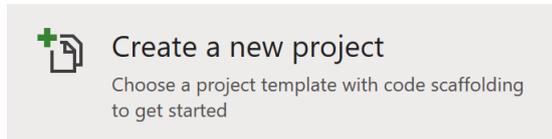


Universal Windows Platform – Input Dialog

Input Dialog shows how to create a **ContentDialog** with a **TextBox** in it that you can enter any text and display this in a **MessageDialog**

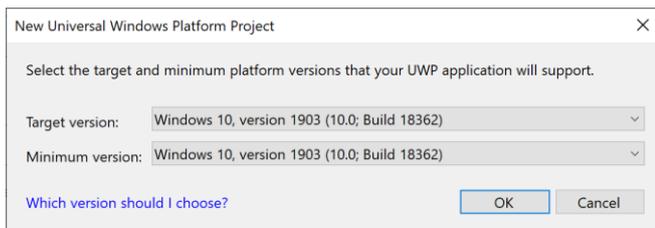
Step 1



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**



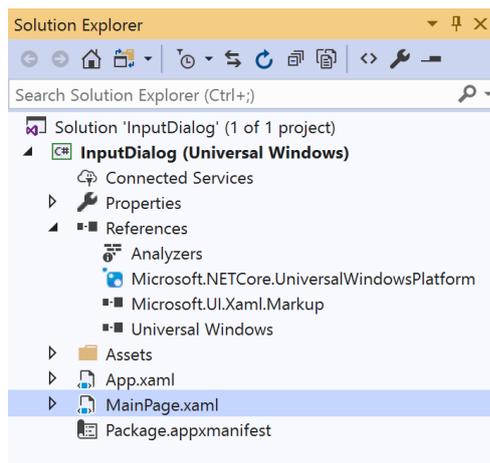
Then choose **Blank App (Universal Windows)** and select **Next** and then in **Configure your new project** enter the **Project name** as **InputDialog** and select **Create**



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**

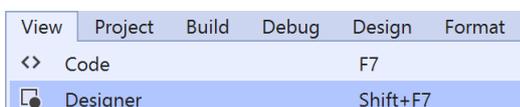
Target Version will control the most recent features of Windows 10 your application can use. To make sure you always have the most recent version, check for any Notifications or Updates in Visual Studio 2019

Step 2



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

Step 3



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

Universal Windows Platform – Input Dialog

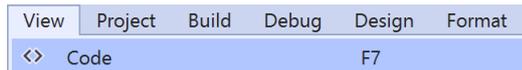
Step 4

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**:

```
<Button Content="Display" HorizontalAlignment="Center"
Click="Button_Click"/>
```

Button has the content set to **Display** and will be used to trigger an event with the handler of **Button_Click**

Step 5



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

Step 6

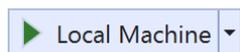
Once in the **Code** View, below the end of **public MainPage() { ... }** the following Code should be entered:

```
private async void Button_Click(object sender, RoutedEventArgs e)
{
    TextBox input = new TextBox()
    {
        Height = (double)Application.Current.Resources
            ["TextControlThemeMinHeight"],
        PlaceholderText = "Display Text"
    };
    ContentDialog dialog = new ContentDialog()
    {
        Title = "Input Dialog",
        MaxWidth = this.ActualWidth,
        PrimaryButtonText = "OK",
        SecondaryButtonText = "Cancel",
        Content = input
    };
    ContentDialogResult result = await dialog.ShowAsync();
    if (result == ContentDialogResult.Primary)
    {
        input = (TextBox)dialog.Content;
        await new Windows.UI.Popups.
            MessageDialog(input.Text).ShowAsync();
    }
}
```

Button_Click is an event handler that will be triggered when the Button is Clicked and show a **ContentDialog**. Within this is a **TextBox** which will be used to get Input from the Dialog and the **Content** of the **ContentDialog** is set to this which is displayed with the **ShowAsync** method and if the **ContentDialogResult** is returned as **ContentDialogResult.Primary** which is the OK option then the Content is retrieved and displayed in a **MessageDialog** or if Cancel is selected the dialog will be closed

Universal Windows Platform – Input Dialog

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 select **Display** to show the **ContentDialog** then type in some text to show in a **MessageDialog** when you select **Ok** or to just close the Dialog select **Cancel**



Input Dialog uses ContentDialog where a TextBox is used as the Content that has its Height set to a standard Application Resource which is the Minimum height of a TextBox Control in Windows 10 called TextControlThemeMinHeight it also some PlaceholderText set which is text that appears in the background of the TextBox, ContentDialog also has the Title and the MaxWidth of the Dialog that will be shown set

Step 9



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