

# Resources

# Introduction

- ❖ Resources allows us to reuse graphics and XAML code just as we reuse code defined within separated functions or classes.

# Creating Resources

- ❖ In order to define a resource we should add the `Resources` property element to the object we want to be the owner. It can be a `Window`, `Grid` or nearly any other container.
- ❖ Within the `Resources` element we will place the resources definitions elements. These elements can be of various types such as `RadialGradientBrush`, `BitmapEffect` and others.

# Resources Types

- ❖ The resource can be of any data type the XAML code can understand.
- ❖ Resources can be categorized into three types: normal property values, controls and simple data types.

# Normal Property Value Resource

```
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        x:Class="gaga.MainWindow" Width="800" Height="200" Icon="pixpix.png">
```

```
<Window.Resources>
```

```
    <LinearGradientBrush x:Key="gradient_background" StartPoint="0,0"
        EndPoint="0,1">
        <GradientStop Color="Brown" Offset="0"/>
        <GradientStop Color="DarkGray" Offset="0.5"/>
        <GradientStop Color="Black" Offset="1"/>
    </LinearGradientBrush>
```

```
    <BitmapEffectGroup x:Key="bevel_effect">
        <DropShadowBitmapEffect/>
    </BitmapEffectGroup>
```

```
    <RadialGradientBrush x:Key="radial_background">
        <GradientStop Color="White" Offset="0"/>
        <GradientStop Color="Orange" Offset="0.5"/>
        <GradientStop Color="Red" Offset="1"/>
    </RadialGradientBrush>
```

```
</Window.Resources>
```

# Normal Property Value Resource

```
<WrapPanel HorizontalAlignment="Stretch" VerticalAlignment="Stretch"
  Orientation="Horizontal">

  <Button Foreground="White" Margin="4" Width="120" Content="Press Me"
    Background="{StaticResource gradient_background}"
    BitmapEffect="{StaticResource bevel_effect}">
</Button>

  <Button Margin="4" Width="120" Content="Clix Now"
    Background="{StaticResource radial_background}"
    BitmapEffect="{StaticResource bevel_effect}">
</Button>

  <Button Margin="4" Width="120" Content="Clix Me Too"
    Background="{StaticResource radial_background}"
    BitmapEffect="{StaticResource bevel_effect}">
</Button>

</WrapPanel>

</Window>
```

# Normal Property Value Resource



# Simple Data Type Resource

```
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        xmlns:sys="clr-namespace:System;assembly=mscorlib"
        x:Class="gaga.MainWindow" Width="800" Height="200" Icon="pixpix.png">

    <Window.Resources>
        <sys:Double x:Key="the_width">150</sys:Double>
    </Window.Resources>

    <WrapPanel HorizontalAlignment="Stretch"
                VerticalAlignment="Stretch"
                Orientation="Horizontal">
        <Button Width="{StaticResource the_width}" Height="50" Content="Clix Me"/>
    </WrapPanel>

</Window>
```



# Simple Data Type Resource



# Control Resource

```
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        xmlns:sys="clr-namespace:System;assembly=mscorlib"
        x:Class="gaga.MainWindow" Width="800" Height="200" Icon="pixpix.png">

    <Window.Resources>
        <sys:Double x:Key="the_width">250</sys:Double>
        <TextBlock x:Key="clix" TextAlignment="Center">
            Clix The Tish
        </TextBlock>
    </Window.Resources>

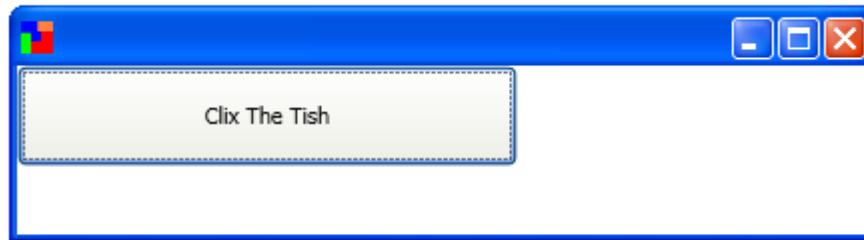
    <WrapPanel HorizontalAlignment="Stretch"
                VerticalAlignment="Stretch"
                Orientation="Horizontal">

        <Button Width="{StaticResource the_width}" Height="50"
                Content="{StaticResource clix}"/>

    </WrapPanel>

</Window>
```

# Control Resource



# Resources

05/01/10

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  </Button>

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```

# Normal Property Value Resource



## Simple Data Type Resource

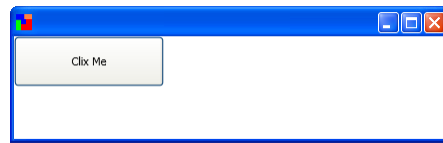
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<Window      xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
             xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
             xmlns:sys="clr-namespace:System;assembly=mscorlib"
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