



Exploring Windows Presentation Foundation

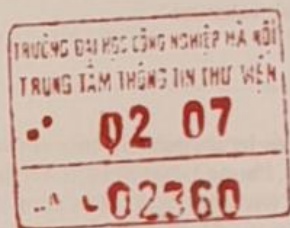
With Practical Applications in .NET 5

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Taurius Litvinavicius

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Introduction

In this book, you will find lots of information about Windows Presentation Foundation (WPF) which will help you get started with it. Alongside the explanations of features, you will find use case examples and exercise assignments for you to practice what you have learned.

The first chapter will provide you with a basic introduction to the WPF. That will include handling button click event, window handling, accessing text box inputs, and a few more things. In the next chapter, you will see some generic events; some of them are related to the window, some to the mouse, and some to other things. The third chapter will cover various UI elements in WPF; it will also be useful to you for future reference. It is important to read and understand the first chapter, but in case you are in a hurry, you may skip the second and third chapters and only use them as reference later.

The fourth chapter will show you how to handle files in the WPF interface, and with that, it will provide some use cases to study. At this point, the examples will incorporate quite a few items from the previous chapters. Then in the fifth, you will see how the MVVM structure can be implemented - the explanation will be a practical one; this should help you understand MVVM quicker. The final chapter will cover the styling aspects of WPF, but with that, it will also show examples that incorporate most things that you can find in the previous chapters. Once again, if you are rushing to get started with WPF and do not have too much time, you may skip the MVVM chapter. But it would be a good idea to take a look at it later, as it is useful to understand what MVVM is and how it is implemented.