

WPF

Source	Topic/Activity Name
Module 01: Lesson1	Module 01: Creating an Application by Using Windows Presentation Foundation
	Lesson: Overview of WPF
	What Is WPF?
	WPF Architecture
	Defining User Interfaces in WPF
	WPF Capabilities and Features
	WPF Application Types
Module 01: Lesson2	Lesson: Creating a Simple WPF Application
	Defining the Application
	Defining Windows or Pages
	Adding Controls
	Building and Running a WPF Application
Module 01: Lesson3	Lesson: Handling Events and Commands
	The WPF Event Model
	Handling WPF Control Events
	What Are Routed Events?
	Defining Routed Events
	What Are Commands?

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Module 01: Lesson4	Module 01: Creating an Application by Using Windows Presentation Foundation
	Lesson: Navigating Between Pages
	The WPF Navigation Model
	Handling Page Navigation Events
	Maintaining State by Using Navigation Services
Module 02: Lesson1	Module 2: Building User Interfaces
	Lesson: Defining Page Layout
	WPF Page Layout Model
	WPF Layout Classes
Module 02:	Lesson: Building User Interfaces by Using Content Controls

Lesson2	What Is a Content Control?
	What Is a Headered Content Control?
Module 02:	Lesson: Building User Interfaces by Using Items Controls
Lesson3	What Is an Items Control?
	Handling Item Selection

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Module 02: Lesson4	Module 2: Building User Interfaces
	Lesson: Hosting Windows Forms Controls
	Why Host Windows Forms Controls in WPF?
	Referencing Windows Forms Controls in a WPF Application
	Using Windows Forms Controls in XAML
	Interacting with Windows Forms Controls
Module 03: Lesson1	Module 3: Customizing Appearance
	Lesson: Sharing Logical Resources in an Application
	What Are Resources?
	Defining Resources
	Referencing Resources in XAML
	Referencing Resources Programmatically
	Reusing Resources Across Applications
Defining Localized Resources	
Module 03: Lesson2	Lesson: Creating Consistent User Interfaces by Using Styles
	What Are Styles?
	Defining Styles
	Extending Styles
	Setting Styles Programmatically
Module 03: Lesson3	Lesson: Changing the Appearance of Controls by Using Control Templates
	What Are Control Templates?
	Defining a Control Template for a Content Control
	Defining a Control Template for an Items Control
	Providing User Customization by Using Template Bindings

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Module 03:	Module 3: Customizing Appearance

Lesson4	Lesson: Enhancing User Interfaces by Using Triggers and Animations
	What Are Triggers?
	Defining Property Triggers
	What Are Animations?
Module 04: Lesson1	Module 4: Data Binding
	Lesson: Overview of Data Binding
	The WPF Data-Binding Model
	Binding Sources and Binding Targets
Module 04: Lesson2	Data-Binding Modes
	Lesson: Creating a Data Binding
	Binding to a Class Property
	Binding Multiple Controls to a Class
Module 04: Lesson3	Binding to Another User Interface Element
	Lesson: Implementing Property Change Notification
	What Are Property Change Notifications?

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Module 04: Lesson4	Module 4: Data Binding
	Lesson 4: Converting Data
	Default Data Conversions
	Implementing a Custom Value Converter
	Lesson: Validating Data
	Default Data Validation
	Defining a Custom Validation Rule
Module 05: Lesson1	Module 5: Data Bindings to Collections
	Lesson: Binding to Collections of Objects
	Overview of Binding to Collections
	What Is an Observable Collection?
Module 05: Lesson2	Binding to ADO.NET Data Objects
	Lesson: Presenting Data by Using Collection Views
	What Is a Collection View?
	Creating and Using a Collection View
	Sorting Data by Using a Collection View
	Filtering Data by Using a Collection View

	Grouping Data by Using a Collection View
	Creating Master-Detail User Interfaces

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Module 05: Lesson3	Module 5: Data Bindings to Collections
	Lesson: Presenting Data by Using Data Templates
	What Is a Data Template?
	Defining and Using a Data Template
	Defining a Data Template as a Resource
	Using Data Triggers in a Data Template
Module 06:Lesson1	Module 6: Creating New Controls
	Lesson: Overview of Control Authoring
	Why Create New Controls?
	Options for Creating New Controls
	User Controls
	Custom Controls
Module 06:Lesson2	Lesson: Creating Controls
	Creating a User Control
	Implementing Properties and Events
	Creating a Custom Control
	Implementing Commands

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Module 07:Lesson1	Module 7: Managing Documents
	Lesson: Creating and Viewing Flow Documents
	What Are Flow Documents?
	Defining a Flow Document
	Types of Flow Document Containers
	Flow-Related Controls
Module 07:Lesson2	Lesson: Creating and Viewing Fixed Documents
	What Are Fixed Documents?
	Defining Fixed Documents
	Defining a Fixed Document Viewer

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Module 08:Lesson1	Module 8: Graphics and Multimedia
	Lesson: Creating 2-D Graphics
	2-D Graphics Support in WPF
	Drawing Shapes
	What Are Paths and Geometries?
Module 08:Lesson2	Lesson: Displaying Images
	WPF Imaging Components
	Encoding and Decoding Images
	Rotating, Converting, and Cropping Images

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Module 08:Lesson3	Module 8: Graphics and Multimedia
	Lesson: Creating 3-D Graphics
	Differences Between 2-D and 3-D
	3-D Graphics Support in WPF
	What is a Viewport3D?
	Camera Types for Viewport3D
	Creating Models
	Specifying Materials for a 3-D Model
Specifying Light for a 3-D Model	

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Module 09: Lesson1	Module 9: Configuring and Deploying Applications in Windows Presentation Foundation
Module 09: Lesson2	Lesson: Deploying a Stand-Alone WPF Application
	Deploying a Stand-Alone Application by Using Windows Installer
	Deploying a Stand-Alone Application by Using ClickOnce