初识命名空间

```xml
<Window xmlns="https://github.com/avaloniaui"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        x:Class="AvaloniaApplication1.MainWindow">
    <StackPanel>
        <Button Content="Hello World!" Background="Green" />
    </StackPanel>
</Window>
```

初识命名空间

```
xmlns="https://github.com/avaloniaui"
```

XML namespace

初识命名空间

```
xmlns="https://github.com/avaloniaui"
```

XML namespace

```csharp
using Avalonia.Controls;
```

C# namespace

初识命名空间

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

初识命名空间

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

```
<Window xmlns="https://github.com/avaloniaui"                    ✓
        xmlns:y="http://schemas.microsoft.com/winfx/2006/xaml"
        y:Class="AvaloniaApplication1.MainWindow">
    <StackPanel>
        <Button Content="Hello World!" Background="■Green" />
    </StackPanel>
</Window>
```

初识命名空间

```
xmlns="https://github.com/avaloniaui"
```

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

初识命名空间

xmlns="https://github.com/avaloniaui"

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

URI
Uniform Resource Identifier

初识命名空间

```
xmlns="https://github.com/avaloniaui"
```

XML namespace

XmlnsDefinitionAttribute

```
using Avalonia.Controls;
```

C# namespace

初识命名空间

```xml
<Window xmlns=""
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        x:Class="AvaloniaApplication1.MainWindow">
    <StackPanel>
        <Button Content="Hello World!" Background="Green" />
    </StackPanel>
</Window>
```

问题　文件 7　所有解决方案文件 7

Demo.axaml　C:\Projects\tutorial

❗ 无法解析符号 'Window' :1
❗ 无法解析符号 'StackPanel' :4
❗ 无法解析符号 'Button' :5
❗ 无法解析符号 'Content' :5
❗ 无法解析符号 'Background' :5
❗ 无法解析符号 'StackPanel' :6
❗ 无法解析符号 'Window' :7

初识命名空间

```
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Animation")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Animation.Easings")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Controls")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Data")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Data.Converters")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Input")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Input.GestureRecognizers")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Input.TextInput")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Layout")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.LogicalTree")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Media")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Media.Imaging")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Media.Transformation")]
[assembly: XmlnsDefinition("https://github.com/avaloniaui", "Avalonia.Styling")]
```
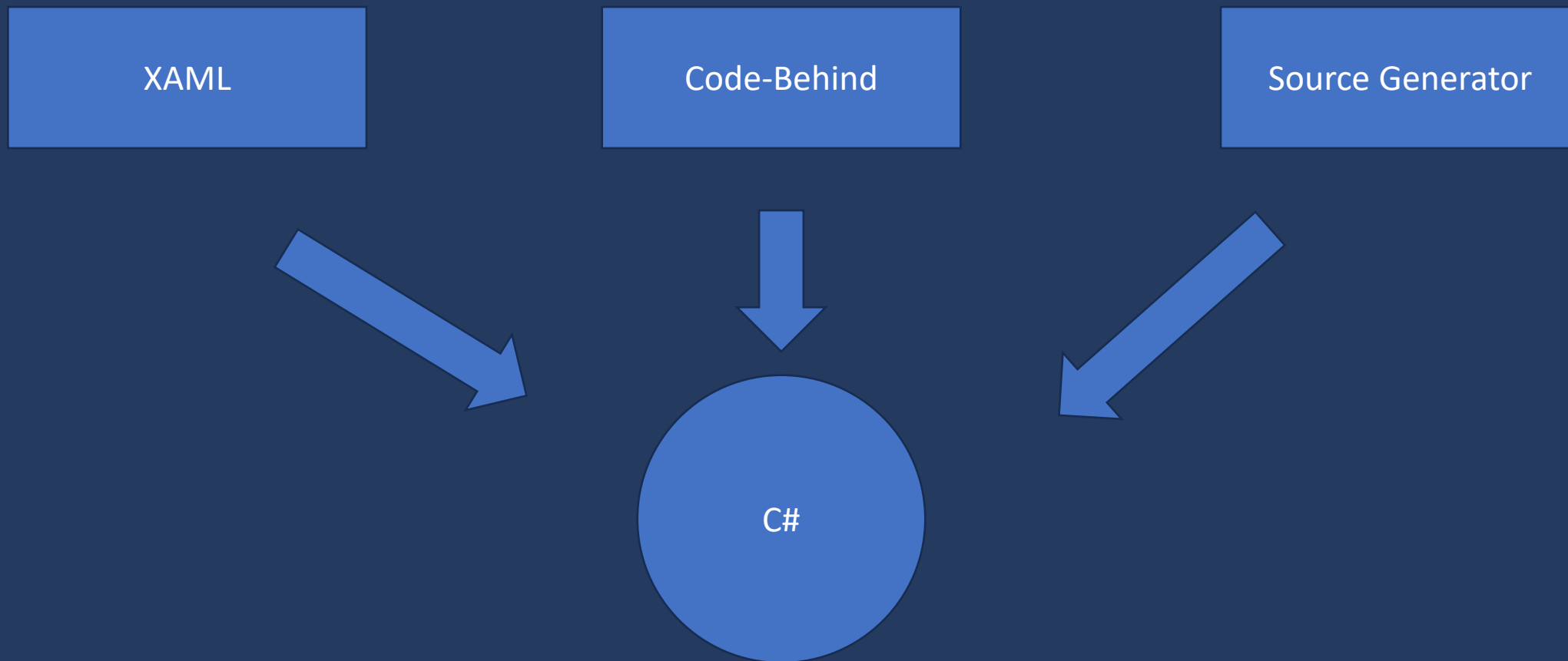
Avalonia.Base AssemblyInfo.cs

初识命名空间

```xml
<Window xmlns="https://github.com/avaloniaui"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        x:Class="AvaloniaApplication1.MainWindow">
    <StackPanel>
        <Button Content="Hello World!" Background="Green" />
    </StackPanel>
</Window>
```

x:Class="AvaloniaApplication1.MainWindow"

初识命名空间

x命名空间

```
<Window xmlns="https://github.com/avaloniaui"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        x:Class="AvaloniaApplication1.MainWindow">
    <StackPanel>
        <Button Content="Hello World!" Background="■Green" />
    </StackPanel>
</Window>
```

x:Class="AvaloniaApplication1.MainWindow"

x命名空间

```
<Window xmlns="https://github.com/avaloniaui"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        x:Class="AvaloniaApplication1.MainWindow">
    <StackPanel>
        <Button
            x:Name="btn"
            Content="Hello World!"
            Background="■Green" />
    </StackPanel>
</Window>
```

x命名空间

```xml
<Window xmlns="https://github.com/avaloniaui"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        x:Class="AvaloniaApplication1.MainWindow">
    <StackPanel>
        <Button
            Name="btn"
            Content="Hello World!"
            Background="Green" />
    </StackPanel>
</Window>
```

x命名空间

```
<ControlTheme x:Key="SolidButton"

Converter={x:Static Member= ObjectConverters.IsNull}

<CheckBox IsChecked="{x:Null}"

"{OnPlatform {x:True}, macOS={x:False}}"

"{x:Type TypeName=Button}"

<x:Int32>1</x:Int32>
<x:Double>0.5</x:Double>
<x:String>Hello,World</x:String>
```

Using前缀和clr-namespace前缀

```xml
<Window xmlns="https://github.com/avaloniaui"
        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:vm="using:AvaloniaApplication1.ViewModels"
        mc:Ignorable="d" d:DesignWidth="800" d:DesignHeight="450"
        x:Class="AvaloniaApplication1.Views.MainWindow"
        x:DataType="vm:MainWindowViewModel"
        Icon="/Assets/avalonia-logo.ico"
        Title="AvaloniaApplication1">
```

d和mc命名空间

```
<Window xmlns="https://github.com/avaloniaui"
        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:vm="clr-namespace:AvaloniaApplication1.ViewModels"
        xmlns:system="clr-namespace:System;assembly=System.Runtime"
        mc:Ignorable="d" d:DesignWidth="800" d:DesignHeight="450"
        x:Class="AvaloniaApplication1.Views.MainWindow"
        x:DataType="vm:MainWindowViewModel"
        Icon="/Assets/avalonia-logo.ico"
        Title="AvaloniaApplication1">
```

答题互动

```
<x:Int32>1</x:Int32>
<x:Double>0.5</x:Double>
<x:String>Hello,World</x:String>
```

你还能想到哪些x命名空间下的基本数据类型？

Thank you.