

# Graphical Controls

# Introduction

- ❖ WPF provides ready to use controllers we can place on screen.
- ❖ Some of these controllers were developed for displaying data only. Others were developed for getting input data from the users. More than a few can be used for both purposes.
- ❖ The controllers provide a range of properties, methods and events we can use in our code.

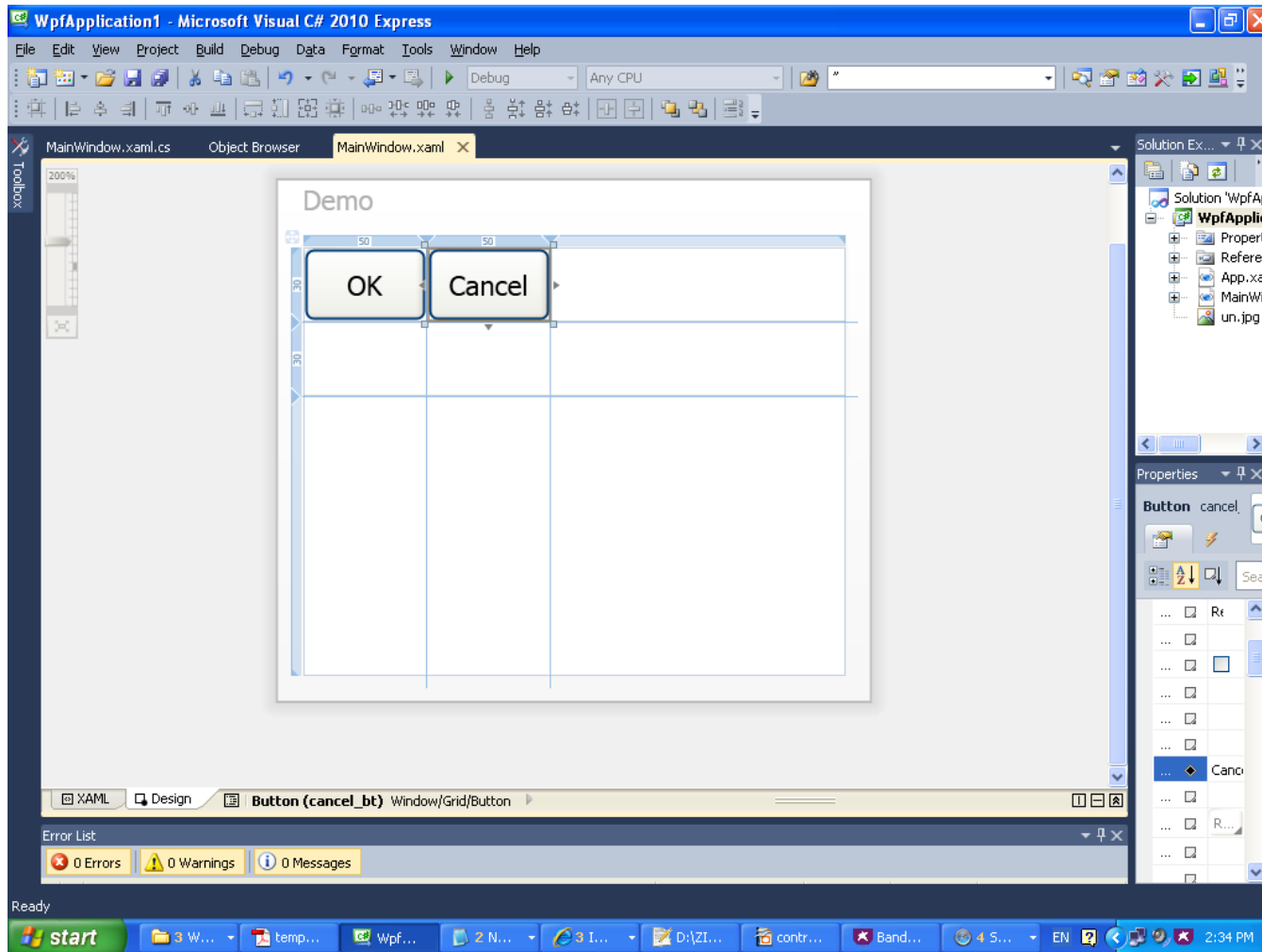
# Introduction

```
<Window
xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
Title="Demo"
Width="241" Height="212" Background="White">

    <Grid>
        <Grid.ColumnDefinitions>
            <ColumnDefinition Width="50"/>
            <ColumnDefinition Width="50"/>
        </Grid.ColumnDefinitions>
        <Grid.RowDefinitions>
            <RowDefinition Height="30"/>
            <RowDefinition Height="30"/>
        </Grid.RowDefinitions>
        <Button Grid.Row="0" Grid.Column="0"
            Name="ok_bt" Content="OK" Click="bt_OK_Handler" />
        <Button Grid.Row="0" Grid.Column="1" Name="cancel_bt"
            Content="Cancel" Click="bt_Cancel_Handler" />
    </Grid>

</Window>
```

# Introduction



# Graphics Controls

- ❖ The purpose of these controls is to display data only. These controls don't allow the user to enter data.
- ❖ This group includes the `Image` and the `MediaElement` controls.

# The Image Control

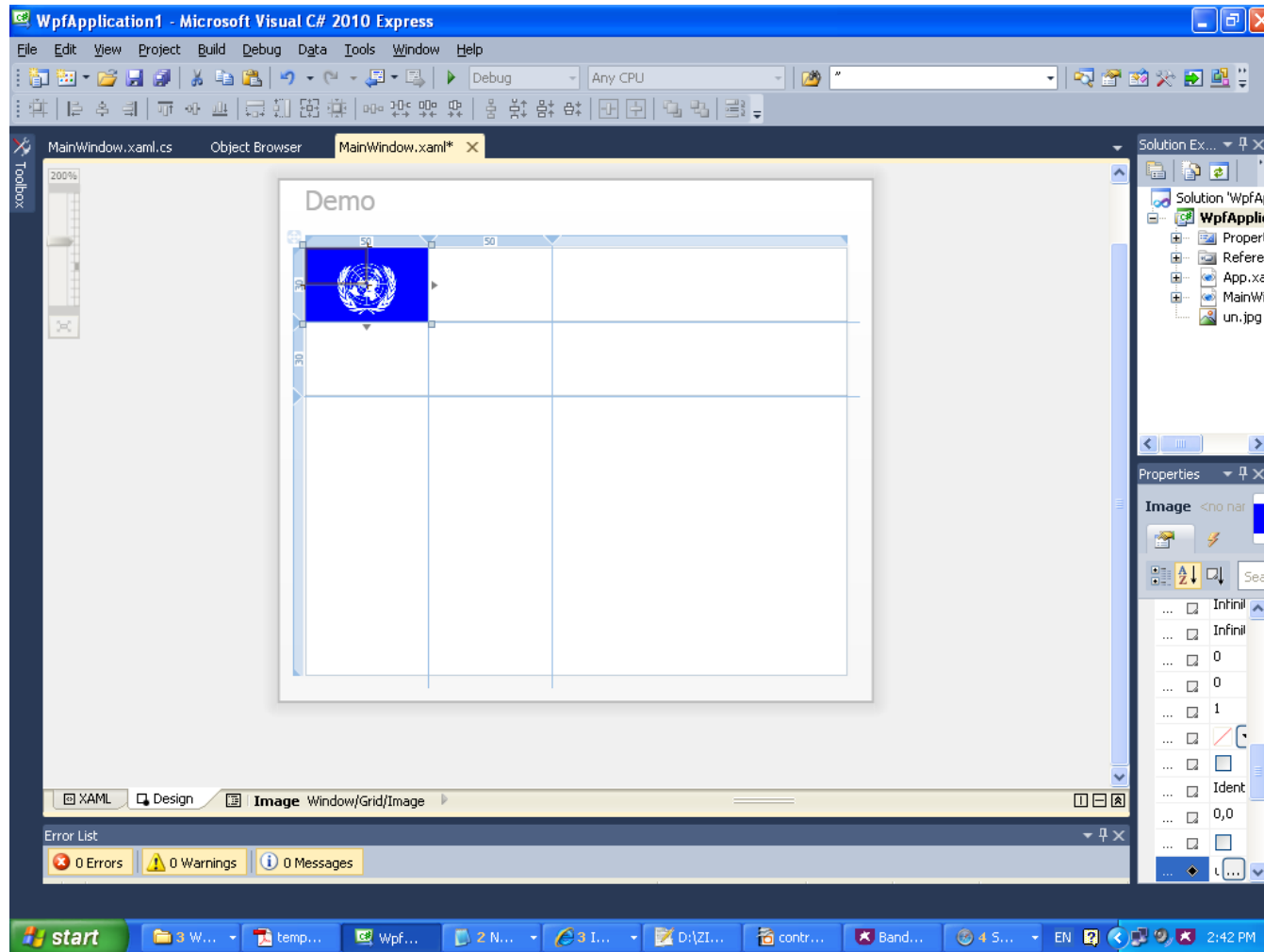
```
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        Title="Demo" Width="241" Height="212" Background="White">

    <Grid>
        <Grid.ColumnDefinitions>
            <ColumnDefinition Width="50"/>
            <ColumnDefinition Width="50"/>
        </Grid.ColumnDefinitions>
        <Grid.RowDefinitions>
            <RowDefinition Height="30"/>
            <RowDefinition Height="30"/>
        </Grid.RowDefinitions>

        <Image Grid.Row="0" Grid.Column="0"
            HorizontalAlignment="Stretch"
            VerticalAlignment="Stretch"
            Source="un.jpg" Stretch="UniformToFill"/>
    </Grid>

</Window>
```

# The Image Control



# The MediaElement Control

```
<Window x:Class="gaga.MainWindow"
  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  Title="MainWindow" Height="350" Width="525">

  <MediaElement Source="C:\WINDOWS\system32\oobe\images\intro.wmv"
    LoadedBehavior="Play" Width="200" Height="200"/>

</Window>
```



# The MediaElement Control

