

# WINDOWSPROGRAMMERING

## LEKTION 3

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## AGENDA

Introduktion till Databindning (Data Binding)

Element Binding

Data Context

Stringformat

Object Binding

Gränssnittet INotifyPropertyChanged (INPC)

ObservableCollection

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## DATA BINDING

Windows Presentation Foundation (WPF) data binding provides a simple and consistent way for applications to present and interact with data.

Elements can be bound to data from a variety of data sources in the form of common language runtime (CLR) objects and XML.

Läs mer

[https://msdn.microsoft.com/sv-se/library/ms752347\(v=vs.110\).aspx](https://msdn.microsoft.com/sv-se/library/ms752347(v=vs.110).aspx)

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## VAD ÄR DATA BINDING?

Data binding is the process that establishes a connection between the application UI and business logic.

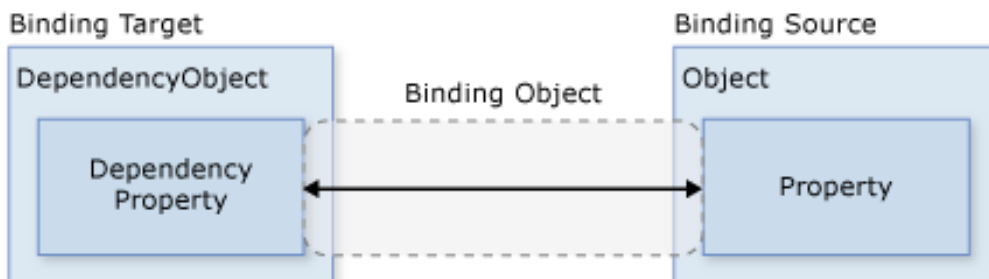
If the binding has the correct settings and the data provides the proper notifications, then, when the data changes its value, the elements that are bound to the data reflect changes automatically.

Läs mer

[https://msdn.microsoft.com/en-us/library/ms752347\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/ms752347(v=vs.110).aspx)

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# DATA BINDING MODEL

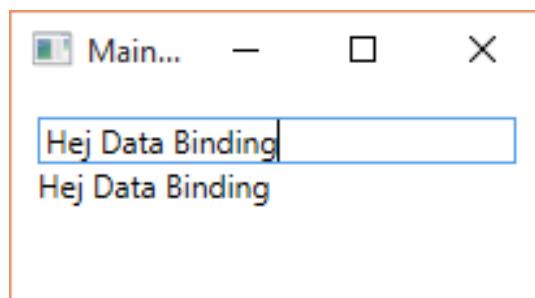


Bildkälla:

[https://msdn.microsoft.com/sv-se/library/ms752347\(v=vs.110\).aspx](https://msdn.microsoft.com/sv-se/library/ms752347(v=vs.110).aspx)

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# ELEMENT BINDING



```
<StackPanel Margin="10">  
<TextBox Name="data"  
    Text="TEST"  
>  
<TextBlock Text="{Binding Path=Text, ElementName=data}" />  
</StackPanel>
```

{Markup Extension}

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# KLASSEN BINDING

```
<TextBlock Text="{Binding Path=Text, ElementName=data}" />
```

Binding [from metadata]

```
11 namespace System.Windows.Data
12 {
13     //
14     // Summary:
15     //     Provides high-level access to the definition of a binding, which connects the
16     //     properties of binding target objects (typically, WPF elements), and any data
17     //     source (for example, a database, an XML file, or any object that contains data).
18     public class Binding : BindingBase
19     {
```

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# EGENSKAPEN PATH

Tips!  
Path=  
kan utelämnas om källan är  
den första egenskapen som  
skrivs direkt efter Binding

```
<TextBlock Text="{Binding Path=Text, ElementName=data}" />
```

```
169     //     Gets or sets the path to the binding source property.
170     //
171     // Returns:
172     //     The path to the binding source. The default is null.
173     public PropertyPath Path { get; set; }
```

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## EGENSKAPEN ELEMENTNAME

```
<TextBlock Text="{Binding Path=Text, ElementName=data}" />
```

```
100 //  
101 // Summary:  
102 //     Gets or sets the name of the element to use as the binding source object.  
103 //  
104 // Returns:  
105 //     The value of the Name property or x:Name Directive of the element of interest.  
106 //     You can refer to elements in code only if they are registered to the appropriate  
107 //     System.Windows.NameScope through RegisterName. For more information, see WPF  
108 //     XAML Namespaces. The default is null.  
109 [DefaultValue(null)]  
110 public string ElementName { get; set; }
```

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## ELEMENT BINDING — EXEMPEL 2

```
<StackPanel>  
<Slider Name="mySlider"  
        Minimum="0"  
        Maximum="100"  
        Width="300" />  
<TextBox Width="300"  
Text="{Binding Value, ElementName=mySlider}" />  
</StackPanel>
```



Tips! Lägg till StringFormat=F2  
<https://msdn.microsoft.com/sv-SE/library/s8s7t687.aspx>

## TWOWAY BINDING

```
<StackPanel>
<Slider Name="mySlider"
Minimum="0" Maximum="100" Width="300" />
<TextBox Width="300"
    Text="{Binding Value,
    ElementName=mySlider,
    StringFormat=F2,
    Mode=TwoWay}" />
</StackPanel>
```

Tips! L gg till  
`UpdateSourceTrigger=PropertyChanged`  
Mer om detta senare!

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## ELEMENT BINDING – EXEMPEL 3

```
<StackPanel Orientation="Horizontal" Height="25">
  <Label Target="{Binding ElementName=namn}">
    _Namn:
  </Label>
  <TextBox x:Name="namn" Width="200"/>
  <Label Target="{Binding ElementName=epost}">
    _Epost:
  </Label>
  <TextBox x:Name="epost" Width="200"/>
</StackPanel>
```

Ger fokus

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# EGENSKAPEN DATACONTEXT

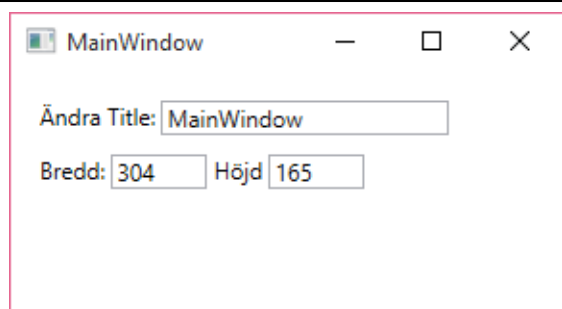
```
public partial class MainWindow : Window
{
    public MainWindow()
    {
        InitializeComponent();
        DataContext = this;
    }
}
```

Gets or sets the data context for an element when it participates in data binding.  
Returns: The object to use as data context.

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# ÖVNING

```
<StackPanel Margin="15">
  <WrapPanel>
    <TextBlock Text="Ändra Title: " />
    <TextBox Text="{Binding Title}" Width="150" />
  </WrapPanel>
  <WrapPanel Margin="0,10,0,0">
    <TextBlock Text="Bredd: " />
    <TextBox Text="{Binding Width}" Width="50" />
    <TextBlock Text=" Höjd " />
    <TextBox Text="{Binding Height}" Width="50" />
  </WrapPanel>
</StackPanel>
```



**OBS!**  
Glöm inte att sätta  
DataContext = this;

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## EGENSKAPEN UPDATESOURCETRIGGER

```
<WrapPanel>  
<TextBlock Text="Ändra Title: " />  
<TextBox Text="{Binding Title,  
UpdateSourceTrigger = PropertyChanged}" Width="150" />  
</WrapPanel>
```

Gets or sets a value that determines the timing of binding source updates.

Updates the binding source immediately whenever the binding target property changes.

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## ÖVNING – SKAPA EN KALENDER BINDA TVÅ TEXTFÄLT TILL DISPLAYDATE OCH SELECTEDDATE

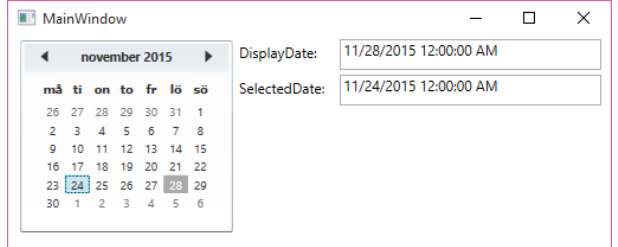
The screenshot shows a window titled "MainWindow" with a calendar and two text boxes. The calendar is for "november 2015" and shows dates from 26 to 30. The 24th is selected (highlighted with a dashed border), and the 28th is highlighted in grey. To the right of the calendar are two text boxes: "DisplayDate:" with the value "11/28/2015 12:00:00 AM" and "SelectedDate:" with the value "11/24/2015 12:00:00 AM".

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# FACIT

```
<Grid>
  <Grid.RowDefinitions>
    <RowDefinition Height="30" />
    <RowDefinition Height="30" />
    <RowDefinition Height="*" />
  </Grid.RowDefinitions>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="Auto" />
    <ColumnDefinition Width="Auto" />
    <ColumnDefinition Width="200" />
  </Grid.ColumnDefinitions>
</Grid>
```



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# FACIT FORTS...

```
<Calendar x:Name="theCalendar" Width="180" Height="170"
Margin="10,0,0,0" VerticalAlignment="Top" Grid.RowSpan="3" />

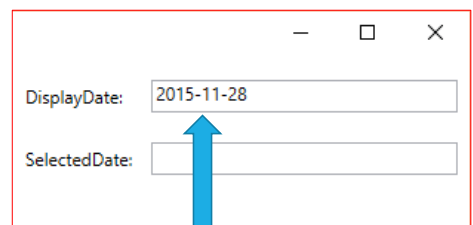
<Label Content="DisplayDate:" Grid.Column="1" Grid.Row="0" />
<TextBox x:Name="displayDateTextBox"
Text="{Binding DisplayDate, ElementName=theCalendar, UpdateSourceTrigger=PropertyChanged}"
Margin="8,2" Grid.Column="2" Grid.Row="0" />

<Label Content="SelectedDate:" Grid.Column="1" Grid.Row="1" />
<TextBox x:Name="selectedDateTextBox"
Text="{Binding SelectedDate, ElementName=theCalendar, UpdateSourceTrigger=PropertyChanged}"
Margin="8,2" Grid.Column="2" Grid.Row="1" />
```

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# STRINGFORMAT

```
<TextBox x:Name="displayDateTextBox"
Text="{Binding DisplayDate, ElementName=theCalendar,
UpdateSourceTrigger=PropertyChanged, StringFormat=yyyy-MM-dd }"
Margin="8,2" Grid.Column="2" Grid.Row="0" />
```



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# STRINGFORMAT – EXEMPEL 2

OBS! Vi behöver lägga till namnrymden System

```
xmlns:system="clr-namespace:System;assembly=mscorlib"
```

```
<StackPanel Margin="10">
```

```
<TextBlock Text="{Binding Source={x:Static system:DateTime.Now},
StringFormat=Datum: {0:yyyy-MM-dd}}" />
```

```
<TextBlock Text="{Binding Source={x:Static system:DateTime.Now},
StringFormat=Tid: {0:HH:mm}}" />
```

```
</StackPanel>
```

MainWindow

Datum: 2015-11-28  
Tid: 20:12

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## LITE OM X:STATIC

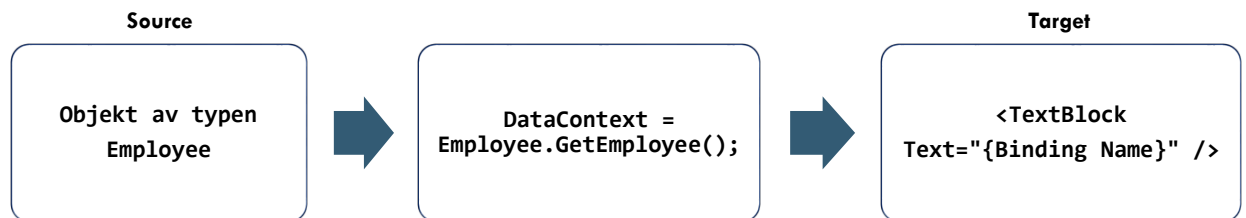
- x:Static är en Markup Extension
- Finns i XAML för att kunna använda statiska medlemmar

```
<StackPanel Margin="10">  
  <TextBlock Text="{Binding  
    Source={x:Static system:DateTime.Now},  
    StringFormat=yyyy-MM-dd}" />  
</StackPanel>
```

Tips: [https://msdn.microsoft.com/en-us/library/ms742135\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/ms742135(v=vs.110).aspx)

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## OBJECT BINDING



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## SOURCE — KLASSEN EMPLOYEE

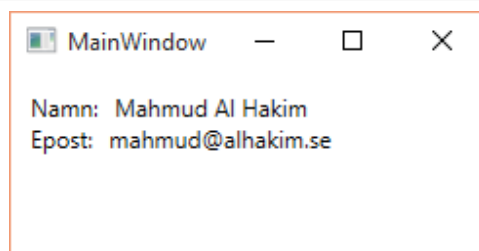
```
public class Employee {
    public string Name { get; set; }
    public string Email { get; set; }

    public static Employee GetEmployee() {
        var emp = new Employee() {
            Name = "Mahmud Al Hakim",
            Email = "mahmud@alhakim.se"
        };
        return emp;
    }
}
```

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## TARGET — UI

```
<StackPanel Margin="10">
    <StackPanel Orientation="Horizontal">
        <TextBlock Text="Namn: " />
        <TextBlock Margin="5,0,0,0" Text="{Binding Name}" />
    </StackPanel>
    <StackPanel Orientation="Horizontal">
        <TextBlock Text="Epost: " />
        <TextBlock Margin="5,0,0,0" Text="{Binding Email}" />
    </StackPanel>
</StackPanel>
```



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## DATACONTEXT I CODE BEHIND

```
public partial class MainWindow : Window
{
    public MainWindow()
    {
        InitializeComponent();
        DataContext = Employee.GetEmployee();
    }
}
```

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## INPC

Gränssnittet uppdates inte automatiskt vid förändringar i bakomliggande objekt!

Detta är bra för ...

- Att få bättre prestanda på applikationen.
- Att manuellt kunna notifiera flera kontroller som är beroende av en aktuell uppdatering.

Hur uppdaterar vi gränssnittet då?

1. Implementera gränssnittet `INotifyPropertyChanged` (INPC).
2. Initiera händelsen `PropertyChangedEventHandler`

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## EN KLASS SOM IMPLEMENTERAR INPC

```
using System.ComponentModel;
public class BindableBase : INotifyPropertyChanged {
    public event PropertyChangedEventHandler PropertyChanged;

    public void NotifyPropertyChanged(string propertyName) {
        if (PropertyChanged != null) {
            PropertyChanged.Invoke(this,
                new PropertyChangedEventArgs(propertyName));
        }
    }
}
```

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## PERSON ÄRVER FRÅN BINDABLEBASE

```
public class Person : BindableBase {
    //public string Name { get; set; }
    private string _name;
    public string Name {
        get { return _name; }
        set {
            _name = value;
            NotifyPropertyChanged("Name");
        }
    }
}
```

OBS! Auto-egenskaper  
funkar inte.  
Vi behöver notifiera  
PropertyChanged

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## ENKELT UI FÖR ATT TESTA

```
<StackPanel>
<TextBlock HorizontalAlignment="Center" FontSize="30"
Text="{Binding Name}" />

<Button Content="Ändra" Width="100"
Click="Button_Click"/>
</StackPanel>
```

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## CODE BEHIND

```
public partial class MainWindow : Window {
    Person p ;
    public MainWindow() {
        InitializeComponent();
        p = new Person() { Name = "Mahmud" };
        DataContext = p;
    }

    private void Button_Click(object sender, RoutedEventArgs e){
        p.Name = "Kalle";
    }
}
```

Testa att ta bort  
NotifyPropertyChanged("Name");  
från klassen Person  
Vad händer?

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# OBSERVABLECOLLECTION

Klassen ObservableCollection är en lista som implementerar gränssnittet INotifyPropertyChanged.

ObservableCollection representerar en dynamisk samling med automatiska notifieringar när element läggs till, tas bort eller uppdateras!

Finns i namnrymden System.Collections.ObjectModel

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# OBSERVABLECOLLECTION - EXEMPEL

```
public partial class MainWindow : Window {
    private ObservableCollection<Person> personer;
    public MainWindow() {
        InitializeComponent();
        personer = new ObservableCollection<Person>()
        { new Person(){Name="Mahmud Al Hakim"} };
        DataContext = personer;
    }
    private void btn_Click(object sender, RoutedEventArgs e){
        personer.Add(new Person() { Name = txtName.Text });
        txtName.Text = string.Empty;
    }
}
```

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# OBSERVABLECOLLECTION - UI

```
<Grid>
<Grid.ColumnDefinitions> <ColumnDefinition/>
<ColumnDefinition Width="*" /> </Grid.ColumnDefinitions>
<StackPanel Margin="5">
    <TextBlock x:Name="lblName" Text="Namn:"></TextBlock>
    <TextBox x:Name="txtName"></TextBox>
    <Button Width="100" Height="20" Margin="5" Click="btn_Click" Content="Lägg till"></Button>
</StackPanel>
<ListView Margin="5" Grid.Column="1" ItemsSource="{Binding}">
    <ListView.View>
        <GridView><GridViewColumn Header="Lista över personer..." DisplayMemberBinding="{Binding Name}"/>
        </GridView>
    </ListView.View>
</ListView>
</Grid>
```



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## ÖVNING

- Utveckla föregående exempel genom att lägga till ett E-post-fält.
- Lägg till en kolumn som visar epost.
- Lägg till en knapp för borttagning av en markerad person.

Tips: <http://www.wpf-tutorial.com/data-binding/responding-to-changes/>

Tips! Skapa en KeyUp-händelse i TextBox

```
private void txtName_KeyUp(object sender, KeyEventArgs e)
{
    if (e.Key == Key.Enter)
        btn_Click(sender, e);
}
```

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