

# XAML Standard

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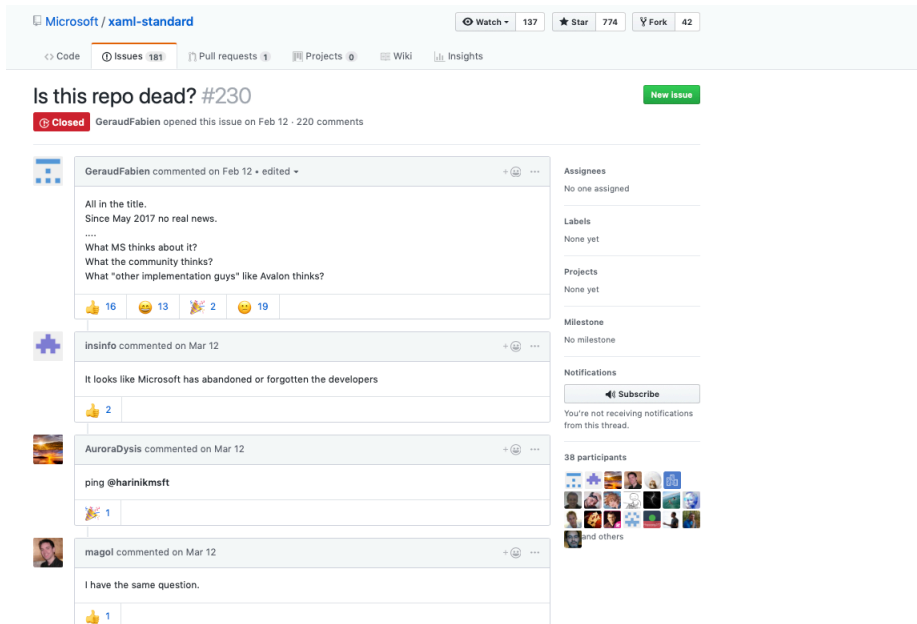


# Co je XAML?

- **Extensible Application Markup Language**
  - Původní Release - June 2008
  - Základ je v XML (XAML formát, rozšířený o C# soubor xaml.cs)
- **Kde byl / je dostupný?**
  - The Windows Presentation Foundation version, which is used for the .NET Framework beginning with .NET Framework 3.0 (WPF apps)
  - The Silverlight 3 version
  - The Silverlight 4 version
  - The Windows 8 XAML/Jupiter (WP8.1, W8)
  - Xamarin Forms
  - Universal Windows Platform (UWP)

# XAML Standard

- Pokus o sjednocení XAMLu pro všechny platformy
- Bohužel vývoj se zasekl a nebude pokračovat



Microsoft / xaml-standard

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### Is this repo dead? #230

**Closed** GeraudFabien opened this issue on Feb 12 · 220 comments

**New Issue**

GeraudFabien commented on Feb 12 · edited

All in the title.  
Since May 2017 no real news.  
What MS thinks about it?  
What the community thinks?  
What "other implementation guys" like Avalon thinks?

16 13 2 19

Assignees  
No one assigned

Labels  
None yet

Projects  
None yet

Milestone  
No milestone

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38 participants

and others

Insinfo commented on Mar 12

It looks like Microsoft has abandoned or forgotten the developers

2

AuroraDysis commented on Mar 12

ping @harinikmsft

1

magol commented on Mar 12

I have the same question.

1

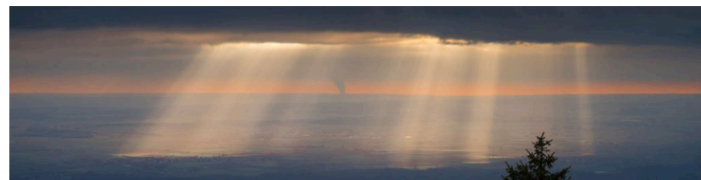
- Nicméně do ostatních platforem jsou integrovány podobné principy!

# XAML Standard

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## XAML Standard Demystified

.NET by  Sam Basu | July 27, 2017 | 14 Comments



Most spoken languages in the world have various dialects. And this isn't a bad thing since it adds to the diversity and richness of the given language. Trouble crops up when language dialects become combative – refusing to co-exist and forcing one's wishes onto another. Poor humans now have to understand multiple dialects to make sense of language in varying contexts.

This story may ring a bell for .NET developers. Yup, sounds alot like XAML development, doesn't it? Various .NET application platforms have been speaking their own versions of XAML and developers suffer with a lack of reusability and having to learn contextual XAML dialects. There is a panacea on its way though – the XAML Standard.

Announced at Build in mid-2017, XAML Standard promises a uniform XAML vocabulary across platforms and aims to wash away developer pains through an universal specification. This article unpacks the promise and challenges facing XAML Standard.

Whose XAML is that?

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Zdroje :

<https://developer.telerik.com/content-types/tutorials/xaml-standard-demystified/>

# XAML Standard

## Controls

Xamarin.Forms	XAML Standard
Frame	Border
Picker	ComboBox
ActivityIndicator	ProgressRing
StackLayout	StackPanel
Label	TextBlock
Entry	TextBox
Switch	ToggleSwitch
ContentView	UserControl

# XAML Standard

## Properties and Enumerations

Xamarin.Forms controls with updated properties	Xamarin.Forms property or enum	XAML Standard equivalent
Button, Entry, Label, DatePicker, Editor, SearchBar, TimePicker	TextColor	Foreground
VisualElement	BackgroundColor	Background *
Picker, Button	BorderColor, OutlineColor	BorderBrush
Button	BorderWidth	BorderThickness
ProgressBar	Progress	Value
Button, Entry, Label, Editor, SearchBar, Span, Font	FontAttributesBold, Italic, None	FontStyleItalic, Normal
Button, Entry, Label, Editor, SearchBar, Span, Font	FontAttributes	FontWeights *Bold, Normal
InputView	KeyboardDefault, Url, Number, Telephone, Text, Chat, Email	InputScopeNameValue *Default, Url, Number, TelephoneNumber, Text, Chat, EmailNameOrAddress
StackPanel	StackOrientation	Orientation *

# Typy

- **Dokumentace**

- <https://docs.microsoft.com/en-us/xamarin/xamarin-forms/xaml/>

- **Demo**

- <https://github.com/madrvojt/XamlStandardDemo>



# Děkuji za pozornost!

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