

## Windows Presentation Foundation Programming Using C#

**Duration:** (Face-to-Face & Remote-Live), or 35 Hours (On-Demand)

**Price:** £1,945 (Face-to-Face & Remote-Live), or £1,145 (On-Demand)

**Discounts:** For multiple course purchases, please [contact us](#) for applicable discounts.

**Delivery Options:** Perform training at your own pace via our [on-demand training](#) option or attend regularly scheduled live courses via [remote-live attendance](#).

### Students Will Learn

- Using Visual Studio to create C# applications
- Working with .NET data types
- Creating variables with the proper scope and using operators to build complex expressions
- Designing and using classes
- Using control structures such as `if`, `while` and `for`
- Using procedures to build complex applications
- Throwing and trapping exceptions using the `try` and `catch` statements
- Using single and multi-dimensional arrays
- Working with .NET collections
- Using LINQ to make queries
- Defining and implementing interfaces
- Working with enumerations
- Creating a WPF application
- Working with XAML
- Writing XAML markup to create controls, define property values and setup events
- Using the WPF layout controls to build user interfaces
- Writing event handlers
- Enhancing the user interface of an application with the addition of menu, toolbar and status bar support
- Using predefined dialogs
- Creating and using custom dialogs
- Using brushes, shapes and animations within WPF user interfaces
- Using WPF data binding to quickly build applications
- Building applications using the MVVM design pattern
- Calling Web Services
- Deploying WPF applications

### Course Description

This course provides students with hands on experience using Visual Studio to create Windows Presentation Foundation (WPF) applications using C#. The class provides a thorough introduction to the C# programming language, including coverage of the

essentials of the C# programming language, built in data types, operators, control structures, classes and methods, collections and exception handling.

Students then learn how to leverage the power of the .NET Framework to build WPF applications. Students learn the basics of XAML and how to use it to describe the appearance and behavior of WPF user interfaces. Students also learn how to use XAML resources to manage styles, triggers and control templates.

Students learn how use a variety of WPF controls to interact with users and manage data in multi-form applications. Students explore how to leverage the power of XAML data binding. Students also learn the basics of working with images and simple animations.

Students learn how to use their data binding and command skills to implement the MVVM design pattern with WPF applications, including case studies. Students will also learn how to leverage the power of web services by calling both SOAP services and RESful APIs.

Other topics include: debugging techniques; building menus, toolbars and status bars; reading and writing files; and deploying WPF applications. Comprehensive labs and exercises provide the students with extensive experience creating and debugging WPF applications.

This course provides thorough coverage of the use of **Windows Presentation Foundation (WPF)** to build desktop applications. Students requiring additional coverage of **Windows Forms, ASP.NET Web Forms, ASP.NET MVC** or **WCF** should contact HOTT or refer to HOTT's [complete course listing](#) for additional training courses.

**Students who are already familiar with the C# language may want to take the 3-day [WPF Programming for Experienced C# Programmers](#) class instead.**

## Course Prerequisites

Knowledge of fundamental XML syntax is helpful, but not required. Prior experience with a scripting or programming language is required.

## Course Overview

### Introduction to .NET

- Overview of the .NET Framework
- How .NET is Different from Traditional Programming
- Common Language Runtime (CLR)
- Common Language Specification (CLS)
- Common Type System (CTS)
- .NET Assemblies
- Microsoft Intermediate Language (CIL)
- .NET Namespaces
- .NET Framework Class Library

### Language Fundamentals

- C# Program Structure
- Defining Namespaces

### Introduction to Visual Studio

- Creating a Project
- Using the Code Editor
- Correcting Syntax Errors
- Setting Project Properties
- Adding References
- Compiling a Program
- Running a Program
- Debugging a Program
- Using the MSDN (Help)

### Conditionals and Looping

- if/else
- switch

- Understanding C# Data Types
- Defining Variables and Constants
- Comparing Value Types vs. Reference Types
- Working with Operators and Expressions
- Performing Type Conversions
- Using Console I/O
- Formatting Numbers, Date and Times
- while and do/while
- for
- foreach

## Methods and Parameters

- Defining Static and Instance Methods
- Passing Parameters by value and by reference
- Overloading Methods
- Using Variable Length Parameter Lists

## Exception Handling

- What are Exceptions?
- .NET Exception Hierarchy
- Catching Exceptions
- Throwing Exceptions
- Managing Resources with Finally

## Collections

- Defining and Using Arrays
- Understanding `System.Array`
- .NET Collections vs Generic Collections
- Working with Lists
- Working with Dictionaries
- Using LINQ to Objects

## Object-Oriented Programming

- Overview of Object-Oriented Programming
- Building Classes
- Defining Properties
- Using Auto-Implemented Properties
- Defining Methods
- Understanding Constructors
- Extending .NET Classes via Inheritance
- Defining and Implementing Interfaces
- Understanding the Role of Interfaces in .NET

## WPF Applications

- WPF Applications
- Types of WPF Applications
- Structure of WPF Applications
- Using the WPF Designer
- Setting Properties
- Handling Events
- Using the MessageBox Class
- Passing Command-Line Arguments
- Handling Application Lifetime Events

## Working with XAML

- XAML vs. BAML
- Understanding XAML Markup
- XAML Elements
- XAML Namespaces
- Creating Objects using XAML
- Working with Resources
- Handling Events in XAML
- Working with Resources
- Defining and Using Styles

## WPF User Interface Basics

- WPF Control Hierarchy
- Common Properties, Methods and Events
- Dependency Properties
- Configuring a Window's Properties
- Adding Controls
- Controlling the UI's Appearance
  - Managing Size
  - Managing Position

## Using XAML Layout Elements

- Overview of Layout Elements
- Using the `Canvas`
- Using the `StackPanel`
- Using the `WrapPanel`
- Using the `Grid`
- Using the `UniformGrid`
- Using the `DockPanel`
- Using the `ViewBox`
- Adding Scrolling Capabilities

- Managing Alignment
- Managing Visibility
- Using Fonts
- Working with Transformations
  - Scale Transformations
  - Rotation Transformations
  - Skew Transformations

## Using WPF Controls

- Working with WPF Controls
- Using `Text` Controls
- Using `Button` Controls
- Using `Selection` Controls
- Using `List` Controls
- Using `Container` Controls
- Working with Routed Events

## Working with WPF Windows

- Understanding Modal vs Modeless
- Displaying a Window Modally
- Retrieving Data from Modal Windows
- Creating Owned Windows
- Displaying a Window Modelessly
- Working with Data in Modeless Windows
- Using Common Dialogs
- Creating Irregularly Shaped Windows

## Working with Images, Colors and Animations

- Working with Images
- Working with Shapes
- Working with Brushes
- Using Solid Brushes
- Using Gradient Brushes
- Building Simple Animations

## MVVM Commands

- Understanding Commands
- Creating Commands
- Associating Command with a Command Source
- Binding Command to Command Handlers
- Building WPF Applications Using the MVVM Design Pattern
  - Understanding MVVM
  - Implementing

## Working with Styles, Triggers and Control Templates

- Using Styles
- Working with Triggers and Multi-Triggers
- Using Control Templates

## Working with Menus, Toolbars and Status Bars

- Working with Menus
- Working with Toolbars
- Working with Status Bars
- Working with the Ribbon

## Working with Data Binding

- Overview of Data Binding
- Binding to Control Properties
- Binding to Data Sources
  - Binding to a List
  - Binding to an ADO.NET Object
  - Binding to an Object
  - Binding to XML
- Sorting and Filtering Data
- Using Value Converters
- Working with Change Notifications

## Calling Web Services

- Understanding Web Services
- Calling SOAP Services
- Calling REST Services
- Serializing and Deserializing JSON

INotifyPropertyChanged

- Using a DelegateCommand
- Working with ObservableCollections
- MVVM Case Studies

## **Deploying WPF Applications**

- Understanding Deployment Options
- Configuring an Application for Deployment
- Using XCOPY Deployment
- Using Installers
- Using Click-Once Deployment

Hands On Technology Transfer  
The Best Way to Transfer Technology Skills

1 Village Square, Suite 8  
14 Fletcher Street  
Chelmsford, MA 01824  
United States

[www.traininghott.co.uk](http://www.traininghott.co.uk)

Copyright © 2021 Hands On Technology Transfer, Inc.