

Displaying Images in Buttons

Key Concepts

To have a button display an image instead of text:

1. Create a button
2. Drag an image control inside the button
3. Select the image control and in the properties for 'Source', select an image from your project.
4. To give the image control a name, select the image control within the button and give it a name.

Note: This assumes you have already added images to your project.

In C#:

- Where `imageInButton` is the name of the image you placed within the button

```
imageInButton.Source = new BitmapImage(new Uri("images/MickeyFace.png",  
UriKind.Relative));
```