Silverlight









<phone:PhoneApplicationPage

 x:Class="PhoneApp1.MainPage"

 xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

 xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

 xmlns:phone="clr-namespace:Microsoft.Phone.Controls;assembly=Microsoft.Phone"

 xmlns:shell="clr-namespace:Microsoft.Phone.Shell;assembly=Microsoft.Phone"

 xmlns:d="http://schemas.microsoft.com/expression/blend/2008"

 xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"

 mc:Ignorable="d" d:DesignWidth="480" d:DesignHeight="768"

 FontFamily="{StaticResource PhoneFontFamilyNormal}"

 FontSize="{StaticResource PhoneFontSizeNormal}"

 Foreground="{StaticResource PhoneForegroundBrush}"

 SupportedOrientations="Portrait" Orientation="Portrait"

 shell:SystemTray.IsVisible="True">

 <!--LayoutRoot is the root grid where all page content is placed-->

 <Canvas x:Name="juur" Background="LightGray" MouseLeftButtonDown="LayoutRoot\_MouseLeftButtonDown" Height="auto" Width="auto">

 </Canvas>

</phone:PhoneApplicationPage>

using System;

using System.Collections.Generic;

using System.Linq;

using System.Net;

using System.Windows;

using System.Windows.Controls;

using System.Windows.Documents;

using System.Windows.Input;

using System.Windows.Media;

using System.Windows.Media.Animation;

using System.Windows.Shapes;

using Microsoft.Phone.Controls;

namespace PhoneApp1

{

 public partial class MainPage : PhoneApplicationPage

 {

 // Constructor

 public MainPage()

 {

 InitializeComponent();

 }

 private void LayoutRoot\_MouseLeftButtonDown(object sender, MouseButtonEventArgs e)

 {

 Rectangle r = new Rectangle();

 r.Fill = new SolidColorBrush(Colors.Red);

 r.Width = 20;

 r.Height = 20;

 Canvas.SetLeft(r, e.GetPosition(juur).X);

 Canvas.SetTop(r, e.GetPosition(juur).Y);

 juur.Children.Add(r);

 }

 }

}

