Sams Teach Yourself WPF in 24 Hours (Sams Teach Yourself -- Hours)

By Christopher Bennage, Rob Eisenberg

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Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take advantage of WPF's advanced printing capabilities Grow as a developer by improving your overall software design skills

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Introduction

Windows Presentation Foundation, or WPF, is Microsoft's latest framework for building sophisticated and rich user interfaces for desktop applications. WPF differs significantly from its predecessor, and yet draws on many of the concepts found existing in frameworks for both desktops and the web.

WPF enables developers to easily and quickly handle tasks that were either very difficult or impossible to accomplish in previous frameworks.

Audience and Organization

This book is intended for those who have at least some experience with general .NET development. If you have worked with WinForms or ASP.NET, you should feel comfortable with this book. The code examples provided are written in C#, but we've been careful to keep them readable for those whose primary language is Visual Basic.

Because WPF is both a broad and a deep topic, it can easily become overwhelming. Our approach in this book is to stay broad. We cover the essential concepts of the framework. Our goal is for you to feel confident building a WPF application when you are done with the book, as well as equipping you to dig deeper into any areas of the framework that interest you.

The book is organized into five parts. In each of the first four parts, we build a sample application that demonstrates the features of WPF covered in that part. Although the applications are simplified, they are designed to reflect real-world scenarios that you are likely to encounter. Each of the parts builds on its predecessor, and we recommend reading them in order. Part V concludes with information designed to help you move forward after the book.

- **Part I, "Getting Started"**—We build a utility for browsing the fonts installed on your system. You'll learn about the new markup language XAML that is an integral part of WPF. We also introduce you to most of the basic controls, including those that handle layout. You'll also learn about basic data binding in WPF.
- **Part II, "Reaching the User"**—You'll create your own rich text editor. You'll learn about the powerful new event and command systems. We also introduce you to a few more controls and show you how you can deploy your WPF applications. You also discover how to print from WPF.
- **Part III, "Visualizing Data"**—This part teaches you how to style an application, as well as how to use WPF's powerful graphics capabilities for visualizing the data in your applications. We also dig further into data binding and show you some options for architecting your WPF applications.
- **Part IV, "Creating Rich Experiences"**—You'll learn how to easily embed media in your applications. You'll see how WPF's drawing and templating APIs make it easy to create unique and visually attractive interfaces. You'll also get started with animation.
- **Part V, "Appendices"**—This includes a brief introduction to 3D and a list of tools, frameworks, and other resources that aid in WPF development.

Throughout the book, we use code-continuation characters: When a line of code is too long to fit on the printed page, we wrap it to the next line and precede it with a code-continuation character, like this:

```
public object ConvertBack(object value, Type targetType, object
parameter, CultureInfo culture)
```

Farther Up and Further In

Learning WPF is really a lot of fun. We've discovered a new joy in building user interfaces since we've begun using this technology. We believe that you'll have the same experience working through this book. Although it may take some time to become a master of WPF, it's actually quite easy to get up and running quickly. By the time you are done here, you'll be ready to start using WPF on your next project.

Now, let's get started!

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