

WINDOWSPROGRAMMERING LEKTION 5

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AGENDA

Introduktion till Blend för Visual Studio 2015

Effekter

Arbeta med "Sample Data"

Stilmallar

Animeringar

Triggers

2

VAD ÄR MICROSOFT BLEND

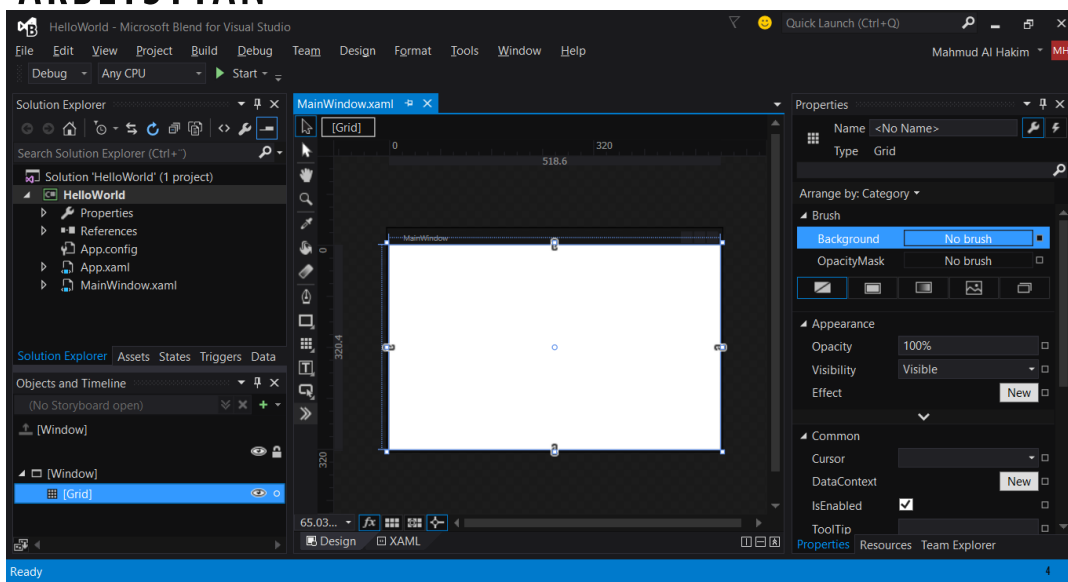
“Microsoft Blend for Visual Studio (formerly Microsoft Expression Blend) is a user interface design tool developed and sold by Microsoft for creating graphical interfaces for web and desktop applications that blend the features of these two types of applications. It is an interactive, **WYSIWYG front-end for designing XAML-based interfaces for Windows Presentation Foundation and Silverlight applications.**”

Källa:

https://en.wikipedia.org/wiki/Microsoft_Blend

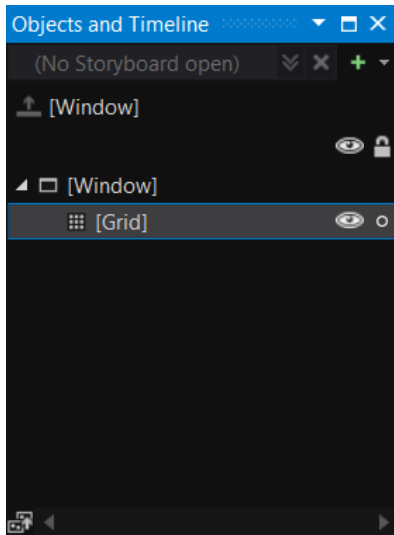
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ARBETSYTAN



2

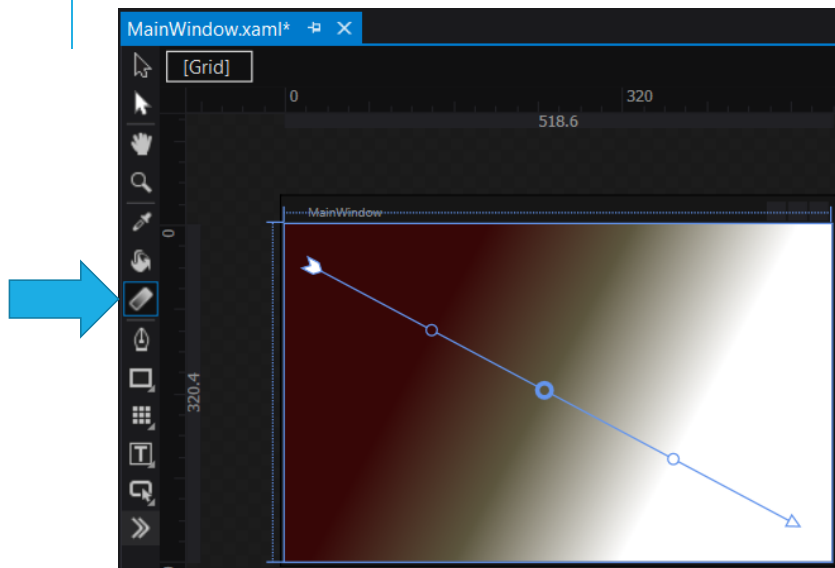
PENELEN OBJECTS AND TIMELINE



Dölj eller lås objekt under design. Allt visas vid körning i alla fall!

5

GRADIENT TOOL



6

PENSLAR

SolidColorBrush



LinearGradientBrush

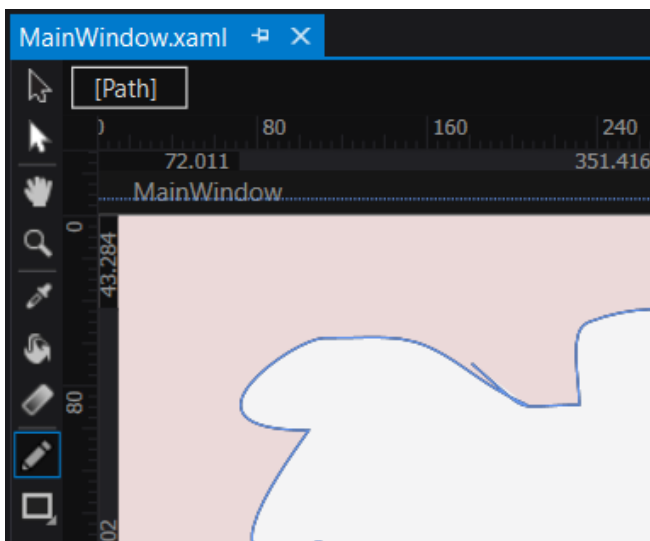


RadialGradientBrush



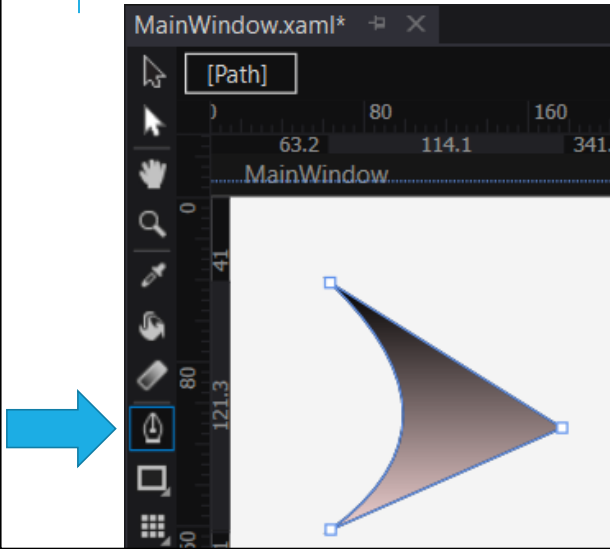
7

PENCIL



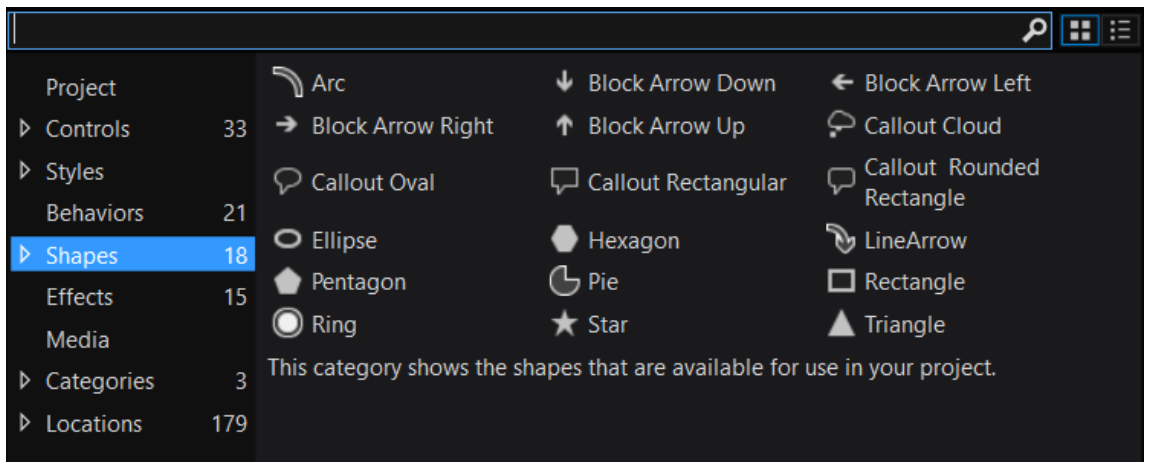
8

PEN



9

FIGURER



10



EFFEKTER

		<i>fx</i> Bloom – Desaturated	<i>fx</i> Bloom – Gamma	<i>fx</i> Bloom – Saturated
Project				
▶ Controls	33	<i>fx</i> Bloom – Soft	<i>fx</i> Bloom – Subtle	<i>fx</i> BlurEffect
▶ Styles		<i>fx</i> Color Tone	<i>fx</i> DropShadowEffect	<i>fx</i> Emboss
Behaviors	21	<i>fx</i> Magnify	<i>fx</i> Monochrome	<i>fx</i> Pixelate
▶ Shapes	18	<i>fx</i> Ripple	<i>fx</i> Sharpen	<i>fx</i> Swirl
Effects	15	This category shows the effects that are available for use in your project.		

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EFFEKTER – EXEMPEL 1 – SHADOW


Properties



fx Name <No Name>  


Type DropShadowEffect


Arrange by: Category ▾


▲ Common


BlurRadius 13 

Color  

Direction 323 

Opacity 95% 

RenderingBias Performance ▾ 

ShadowDepth 22 



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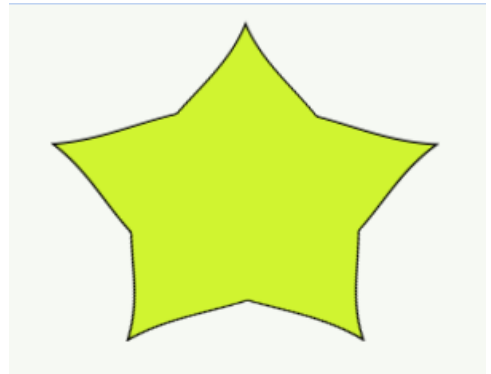
EFFEKTER — EXEMPEL 2 — MAGNIFY

Properties fx Name <No Name> Type MagnifyEffect

Arrange by: Category ▾

Common

Amount	50%	<input type="checkbox"/>
Center	0.5 0.5	<input type="checkbox"/>
InnerRadius	0.2	<input type="checkbox"/>
OuterRadius	0.4	<input type="checkbox"/>



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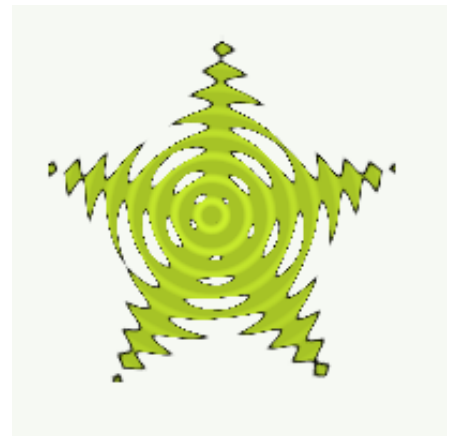
EFFEKTER — EXEMPEL 3 — RIPPLE

Properties fx Name <No Name> Type RippleEffect

Arrange by: Category ▾

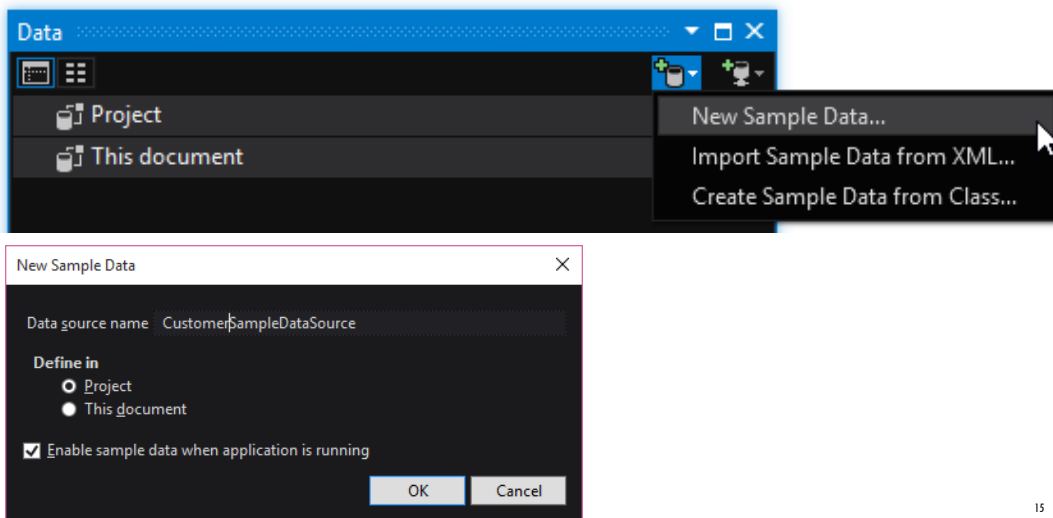
Common

Center	0.47 0.52	<input type="checkbox"/>
Frequency	96	<input type="checkbox"/>
Magnitude	0.19	<input type="checkbox"/>
Phase	40	<input type="checkbox"/>



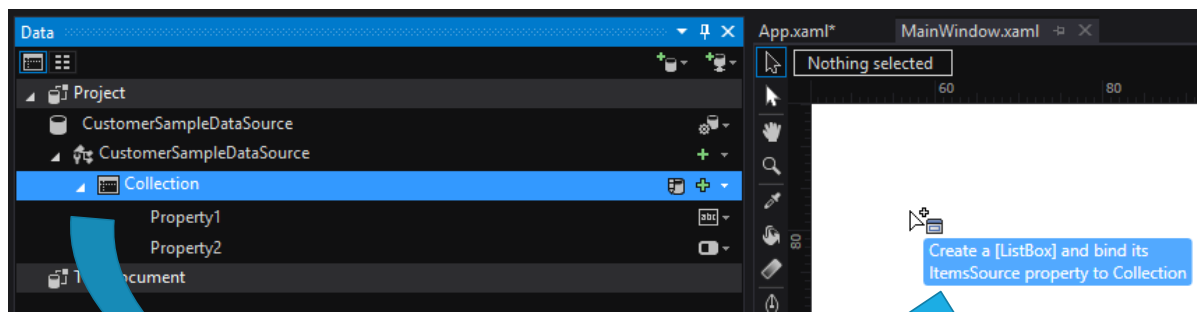
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ARBETA MED "SAMPLE DATA"



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SKAPA EN LISTBOX



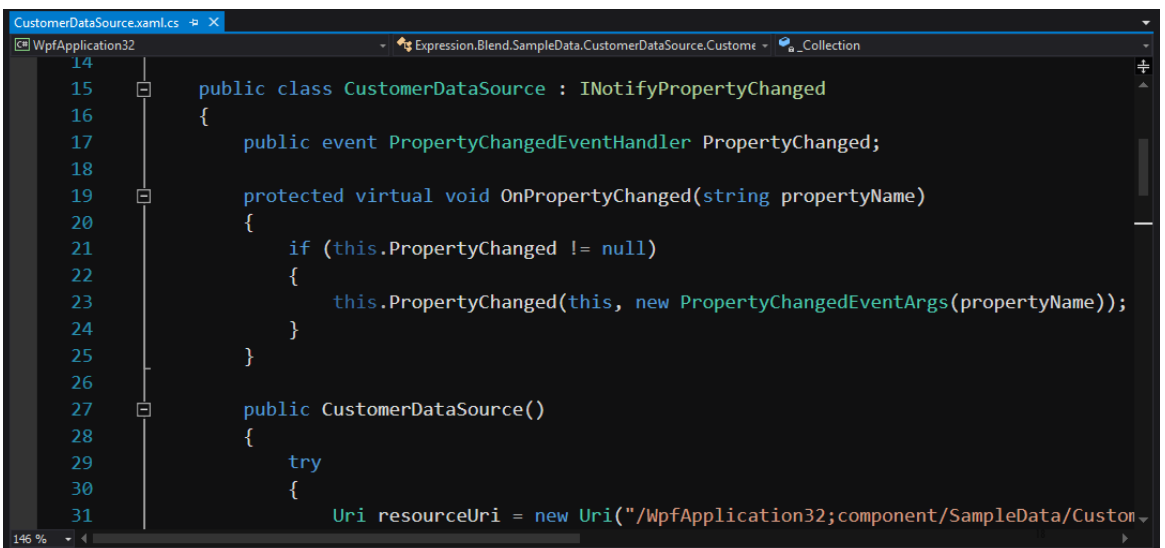
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UNDERSÖK XAML-KODEN

```
<Window.Resources>
  <DataTemplate x:Key="ItemTemplate">
    <StackPanel>
      <TextBlock Text="{Binding Property1}"/>
      <CheckBox IsChecked="{Binding Property2}"/>
    </StackPanel>
  </DataTemplate>
</Window.Resources>
<Grid DataContext="{Binding Source={StaticResource CustomerDataSource}}">
  <ListBox x:Name="listBox" ItemTemplate="{DynamicResource ItemTemplate}"
    ItemsSource="{Binding Collection}"
    Margin="10,10,0,9" HorizontalAlignment="Left"
    Width="200"/>
</Grid>
```

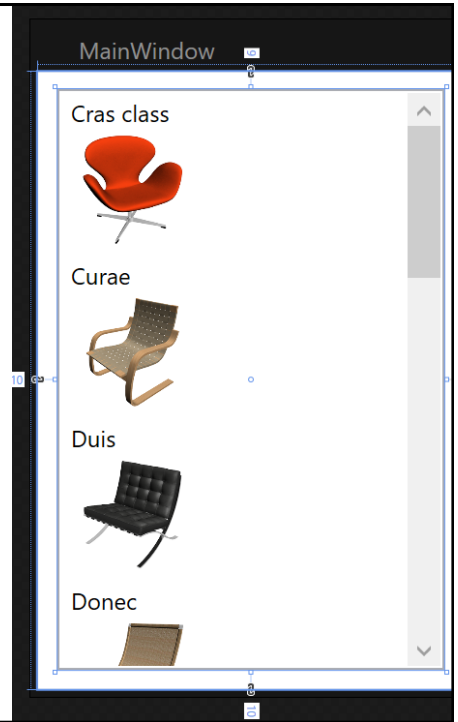
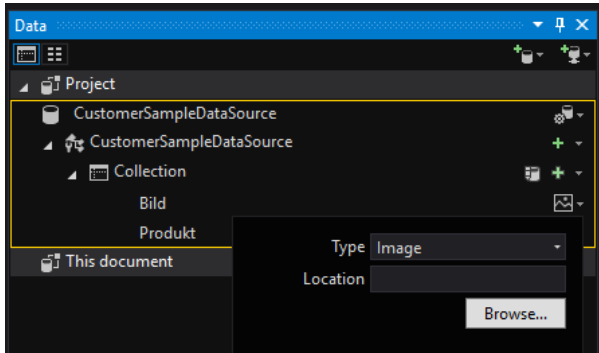
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FILEN: CUSTOMERDATASOURCE.XAML.CS

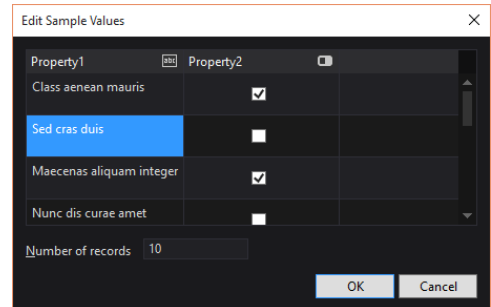
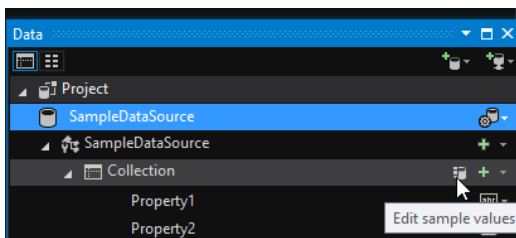


```
CustomerDataSource.xaml.cs
WpfApplication32
Expression.Blend.SampleData.CustomerDataSource.Custome
Collection
14
15 public class CustomerDataSource : INotifyPropertyChanged
16 {
17     public event PropertyChangedEventHandler PropertyChanged;
18
19     protected virtual void OnPropertyChanged(string propertyName)
20     {
21         if (this.PropertyChanged != null)
22         {
23             this.PropertyChanged(this, new PropertyChangedEventArgs(propertyName));
24         }
25     }
26
27     public CustomerDataSource()
28     {
29         try
30         {
31             Uri resourceUri = new Uri("/WpfApplication32;component/SampleData/Custon
```

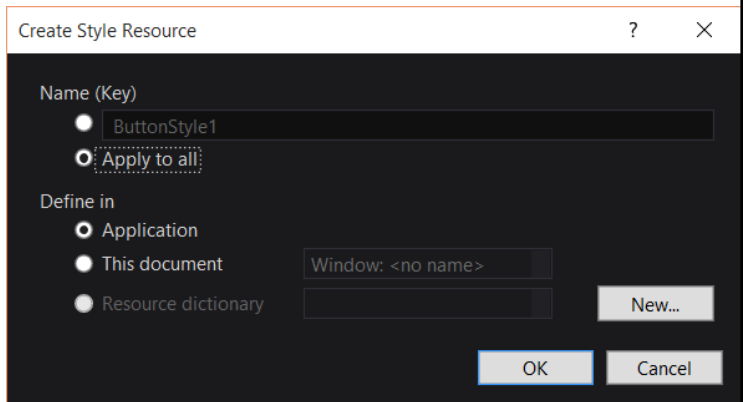
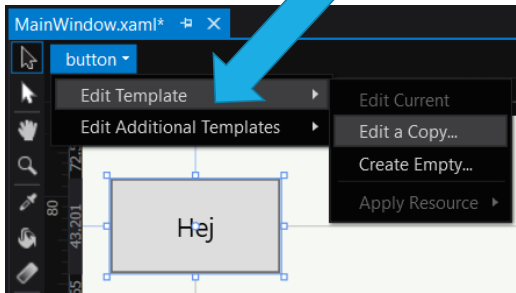
ÄNDRA "SAMPLE DATA"



REDIGERA "SAMPLE DATA"

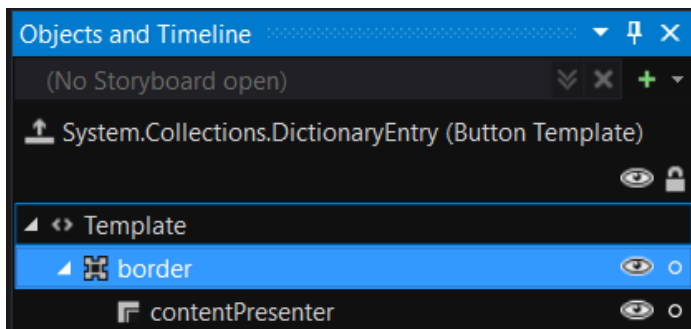


ARBETA MED STILMALLAR



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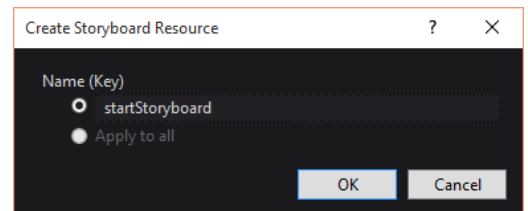
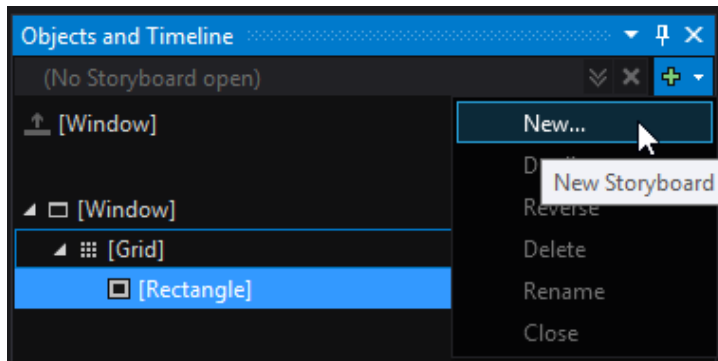
ÄNDRA MALLEN



22

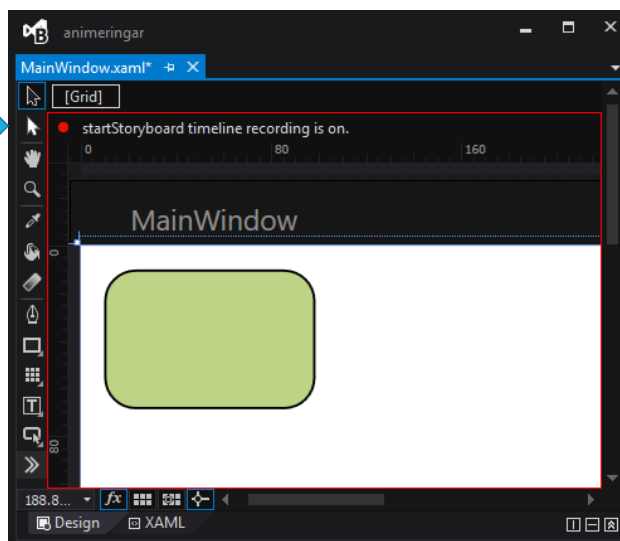
ANIMERINGAR

STEG 1 — SKAPA EN NY STORYBOARD



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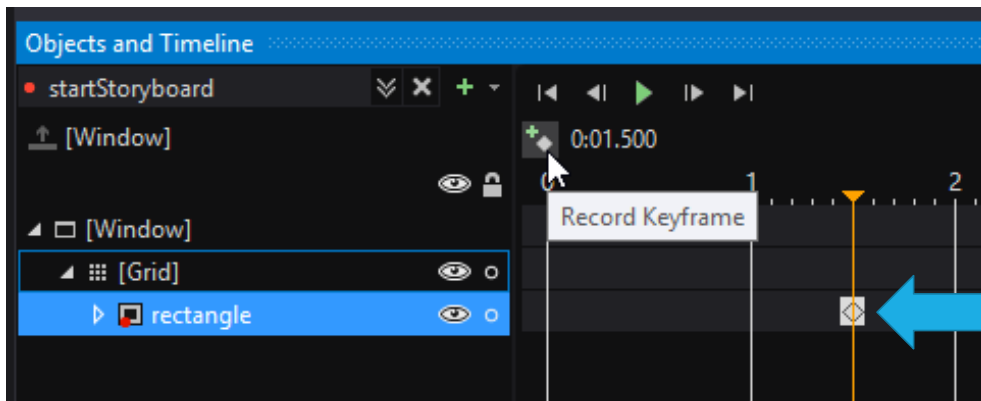
OBS! INSPELNINGEN STARTAR



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ANIMERINGAR

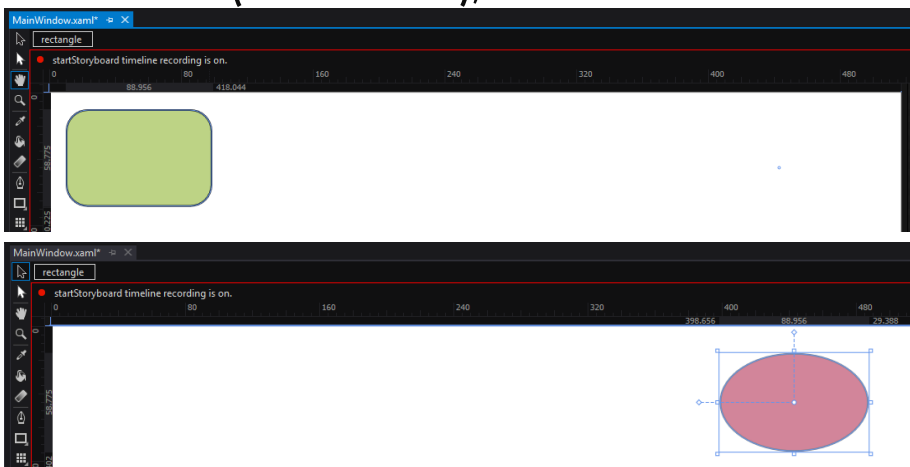
STEG 2 – FLYTTA TIDEN OCH SKAPA EN KEJFRAME



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ANIMERINGAR

STEG 3 – ÄNDRA NÅGRA EGENSKAPER T.EX. FLYTTA (TRANSFORM), OPACITET M.M.

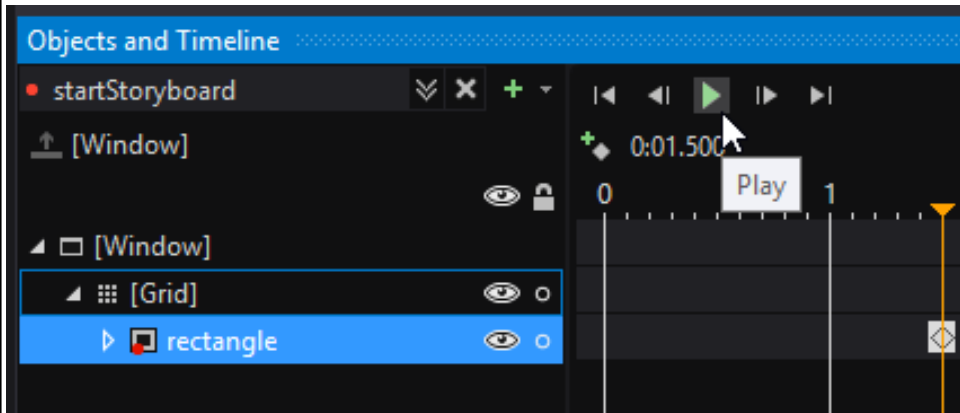
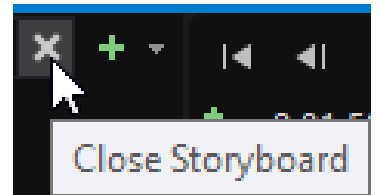


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ANIMERINGAR

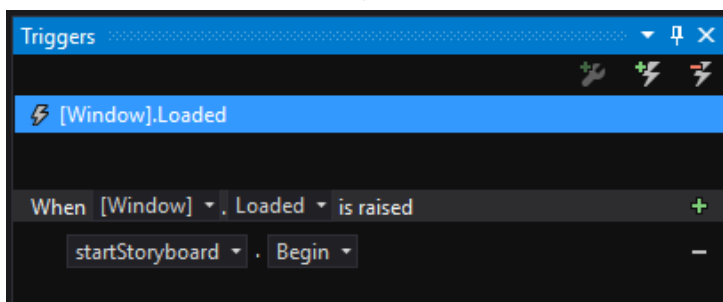
STEG 4 – STÄNG STORYBOARD

TIPS! SPELA UPP I BLEND FÖR ATT TESTA



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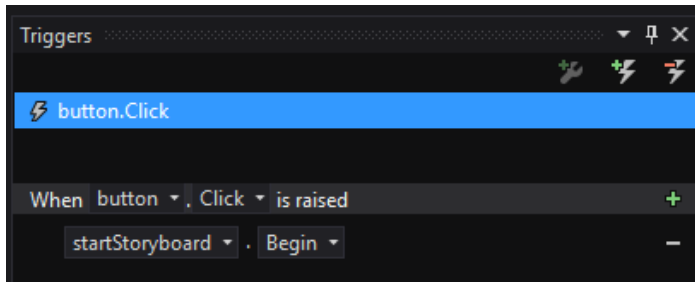
LITE OM TRIGGERS



```
<Window.Triggers>
  <EventTrigger RoutedEvent="FrameworkElement.Loaded">
    <BeginStoryboard Storyboard="{StaticResource startStoryboard}"/>
  </EventTrigger>
</Window.Triggers>
```

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SKAPA EN TRIGGER

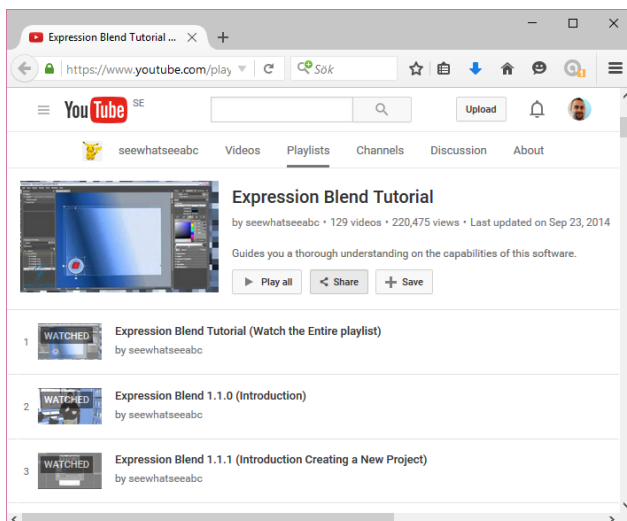


```
<Window.Triggers>
  <EventTrigger RoutedEvent="ButtonBase.Click" SourceName="button">
    <BeginStoryboard Storyboard="{StaticResource startStoryboard}"/>
  </EventTrigger>
</Window.Triggers>
```

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TIPS! BLEND TUTORIAL

[HTTPS://WWW.YOUTUBE.COM/PLAYLIST?LIST=PLBDF977B2F1DAB358](https://www.youtube.com/playlist?list=PLBDF977B2F1DAB358)



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