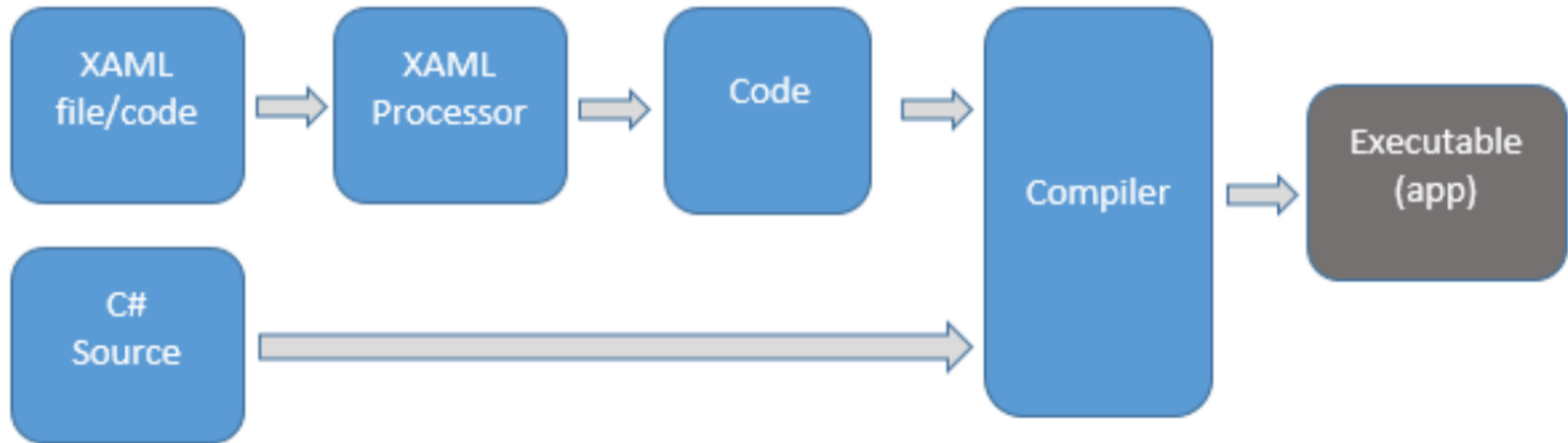
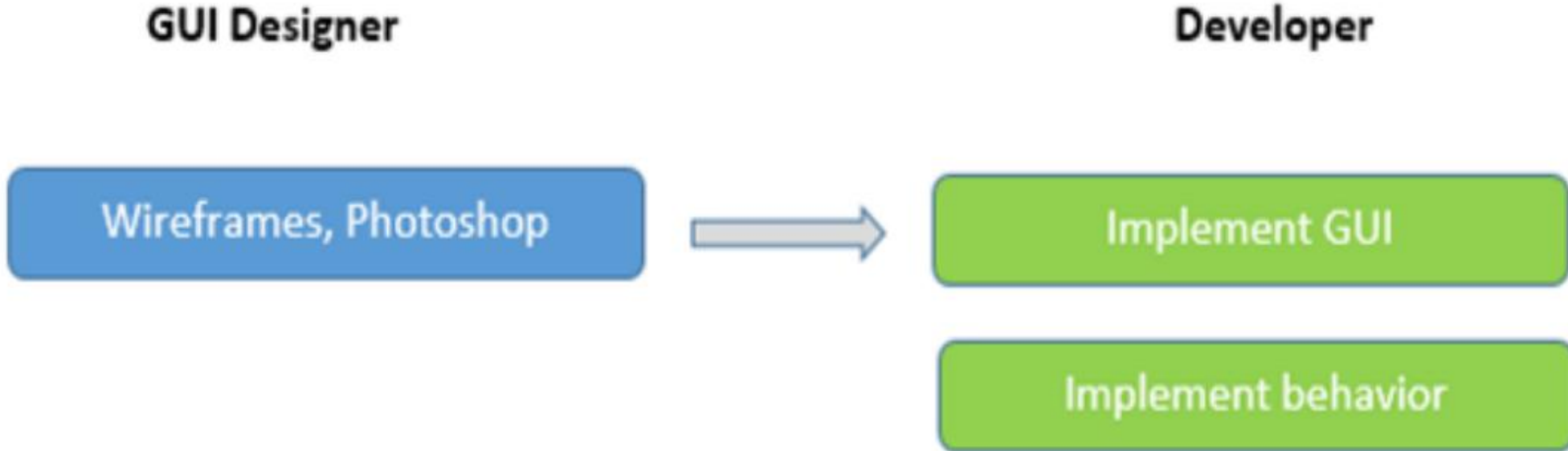


XAML

# How XAML Works



# Advantages of XAML



**GUI Designer**

Implement GUI in XAML



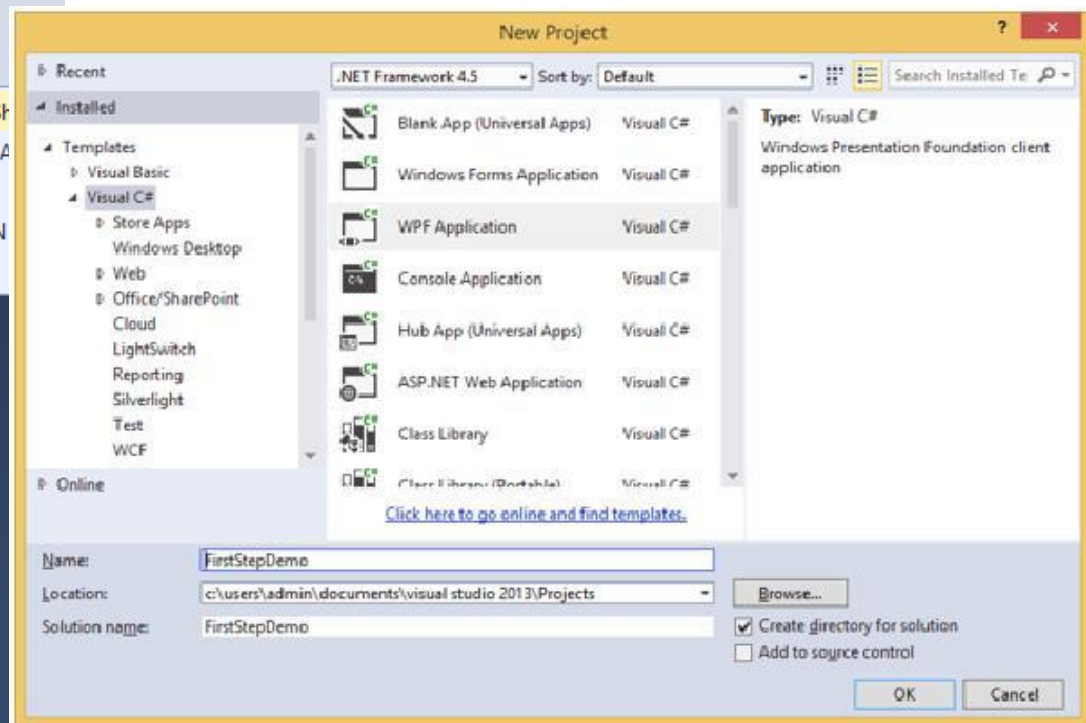
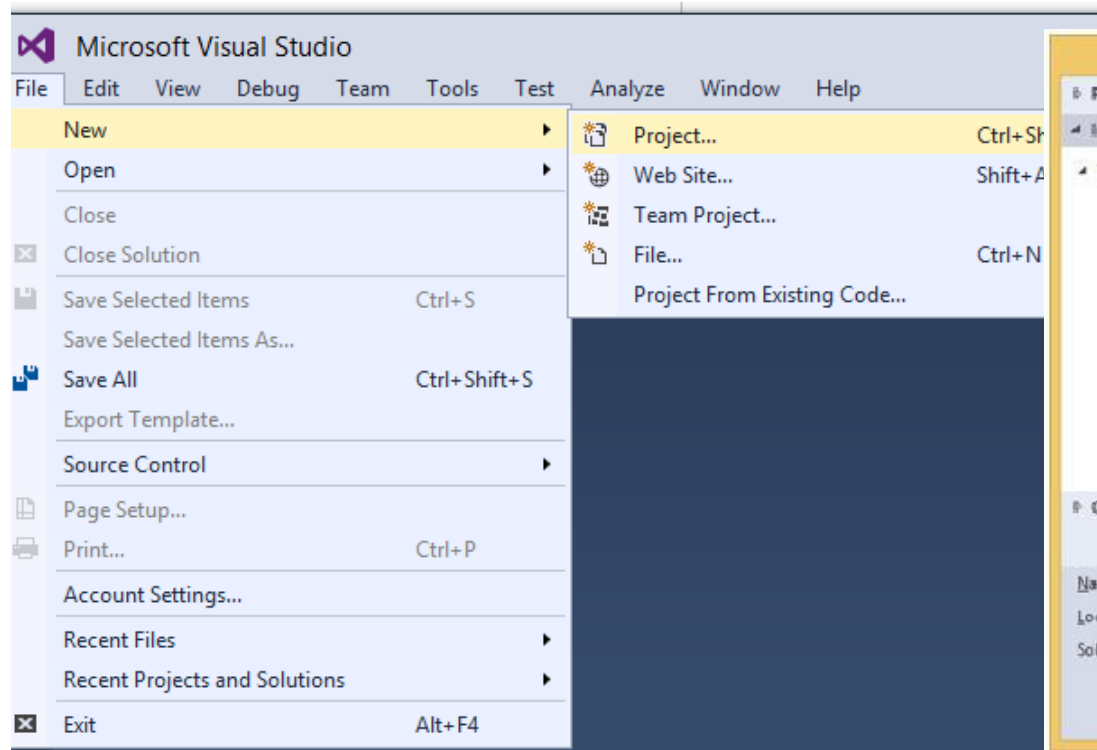
.Net instances



**Developer**

Implement Behavior

**XAML Framework**



```
<Window x:Class = "FirstStepDemo.MainWindow"
  xmlns = "http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x = "http://schemas.microsoft.com/winfx/2006/xaml"
  xmlns:d = "http://schemas.microsoft.com/expression/blend/2008"
  xmlns:mc = "http://schemas.openxmlformats.org/markup-compatibility/2006"
  xmlns:local = "clr-namespace:FirstStepDemo"
  mc:Ignorable = "d" Title = "MainWindow" Height = "350" Width = "604">

  <Grid>

  </Grid>
</Window>
```

```
<Window x:Class = "FirstStepDemo.MainWindow"
  xmlns = "http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x = "http://schemas.microsoft.com/winfx/2006/xaml"
  xmlns:d = "http://schemas.microsoft.com/expression/blend/2008"
  xmlns:mc = "http://schemas.openxmlformats.org/markup-compatibility/2006"
  xmlns:local = "clr-namespace:FirstStepDemo"
  mc:Ignorable = "d" Title = "MainWindow" Height = "350" Width = "604">

  <Grid>
    <Button Content = "First Button" Height = "30" Width = "80"/>
    <TextBlock Text = "Congratulations you have successfully build your first app"
      Height = "30" Margin = "162,180,122,109"/>
  </Grid>

</Window>
```



```
<Button/>
```

```
<Button Content = "Click Me" Height = "30" Width = "60"/>
```

```
<Button>  
    <Button.Content>Click Me</Button.Content>  
    <Button.Height>30</Button.Height>  
    <Button.Width>60</Button.Width>  
</Button>
```

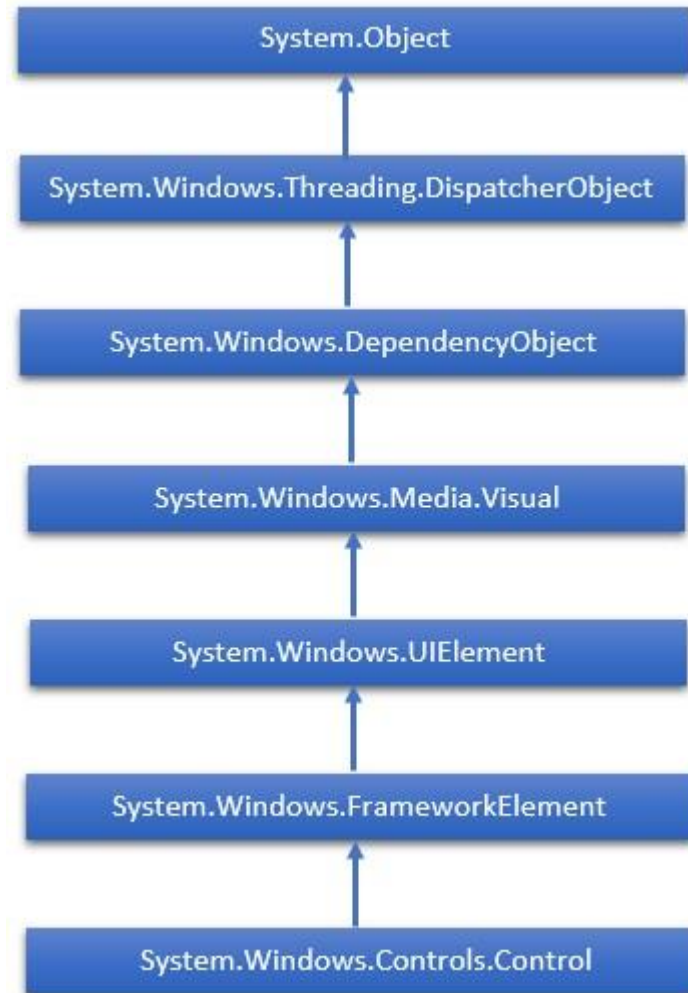
```
<StackPanel Orientation = "Horizontal">  
    <TextBlock Text = "Hello"/>  
</StackPanel>
```



```
<Window x:Class = "XAMLVsCode.MainWindow"
        xmlns = "http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x = "http://schemas.microsoft.com/winfx/2006/xaml"
        Title = "MainWindow" Height = "350" Width = "525">
    <StackPanel>
        <TextBlock Text = "Welcome to XAML Tutorial" Height = "20" Width = "200" Margin = "5"/>
        <Button Content = "Ok" Height = "20" Width = "60" Margin = "5"/>
    </StackPanel>
</Window>
```

```
using System; using System.Text;
using System.Windows;
using System.Windows.Controls;
namespace XAMLVsCode
{ /// <summary> /// Interaction logic for MainWindow.xaml /// </summary>
public partial class MainWindow : Window {
public MainWindow() { InitializeComponent();
// Create the StackPanel
StackPanel stackPanel = new StackPanel();
this.Content = stackPanel;
// Create the TextBlock
TextBlock textBlock = new TextBlock();
textBlock.Text = "Welcome to XAML Tutorial";
textBlock.Height = 20; textBlock.Width = 200;
textBlock.Margin = new Thickness(5);
stackPanel.Children.Add(textBlock);
// Create the Button
Button button = new Button();
button.Content = "OK";
button.Height = 20;
button.Width = 50;
button.Margin = new Thickness(20);
stackPanel.Children.Add(button);
}}}
```





# Controls

Button; Calendar; CheckBox; ComboBox; ContextMenu; DataGrid;  
DatePicker; Dialogs; GridView; Image; ListBox; Menus; PasswordBox;  
Popup; ProgressBar; ProgressRing; RadioButton; RichEditBox;  
ScrollViewer; SearchBox; Slider; TextBlock; TimePicker; ToggleButton;  
ToolTip; Window;

# Layouts

- StackPanel
- WrapPanel
- DockPanel
- CanvasPanel
- GridPanel