



JETBRAINS

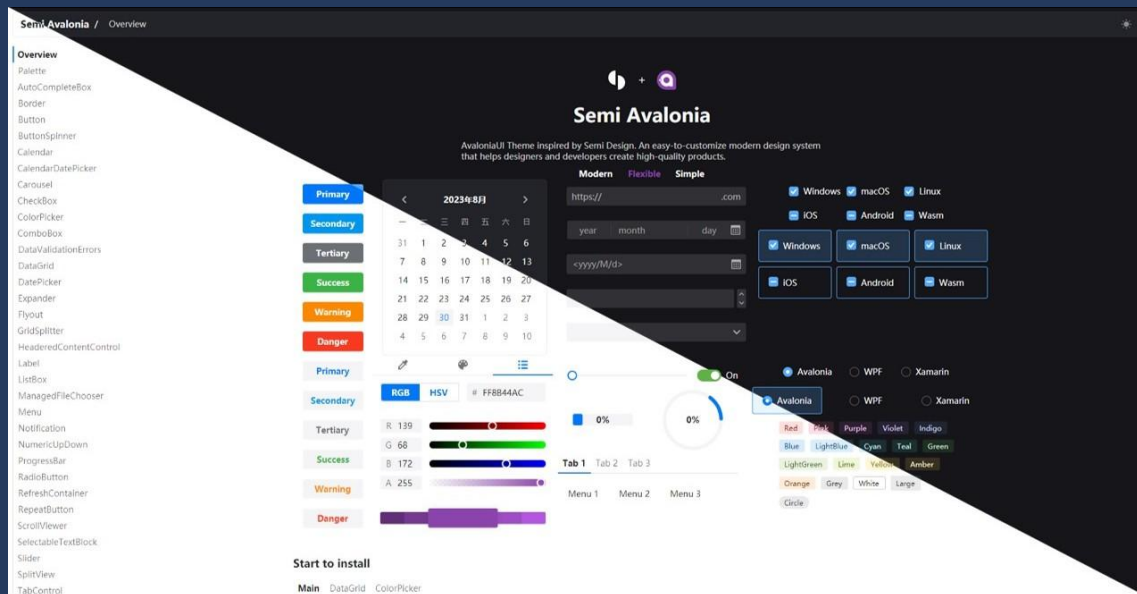
Microsoft

Reactor

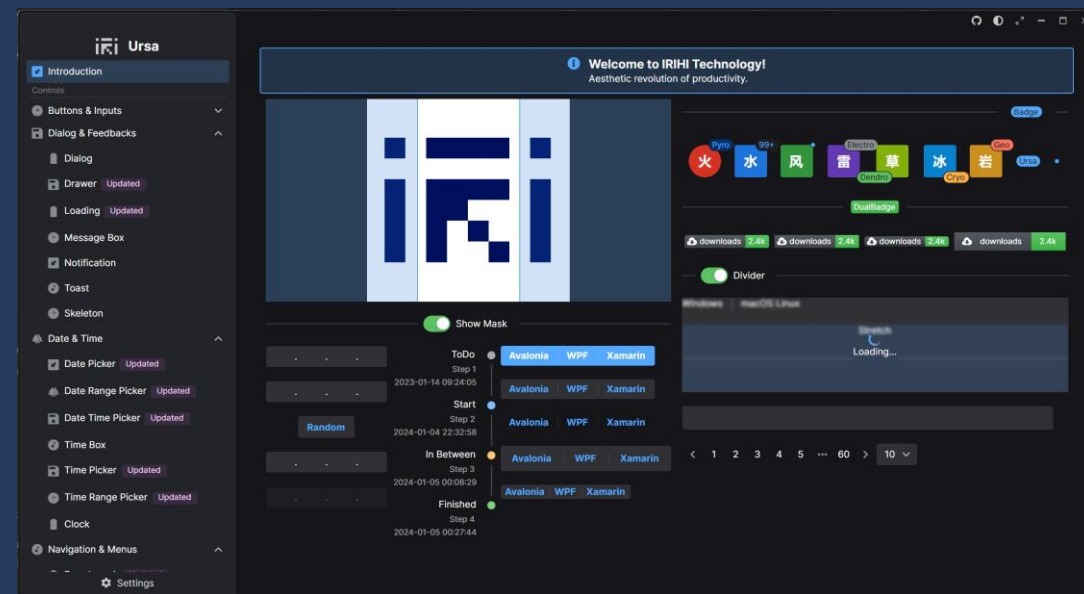
Avalonia cypher .NET 10

张典

An ordinary Avalonia Developer | IRIHI staff



Semi.Avalonia



Ursa

<https://github.com/JusterZhu/AvaloniaCypher>



感觉调子起高了，这种教程不是给初学的人看的，而是给wpf开发⁹者看的

2025-06-07 20:06

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回复

XAML是什么?

XAML是什么?

```
<Application xmlns="https://github.com/avaloniaui"
              xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
              x:Class="AvaloniaApplication1.App"
              xmlns:local="using:AvaloniaApplication1"
              RequestedThemeVariant="Default">
    <!-- "Default" ThemeVariant follows system theme variant. "Dark" or "Light" are other available options. -->

    <Application.DataTemplates>
        <local:ViewLocator/>
    </Application.DataTemplates>

    <Application.Styles>
        <FluentTheme />
    </Application.Styles>
</Application>
```

XAML是什么?

```
<Window xmlns="https://github.com/avaloniaui"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        xmlns:vm="using:AvaloniaApplication1.ViewModels"
        xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
        xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
        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">

    <Design.DataContext>
        <!-- This only sets the DataContext for the previewer in an IDE,
             to set the actual DataContext for runtime, set the DataContext property in code (look at App.axaml.cs) -->
        <vm:MainWindowViewModel/>
    </Design.DataContext>

    <TextBlock Text="{Binding (MainWindowViewModel). Path= Greeting}" HorizontalAlignment="Center" VerticalAlignment="Center"/>

</Window>
```

XAML是什么?

X A M L

eXtensible Application Markup Language

XAML是什么?

```
<Person>
  <Name>John</Name>
  <Age>30</Age>
</Person>
```

XML

```
<div class="container">
  <p>Hello World</p>
</div>
```

HTML

XAML是什么?

```
<UserControl xmlns="https://github.com/avaloniaui">  
</UserControl>
```

```
<UserControl xmlns="https://github.com/avaloniaui" />
```

XAML是什么?

```
<UserControl xmlns="https://github.com/avaloniaui" />
```

```
public class UserControl : ContentControl
{
    ❖ IL 代码
    protected override AutomationPeer OnCreateAutomationPeer()
    {
        return (AutomationPeer) new UserControlAutomationPeer(owner: this);
    }
}
```

UserControl在XAML与C#中的对应关系



XAML是什么?

```
<UserControl xmlns="https://github.com/avaloniaui"
              Background="■ Green" />
```

```
public IBrush? Background
{
    get => this.GetValue<IBrush>(TemplatedControl.BackgroundProperty);
    set => this.SetValue<IBrush>(TemplatedControl.BackgroundProperty, value);
}
```

Background在XAML与C#中的对应关系

XAML是什么?

 Demo.axaml Demo.xaml

.xaml和.axaml文件都能被Avalonia识别

XAML的基本结构

```
<Window xmlns="https://github.com/avaloniaui">  
    <StackPanel>  
        <Button  
            Background="■ Gray"  
            Content="Hello World!" />  
    </StackPanel>  
</Window>
```

XAML的基本结构

C#中的Avalonia.Metadata.Content特性(Attribute)



```
<Window xmlns="https://github.com/avaloniaui">
  <StackPanel>
    <Button
      Background="■ Gray"
      Content="Hello World!" />
  </StackPanel>
</Window>
```



```
[Avalonia.Metadata.Content]
[DependsOn( propertyName: "ContentTemplate")]
❖ IL 代码
public object? Content
{
    get => this.GetValue<object>(ContentControl.ContentProperty);
    set => this.SetValue<object>(ContentControl.ContentProperty, value);
}
```



XAML中的Content属性(Attribute)

对应

C#中的Content属性(Property)

Thank you.