

WPF



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UI WPF

1.1

1.1.1

1.1.2 ControlTemplate DataTemplate

1.1.3 Attached Property

1.2

1.2.1

-
- **FontAwesome**

1.2.2

- **ResourceDictionary**
-
-

1.2.3

- **MahApps.Metro**
- **Style**

1.3

1.3.1 Storyboard

- **PathAnimationUsingPath**
- **Timeline**
-

1.3.2

- **CompositionTarget.Rendering** **DispatcherTimer**
- **Visual Layer**
-

1.3.3 VisualStateManager

- **PointerOver**
-

1.4

1.4.1

- **ICollectionView**

- `BindingOperations.EnableCollectionSynchronization`
- `ObservableCollection`

1.4.2 MultiBinding

- `MultiValueConverter`
- `IValueConverter`

1.4.3 RelayCommand

- `async void`
- `ObservableCommand`

1.5 MVVM

1.5.1 Prism

- `IoC` `Autofac/Unity`
- `EventAggregator`
- `IRegionManager, IDialogService`

1.6

1.6.1 UI

- `Visual Studio Profiler`
- `UI Virtualization` `VirtualizingStackPanel`

1.6.2

- `WinDBG` `WPF`
- `WeakReference`

1.6.3

- `ICollectionView` `ICollectionViewLiveShaping`
- `DataVirtualization`

2.

2.1

2.1.1

- `Span<T>`
- `CancellationToken`

2.1.2

- `TcpListener`
- `SignalR`

2.2

2.2.1

- **Dispatcher** **BackgroundWorker**
- **async/await**

2.2.2

- **TaskScheduler**
- **TPL Dataflow**



3.1

3.1.1

- **ICollectionView**
- **VisualStateManager**

3.1.2

- **NLog** **Debug/Info/Error**
- **RBAC**

3.2

3.2.1

- **OxyPlot**
- **WriteableBitmap**

3.2.2

- **Blazor** **WPF**



4.1

4.1.1 .NET MAUI

- **UI**
- **SkiaSharp**

4.1.2 WPF Web

- **WebView2**
- **WebAssembly** **Blazor**

4.2

4.2.1

- **ML.NET**
- **ONNX**

4.2.2 并行编程

- 并行 LiveCharts 并行编程
- 并行 Parallel.For 并行编程