

SWAF markup language

SWAF is a markup language used to write graphical web application for cross platforms it embody into HTML file also it have its own tags and properties no need any special software and environment it is run on browser just must be reference SWAF.js compiler and start writing SWAF code SWAF elements are suitable for Smartphones and Tablets also every element contain Touch events it mean when you will wrote web application via SWAF this application work on all platforms like Android, IOS, windows, blackberryetc.

How to using this markup language?

It have own compiler you should be reference the compiler source then add ezzat tag into the body tag and write the swaf tags inside ezzat tag like below code

```
<!DOCTYPE html>
<html>
<head>
<script src="SWAF.js"></script>
<link rel="stylesheet" href="dark.css">
</head>
<body>
    <ezzat >
        <!--Write SWAF tags in this area -->
    </ezzat>
</body>
</html>
```

Also if you want use theme should be reference theme source file and set the theme name to t property in ezzat tag for this example I used dark theme

Warning! Avoid using class property because it is not working only you can specified elements via ID property

NOTE! SWAF is case sensitive Markup language do difference between CAPITAL And SMALL

NOTE! Please when you use swaf put IMG folder and swaf.js compiler into on destination then reference swaf.js file

Theme Templet // if you want write your own theme we are prepared the template you can just modify the codes as you want also we commented the codes possible to modify inside Theme-templet.css file on **Bug** folder

How to write your custom theme?

Answer - when you try to write your own theme follow that phrases

* replace your theme name with the end of the element class names

For example in this example I want write my own theme with AVIN name

.SWAF_N_BTN_THEME_AVIN,

.SWAF_A_BTN_THEME_AVIN

Also do this for all elements

Note// the theme name should be CAPITAL like AVIN not avin

* uncomment the css properties and set your favorite value

*when you write your own Theme then references your theme file as CSS file

And set the value of T or Theme property inside ezzat tag as your theme name like this example

And put the theme you was created to themes folder

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
<script src="../../src/swaf.js"></script>
<link rel="stylesheet" href="../../themes/AVIN.css">
</head>
<body>
<ezzat t="AVIN" >
</ezzat>
</body>
</html>
```

* save the file with your theme name

like AVIN.CSS

SWAF Markup language Tutorial

TAG	Property	Value	Using	Description
Ezzat	T or Theme	Dark , Light..etc	<ezzat T="DARK"></ezzat>	You can write custom theme then set this theme to your application we have the theme templet you can just modify as you want
	P or Position	Fixed, absolute , relative, STATIC, blockline	<ezzat P=" absolute"></ezzat>	Fixed ,absolute ,relative ,static are HTML posting value BLOCKLINE I added represent each element per line
	TLT or TITLE	Anything	<ezzat TLT=" MYtitle"></ezzat>	Set the title to project
	ICON or I	Image Source	<ezzat I=" ezzat.PNG"></ezzat>	Set the icon to project
	JSF or JAVASCRIPTFILE	JS file source	<ezzat JSF=" ezzat.js"></ezzat>	Import external JavaScript file into project If u have more than one file should be sorted them by number like JSF1="FIRST.JS" JSF2="SECON.JS"ETC

TAG	Property	Value	Using	Description
NL or Ezzat.NEWLINE	V or Value	number	<nl v="10"></nl>	Breaking the line goes to new line also u can instead of using 9 time nl tag set the value property to 9 it breaking 9 time automatically

TAG	Property	Value	Using	Description
BTN Or Ezzat.Button	V or Value	anything	<btn v="button 1"></btn>	Set the value to button (text appear on the button)
	X or Left	number	<btn x="40"></btn>	Every elements starting from the left-Top of the screen by set Y you can

				specify the distance between element and left of the screen
	Y or Top	number	<btn y="40"></btn>	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and top of the screen
	W or Width	number	<btn w="40"></btn>	Set the Width to project
	H or Height	number	<btn h="40"></btn>	Set Height to elements
	IDENTIFY or ID	anything	<btn id=" myElement" ></btn>	Set the Id to element
	T or Type	(A or NCHRO) OR (N or Normal)	<btn t="n"></btn>	Specify the type of button if u set type to a the button become a normal button used to interactive in the same page else u set the type to a the button become a anchro button Used to navigate between pages
	Ref or Reference	Source HTML page	<btn t="a" ref="home.html"></btn>	If u set type A it work used to file u linked with this button
	R or Radius	number	<btn R="40"></btn>	Set the border radius to element
	BGC or BACKGROUND COLOR	HEX or Name	<btn bgc="black"></btn>	Set the background color to element

C or Color	HEX or Name	<btn c="yellow"></btn>	Set the color to element
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TAG	Property	Value	Using	Description
TXT Or Ezzat.TEXTBOX	V or Value	anything	<txt v="TextBox"></txt>	Set the value to textbox (text appear on the textbox)
	X or Left	number	<txt x="40"></txt>	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and left of the screen
	Y or Top	number	<txt y="40"></txt>	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and top of the screen
	W or Width	number	<txt w="40"></txt>	Set the Width to project
	H or Height	number	<txt h="40"></txt>	Set Height to elements
	IDENTIFY or ID	anything	<txt id=" myElement" ></txt>	Set the Id to element
	T or Type	(A or Area) OR (N or Normal) OR (P or Password)	<txt t="s"></txt>	Specify the type of textbox What u want TextArea OR Search , or Password Or Normal textbox try all of them

	OR(S or Search)		
Ref or Reference	Source HTML page	<txt t="a" ref="home.html"></txt>	If u set type A it work used to file u linked with this button
R or Radius	number	<txt R="40"></txt>	Set the border radius to element
BGC or BACKGROUND COLOR	HEX or Name	<txt bgc="black"></txt>	Set the background color to element
PLCH or Placeholder	Anything	<txt plch="Search"></txt>	Set the non clear text to the element whene you touched it will be removed
RO or Rows	number	<txt t='a' ro='10'></txt>	It work when u use Area text type it set the rows to Text area
CL or COLOMS	number	<txt t='a' cl='10'></txt>	It work when u use Area text type it set the coloms to Text area
C or Color	HEX or Name	<txt c="yellow"></txt>	Set the color to element

TAG	Property	Value	Using	Description
SLD Or Ezzat.SLIDER	V or Value	number	<sld v="3"></sld>	Set the value to element
	X or Left	number	<sld x="40"></sld>	Every elements starting from the left-Top of the screen by set Y you can specify the distance

				between element and left of the screen
	Y or Top	number	<sld y="40"></sld>	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and top of the screen
	W or Width	number	<sld w="40"></sld>	Set the Width to project
	IDENTIFY or ID	anything	<sld id="myElement" ></sld>	Set the Id to element
	ALG or Align	(V or VERTICAL) OR (H or HORIZONTAL)	<sld alg="h"></sld>	Set the align of element

TAG	Property	Value	Using	Description
STH Or Ezzat.SWITCH	STS or STATUS	ON or OFF	< sth sts="on"></ sth >	Set the status to element
	X or Left	number	< sth x="40"></ sth >	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and left of the screen
	Y or Top	number	< sth y="40"></ sth >	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and top of the screen

	IDENTIFY or ID	anything	<sth id="myElement" ></ sth >	Set the Id to element
	ALG or Align	(V or VERTICAL) OR (H or HORIZONTAL)	<sth alg="h"></sth>	Set the align of element

TAG	Property	Value	Using	Description
CHB Or Ezzat.CHECKBOX	TXT or TextValue	anything	<chb v="3"></chb>	Set the text value to element (text appear beside element)
	X or Left	number	<chb x="40"></chb>	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and left of the screen
	Y or Top	number	<chb y="40"></chb>	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and top of the screen
	IDENTIFY or ID	anything	<chb id="myElement" ></chb>	Set the Id to element
	Bgc or BackgroundColor	Hex or name	<chb bgc="#fff"></chb>	Set the background color to text value beside the element
	C or color	Hex or name	<chb c="#fff"></chb>	Set the color to text value beside the element

TAG	Property	Value	Using	Description
RDB Or Ezzat.RADIO	TXT or TextValue	anything	<rdv v="3"></rdv>	Set the text value to element (text appear beside element)
	X or Left	number	<rdv x="40"></rdv>	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and left of the screen
	Y or Top	number	<rdv y="40"></rdv>	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and top of the screen
	IDENTIFY or ID	anything	<rdv id="myElement" ></rdv>	Set the Id to element
	Bgc or Backgroundcolor	Hex or name	<rdv bgc="#fff"></rdv>	Set the background color to text value beside the element
	C or color	Hex or name	<rdv c="#fff"></rdv>	Set the color to text value beside the element
	GN or GroupName	Anything	<rdv gn="group1"></rdv>	Set the group name to radio buttons

TAG	Property	Value	Using	Description
NTF Or Ezzat.NOTIFICATION	V or Value	anything	<ntf v="+21"></ ntf >	Set the value to the element (text appear on the element)

	X or Left	number	< ntf x="40"></ ntf >	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and left of the screen
	Y or Top	number	< ntf y="40"></ ntf >	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and top of the screen
	W or Width	number	< ntf w="40"></ ntf >	Set the Width to project
	H or Height	number	< ntf h="40"></ ntf >	Set Height to elements
	IDENTIFY or ID	anything	< ntf id=" myElement" ></ ntf >	Set the Id to element
	R or Radius	number	< ntf R="40"></ ntf >	Set the border radius to element
	BGC or BACKGROUND COLOR	HEX or Name	< ntf bgc="black"></ ntf >	Set the background color to element
	C or Color	HEX or Name	< ntf c="yellow"></ ntf >	Set the color to element

TAG	Property	Value	Using	Description
HED Or Ezzat.HEADER	V or Value	anything	<hed v="welcome"></ hed >	Set the value to element (text appear on the element)
	X or Left	number	< hed x="40"></ hed >	Every elements starting from the left-Top of the screen by set Y you can specify the distance

				between element and left of the screen
	Y or Top	number	< hed y="40"></ hed >	Every elements starting from the left-Top of the screen by set Y you can specify the distance between element and top of the screen
	W or Width	number	< hed w="40"></ hed >	Set the Width to project
	H or Height	number	< hed h="40"></ hed >	Set Height to elements
	IDENTIFY or ID	anything	< hed id=" myElement" ></ hed >	Set the Id to element
	R or Radius	number	< hed R="40"></ hed >	Set the border radius to element
	BGC or BACKGROUND COLOR	HEX or Name	< hed bgc="black"></ hed >	Set the background color to element
	C or Color	HEX or Name	< hed c="yellow"></ hed >	Set the color to element
	TXTP or TEXTPOSITION	Left or center	< hed txtp="center"></ hed >	Set the position for content of the header

Every Elements Have That TouchEvents

Event Name	Using	Description
START or TOUCHSTART	<pre>< btn start="FunctionName();"> </ btn ></pre>	Triggers when the user makes contact with the touch surface and creates a touch point inside the element the event is bound to.
END OR TOUCHEND	<pre>< btn end="FunctionName();"> </ btn >></pre>	Triggers when the user removes a touch point from the surface. It fires regardless of whether the touch point is removed while inside the bound-to element, or outside, such as if the user's finger slides out of the element first or even off the edge of the screen.
MOVE OR TOUCHMOBE	<pre>< btn move="FunctionName();"> </ btn ></pre>	Triggers when the user moves the touch point across the touch surface
CANCEL OR TOUCHCANCEL	<pre>< btn cancel="FunctionName();"> </ btn ></pre>	Triggers when the touch point no longer registers on the touch surface. This can occur if the user has moved the touch point outside the browser UI or into a plugin, for example, or if an alert modal pops up.