

Load the Data for a Window Asynchronously After It Has Rendered



One Million Numbers:

```
//File:Window.xaml.cs
using System.Windows;
using System.Windows.Threading;
using System.Collections.Generic;

namespace WpfApplication1
{
    public partial class Window1 : Window
    {
        public Window1()
        {
            InitializeComponent();
        }

        private void Window_Loaded(object sender, RoutedEventArgs e)
        {
            this.Dispatcher.BeginInvoke(DispatcherPriority.Background, new
            LoadNumbersDelegate(LoadNumbers));
        }
        private delegate void LoadNumbersDelegate();
        private void LoadNumbers()
        {
```

```
List numberDescriptions = new List();
for(int i = 1; i <= 1000000; i++) {
numberDescriptions.Add("Number " + i.ToString()); }
listBox.ItemsSource = numberDescriptions; } } } [/csharp]
```