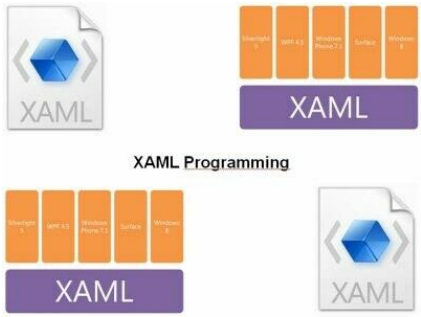
XAML Programming

Duration: 2 days Price: € 1299

Open Schedule



Audience XAML Programming Course

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

Prerequisites Course XAML Programming

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

Realization Training XAML Programming

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.

Certification XAML Programming

After successful completion of the course participants receive a certificate XAML Programming.

Content Course XAML Programming

The course XAML Programming covers how to build user interfaces for .NET applications with Extensible Application Markup Language or XAML for short. Particular attention is paid to the use of XAML in a Windows Presentation Foundation (WPF) environment.

XAML Introduction

The course XAML Programming starts with an introduction to where XAML is used and the place of XAML in the WPF (Windows Presentation Foundation) architecture.

XAML Basics

Subsequently the basic XAML syntax is discussed. It is shown how to define visual elements in declarative XAML markup. Different objects and their properties are given attention.

Data Binding

Also covered is how to deal with data binding and how events on user interface elements can be linked to code. It is explained how the XAML markup is separated from the business logic in code behind files containing partial class definitions.

Graphics

The treatment of the use of the graphical elements in XAML is also included in the XAML Programming course. The central canvas will be discussed and the use of shapes, brushes, text and images is covered.

Animation

The various forms of animation in XAML User Interfaces are also reviewed. The use of triggers, color animation, animation with keyframes and programmatic animation are demonstrated.

3D

The course XAML Programming is concluded with how you can create three dimensional User Interfaces in XAML. 3D Viewports, Camera Points of View and 3D Brushes are then treated.

Modules Course XAML Programming

Module 1 : XAML Intro	Module 2 : XAML Basics	Module 3 : Data Binding
What is XAML?	XAML versus Code	Need for Data Binding
WPF Architecture	Attributes and Events	Data Binding
Drawing with XAML	Nesting Elements	Singular Binding
Where is XAML used?	XAML Namespaces	Simple Binding
XAML Properties	WPF Properties	UI Events
Markup extensions	Type Converters	Code Behind
Why XAML?	Property Mini Language	Conversions
Graphics and Imaging	Markup Extensions	Validation
Audio and Video Support	Nesting Controls	Data Template
XAML on the Web	Content Collections	Master Detail
XAML tools	Naming Elements	Filtering
XAML alternatives	Adding Events with names	Sorting
Module 6 : Graphic Elements	**Module 5 : Animation**	**Module 6 : 3D**
Basics Graphics Element	Animating with XAML	Viewport 3D
Canvas	StoryBoards	Viewport 3D contents
Shapes	Animation Example	Camera Type
Brushes	Triggers	Camera Point of View
Brush Types	DoubleAnimation	Light
Using Text	ColorAnimation	Model
Images	PointAnimation	GeoMetryModel3D
Transformation	Animation with Keyframes	Materials : 3DBrushes
Transformation Types	Types of Keyframes	Transformations
Media Integration	Programmatic Animation	3D and Feasibility

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