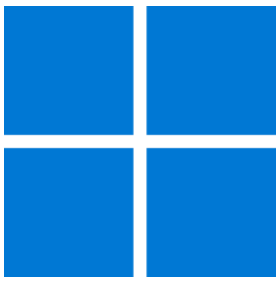
tutorial

Windows App SDK



Info Bar

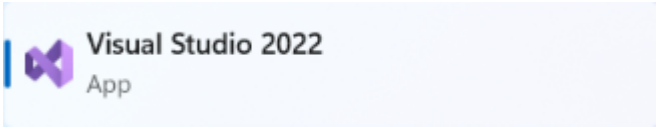
Info Bar

Info Bar shows how you can use the **`InfoBar`** using the **Windows App SDK** which is a **Control** that can be used to display status messages with different levels of **`Severity`** in an application.

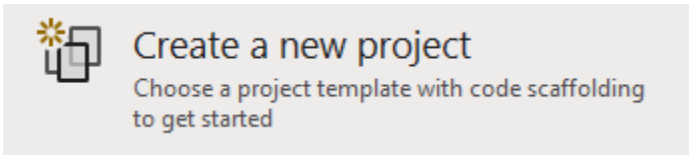
Step 1

Follow **Setup and Start** on how to get **Setup** and **Install** what you need for **Visual Studio 2022** and **Windows App SDK**.

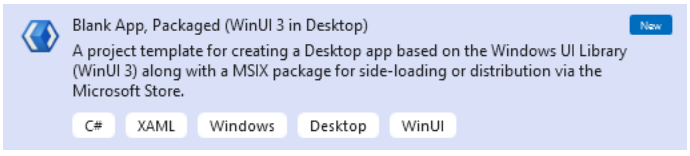
In **Windows 11** choose **Start** and then find or search for **Visual Studio 2022** and then select it.



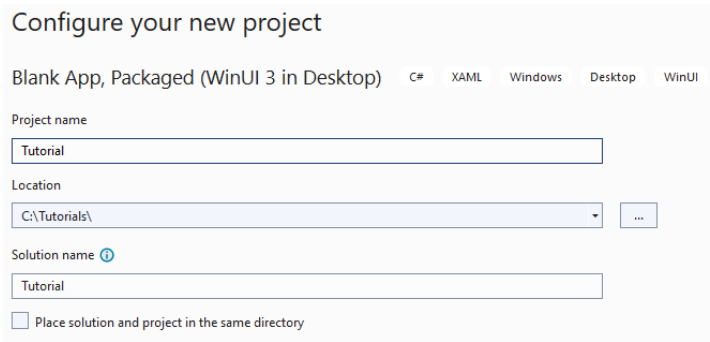
Once **Visual Studio 2022** has started select **Create a new project**.



Then choose the **Blank App, Packages (WinUI in Desktop)** and then select **Next**.

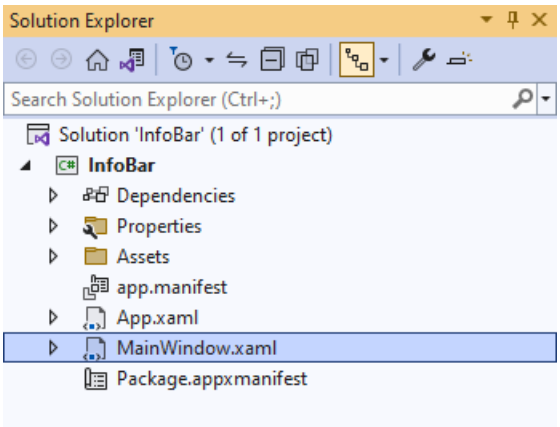


After that in **Configure your new project** type in the **Project name** as *InfoBar,* then select a Location and then select **Create** to start a new **Solution**.



Step 2

Within **Solution Explorer** for the **Solution** and double-click on **MainWindow.xaml** to see the **XAML** for the **Main Window**.



Step 3

In the **XAML** for **MainWindow.xaml** there be some **XAML** for a **`StackPanel`**, this should be **Removed** by removing the following:

```
<StackPanel Orientation="Horizontal"
HorizontalAlignment="Center" VerticalAlignment="Center">
    <Button x:Name="myButton" Click="myButton_Click">Click Me</Button>
</StackPanel>
```

Step 4

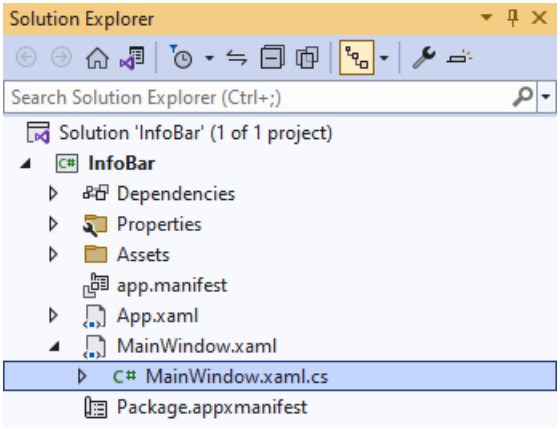
While still in the **XAML** for **MainWindow.xaml** above **`</Window>`**, type in the following **XAML**:

```
<Grid>
    <Grid.RowDefinitions>
        <RowDefinition Height="Auto"/>
        <RowDefinition Height="*"/>
    </Grid.RowDefinitions>
    <ComboBox Grid.Row="0" Margin="25" Name="Options"
        HorizontalAlignment="Stretch" SelectionChanged="Options_SelectionChanged">
        <ComboBoxItem IsSelected="True">Informational</ComboBoxItem>
        <ComboBoxItem>Success</ComboBoxItem>
        <ComboBoxItem>Warning</ComboBoxItem>
        <ComboBoxItem>Error</ComboBoxItem>
    </ComboBox>
    <InfoBar Margin="50" Grid.Row="1" Name="Display"
    Severity="Informational" IsClosable="False" IsOpen="True"
    Title="Informational" Message="Hello World" />
</Grid>
```

This **XAML** features a **`Grid`** with two rows, denoted with **`RowDefinition`**, the **`Height`** of **`Auto`** will accommodate the **`ComboBox`** or drop-down list which has **`ComboBoxItems`** the **`Severity`** level, when an option is selected this will trigger the **Event** of **`SelectionChanged`** and this will Invoke a **Method** of **`Options_SelectionChanged`**. Then there is a **`RowDefinition`** with the **`Height`** of **`*`** which will be other part of the **`Grid`** for the **`InfoBar`**. It has **`Severity`** set to **`Informational`** along with the **`Title`**, the **Property** for **`IsClosable`** is **`False`** which means that it cannot be closed, if this was set to **`True`** then it could be closed. The **Property** for **`IsOpen`** controls if the **`InfoBar`** is displayed or not. There is also a **Property** for **`Message`** which will be what will be displayed to the user in the **`InfoBar`**.

Step 5

Then, within **Solution Explorer** for the **Solution** select the arrow next to **MainWindow.xaml** then double-click on **MainWindow.xaml.cs** to see the **Code** for the **Main Window**.



Step 6

In the **Code** for **MainWindow.xaml.cs** there be a **Method** of **`myButton_Click(...)`** this should be **Removed** by removing the following:

```
private void myButton_Click(object sender, RoutedEventArgs e)
{
    myButton.Content = "Clicked";
}
```

Step 7

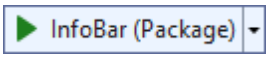
Once **`myButton_Click(...)`** has been removed, below the end of **`public MainWindow() { ... }`** type in the following **Code**:

```
private void Options_SelectionChanged(object sender, SelectionChangedEventArgs e)
{
    if (Display != null)
    {
        string severity = (Options.SelectedItem as ComboBoxItem).Content as string;
        Display.Severity = Enum.Parse<InfoBarSeverity>(severity);
        Display.Title = severity;
    }
}
```

The **Method** of **`Options_SelectionChanged`** will be triggered by the **Event** of **`SelectionChanged`** which is when an item in the **`ComboBox`** is selected. The first thing is to check that **`Display`** has a value by seeing if it is not **`null`** and if it is then the next thing is to get the **`Content`** of the **`SelectedItem`** from the **`ComboBox`**. This is then used to set the **`Title`** and the **`Severity`**, which uses the **Method** for **`Enum.Parse`** to convert this to a value of **`InfoBarSeverity`**, for the **`InfoBar`**.

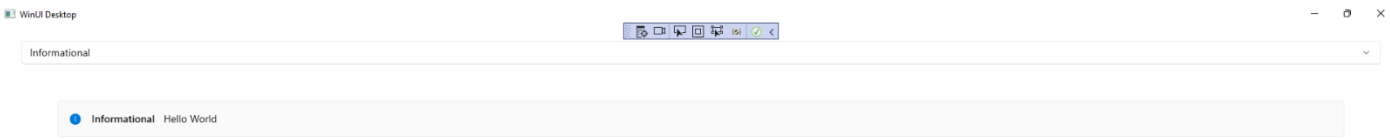
Step 8

That completes the **Windows App SDK** application. In **Visual Studio 2022** from the **Toolbar** select **InfoBar (Package)** to **Start** the application.



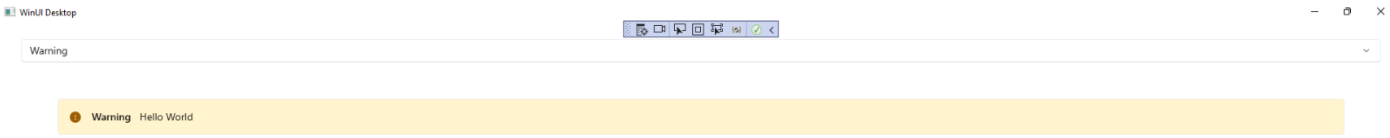
Step 9

Once running you should see the **`InfoBar`** with **`Severity`** using the **`InfoBarSeverity`** of **`Informational`**



Step 10

If you **Select** one of the items in the **`ComboBox`** or drop-down list, the **`InfoBar`** will then be displayed using the **`InfoBarSeverity`** that was selected such as **`Warning`**.



Step 11

To **Exit** the **Windows App SDK** application, select the **Close** button from the top right of the application as that concludes this **Tutorial** for **Windows App SDK** from tutorialr.com!