**x:Key** is used in case you want to define some resource which can be reused in your xaml. It is equivalent to Key of normal dictionary.

<Window.Resources>

<Style x:Key="ButtonStyle"/>

</Window.Resources>

**x:Static** is used to donate some static data. Suppose you want to declare brush with some static color defined under SystemColors enum.

<SolidColorBrush Color="{x:Static SystemColors.ControlColor}" />

**x:Type** is equivalent to Type class in C#. It denotes type of class.

<Style TargetType="{x:Type Button}"/>

**x:Name** is used to provide name to control so that it can be accessed from code behind using that name or can be binded within XAML using ElementName.

<TextBlock x:Name="txt1" Text="Test"/>

<TextBlock x:Name="txt2" Text="{Binding Text,ElementName=txt}"/>

<https://stackoverflow.com/questions/20846610/meaning-of-xkey-xname-xtype-xstatic-in-xaml>