays.

### Special Classes

#### ContentControl

- All UIElements derive from this.
- Content can be text, a tree of elements, or a .Net object which can be displayed using a data template
- Dependency Object
  - Derives from Dispatcher Object
  - Supports data binding, styling, animation, property inheritance, and property change notifications
- WindowsFormsHost
  - Supports hosting controls based on HWNDs

#### Special UIElements

- ViewBox
  - Resizes content to fit available space
- UserControl
  - Way to build custom controls as collections of elements on a panel
- Animatable
  - Provides hooks for DirectX to change elements properties over time, e.g., position, size, color, ...
- FlowDocument
  - FlowDocumentScrollViewer
  - FlowDocumentPageViewer
- MediaElement
  - Play media on load or on request, e.g., wma, wmv, mp3, ...

# **End of Presentation**