Universal Windows Platform – Command Bar

Command Bar is where **AppBarButton** Controls can be added, these allow a standard-looking interface for applications to perform actions or access options

Step 1

Create a new project Choose a project template with code scaffolding to get started	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
Blank App (Universal Windows) A project for a single-page Universal Windows Platform (UWP) app that has no predefined controls or layout. C# Windows Xbox UWP Desktop	Then choose Blank App (Universal Windows) and select Next and then in Configure your new project enter the Project name as CommandBar and select Create
New Universal Windows Platform Project X	Finally, in New Universal Windows Platform
Select the target and minimum platform versions that your UWP application will support.	Project pick the Target version and
Target version: Windows 10, version 1903 (10.0; Build 18362) V	Minimum version to be at least Windows
Minimum version: Windows 10, version 1903 (10.0; Build 18362) V	10, version 1903 (10.0; Build 18362) and
Which version should I choose? OK Cancel	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

Step 3

View	Project	Build	Debug	Design	Format
<> Code		F7			
D	Designer		Shift+F7		,

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





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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 IsOpen="True" IsSticky="True" VerticalAlignment="Bottom">
<CommandBar.SecondaryCommands>
<AppBarButton Name="Hide" Icon="Cancel" Label="Hide Other"
Visibility="Collapsed" Click="Show_Click"/>
</CommandBar.SecondaryCommands>
<AppBarButton Name="Show" Icon="Accept" Label="Show Other"
Click="Show_Click"/>
</CommandBar>
```

CommandBar is a Control that can contain AppBarButton that will be displayed o show the main toolbar of a Universal Windows Platform Application in Windows 10

Step 5

View	Project	Build	Debug	Design	Format
<> C	ode			F7	

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 void Show_Click(object sender, RoutedEventArgs e)
{
    if (Hide.Visibility == Visibility.Collapsed)
    {
        Hide.Visibility = Visibility.Visible;
    }
    else
    {
        Hide.Visibility = Visibility.Collapsed;
    }
}
```

Show_Click is an Event handler that will be triggered when Hide Other or Show Other is Clicked. This will if the Hide.Visibility is Visibility.Collapsed will set Hide.Visibility to Visibility.Visible or else it will set Hide.Visibility it to Visibility.Collapsed





Universal Windows Platform – Command Bar Step 7

▶ Local Machine ▼

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 click **Show Other** to show an option on the bottom when ... is tapped and tap **Hide Other** to hide this option again

	CommandBar	* 8 0 7 3	-
			X Hide Other
			Show Other
Step 9			
	×	To Exit the Application, sele in the top right of the Appli	ct the Close button cation



