

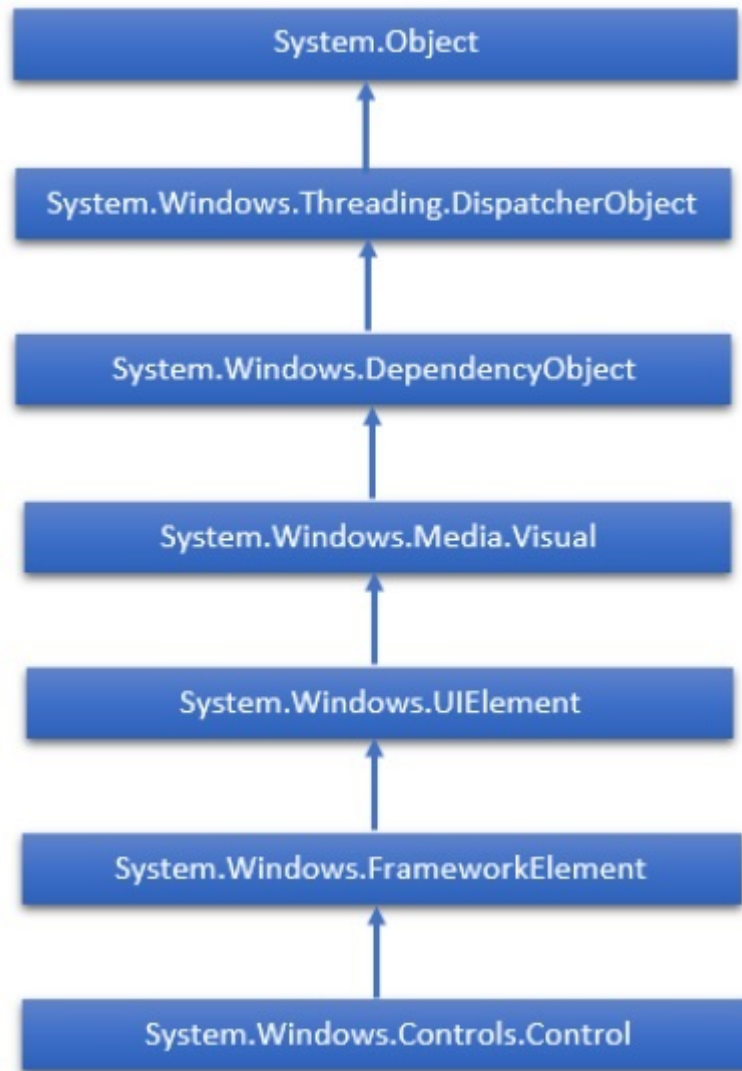
# XAML - CONTROLS

[http://www.tutorialspoint.com/xaml/xaml\\_controls.htm](http://www.tutorialspoint.com/xaml/xaml_controls.htm)

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The XAML User Interface framework offers an extensive library of controls that supports UI development for Windows. Some of them have a visual representation such Button, Textbox, TextBlock, etc.; while other controls are used as containers for other controls or content, for example, images. All the XAML controls are inherited from **System.Windows.Controls.Control**.

The complete inheritance hierarchy of controls is as follows –



Here is the list of controls which we will discuss one by one in this chapter.

Sr. No.	Controls & Description
1	<a href="#">Button</a> A control that responds to user input.
2	<a href="#">Calendar</a> Represents a control that enables a user to select a date by using a visual calendar display.
3	<a href="#">CheckBox</a> A control that a user can select or clear.

- 4      [ComboBox](#)  
A drop-down list of items a user can select from.
- 5      [ContextMenu](#)  
Gets or sets the context menu element that should appear whenever the context menu is requested through a user interface *UI* from within this element.
- 6      [DataGrid](#)  
Represents a control that displays data in a customizable grid.
- 7      [DatePicker](#)  
A control that lets a user select a date.
- 8      [Dialogs](#)  
An application may also display additional windows to the user to gather or display important information.
- 9      [GridView](#)  
A control that presents a collection of items in rows and columns that can scroll horizontally.
- 10     [Image](#)  
A control that presents an image.
- 11     [ListBox](#)  
A control that presents an inline list of items that the user can select from.
- 12     [Menus](#)  
Represents a Windows menu control that enables you to hierarchically organize elements associated with commands and event handlers.
- 13     [PasswordBox](#)  
A control for entering passwords.
- 14     [Popup](#)  
Displays content on top of existing content, within the bounds of the application window.
- 15     [ProgressBar](#)  
A control that indicates progress by displaying a bar.
- 16     [ProgressRing](#)  
A control that indicates indeterminate progress by displaying a ring.

- 17      [RadioButton](#)  
A control that allows a user to select a single option from a group of options.
- 18      [RichEditBox](#)  
A control that lets a user edit rich text documents with content like formatted text, hyperlinks, and images.
- 19      [ScrollView](#)  
A container control that lets the user pan and zoom its content.
- 20      [SearchBox](#)  
A control that lets a user enter search queries.
- 21      [Slider](#)  
A control that lets the user select from a range of values by moving a Thumb control along a track.
- 22      [TextBlock](#)  
A control that displays text.
- 23      [TimePicker](#)  
A control that lets a user set a time value.
- 24      [ToggleButton](#)  
A button that can be toggled between 2 states.
- 25      [ToolTip](#)  
A pop-up window that displays information for an element.
- 26      [Window](#)  
The root window which provides minimize/maximize option, Title bar, border and close button.

In this chapter we will discuss all these controls with implementation.

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