

# Windows Presentation Foundation (WPF) Using C#

**Duration:** 3 Days · **Training format:** Virtual Classroom / Online

## Description

---

This Windows Presentation Foundation (WPF) Training Using C# training class introduces Windows Presentation Foundation or WPF, the .NET technology from Microsoft for building rich Windows applications. This course covers the essentials of WPF, providing an orientation to this technology and a firm foundation for creating applications. The course is current to Visual Studio 2017 and the latest versions of the classical .NET Framework.

WPF is a complex technology that can have a steep learning curve. This course approaches the subject in a practical manner, introducing the student to the fundamentals of creating Windows applications using the features of WPF. It includes coverage of both traditional concepts such as controls and new concepts such as XAML, flexible layout, logical resources, dependency properties, routed events, and the loosely coupled command architecture of WPF. Data binding is discussed in detail, including visual data binding using Visual Studio 2017 and accessing databases using Entity Framework 6. The course also covers styles, templates, skins and themes. The course concludes with a brief lesson on WPF and Windows Forms interoperation.

### At the end of this course Delegates will

- Gain an understanding of the philosophy and architecture of WPF.
- Create Windows applications using the classes provided by WPF.
- Understand the principles of XAML and create applications using a combination of code and XAML.
- Use the layout features of WPF to create flexible and attractive user interfaces.
- Gain an understanding of the philosophy and architecture of WPF.
- Create Windows applications using the classes provided by WPF.
- Understand the principles of XAML and create applications using a combination of code and XAML.
- Use the layout features of WPF to create flexible and attractive user interfaces.
- Implement event and command-driven applications with windows, menus, dialogs, toolbars, and other common user interface features.
- Use more advanced features of WPF such as dependency properties, routed events, logical resources, styles, templates, and data binding.
- Access databases using Visual Studio 2017 and the Entity Framework 6.

- Learn how to interoperate between WPF and Windows Forms .
- Implement event and command-driven applications with windows, menus, dialogs, toolbars, and other common user interface features.
- Use more advanced features of WPF such as dependency properties, routed events, logical resources, styles, templates, and data binding.
- Access databases using Visual Studio 2017 and the Entity Framework 6.
- Learn how to interoperate between WPF and Windows Forms .