



Migrating A Longhorn App

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Old C# Project Format

- ▶ <Project DefaultTargets="Build">
- ▶ <!-- MSBUILD Project File -->
- ▶ <PropertyGroup>
- ▶ <Property Language="C#" />
- ▶ <Property DefaultClrNameSpace="WCExample" />
- ▶ <Property TargetName="QuickStart_2" />
- ▶ <Property BuildSystem="MSBuild" />
- ▶ <Property HostInBrowser="False" />
- ▶ <Property ProductVersion="8.0.30703" />
- ▶ <Property SchemaVersion="2.0" />
- ▶ <Property ProjectGuid="{E0930C7B-FEDF-4284-BFBE-9F3B0FD70FF8}" />
- ▶ </PropertyGroup>
- ▶ <!--Import the target file that contains all the common targets -->
- ▶ <Import Project="\$(LAPI)\WindowsApplication.target" />
- ▶ <ItemGroup>
- ▶ <!-- Application Definition Markup File -->

Old C# Project Format Cont.

- ▶ `<Item Type="ApplicationDefinition" Include="app.xaml" />`
- ▶ `<!-- Compiled Xaml Files -->`
- ▶ `<Item Type="Pages" Include="*.xaml" />`
- ▶ `</ItemGroup>`
- ▶ `<ProjectExtensions>`
- ▶ `<VisualStudio>`
- ▶ `<CommonProperties>`
- ▶ `<FL_FAE04EC0_301F_11D3_BF4B_00C04F79EFBC />`
- ▶ `</CommonProperties>`
- ▶ `<UserProperties />`
- ▶ `</VisualStudio>`
- ▶ `</ProjectExtensions>`
- ▶ `</Project>`

Upgrade Solution

- ▶ `devenv "%USERPROFILE%\source\repos\MyProject\MyProject.sln" /upgrade`

MainWindow.xml



```
<Window x:Class="WpfApp1.MainWindow"
  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
  xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
  xmlns:local="clr-namespace:WpfApp1"
  mc:Ignorable="d"
  Title="MainWindow" Height="450" Width="800">
  <Grid>
    <metro:DockPanel
      xmlns:metro="http://schemas.microsoft.com/xps/2005/06">
      <metro:TextBlock>Hello World</metro:TextBlock>
    </metro:DockPanel>
  </Grid>
</Window>
```

MainWindow.xaml.cs Code Behind

- ▶ `using System.Windows;`
- ▶ `using System.Windows.Controls;`
- ▶ `using System.Windows.Data;`
- ▶ `using System.Windows.Documents;`
- ▶ `using System.Windows.Input;`
- ▶ `using System.Windows.Media;`
- ▶ `using System.Windows.Media.Imaging;`
- ▶ `using System.Windows.Navigation;`
- ▶ `using System.Windows.Shapes;`

MainWindow.xaml.cs Code Behind Cont.

```
▶ namespace WpfApp1
▶ {
▶     /// <summary>
▶     /// Interaction logic for MainWindow.xaml
▶     /// </summary>
▶     public partial class MainWindow : Window
▶     {
▶         class Program
▶         {
▶             static void Main(string[] args)
▶             {
▶                 // Your code goes here
▶             }
▶         }
▶         public MainWindow()
▶         {
▶             InitializeComponent();
▶         }
▶     }
▶ }
```

App.xaml

- ▶ <Application x:Class="WpfApp1.App"
- ▶ xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
- ▶ xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
- ▶ xmlns:local="clr-namespace:WpfApp1"
- ▶ StartupUri="MainWindow.xaml">
- ▶ <Application.Resources>
- ▶ </Application.Resources>
- ▶ </Application>

App.xaml.cs Code Behind

```
▶ using System;
▶ using System.Collections.Generic;
▶ using System.Configuration;
▶ using System.Data;
▶ using System.Linq;
▶ using System.Threading.Tasks;
▶ using System.Windows;

▶ namespace WpfApp1
▶ {
▶     /// <summary>
▶     /// Interaction logic for App.xaml
▶     /// </summary>
▶     public partial class App : Application
▶     {
▶     }
▶ }
```