# .NET MAUI Templates Pack

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### Introduction

This VS extension is loaded with Project, Item Templates and Code Snippets for working with .NET MAUI in Visual Studio 2022.

## **Project Templates**

- .NET MAUI App All All-in-One App Project Template. For more details check out this blog post
- .NET MAUI App (C#)
- .NET MAUI Class Library
- Shared Class Library (targeting both Xamarin.Forms and .NET MAUI)

## **Item Templates**

Made available in the section titled MAUI in the Add New Item dialog.

ContentPage, in both XAML and C#, and has been named as:

- Content Page (.NET MAUI)
- Content Page (C#) (.NET MAUI)
- Content Page with ViewModel (.NET MAUI)
- Content Page (C#) with ViewModel (.NET MAUI)

ContentView, in both XAML and C#, and has been named as:

- Content View (.NET MAUI)
- Content View (C#) (.NET MAUI)

**Shell**, a page for defining app visual hierarchy along with navigation.

**ResourceDictionary**, a page for managing resources, available in both the formats, with C# codebehind file and XAML only (as its the C# code-behind is used rarely).

#### **Templates for creating a Custom View definition:**

- Custom View and Handler (Regular) (.NET MAUI)
- Custom View and Handler (Cond.) (.NET MAUI)
- Custom View and Renderer (Regular) (.NET MAUI)
- Custom View and Renderer (Cond.) (.NET MAUI)
- **Regular type template** generates the Handler / Renderer source files in the Platforms folder whereas **Cond. type template** houses all of them in a single folder.
- For conditional type format, ensure Conditional Compilation is configured in the project file for the build to succeed. An additional option is provided during project creation (in both VS IDE and CLI)(or manually thereafter). Check out this <u>readme</u> for further details.

**Partial Class**, a C# class (partial), useful for defining *ViewModel type* with the *MVVM Toolkit*, Made available in the section titled **Code**.

## **Code Snippets**

#### For XAML

In the XAML page, type the short name and hit the Tab key twice to insert the snippet.

Snippets mentioned in bold-face also works as a SurroundWith snippet too (from Xaml section).

In the Output Format column, text highlighted in different colors infer the following:

- Yellow color are placeholders where user can modify the values
- Green color are derived values, can't be modified. For example, containing class name
- Turquoise color are reflected values, where the placeholder value is filled-in

Snippet	Short Name	Output Format
Grid	grid1	<grid columndefinitions=""> </grid>
Flex Layout	flex	<flexlayout></flexlayout>

Snippet	Short Name	Output Format
Stock Lovevit	stack	<stacklayout></stacklayout>
Stack Layout		
Horizontal Stack Layout	hstack	<horizontalstacklayout></horizontalstacklayout>
Honzontal Stack Layout	nstack	
Vertical Stack Layout	vstack	<verticalstacklayout></verticalstacklayout>
Vertical Stack Layout		
Style	-4-4-	<style targettype="Page"></td></tr><tr><td>Style</td><td>style</td><td><Style></td></tr><tr><td>Color</td><td>color</td><td><Color x:Key="<mark>Success</mark>"><mark>Green</mark></Color></td></tr><tr><td></td><td></td><td><<mark>ContentPage</mark>.Resources></td></tr><tr><td></td><td rowspan=3>res</td><td><ResourceDictionary></td></tr><tr><td>Resources</td><td></ResourceDictionary></td></tr><tr><td></td><td></<mark>ContentPage</mark>.Resources></td></tr><tr><td>Gestures</td><td></td><td><<mark>Label</mark>.GestureRecognizers></td></tr><tr><td>destures</td><td>gesture</td><td></<mark>Label</mark>.GestureRecognizers></td></tr><tr><td>Tap Gesture Recognizer</td><td>tap</td><td><TapGestureRecognizer /></td></tr><tr><td>Drag Gesture Recognizer</td><td>drag</td><td><pre><DragGestureRecognizer /></pre></td></tr><tr><td>Drop Gesture Recognizer</td><td>drop</td><td><pre><DropGestureRecognizer /></pre></td></tr><tr><td>Pan Gesture Recognizer</td><td>pan</td><td><PanGestureRecognizer /></td></tr><tr><td>Pinch Gesture</td><td>pinch</td><td><PinchGestureRecognizer /></td></tr><tr><td>Recognizer</td><td>F</td><td></td></tr><tr><td>Pointer Gesture Recognizer</td><td>Pointer</td><td><PointerGestureRecognizer /></td></tr><tr><td>Swipe Gesture Recognizer</td><td>swipe</td><td><SwipeGestureRecognizer /></td></tr></tbody></table></style>

Snippet	Short Name	Output Format
Blazor Web View	bwv	<blazorwebview hostpage="wwwroot/index.html"></blazorwebview>
		<blazorwebview.rootcomponents></blazorwebview.rootcomponents>
		<rootcomponent componenttype="{x:Type }" selector="#app"></rootcomponent>
.NET MAUI Blazor Namespace	mb	xmlns:b="clr- namespace:Microsoft.AspNetCore.Components.WebView.
		Maui
		;assembly=Microsoft.AspNetCore.Components.WebView. Maui"
WPF Blazor Namespace	wb	xmlns:b="clr- namespace:Microsoft.AspNetCore.Components.WebView.
		Wpf
		;assembly=Microsoft.AspNetCore.Components.WebView. Wpf"

#### For C#

In the C# code file, type the short name and hit the Tab key twice to insert the snippet.

Snippets mentioned in bold-face also works as a **SurroundWith** snippet too (from **CSharp** section).

In the Output Format column, text highlighted in different colors infer the following:

- Yellow color are placeholders where user can modify the values
- Green color are derived values, can't be modified. For example, containing class name
- Turquoise color are reflected values, where the placeholder value is filled-in

Snippet	Short Name	Output Format
Async Event Handler	aeh	private async void MyMethod (object sender, EventArgs e)
		{
		}

Snippet	Short Name	Output Format
Attached Property	propap	Here assuming MyClass is the containing type.
		<pre>public static readonly BindableProperty NameProperty = BindableProperty.CreateAttached(nameof(NameProperty), typeof(string), typeof(MyClass), default(string));</pre>
		<pre>public static string GetName(BindableObject bindable) =&gt; (string)bindable.GetValue(NameProperty);</pre>
		<pre>public static void SetName(BindableObject bindable, string value) =&gt; bindable.SetValue(NameProperty, value);</pre>
Bindable Property	propbp	Here assuming MyClass is the containing type.
		<pre>public static readonly BindableProperty NameProperty = BindableProperty.Create(nameof(Name), typeof(string), typeof(MyClass), default(string));</pre>
		public string Name
		{
		get => (string)GetValue(NameProperty);
		set => SetValue(NameProperty, value);
		}
Comet Property (MVU)	propc	public string Name
	(This has	{
	been shortened	get => GetProperty <string>();</string>
	to <b>propc</b> from	set => SetProperty(value);
	propcomet)	}
Cross Platform	<u>cp</u>	#if ANDROID
	(This has	#elif IOS
	been updated to	#elif MACCATALYST
	cp from xplat)	#elif TIZEN
		#elif WINDOWS
		#endif

Snippet	Short Name	Output Format
Event Handler	eh	private void MyMethod(object sender, EventArgs e)
		{
		}
Method	method	private void MyMethod()
		{
		}
Async Method	amethod	private async Task MyMethod()
		{
		}
Record	record	record MyRecord
(C# 9.0 or higher)		{
		}
Record Struct	rstruct	record struct MyRecStruct
(C# 10.0 or higher)	(This has	{
	been updated to	}
	rstruct	
	from recstruct)	
Observable Property	propop	[ObservableProperty]
(CommunityToolkit.Mvvm)		private <mark>string</mark> name;
Relay Command	rcmd	[RelayCommand]
(CommunityToolkit.Mvvm)		private void DoSomething()
		{
		}

Snippet	Short Name	Output Format
Async Relay Command	arcmd	[RelayCommand]
(CommunityToolkit.Mvvm)		private async Task DoSomethingAsync()
		{
		}
ViewModel Property	propvm	private string name;
		public string Name
		{
		get => <mark>name</mark> ;
		set => SetProperty(ref name, value);
		}
C# Markup Extension Method	cmem	public static TBindable MyMethod <tbindable (this="" :="" bindable)="" bindableobject<="" tbindable="" td="" where=""></tbindable>
		{
		return <mark>bindable</mark> ;
		}

# Support

Currently, this VS extension can be installed on top of <u>VS2022 17.3.0 or higher with .NET MAUI workload</u> <u>as its prerequisite</u> (covering from .NET 6/7 GA and its Service Releases) and to support further changes in newer .NET MAUI releases, an update to this VS extension will be made available accordingly.

If you come across any issues or have suggestions to improve these templates, kindly log them as issues here.