



G-CAMP WORKSHOP

BUILD THE RIGHT THING
BUILD THING RIGHT
SHIP FAST

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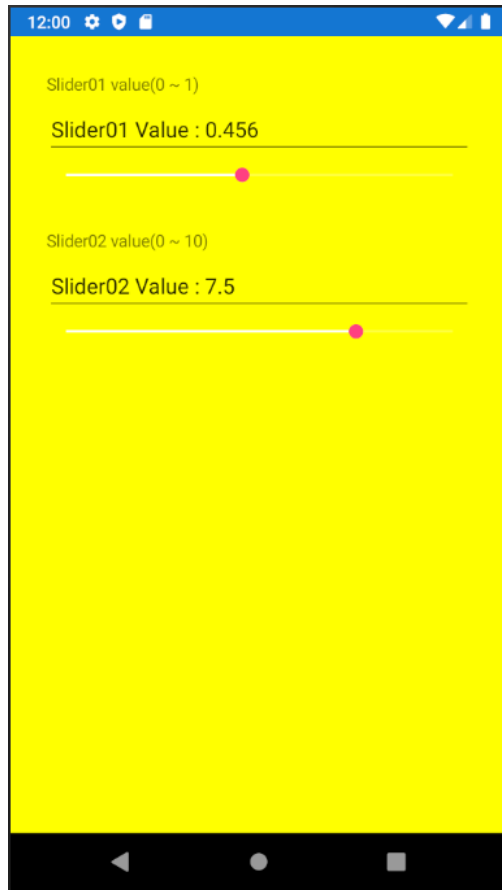
8강_UI componets(Slider, Checkbox, Switch)

- Slider
- Checkbox
- Switch



8-1. Slider

- 슬라이드를 이용해서 데이터를 설정할 때 사용한다.



```
<Label Text="Slider01 value(0 ~ 1)" />
<Entry x:Name="entry01" Placeholder="Slider Value" />
<Slider x:Name="slider01"
        ValueChanged="Slider_ValueChanged" />

<Label Text="Slider02 value(0 ~ 10)" Margin="0, 30, 0, 0"/>
<Entry x:Name="entry02" Placeholder="Slider Value" />
<Slider x:Name="slider02"
        ValueChanged="Slider_ValueChanged"
        Minimum="1"
        Maximum="10"/>
```



8-2. Checkbox

- 체크박스를 만들어 이벤트 결과로 True or False 값을 받을 수 있다.

12:27

Hamburger	<input type="checkbox"/>
Fench fries	<input type="checkbox"/>
Drink	<input type="checkbox"/>

Hamburger : False,
Fenchfries : False,
Drink : False

12:29

Hamburger	<input checked="" type="checkbox"/>
Fench fries	<input type="checkbox"/>
Drink	<input type="checkbox"/>

Hamburger : True,
Fenchfries : False,
Drink : False

12:30

Hamburger	<input checked="" type="checkbox"/>
Fench fries	<input checked="" type="checkbox"/>
Drink	<input type="checkbox"/>

Hamburger : True,
Fenchfries : True,
Drink : False

12:30

Hamburger	<input checked="" type="checkbox"/>
Fench fries	<input checked="" type="checkbox"/>
Drink	<input checked="" type="checkbox"/>

Hamburger : True,
Fenchfries : True,
Drink : True



8-3. Switch

- 토글버튼을 만들어 이벤트 결과로 True or False 값을 받을 수 있다.

