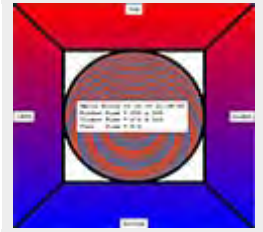


Course 2D_WPF: 2D-Computer Graphics

Chapter C1: The Intro Project

written without XAML in pure C#

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An empty window

Guidance for Visual Studio 2010, see [Introduction into all Courses](#).

1) Main Menu after start of VS 2010: Tools → Options →
check lower left checkbox: Show all Settings → Projects and Solutions →
Visual Studio projects location: → C:\temp

2) Main Menu after start of VS 2010: File → New Project... →
Visual Studio installed templates: Empty project Name: intro1 →
Location: C:\temp → Create directory for solution: switch off → OK.

3) In the window titled: Solution Explorer -Solution 'intro1' (1 project) we have to add 4 References and an intro1.cs file:

3.1 **Right-click** the branch References. A drop-down menu appears. Click Add Reference... An Add Reference- window appears.

Scroll down until You detect the Component Names Presentation Core and Presentation Framework and select them by Strg+click.

Continue scrolling and Strg+click two more Component Names: System and WindowsBase.

Quit the Add Reference- window with the button OK.

3.2 **Right-click** the branch **intro1**.

A drop-down menu appears. Click Add and select New Item...

An Add New Item - intro1- window appears.

Select the template Code File and give it the Name: intro1.cs.

Quit the Add New Item - intro1- window with the button Add.

4) Main menu of Visual Studio 2010 → Project → intro1 Properties... → Application →
Output type: Change from Console Application to Windows Application.

5) Stop the automatic code formatter before it will drive you crazy.

Main menu of Visual Studio 2010 → Tools → Options... → An Options-window appears. **Double-click** the branch Text Editor. **Double-click** C#. **Double-click** Formatting.

Click General. Uncheck all three check boxes.

Click Indentation. Uncheck all four check boxes.

Click New Lines. Uncheck all thirteen check boxes.

Click Spacing. Uncheck all twenty three check boxes.

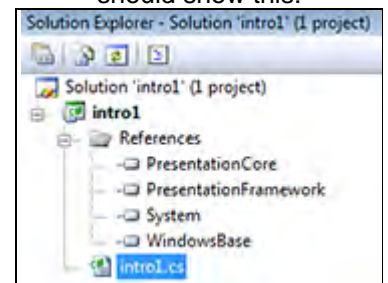
Click IntelliSense. Uncheck all six check boxes.

Quit the Options- window with the OK-button.

6) Write the following three lines into the empty intro1.cs:

```
public class window1 : System.Windows.Window
{ [System.STAThread] static void Main()
  { new System.Windows.Application().Run( new window1() ); }
}
```

The Solution Explorer should show this:



7) Click `Debug` in the main menu of VS 2010.

A submenu opens. Click `Start Without Debugging Ctrl F5`.

The rudimentary program now automatically compiles, links and starts.

Please observe the `Error List`-window of Visual Studio below our program.

Our program starts automatically as stand-alone window containing three parts:

- main window = `MainFrame` with a blue title row

- three buttons `Minimize`, `Maximize`, `Close`

- a narrow frame with 4 movable borders and 4 movable edges.

Enlarge and shrink the window by dragging its borders and edges.

Minimize VisualStudio to realize that `intro1.exe` is a stand-alone windows program.

Start the `Explorer`. Branch to `C:\temp\intro1\bin\Release`.

Double click `intro1.exe`. You can start an arbitrary number of instances of `intro1.exe`.

(You must carefully kill all before You write new versions.) Minimize the `Explorer`.

Make sure that all instances of `intro1.exe` have been finished.

Important: Always finish all instances of `intro1` before writing new code and starting it !

Start the Task Manager with `Ctrl+Alt+Del` and check if an `intro1.exe`-process is still running. If yes, kill it.

DrawString: Hallo World

Delete everything from `intro1.cs` (including the last brace). No code remains.

Write the following lines into the empty `intro1.cs`:

```
using System;
using System.Windows;
using System.Windows.Media;
public class window1 : Window
{ [STAThread] static void Main() { new Application().Run( new window1() ); }
  public window1() //constructor
  { Top = Left = 50;
    Width = Height = 300;
    Title = "intro1";
    Background = new SolidColorBrush( Colors.Cornsilk );
    //Background = new LinearGradientBrush( Colors.Red, Colors.Blue, 90 );
    //Background = new RadialGradientBrush( Colors.White, Colors.Red );
    Foreground = new SolidColorBrush( Color.FromRgb( 0, 0, 255 ) );
    Content = "Hello World " + DateTime.Now.ToString();
  }
}
```

Click the `Debug`-tab of the main menu above the main window.

A sub-menu opens. Click `Start Without Debugging Ctrl F5`.

The program automatically compiles, links and starts again.

Exercises: Try out other start positions, other window sizes, other strings, other brushes and other colors.

Important Tip: In case of mistype the compiler presents a Message Box: `There were build errors.`

... You quit with no. An `Error List`-window with warnings and errors will appear in Visual Studio below Your program. In this error list scroll up to the first error (ignore the warnings!).

Double click the line with the first error. The cursor jumps automatically into Your code into the line where the error was detected. Look for mistypes in this line and remove them.

(Sometimes You will not find the error in this line but above, where You forgot a comma or a semicolon.)

Ignore all errors below the first error (in most cases they are just followers of the first one) and compile.

Repeat this procedure until further error message boxes disappear and

Your program compiles, links and starts as expected.

GradientBrushes and window size

Version2: Finish `intro1`.

Replace the complete code of version 1 by this one:

```
using System;
using System.Windows;
using System.Windows.Media;
using System.Windows.Controls;

public class window1 : Window
{ [STAThread] static void Main() { new Application().Run( new window1() ); }
  DockPanel myPanel = new DockPanel();
  TextBox central = new TextBox();

  public window1() //constructor
  { Top = Left = 50;
    this.Width = this.Height = 500;
    this.Title = "intro1";
    myPanel.Children.Add( central );
    //Background = new SolidColorBrush( Colors.Cornsilk );
    //Background = new RadialGradientBrush( Colors.White, Colors.Green );

    Background = new LinearGradientBrush( Colors.Red, Colors.Blue, 90 );
    FontFamily = new FontFamily( "Courier New" );
    FontSize = 12;
    central.HorizontalAlignment = HorizontalAlignment.Center;
    central.VerticalAlignment = VerticalAlignment.Center;
    OnRenderSizeChanged( null );
  }

  protected override void OnRenderSizeChanged( SizeChangedEventArgs sizeInfo )
  { String s1 = "Hello World " + DateTime.Now.ToString() + "\n";
    int width = Convert.ToInt32( this.Width );
    int height = Convert.ToInt32( this.Height );
    String s2 = "Window Size = " + width.ToString() + " x " + height.ToString();
    central.Text = s1 + s2;
    Content = myPanel;
  }
}
```

Click **Debug** in the main menu above the main window and **Start Without Debugging** `Ctrl F5`.
 Drag the window border and observe the content of the text box.

Left, right, top, bottom

Version3: Finish intro1.

Write 4 additional declarations in the head of `public class window1 : Window` below the line `TextBox central = new TextBox();`:

```
TextBox left = new TextBox();
TextBox top = new TextBox();
TextBox right = new TextBox();
TextBox bottom = new TextBox();
```

Write 4 additional lines into the constructor `public window1()` below the line `this.Title = "intro1";`

```
myPanel.Children.Add( top ); DockPanel.SetDock( top , Dock.Top ); top .Text = "top";
myPanel.Children.Add( bottom ); DockPanel.SetDock( bottom, Dock.Bottom ); bottom.Text = "bottom";
myPanel.Children.Add( left ); DockPanel.SetDock( left , Dock.Left ); left .Text = "left";
myPanel.Children.Add( right ); DockPanel.SetDock( right , Dock.Right ); right .Text = "right";
```

Replace the lines

```
central.HorizontalAlignment = HorizontalAlignment.Center;
```

```
central.VerticalAlignment = VerticalAlignment.Center;
```

by:

```
foreach( TextBox text in myPanel.Children )
{ text.HorizontalAlignment = HorizontalAlignment.Center;
  text.VerticalAlignment = VerticalAlignment.Center;
}
```

Click Debug and Start Without Debugging Ctrl F5.

Drag the window border and observe the content of the text box.

Line, Rectangle, Ellipse

Version4: Finish intro1.

Insert a new namespace below `using System.Windows.Controls;`
`using System.Windows.Shapes;`

Write 5 additional declarations in the head of `public class window1 : Window` just below the line

```
[STAThread] static void Main() { new Application().Run( new window1() ); }
```

```
Canvas myCanvas = new Canvas();
Line line1 = new Line();
Line line2 = new Line();
Rectangle rect = new Rectangle();
Ellipse elli = new Ellipse();
```

Write 4 additional lines into the constructor `public window1()` below the line `this.Title = "intro1";`

```
myCanvas.Children.Add( line1 );
myCanvas.Children.Add( line2 );
myCanvas.Children.Add( rect );
myCanvas.Children.Add( elli );
myCanvas.Children.Add( myPanel );
```

Below the existing foreach-block

```
foreach( TextBox text in myPanel.Children )
{ text.HorizontalAlignment = HorizontalAlignment.Center;
  text.VerticalAlignment = VerticalAlignment.Center;
}
```

write 6 new lines:

```
foreach( Object obj in myCanvas.Children )
{ if ( obj.GetType() == typeof(DockPanel) ) continue;
  ((Shape)obj).Stroke = Brushes.Black;
  ((Shape)obj).StrokeThickness = 5;
}
rect.Fill = Brushes.White;
```

Inside the protected override void OnRenderSizeChanged(...)-function replace the line Content = myPanel; by:

```

line1.X1 = 0; line1.Y1 = 0; line1.X2 = myCanvas.ActualWidth;
                                line1.Y2 = myCanvas.ActualHeight;
line2.X1 = myCanvas.ActualWidth; line2.Y1 = 0; line2.X2 = 0;
                                line2.Y2 = myCanvas.ActualHeight;

Canvas.SetLeft( rect, myCanvas.ActualWidth / 5 );
Canvas.SetLeft( elli, myCanvas.ActualWidth / 5 );
Canvas.SetTop ( rect, myCanvas.ActualHeight/5 );
Canvas.SetTop ( elli, myCanvas.ActualHeight/5 );
rect .Width = elli.Width = 3 * myCanvas.ActualWidth / 5;
rect .Height = elli.Height = 3 * myCanvas.ActualHeight / 5;
myPanel.Width = myCanvas.ActualWidth;
myPanel.Height = myCanvas.ActualHeight;
Content = myCanvas;

```

Click Debug and Start Without Debugging Ctrl F5.

Drag the window border and observe the content of the central text box.

Window Size Animation

Version5: Finish intro1.

Insert a new namespace below using System.Windows.Controls;
using System.Windows.Threading;

Write an additional declaration in the head of public class window1 : Window below the line TextBox central = new TextBox();:
double zoom = 1.1;

In the constructor public window1() replace the line OnRenderSizeChanged(null); by:

```

DispatcherTimer myTimer = new DispatcherTimer();
myTimer.Interval = TimeSpan.FromMilliseconds( 40 );
myTimer.Tick += TimerOnTick;
myTimer.Start();

```

Below the constructor public window1() write a new function:

```

private void TimerOnTick( Object sender, EventArgs args )
{ if ( myCanvas.ActualWidth < 200 ) zoom = 1.1;
  if ( myCanvas.ActualWidth > 800 ) zoom = 0.99;
  this.Width *= zoom;
  this.Height *= zoom;
  this.FontSize *= zoom;
}

```

Inside the protected override void OnRenderSizeChanged(...)-function replace the lines:

```

String s1 = "Hello World " + DateTime.Now.ToString() + "\n";
int width = Convert.ToInt32( this.Width );
int height = Convert.ToInt32( this.Height );
String s2 = "Window Size = " + width.ToString() + " x " + height.ToString();
central.Text = s1 + s2;

```

by:

```

String s1 = "Hello World " + DateTime.Now.ToString() + "\n";
int width = Convert.ToInt32( this.Width );
int height = Convert.ToInt32( this.Height );
String s2 = "Window Size = " + width.ToString() + " x " + height.ToString() + "\n";
width = Convert.ToInt32( myCanvas.ActualWidth );
height = Convert.ToInt32( myCanvas.ActualHeight );
String s3 = "Client Size = " + width.ToString() + " x " + height.ToString() + "\n";
String s4 = String.Format( "Font Size = {0,2:F1}", this.FontSize );
central.Text = s1 + s2 + s3 + s4;

```

Click Debug and Start Without Debugging Ctrl F5.

Observe the content of the central text box.

Ellipse Animation

Version6: Finish `intro1`.

Write three additional declarations in the head of `public class window1 : Window` below the line `double zoom = 1.1;`:

```
double angle = 0;
Random r = new Random();
Byte r1, g1, b1, r2, g2, b2;
```

In the constructor `public window1()` below the line `rect.Fill = Brushes.White;` insert two new lines:

```
r1 = (Byte)r.Next(255); g1 = (Byte)r.Next(255); b1 = (Byte)r.Next(255);
r2 = (Byte)r.Next(255); g2 = (Byte)r.Next(255); b2 = (Byte)r.Next(255);
```

Inside the protected override `void OnRenderSizeChanged(...)`-function below the line: `rect.Height = elli.Height = 3 * myCanvas.ActualHeight / 5;` write 8 new lines:

```
Color color1 = Color.FromRgb( r1++, g1++, b1++ );
Color color2 = Color.FromRgb( r2++, g2++, b2++ );
RadialGradientBrush brush = new RadialGradientBrush( color1, color2 );
brush.SpreadMethod = GradientSpreadMethod.Repeat;
brush.RadiusX = brush.RadiusY = 0.1;
//brush.GradientOrigin = new Point(0.5+0.05*Math.Cos(angle), 0.5+0.05*Math.Sin(angle));
elli.Fill = brush;
angle += Math.PI / 32;
```

Click Debug and Start Without Debugging Ctrl F5.

Remove the comment slashes `//` in front of `brush.GradientOrigin = new Point(0.5+0.05*Math.Cos(angle), 0.5+0.05*Math.Sin(angle));` and start again.

Complete Code

The complete code of `intro1` can be found here: [C2D WPF Intro Code.htm](#) in the version `intro1.cs` driven by a `DispatcherTimer` Object.

On this page an interesting second version can be found: `intro1.cs` driven by a `DoubleAnimation` Object.

Exercises

1) Change the initial window size from

```
this.Width = this.Height = 500; to
this.Width = 600; this.Height = 300;
```

2) Change the gradient angle of the `Background`-brush from

```
Background = new LinearGradientBrush( Colors.Red, Colors.Blue, 90 ); to
Background = new LinearGradientBrush( Colors.Red, Colors.Blue, 45 );.
```

3) Change the font from

```
FontFamily = new FontFamily( "Courier New" ); to
FontFamily = new FontFamily( "Arial Italic" );
```

4) Change the stroke thickness from

```
((Shape)obj).StrokeThickness = 5; to
((Shape)obj).StrokeThickness = 10;.
```

5) Change the timer interval from

```
myTimer.Interval = TimeSpan.FromMilliseconds( 40 ); to
myTimer.Interval = TimeSpan.FromMilliseconds( 400 );
```

6) Lower the minimal window size and the zoom speed from

```
if ( myCanvas.ActualWidth < 200 ) zoom = 1.1; to
if ( myCanvas.ActualWidth < 100 ) zoom = 1.01;
```

7) Increase the maximal window size and the down zoom speed from

```
if ( myCanvas.ActualWidth > 800 ) zoom = 0.99; to
if ( myCanvas.ActualWidth > 1024 ) zoom = 0.98;
```

8) Reduce the number of rings of the elliptical brush from

```
brush.RadiusX = brush.RadiusY = 0.1; to
brush.RadiusX = brush.RadiusY = 0.15;
```

9) Speed up the angular velocity of the radial center of the brush from

```
angle += Math.PI / 32; to
angle += Math.PI / 8;
```

Mini-programs for training

1. MiniHello:

```
using System;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Media;

public class window1 : Window
{ [STAThread] static void Main() { new Application().Run( new window1() ); }
  public window1() //constructor
  { Top = Left = 50;
    Width = Height = 300;
    Title = "MiniHello";
    Background = new RadialGradientBrush( Colors.White, Colors.Red );
    TextBox myTextBox = new TextBox();
    myTextBox.Text = "Hello World";
    myTextBox.HorizontalAlignment = HorizontalAlignment.Center;
    myTextBox.VerticalAlignment = VerticalAlignment.Center;
    Content = myTextBox;
  }
}
```

2. MiniCross:

```
using System;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Media;
using System.Windows.Shapes;

public class window1 : Window
{ [STAThread] static void Main() { new Application().Run( new window1() ); }
  Canvas myCanvas = new Canvas();
  Line line1 = new Line();
  Line line2 = new Line();
  public window1() //constructor
  { Top = Left = 50;
    Width = Height = 300;
    Title = "MiniCross";
    Background = new RadialGradientBrush( Colors.White, Colors.Red );
    myCanvas.Children.Add( line1 );
    myCanvas.Children.Add( line2 );
    line1.Stroke = Brushes.Black; line1.StrokeThickness = 5;
    line2.Stroke = Brushes.Black; line2.StrokeThickness = 5;
    OnRenderSizeChanged( null );
  }
  protected override void OnRenderSizeChanged( SizeChangedEventArgs sizeInfo )
  { line1.X1 = 0; line1.Y1 = 0; line1.X2 = myCanvas.ActualWidth; line1.Y2 =
myCanvas.ActualHeight;
    line2.X1 = myCanvas.ActualWidth; line2.Y1 = 0; line2.X2 = 0; line2.Y2 =
myCanvas.ActualHeight;
    Content = myCanvas;
  }
}
```

3. MiniCircle:

```
using System;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Media;
using System.Windows.Shapes;

public class window1 : Window
{ [STAThread] static void Main() { new Application().Run( new window1() ); }
  Canvas myCanvas = new Canvas();
  Ellipse elli = new Ellipse();
  public window1() //constructor
  { Top = Left = 50;
    Width = Height = 300;
    Title = "MiniCircle";
    Background = new RadialGradientBrush( Colors.White, Colors.Red );
    myCanvas.Children.Add( elli );
    elli.Stroke = Brushes.Black;
    elli.StrokeThickness = 5;
    elli.Fill = new RadialGradientBrush( Colors.Blue, Colors.White );
    OnRenderSizeChanged( null );
  }
  protected override void OnRenderSizeChanged( SizeChangedEventArgs sizeInfo )
  { Canvas.SetLeft( elli, myCanvas.ActualWidth / 5 );
    Canvas.SetTop ( elli, myCanvas.ActualHeight/5 );
    elli.Width = 3 * myCanvas.ActualWidth / 5;
    elli.Height = 3 * myCanvas.ActualHeight / 5;
    Content = myCanvas;
  }
}
```