1.	Record Nr.	UNINA9910785740803321
	Autore	Yosifovich Pavel
	Titolo	Windows Presentation Foundation 4.5 cookbook [[electronic resource] /] / Pavel Yosifovich
	Pubbl/distr/stampa	Birmingham, : Packt Publishing, 2012
	ISBN	1-283-63740-5
		1-84968-623-8
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (464 p.)
	Disciplina	005.2768
	Soggetti	Application software
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Foundations; Introduction; Creating custom type instances in XAML; Creating a dependency property; Using an attached property; Creating an attached property; Accessing a static property from XAML; Creating a custom markup extension; Handling routed events; Chapter 2: Resources; Introduction; Using logical resources; Dynamically binding to a logical resource; Using user-selected colors and fonts; Using binary resources; Accessing binary resources in code
		Accessing binary resources from another assemblyManaging logical resources; Chapter 3: Layout and Panels; Introduction; Creating a table-like user interface; Dynamically sizing grid rows/columns; Creating a scrollable user interface; Creating a border around panels and elements; Placing elements in exact positions; Adding/removing elements to a panel dynamically; Creating a tabbed user interface; Implementing drag-and-drop; Chapter 4: Using Standard Controls; Introduction; Working with text; Using content controls; Displaying images; Creating tooltips; Creating a list of items
		Creating a standard menuCreating a context menu; Selecting options with checkboxes and radio buttons; Manipulating tab order and focus; Chapter 5: Application and Windows; Introduction; Creating a window; Creating a dialog box; Using the common dialog boxes; Creating ownership between windows; Creating a custom shaped window;

Creating a single instance application; Handling an unhandled exception; Chapter 6: Data Binding; Introduction; Element to element binding; Binding to a single object; Binding to a collection; Using data templates; Using value converters; Creating a master-detail view Sorting and filtering bound collectionsGrouping bound collections; Binding to multiple properties; Binding hierarchical data to a TreeView; Presenting data in a grid; Validating data; Chapter 7: Commands and MVVM; Introduction; Using routed commands; Implementing a basic MVVM application; Building a simple MVVM framework; Building a complete MVVM style application; Creating an undo/redo system; Chapter 8: Styles, Triggers, and Control Templates; Introduction; Creating and using styles; Applying a style automatically; Creating a property trigger; Using data triggers; Creating an event trigger Creating a multi triggerUsing behaviors; Replacing the control template of a progress bar; Replacing the control template of a scroll bar; Customizing selection in a Selector control; Chapter 9: Graphics and Animation; Introduction; Creating a custom shape; Applying transforms on elements; Manipulating a bitmap programmatically; Creating adorners; Creating property-based animations; Creating path-based animations; Creating custom animations; Adding animation easing to animations; Using custom effects with pixel shaders; Chapter 10: Custom Elements; Introduction; Creating a user control
Handling standard commands in a user control

Sommario/riassunto	Over 100 advanced recipes to effectively and efficiently develop rich client applications on the Windows platform.