GUI Design with Microsoft’s .NET Framework and WPF Technology

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Abstract
Every computer system today has some kind of user interface built into it. That interface can be as simple as a Command Line Interface (CLI) or as complex as a Graphical User Interface (GUI).

GUI’s built for end users in enterprise level applications have to present a familiar user experience utilizing drag/drop, copy/paste, search, sort, view navigation, and numerous other functionalities that people are comfortable with and expect to have; all in an ergonomic manner with an intuitive workflow. Designing attractive and functional GUI’s is half science and half art.

There are many platforms and technologies available for building GUI’s. These normally fall in one broad category – although the lines between them are growing ever more blurry: desktop, web, and mobile. The latest Microsoft technology for developing desktop applications is Windows Presentation Foundation (WPF). WPF provides developers with a very power tool for creating highly customized user controls and unique user experiences. At the same time, WPF encapsulates the more tedious aspects of keeping the information displayed on the screen synchronized with the underlying data as one or both change. The disconnected and “soft-binding” nature of WPF also allows for easily created and maintainable automated unit testing modules.