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 as 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 –

![Inheritance Hierarchy of Controls](image)

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

<table>
<thead>
<tr>
<th>Sr. No.</th>
<th>Controls &amp; Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>Button</strong></td>
</tr>
<tr>
<td></td>
<td>A control that responds to user input.</td>
</tr>
<tr>
<td>2</td>
<td><strong>Calendar</strong></td>
</tr>
<tr>
<td></td>
<td>Represents a control that enables a user to select a date by using a visual calendar display.</td>
</tr>
<tr>
<td>3</td>
<td><strong>CheckBox</strong></td>
</tr>
<tr>
<td></td>
<td>A control that a user can select or clear.</td>
</tr>
</tbody>
</table>
ComboBox
A drop-down list of items a user can select from.

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.

DataGrid
Represents a control that displays data in a customizable grid.

DatePicker
A control that lets a user select a date.

Dialogs
An application may also display additional windows to the user to gather or display important information.

GridView
A control that presents a collection of items in rows and columns that can scroll horizontally.

Image
A control that presents an image.

ListBox
A control that presents an inline list of items that the user can select from.

Menus
Represents a Windows menu control that enables you to hierarchically organize elements associated with commands and event handlers.

PasswordBox
A control for entering passwords.

Popup
Displays content on top of existing content, within the bounds of the application window.

ProgressBar
A control that indicates progress by displaying a bar.

ProgressRing
A control that indicates indeterminate progress by displaying a ring.
**RadioButton**
A control that allows a user to select a single option from a group of options.

**RichEditBox**
A control that lets a user edit rich text documents with content like formatted text, hyperlinks, and images.

**ScrollViewer**
A container control that lets the user pan and zoom its content.

**SearchBox**
A control that lets a user enter search queries.

**Slider**
A control that lets the user select from a range of values by moving a Thumb control along a track.

**TextBlock**
A control that displays text.

**TimePicker**
A control that lets a user set a time value.

**ToggleButton**
A button that can be toggled between 2 states.

**ToolTip**
A pop-up window that displays information for an element.

**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.