

Universal Windows Platform Tips

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UI

メッセージボックスの表示

```
using Windows.UI.Popups;
public async void Hoge()
{
    var dialog = new MessageDialog("hoge");
    await dialog.ShowAsync();
}
```

コンソールに出力

```
using System.Diagnostics;
protected virtual void OnPropertyChanged([CallerMemberName] string propertyName = null)
{
    Debug.WriteLine("Property changed");
    this.PropertyChanged?.Invoke(this, new PropertyChangedEventArgs(propertyName));
}
```