Windows 8 Using XAML, Part 06: Shapes

page 1

Meet the expert: Ken Getz is a featured instructor for several of our Visual Studio courses. He is a Visual Basic and Visual C# expert and has been recognized multiple times as a Microsoft MVP. Ken is a seasoned instructor, successful consultant, and the author or co-author of several best-selling books. He is a frequent speaker at technical conferences like Tech-Ed, VSLive, and DevConnections and he has written for several of the industry's most-respected publications including Visual Studio Magazine, CoDe Magazine, and MSDN Magazine.

Prerequisites: This course assumes that you have some programming background and experience using Visual Studio 2010 and C# or Visual Basic. In addition, the course assumes some basic knowledge of XAML markup and basic knowledge of Windows Store applications and Windows 8.

Runtime: 01:01:36

Course description: In this course you will learn to apply Shapes and Geometrics to your Windows 8 applications. You will learn to use basic shapes: lines, ellipses, rectangles, and polygons. Then you will see how to add line caps and joins. Next the course will cover how to work with geometries and paths. Then you will investigate the geometry mini-language.

Course outline:

Shapes and Geometries
- Introduction
- Working with Shapes
- Investigating Basic Shapes
- The Shape Class
- Rectangle and Ellipse Shapes
- Demo: Basic Shape Features
- Rounding Corners
- Demo: Rounded Corners
- Positioning and Sizing Shapes
- Positioning Shapes
- Demo: Stretch Property
- Demo: Positioning shapes
- Resizing Shapes
- ViewBox Control
- Demo: Resizing Shapes
- Summary

Line Shape
- Introduction
- Line Shape
- Demo: Line Shape
- Adding Line Caps
- Demo: Line Caps
- Using Dashes
- StrokeDashArray
- Demo: Simple Dashes
- Demo: Dash Caps
- Demo: Stroke Dash Offset
- Summary

Polyline, Polygon, and Fill Rule
- Introduction
- Polyline Shape
- Polyline
- Demo: Polyline
- The Polygon Shape
- FillRule
- Demo: Polygon Shape
- Using Line Joins
- Demo: Line Joins
- Summary