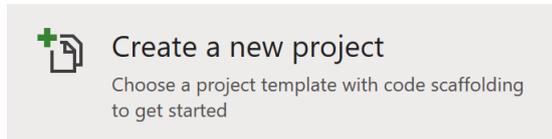


# Universal Windows Platform – Access Keys

**Access Keys** shows how to create a **CommandBar** that uses the **Alt** key on the **Keyboard** to then show on-screen which Keyboard Key to press to perform the task of the **CommandBar**

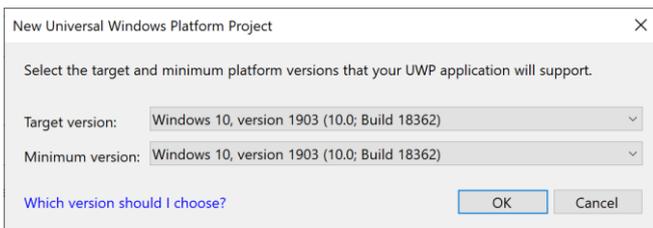
## Step 1



Follow **Setup and Start** on how to Install and/or Get Started with **Visual Studio 2019** if not already or in **Windows 10** choose **Start**, find and select **Visual Studio 2019** then from the **Get started** screen select **Create a new project**



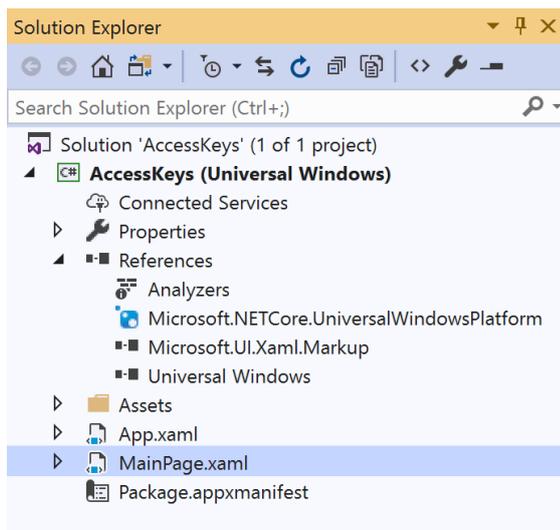
Then choose **Blank App (Universal Windows)** and select **Next** and then in **Configure your new project** enter the **Project name** as **AccessKeys** and select **Create**



Finally, in **New Universal Windows Platform Project** pick the **Target version** and **Minimum version** to be at least **Windows 10, version 1903 (10.0; Build 18362)** and then select **OK**

Target Version will control the most recent features of Windows 10 your application can use. To make sure you always have the most recent version, check for any Notifications or Updates in Visual Studio 2019

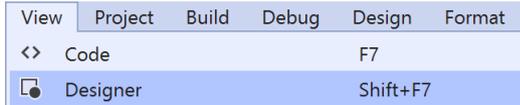
## Step 2



In the **Solution Explorer** of **Visual Studio 2019** select **MainPage.xaml**

# Universal Windows Platform – Access Keys

## Step 3



Choose **View** then **Designer** from the **Menu** in **Visual Studio 2019**

## Step 4

In the **Design** View and **XAML** View of **Visual Studio 2019** will be displayed, and in this between the **Grid** and **/Grid** elements enter the following **XAML**:

```
<CommandBar VerticalAlignment="Bottom">
  <AppBarButton Icon="Bold" Label="Bold"
  AccessKey="B" Click="Button_Click"/>
  <AppBarButton Icon="Italic" Label="Italic"
  AccessKey="I" Click="Button_Click" />
  <AppBarButton Icon="Underline" Label="Underline"
  AccessKey="U" Click="Button_Click"/>
</CommandBar>
```

This block of XAML is a CommandBar which contains some example options such as Bold, Italic and Underline which when triggered by their AccessKey or when tapped will perform the relevant function

## Step 5



Choose **View** then **Code** from the **Menu** in **Visual Studio 2019**

## Step 6

Once in the **Code** View, below the end of **public MainPage() { ... }** the following Code should be entered:

```
private async void Button_Click(object sender, RoutedEventArgs e)
{
    await new Windows.UI.Popups.
    MessageDialog($"{((AppBarButton)sender).Label}").ShowAsync();
}
```

**Button\_Click** is an event handler that will be triggered when the Button is Clicked. Within this is a **MessageDialog** which will be used to display a message depending on which **AppBarButton** has been triggered by clicking or using the **AccessKey**

# Universal Windows Platform – Access Keys

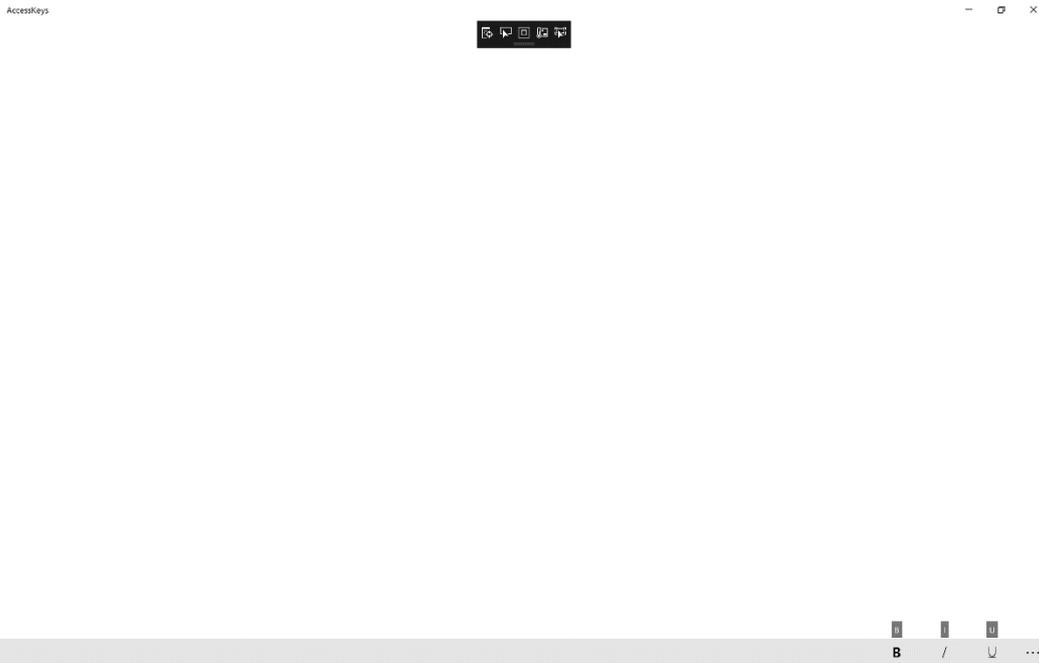
## Step 7



That completes the **Universal Windows Platform** Application, in **Visual Studio 2019** select **Local Machine** to run the Application

## Step 8

Once the Application is running you can then press **Alt** on your **Keyboard** to show the access keys for the commands on the **CommandBar**



## Step 9



To Exit the Application, select the **Close** button in the top right of the Application