

# XAML Who?

Debuggable Cross-Platform  
UI with C# for Markup

Feedback:



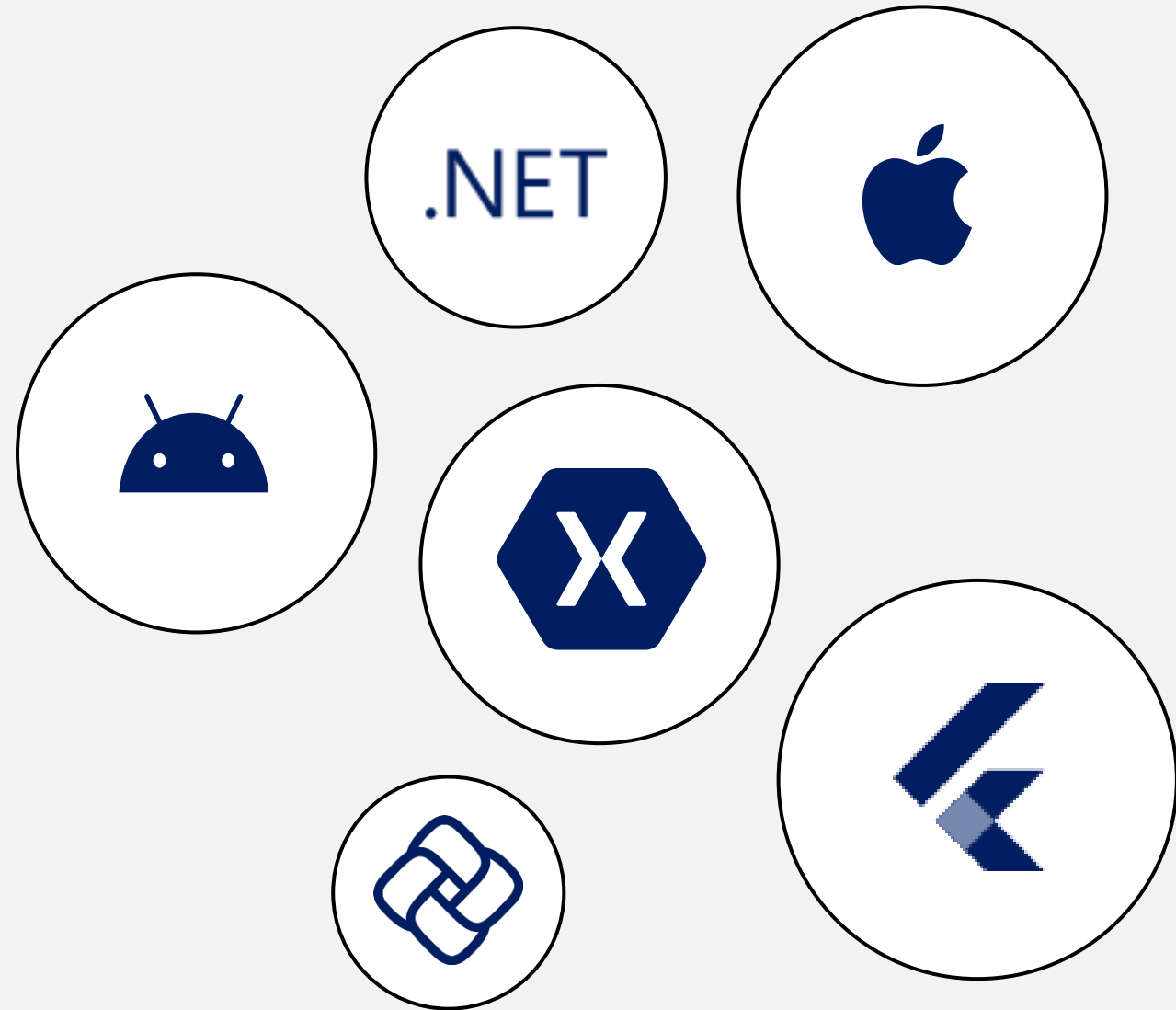
# Lester Botello

4 years at **nventive**

Native / Mobile .NET / Flutter

DevOps / Mobile Security

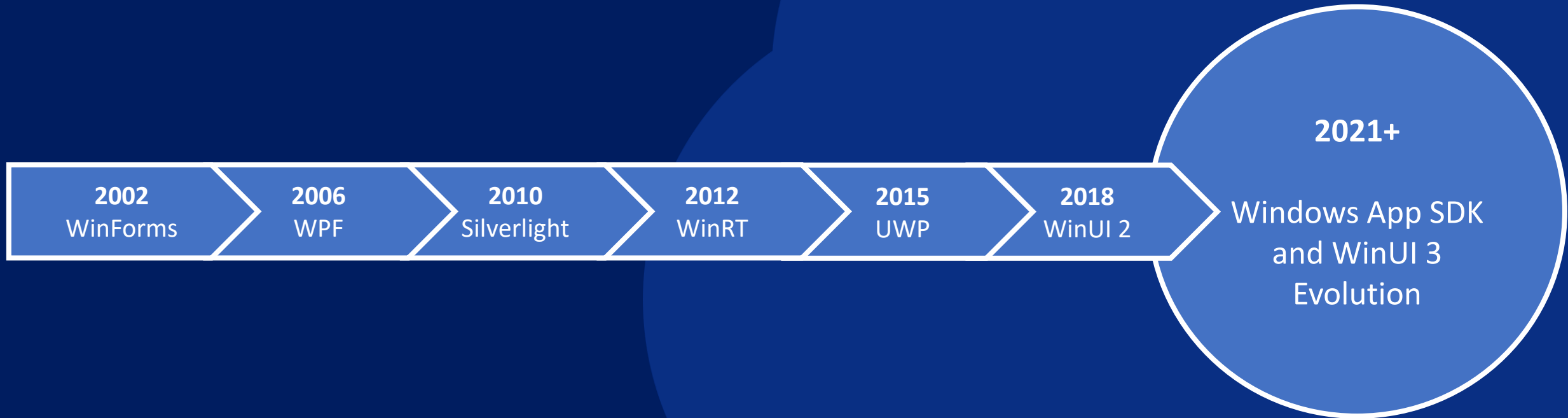
Development Team Lead



# Getting the UI right is hard.



# Windows design framework timeline



**XAML ('zæməl)**

XAML

## eXtensible Application Markup Language



**First released in 2006**



**Two main flavors (WPF vs XF/.NET MAUI)**







**Complex design system**

- Binding
- Templating and Styling
- Data conversion



**Full MVVM Support**

# XAML

-  Based on XML
-  Easy to learn, hard to master.
-  Encourages separation of concerns
-  Supports Hot Reload

```
MainWindow.xaml

<Grid utu:SafeArea.Insets="VisibleBounds">
  <Grid.RowDefinitions>
    <RowDefinition Height="Auto" />
    <RowDefinition />
  </Grid.RowDefinitions>
  <utu:NavigationBar Content="{Binding Title}" />

  <StackPanel Grid.Row="1"
    HorizontalAlignment="Center"
    VerticalAlignment="Center"
    Spacing="16">
    <TextBox Text="{Binding Name, Mode=TwoWay}"
      PlaceholderText="Enter your name:" />
    <Button Content="Go to Second Page"
      AutomationProperties.AutomationId="SecondPageButton"
      Command="{Binding GoToSecond}" />
    <Button Content="Currency Converter"
      AutomationProperties.AutomationId="SecondPageButton"
      Command="{Binding GoToThird}" />
  </StackPanel>
</Grid>
```

# XAML

- ❌ Parsed and interpreted
- ❌ Data binding can be tricky to get right.
- ❌ Styling and templating can easily become complex and hard to follow
- ❌ Cannot inspect or step-through

```
MainWindow.xaml





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```



**Enter C# Markup**

# C# Markup

-  Set of extension methods to declare XAML programmatically.
-  Fluent API.
-  Easier to learn if coming from another framework (i.e., Flutter)
-  100% compiled to IL

```
MainWindow.xaml.cs

this.DataContext<MainViewModel>((page, vm) => page
    .NavigationCacheMode(NavigationCacheMode.Required)
    .Background(Theme.Brushes.Background.Default)
    .Content(new Grid()
        .SafeArea(SafeArea.InsetMask.All)
        .RowDefinitions("Auto,*")
        .Children(
            new NavigationBar()
                .Content(() => vm.Title),
            new StackPanel()
                .Grid(row: 1)
                .HorizontalAlignment(HorizontalAlignment.Center)
                .VerticalAlignment(VerticalAlignment.Center)
                .Spacing(16)
                .Children(
                    new TextBlock()
                        .Text("Welcome to ConFoo 2025!"),
                    new TextBox()
                        .Text(x => x.Binding(() => vm.Name)
                            .Mode(BindingMode.TwoWay))
                        .PlaceholderText("Enter your name:"),
                    new TextBox()
                        .Text(x => x.Binding(() => vm.Email)
                            .Mode(BindingMode.TwoWay))
                        .PlaceholderText("Enter your email:"),
                    new Button()
                        .Content("Proceed")
                        .AutomationProperties(automationId: "AddRegistrationButton")
                        .Command(() => vm.GoToRegistration)
                )
            )
        )
    );
```

# C# Markup

1

**Type Safety**

2

**Full IntelliSense support**

3

**Breakpoints and easy refactoring**

4

**Performance**

# C# Markup



## CommunityToolkit.Maui.Markup

- Built for .NET MAUI apps
- Works with MAUI's XAML dialect



## Uno.Extensions.Reactive.WinUI.Markup

- Built for Uno Platform apps
- Based on WinUI/WPF XAML dialect



# Demo time!



# Source code:



# Merci ! Thank you!

Feedback:

