

PROGRESSBAR

1.Indeterminate ProgressBar

```
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  x:Class="ProgBar.Window1"
  Title ="ProgressBar"
  Width="500">

  <StackPanel>
    <Button Content="One" Click="MakeOne"/>
    <StatusBar Name="sbar" Grid.Column="0" Grid.Row="5"
VerticalAlignment="Bottom" Background="Beige" >
      <StatusBarItem>
        <TextBlock>StatusBar</TextBlock>
      </StatusBarItem>
    </StatusBar>
  </StackPanel>
</Window>
//File:Window.xaml.vb
Imports System
Imports System.Windows
Imports System.Windows.Controls
Imports System.Windows.Controls.Primitives
Imports System.Windows.Data
Imports System.Windows.Documents
Imports System.Windows.Media
Imports System.Windows.Media.Animation
Imports System.Windows.Media.Imaging
Imports System.Windows.Shapes
Namespace ProgBar
  Public Partial Class Window1
    Inherits Window

    Private Sub MakeOne(sender As Object, e As RoutedEventArgs)
      sbar.Items.Clear()
      Dim lbl As New Label()
      lbl.Background = New LinearGradientBrush(Colors.Pink, Colors.Red, 90)
      lbl.Content = "Indeterminate ProgressBar."
      sbar.Items.Add(lbl)
    '<Snippet3>
      Dim progbar As New ProgressBar()
      progbar.Background = Brushes.Gray
      progbar.Foreground = Brushes.Red
      progbar.Width = 150
      progbar.Height = 15
      progbar.IsIndeterminate = True
    '</Snippet3>
      sbar.Items.Add(progbar)
  End Sub
```

End Class

End Namespace



2. Create a ProgressBar.

```
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  x:Class="ProgBar.Window1"
  Title ="ProgressBar"
  Width="500">

  <StackPanel>
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    <StatusBar Name="sbar" Grid.Column="0" Grid.Row="5"
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      <StatusBarItem>
        <TextBlock>StatusBar</TextBlock>
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Imports System.Windows.Media.Imaging
Imports System.Windows.Shapes
Namespace ProgBar

Public Partial Class Window1
  Inherits Window

  Private Sub MakeOne(sender As Object, e As RoutedEventArgs)
    sbar.Items.Clear()
    Dim lbl As New Label()
    lbl.Background = New LinearGradientBrush(Colors.LightBlue, Colors.SlateBlue, 90)
    lbl.Content = "ProgressBar with one iteration."
    sbar.Items.Add(lbl)

    Dim progbar As New ProgressBar()
    progbar.IsIndeterminate = False
```

```

progressbar.Orientation = Orientation.Horizontal
progressbar.Width = 150
progressbar.Height = 15
Dim duration As New Duration(TimeSpan.FromSeconds(10))
Dim doubleanimation As New DoubleAnimation(100.0, duration)
progressbar.BeginAnimation(ProgressBar.ValueProperty, doubleanimation)

```

```
sbar.Items.Add(progbar)
```

End Sub

End Class



3. ProgressBar with five iterations

```

<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  x:Class="ProgBar.Window1"
  Title ="ProgressBar"
  Width="500">

```

```

<StackPanel>
  <Button Content="One" Click="MakeOne"/>
  <StatusBar Name="sbar" Grid.Column="0" Grid.Row="5"
  VerticalAlignment="Bottom" Background="Beige" >
    <StatusBarItem>
      <TextBlock>StatusBar</TextBlock>
    </StatusBarItem>
  </StatusBar>
</StackPanel>
</Window>

```

```
//File:Window.xaml.vb
```

```

Imports System
Imports System.Windows
Imports System.Windows.Controls
Imports System.Windows.Controls.Primitives
Imports System.Windows.Data
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Imports System.Windows.Media
Imports System.Windows.Media.Animation
Imports System.Windows.Media.Imaging
Imports System.Windows.Shapes

```

```
Namespace ProgBar
```

```

Public Partial Class Window1
  Inherits Window

```

```

Private Sub MakeOne(sender As Object, e As RoutedEventArgs)
    sbar.Items.Clear()
    Dim txtb As New TextBlock()
    txtb.Text = "ProgressBar with five iterations."
    sbar.Items.Add(txtb)
    Dim image As New Image()
    Dim bi As New BitmapImage()
    bi.BeginInit()
    bi.UriSource = New Uri("pack://application:,,,/sunset.png")
    bi.EndInit()
    image.Source = bi
    Dim imagebrush As New ImageBrush(bi)

    Dim progbar As New ProgressBar()
    progbar.Background = imagebrush
    progbar.Width = 150
    progbar.Height = 15
    Dim duration As New Duration(TimeSpan.FromMilliseconds(2000))
    Dim doubleanimation As New DoubleAnimation(100.0, duration)
    doubleanimation.RepeatBehavior = New RepeatBehavior(5)
    progbar.BeginAnimation(ProgressBar.ValueProperty, doubleanimation)
    sbar.Items.Add(progbar)
End Sub
End Class
End Namespace

```

End Namespace



4. ProgressBar with infinite iterations

```

<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    x:Class="ProgBar.Window1"
    Title="ProgressBar"
    Width="500">

    <StackPanel>
        <Button Content="One" Click="MakeOne"/>
        <StatusBar Name="sbar" Grid.Column="0"
    Grid.Row="5" VerticalAlignment="Bottom" Background="Beige" >
            <StatusBarItem>
                <TextBlock>StatusBar</TextBlock>
            </StatusBarItem>

```

```

</StatusBar>
</StackPanel>
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Imports System.Windows.Shapes

```

Namespace ProgBar

Public Partial Class Window1

Inherits Window

Private Sub MakeOne(sender **As** Object, e **As** RoutedEventArgs)

sbar.Items.Clear()

Dim lbl **As** New Label()

lbl.Background = New LinearGradientBrush(Colors.LightBlue, Colors.SlateBlue, 90)

lbl.Content = "ProgressBar with infinite iterations."

sbar.Items.Add(lbl)

Dim progbar **As** New ProgressBar()

progbar.Width = 150

progbar.Height = 15

Dim duration **As** New Duration(TimeSpan.FromSeconds(1))

Dim doubleanimation **As** New DoubleAnimation(100.0, duration)

doubleanimation.RepeatBehavior = RepeatBehavior.Forever

progbar.BeginAnimation(ProgressBar.ValueProperty, doubleanimation)

sbar.Items.Add(progbar)

End Sub

End Class

End Namespace



5. Indeterminate ProgressBar

```

<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
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Namespace ProgBar

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Public Partial Class Window1
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  Private Sub MakeOne(sender As Object, e As RoutedEventArgs)
    sbar.Items.Clear()
    Dim lbl As New Label()
    lbl.Background = New LinearGradientBrush(Colors.Pink, Colors.Red, 90)
    lbl.Content = "Indeterminate ProgressBar."
    sbar.Items.Add(lbl)
    '<Snippet3>
    Dim progbar As New ProgressBar()
    progbar.Background = Brushes.Gray
    progbar.Foreground = Brushes.Red
    progbar.Width = 150
    progbar.Height = 15
    progbar.IsIndeterminate = True
    '</Snippet3>
    sbar.Items.Add(progbar)
  End Sub
End Class
End Namespace

```



6.Insert Boolean to StringBuilder

```
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
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//File:Window.xaml.vb
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```
Imports System.Windows.Shapes
```

```
< Namespace ProgBar
```

```
Public Partial Class Window1
```

```
Inherits Window
```

```
Private Sub MakeOne(sender As Object, e As RoutedEventArgs)
```

```
sbar.Items.Clear()
```

```
Dim lbl As New Label()
```

```
lbl.Background = New LinearGradientBrush(Colors.Pink, Colors.Red, 90)
```

```
lbl.Content = "Indeterminate ProgressBar."
```

```
sbar.Items.Add(lbl)
```

```
'<Snippet3>
```

```
Dim progbar As New ProgressBar()
```

```
progbar.Background = Brushes.Gray
```

```
progbar.Foreground = Brushes.Red
```

```
progbar.Width = 150
```

```
progbar.Height = 15
```

```
progbar.IsIndeterminate = True
```

```
'</Snippet3>
```

```
sbar.Items.Add(progbar)
```

```
End Sub
```

```
End Class
```

```
End Namespace
```

