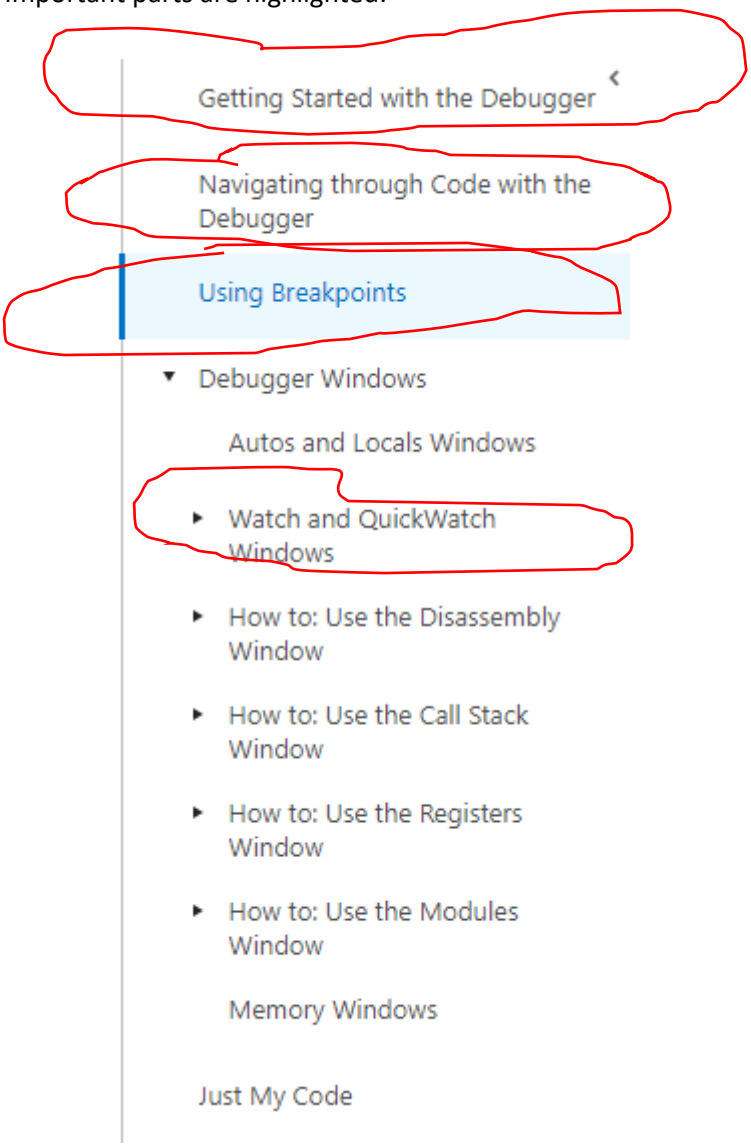
Creating WPF simple application

https://msdn.microsoft.com/en-us/library/jj153219.aspx

Debugging

https://msdn.microsoft.com/en-us/library/5557y8b4.aspx

Debugging is important to navigate through the code if you need to remove bugs. The most important parts are highlighted:



WPF & Drawing

There is a series of good YouTube tutorials from Derek Banas:

https://www.youtube.com/playlist?list=PLGLfVvz_LVvRX6xK1oi0reKci6ignjdSa

From these, there are few parts, that are important for our work, but however there might be other parts that you might find interesting or useful. Although he uses a console application for teaching the basics (conditions, loops etc.), you may apply it in your WPF application:

Classes and object oriented programming:

https://www.youtube.com/watch?v=GAvhe6oe_4&list=PLGLfVvz_LVvRX6xK1oi0reKci6ignjdSa&index=5

WPF & XAML

https://www.youtube.com/watch?v=GBRSwClK_4&index=19&list=PLGLfVvz_LVvRX6xK1oi0reKci6ignjdSa

And also, this is a wonderful **app for drawing shapes into Canvas** element, which is basically what you are supposed to do in your assignments:

https://www.youtube.com/watch?v=cHncA_aCVmM&list=PLGLfVvz_LVvRX6xK1oi0reKci6ignjdSa&index=24

All properties and methods of class List

https://msdn.microsoft.com/en-us/library/6sh2ey19(v=vs.110).aspx

List is a more convenient way of recording multiple instances of one type than using „traditional“ arrays. The reason is the number of operations (insertion/deleting of a instance, sorting, counting the number of instances etc.), as you may have already learned in the Algorithm and data structures course.