Creating an Extra Window

Key Concepts

Step 1:
In the Solution explorer, right-click the name of your project and select Add -> Window. When prompted, type the class name of your new window. The name should follow pascal naming rules. Not spaces, no punctuation except for underscores.

Step 2:
Layout your new window as desired in the designer view.

Step 3:
To create or display your new window do add the following to your code:
```
AnotherWindow win = new AnotherWindow();
win.Owner = this;
win.ShowDialog();
```

Note: I named my new window class *AnotherWindow*. You might add this code to a button click handler to test it out.

Step 4: (Optional)
If you want to pass (exchange) data between your new window and the main window, copy the constructor of AnotherWindow and add parameters that can be passed in.

In AnotherWindow, copy the constructor and add parameters:
```
public AnotherWindow (string playerName)
{
    InitializeComponent();
    myPlayerName = playerName;
}
```

Extra #1:
You can have the new window appear directly over the center of the main window by adjusting the WindowStartupLocation property in the designer view of the new window.