

# Veebirakenduste **DISAIN** Microsoft Silverlight tehnoloogia baasil (praktilised tööd)

## Expression Blend 4

### Harjutus „Disaini importimine“

Disaini võib valmis teha näiteks Expression Design programmis või ka Adobe Photoshopis või Illustratoris  
NB! Vaata Adobe Photoshopist importine Expression Blendi

<http://visitmix.com/labs/rosetta/EyesOfBlend/Import/>

Alljärgnevalt vaatame importimist Design programmist Blendi.

- Loo uus projekt Silverlight Application + Website  
Määra koht, kuhu projekti failid salvestatakse. Keele valikus peab olema Visual C#. Vali OK.
- Vali disaini töötsoon (*Window – Workspaces – Design*)



Avatud on fail *MainPage.xaml*. Läheme koodi vaatesse.

- Taust on eelnevalt valmis tehtud Expression Design programmiga. Avame Design programmist eksporditud xaml laiendiga faili (näiteks **taust.xaml**) tekstiredaktoriga Notepad.

```
taust.xaml - Notepad
Fail Redigeeri Vorming Vaade Spikker
<?xml version="1.0" encoding="utf-8"?>
<Canvas xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml" x:Name="taust_86" width="1067"
Height="800" clip="F1 M 0,0L 1067,0L 1067,800L 0,800L 0,0">
  <Canvas x:Name="taust_87" width="1067" Height="800" Canvas.Left="0" Canvas.Top="0">
    <viewbox x:Name="Group_88" width="1067" Height="800" Canvas.Left="0"
Canvas.Top="0">
      <Canvas width="1067" Height="800">
        <Rectangle x:Name="Rectangle_89" width="1067" Height="800"
Canvas.Left="0" Canvas.Top="0" Stretch="Fill" Fill="#FF090909"/>
        <Path x:Name="Path_90" width="182.755" Height="458.469"
Canvas.Left="666.467" Canvas.Top="182.168" Stretch="Fill" Fill="#FF7F8284" Data="M
786.082,182.168C 794.043,184.204 799.122,191.921 803.158,182.168C 805.573,206.495
847.125,220.945 848.697,247.616C 850.514,278.481 797.843,313.665 794.617,352.889C
790.459,403.481 843.969,446.972 848.637,503.691C 852.657,551.172 832.387,581.115
848.697,634.579C 842.366,638.683 834.971,641.721 823.077,640.268C 826.617,555.549
809.804,475.74 769.003,426.872C 740.477,447.571 746.953,495.415 729.156,534.992C
```

- Kopeerime sellest failist kõik peale esimese Canvas märgendi ja selle lõpu märgendi, mis asub failis kõige lõpus (</Canvas>). Kleepime kopeeritu Blend programmi *MainPage.xaml* faili <Grid> märgendi sisse.

```
<UserControl
  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  x:Class="MinuSyndmus.MainPage"
  Width="640" Height="480">

  <Grid x:Name="LayoutRoot" Background="White">
    <!-- KLEEBIME SIIA! -->
  </Grid>
</UserControl>
```

Grid märgendis teeme muudatuse nii, et eemaldame kaldkriipsu /

<Grid x:Name="LayoutRoot" Background="White"/> ja märgendi lõppu lisame </Grid>

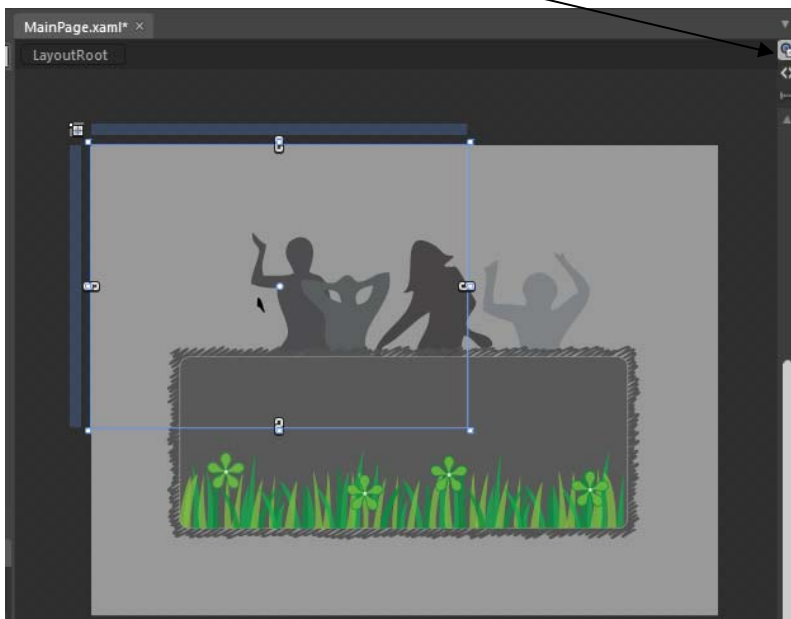
Saame järgmise koodi:

```

File Edit View Object Project Tools Window Help
Pr... x St... P... x MainPage.xaml* x
Search
Project This category shows all the assets that are defined in the current project.
Controls 29
Styles
Behaviors 13
Shapes 18
Effects 15
Media Some types may not initially appear until the project has been built.
Categories 9
Locations 117
1 <UserControl
2 xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
3 xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
4 x:Class="SilverlightApplication2.MainPage"
5 Width="640" Height="480">
6
7 <Grid x:Name="LayoutRoot" Background="White">
8 <Canvas x:Name="taust_5" Width="1067" Height="800" Canvas.Left="0" Canv
9 <Viewbox x:Name="Group_6" Width="1067" Height="800" Canvas.Left="0" Can
10 <Canvas Width="1067" Height="800">
11 <Rectangle x:Name="Rectangle" Width="1067" Height="800" Canvas.
12 <Path x:Name="Path_7" Width="182.755" Height="458.469" Canvas.L
13 <Path x:Name="Path_8" Width="194.912" Height="382.006" Canvas.L
14 <Path x:Name="Path_9" Width="160.944" Height="414.509" Canvas.L
15 <Path x:Name="Path_10" Width="203.991" Height="494.242" Canvas.
16 <Path x:Name="Path_11" Width="806.932" Height="330.384" Canvas.
17 <Path x:Name="Path_12" Width="763.869" Height="292.788" Canvas.
18 <Path x:Name="Path_13" Width="23.5895" Height="141.925" Canvas.
19 <Path x:Name="Path_14" Width="14.3182" Height="89.976" Canvas.L
20 <Path x:Name="Path_15" Width="14.5489" Height="82.824" Canvas.L

```

Vaatame kujunduse vaadet



Siin on näha, et objekti LayoutRoot mõõtmed on väiksemad, kui taustal, seega veame ristküliku sama suureks kui on taust.

Sel viisil saab tuua Expression Blendi ka kõik ülejäänud kujundused, näiteks nupud. Nupu kood kopeerida xaml failist Blendi koodivaates Grid märgendi sisse. Järgnevalt on nupp objektide nimistus näha. Kui töölaual pole nupp nähtav, siis teeme nupu nime peal paremkliki ning valime *Order - Bring to Front*. Vaatame kujunduse vaadet.

**NB!** Nupu korral on soovitatav muuta see malliks. Vaata malli loomise töölehte.

