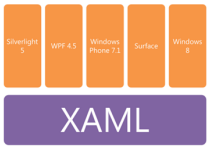
NET500 : XAML Programming

Code : NET500 **Duration :** 2 days **Category :** dotnet



Audience :

This course is designed for experienced .NET developers who want to use XAML to develop .NET user interfaces.

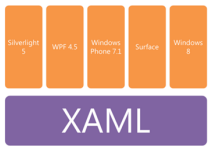
Prerequisites :

To join this course knowledge and experience with .NET application development is required.

Realization :

The theory is discussed on the basis of the presentation slides and is interspersed with practical exercises. Demos are used to illustrate the concepts. The course material is in English.

XAML Programming



Contents :

The course XAML Programming covers how XAML user interfaces for .NET applications can be built using Extensible Application Markup Language or XAML. In particular, attention is paid to the use of XAML in a Windows Presentation Foundation (WPF) environment. After an introduction about where XAML is used and why XAML exists, it is discussed how you define visual elements in declarative XAML markup. XAML markup is thereby separated from the business logic in code behind files which contain partial class definitions. The syntax of the XAML language and the various objects and their properties are also discussed. Attention is further paid to data binding and how events in user interface elements can be attached to code. The knowledge of XAML obtained in this course can also be applied elsewhere.

Module 1 : XAML Intro

What is XAML?
WPF Architecture
Drawing with XAML
Where is XAML used?
XAML Properties
Markup extensions
Why XAML?
Graphics and Imaging
Audio and Video Support
XAML on the Web
XAML tools
XAML alternatives

Module 2 : XAML Basics

XAML versus Code
Attributes and Events
Nesting Elements
XAML Namespaces
WPF Properties
Type Converters
Property Mini Language
Markup Extensions
Nesting Controls
Content Collections
Naming Elements
Adding Events with names

Module 3 : XAML Graphic Elements

Basics Graphics Element
Canvas
Parent Positioning
Shapes
Brushes
Brush Types
Using Text
Images
Transformation
Transformation Types
Combining Transformations
Media Integration

Module 4 : Animation

Animating with XAML
StoryBoards
Animation Example
Triggers
DoubleAnimation
ColorAnimation
PointAnimation
Animation with Keyframes
Types of Keyframes
Programmatic Animation

Module 5 : Animation

WPF 3D
Viewport 3D
Viewport 3D contents
XAML Properties
Camera Type
Camera Point of View
Light
Model
GeoMetryModel3D
Materials : 3DBrushes
Transformations
3D and Feasibility

Module 6 : Data Binding

Need for Data Binding
Data Binding
Singular Binding
Simple Binding
Conversions
Validation
Data Template
Master Detail
Filtering
Sorting