

Styles

Introduction

- ❖ Styles allow you to define packages of property values. Once a style was defined we can apply it to controls we select.

Style Definition

- ❖ We define a new style using the `Style` XML element. We use the `Setter` XML elements as its child elements in order to set the values of the various properties the style definition includes.

Style Definition

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

        <Style x:Key="red_style" TargetType="Rectangle">
            <Setter Property="Stroke" Value="Red"/>
            <Setter Property="Width" Value="120"/>
            <Setter Property="Height" Value="60"/>
            <Setter Property="Margin" Value="8"/>
            <Setter Property="Fill">
                <Setter.Value>
                    <RadialGradientBrush>
                        <GradientStop Color="Blue" Offset="0"/>
                        <GradientStop Color="Yellow" Offset="1"/>
                    </RadialGradientBrush>
                </Setter.Value>
            </Setter>
        </Style>
    </Window.Resources>
```

Style Definition

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

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

</WrapPanel>

</Window>
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