

Windows 8 Using XAML: Bindings, Shapes, and Animation

Table of Contents

INTRODUCTION	INTRO-1
Prerequisites	INTRO-2
The Environment	INTRO-3
Installation	INTRO-4
About the Author	INTRO-5
BINDING	5-1
Introducing Binding	5-2
Connecting Sources and Targets	5-2
A Few Simple Examples	5-4
A Simple Example	5-8
Working with Type Converters	5-9
Using a Type Converter	5-9
Binding Lists and Data Templates	5-18
Filling the List and Displaying the Data	5-18
Another Data Template Example	5-24
Using Binding and Data Templates	5-33
Creating the Data Source	5-33
Displaying a List of Colors	5-34
Binding Colors	5-35
Displaying the Color Rectangle	5-36
LAB 5: BINDING	5-41
Lab 5 Overview	5-42
Set Up Data Binding	5-43
Add the Data Template	5-48
SHAPES AND GEOMETRIES	6-1
Working with Shapes	6-2
Investigating Basic Shapes	6-2
The Shape Class	6-3
Rectangle and Ellipse Shapes	6-4
The Line Shape	6-13
The Polyline Shape	6-22
The Polygon Shape	6-24

Digging Deeper: Using Paths and Geometries.....	6-29
EllipseGeometry, LineGeometry, and RectangleGeometry	6-30
Using the GeometryGroup Element.....	6-32
Creating Curves and Lines with PathGeometry	6-35
Geometry Mini-Language	6-43
LAB 6: SHAPES AND GEOMETRIES.....	6-49
Lab 6 Overview.....	6-50
Create a Polygon with a Dashed Border	6-51
Draw a Bezier Curve with Its Control Points.....	6-57
BRUSHES AND TRANSFORMS	7-1
Working with Brushes	7-2
SolidColorBrush Class	7-2
LinearGradientBrush Class.....	7-7
ImageBrush Class.....	7-15
Using Transparency	7-18
Transforms.....	7-22
Repeating Shapes	7-24
Transforming Shapes.....	7-24
Avoiding Absolute Coordinates.....	7-31
Transforming a Control	7-33
Adding Reflection Effects.....	7-35
LAB 7: BRUSHES AND TRANSFORMS.....	7-41
Lab 7 Overview.....	7-42
Work with Brushes.....	7-43
Work with Transforms.....	7-49
INTRODUCING TRANSITIONS AND ANIMATIONS	8-1
Introduction.....	8-2
Windows 8 Theme Transitions	8-3
Custom Animations.....	8-7
Understanding Animation.....	8-7
Simple Animations	8-9
Theme Animations	8-12
Animating a Transform.....	8-15
Digging Deeper Into Animations	8-18
Using the ColorAnimation Class	8-18
Using the PointAnimation Class.....	8-21

Animation with Key Frames	8-22
Animation Properties.....	8-27
More Advanced Animation Issues	8-34
Controlling Playback	8-34
Easing Functions	8-35
Creating Animations in Blend.....	8-40
LAB 8: INTRODUCING TRANSITIONS AND ANIMATIONS	8-49
Lab 8 Overview.....	8-50
Animate a Rectangle	8-51
Add a Color Animation.....	8-55
INDEX.....	INDEX-1

