

Ejemplos de **Hola Mundo** con lenguajes de marcas

FXML

```
<?xml version="1.0" encoding="UTF-8"?>
<?import javafx.scene.layout.VBox?>
<?import javafx.scene.control.Label?>
<VBox>
    <children>
        <Label text="Hola mundo"/>
    </children>
</VBox>
```

Gtk UI

```
<?xml version="1.0" encoding="UTF-8"?>
<interface>
    <requires lib="gtk+" version="3.20"/>
    <object class="GtkApplicationWindow" id="window">
        <property name="can_focus">False</property>
        <child>
            <placeholder/>
        </child>
        <child>
            <object class="GtkLabel">
                <property name="visible">True</property>
                <property name="can_focus">False</property>
                <property name="label" translatable="yes">
                    Hola mundo
                </property>
                <property name="use_markup">True</property>
            </object>
        </child>
    </object>
</interface>
```

XAML

```
<Window x:Class="HolaMundo.MainWindow"
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    Title="MainWindow">
    <Grid>
        <TextBlock>Hola mundo</TextBlock>
    </Grid>
</Window>
```

Qt UI

```
<?xml version="1.0" encoding="UTF-8"?>
<ui version="4.0">
  <class>MainWindow</class>
  <widget class="QMainWindow" name="MainWindow">
    <property name="geometry">
      <rect>
        <x>0</x>
        <y>0</y>
        <width>435</width>
        <height>267</height>
      </rect>
    </property>
    <property name="windowTitle">
      <string>MainWindow</string>
    </property>
    <widget class="QWidget" name="centralwidget">
      <widget class="QLabel" name="label">
        <property name="geometry">
          <rect>
            <x>0</x>
            <y>0</y>
            <width>73</width>
            <height>16</height>
          </rect>
        </property>
        <property name="text">
          <string>Hola mundo</string>
        </property>
      </widget>
    </widget>
  </widget>
</ui>
```