

Povzetek

V diplomski nalogi bomo spoznali različne gradnike, s katerimi razvijamo aplikacije v razvojnem okolju Visual Studio Community. Bolj natančno si bomo pogledali razvoj Windows Forms in WPF aplikacij. V nalogi bomo videli tudi določene razlike pri razvoju teh dveh vrst grafičnega uporabniškega vmesnika. Pri pisanju bomo domnevali, da bralec pozna osnove programskega jezika C#.

V prvem delu bomo bolj natančno opisali okolje Visual Studio Community in osnovna orodja tega okolja, s katerimi si poenostavimo delo pri razvoju. V drugem delu pa bomo spoznali gradnike, s katerimi razvijamo aplikacije z grafičnim uporabniškim vmesnikom.

Abstract

In this thesis, we will learn about various controls we use in developing applications in Visual Studio Community development environment. The development of Windows Forms and WPF applications will be examined in more detail, and some differences in the development of these two types of graphical user interface will be explained. It is assumed that the reader knows the basics of C# programming language.

In the first part, the Visual Studio Community environment will be described more accurately, as well as tools which simplify the development. In the second part, we will learn about controls which we use to develop applications with the designer graphical user interface.

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Ključne besede: grafični uporabniški vmesnik, dogodkovno programiranje, integrirano razvojno okolje, Windows Forms, WPF, C#, Visual Studio 2015 Community, gradniki, XAML

Keywords: graphical user interface, event-driven programming, integrated development environment, Windows Forms, WPF, C#, Visual Studio 2015 Community, controls, XAML

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