Agenda

1. Why use XAML?
2. How to create a XAML Page
3. Adding Behavior

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Why use XAML?

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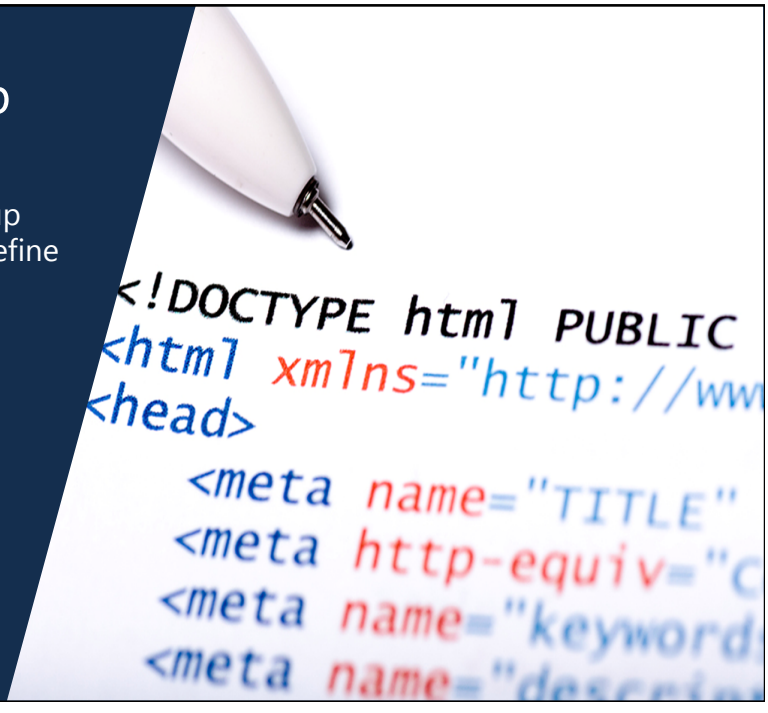
Working in Markup

HTML has taught us that markup languages are a great way to define user interfaces

- toolable
- human readable
- extensible



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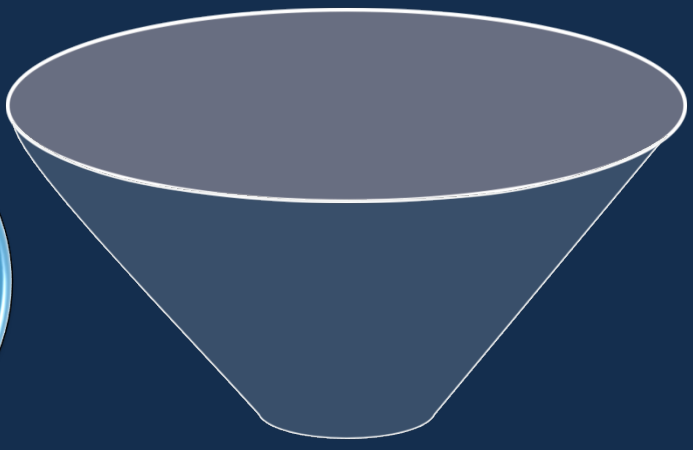
Extensible Application Markup Language (XAML)

XAML

Xamarin Forms + XAML = Sweetness!

Benefits

Separation of UI from Behavior



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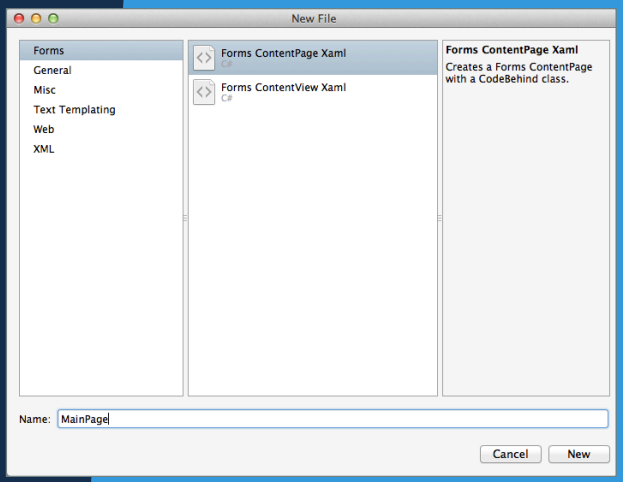
Creating Pages in XAML

Templates in Visual Studio and Xamarin Studio are used to add XAML content and come in two forms



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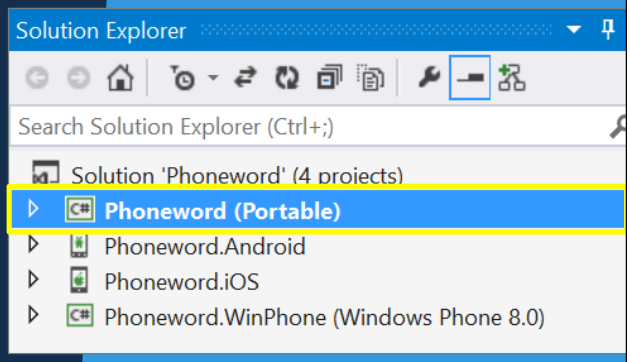
Where does the XAML go?

You should always add the XAML content to the *platform-independent* part of your application – this is shared UI and code for all your target platforms!



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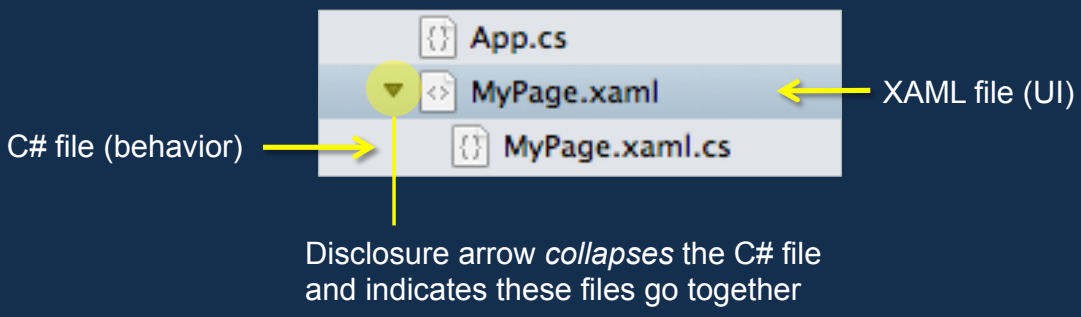
What gets created?

- XAML pages have two related files which work together to define the class



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Let's create a UI

Our goal is to build the UI for a Phone Translation application with a:

- Label (Enter a Phoneword:)
- Entry (1-8555-XAMARIN)
- Button (Translate)
- Button (Call)

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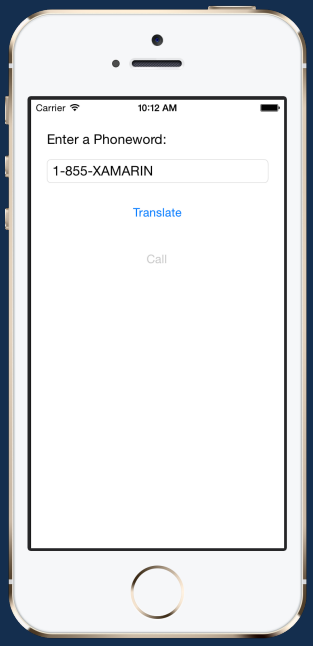

Describing a screen in XAML

XML based: case sensitive, open tags must be closed, etc.

```
<?xml version="1.0" encoding="UTF-8" ?>
<ContentPage ...>
   <StackLayout Padding="20" Spacing="10">
      <Label Text="Enter a Phoneword:" />
      <Entry Placeholder="Number" />
      <Button Text="Translate" />
      <Button Text="Call" IsEnabled="False" />
   </StackLayout>
</ContentPage>
```

Element tags create objects

Child nodes are used to establish relationships

Attributes set properties

C# file contains the behavior for the screen

```
public partial class MyPage : ContentPage
{
    public MyPage ()
    {
        InitializeComponent ();
    }
}
```

Constructor loads XML and creates UI from XAML

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Demo

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Naming elements

Use `x:Name` to associate a field to an element in your code behind file

```
<Entry x:Name="PhoneNumber" Placeholder="Number" />
```

.xaml

```
public partial class MainPage : ContentPage
{
    private Entry PhoneNumber;

    ...
}
```

.cs

field is created for you and is hidden away in another file

Event Handling in XAML

Can wire up to UI events in XAML, handler must be in the code-behind file

```
<Button Content="Translate" ...
        Clicked="OnTranslateClicked" />
```

.xaml

```
void OnTranslateClicked(object sender, EventArgs e)
{
    Button button = (Button)sender;
    ...
}
```

.cs

handler is *not* created for you .. must add this yourself!

Demo

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Summary

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Questions?

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