Minimalist Application Markup Language
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The Minimalist Application Markup Language, or MAML, is a very simple markup language used to make presentation-like applications. The look and structure of MAML is very similar to HTML, so anyone familiar with HTML should be able to pick up MAML very quickly.

This PDF contains information on all objects in MAML, and does not explain any concepts or parsing rules. If any content in this PDF seems confusing, you should read another attached PDF on the matter.

Tags

- **Window** - The window tag represents, well, the window! All other tags should be placed within this tag.
- **Scene** - The scene tag represents an instance of graphics objects to be displayed. A default scene should be selected to be displayed as soon as the window is opened.
- **Rectangle** - A basic rectangle shape.
- **Circle** - A circle shape.
- **Triangle** - A simple triangle shape
- **Paragraph** - A text graphic generally used to represent a large body of text. By default, a paragraph in MAML uses a small font with no decorations.
- **Header-LG** - The large header tag is a text graphic that, by default, uses a large font and has bold text.
- **Header-M** - A medium-sized header that is similar to the large header, just with a slightly smaller font size.
- **Header-SM** - The small header is, well, a small header. It uses a large font size and a bold text decoration.

- **Image** - A graphic that displays the contents of an image file.

Attributes
- **X** - This attribute represents the horizontal coordinate of a graphics object. It takes an integer as a parameter.
- **Y** - This attribute represents the vertical coordinate of a graphics object. It takes an integer as a parameter.
- **Width** - The width of a graphics object. Like the two previous attributes, it takes an integer.
- **Height** - As you may have guessed, this attribute represents the height of a graphics object. Again, this attribute requires an integer as a parameter.
- **Radius** - *Man I'm kinda getting tired of typing the same thing…* This attribute represents the radius of a circle-shaped graphics object. It, *once again*, takes an integer for a parameter.
- **Font-Size** - *Uhhhhhhhhhhhhhhhh* The font size of a text graphic. It takes an integer as a parameter.
- **BG** - The background color of a graphics object. As you may have assumed, it takes a color as a parameter.
- **FG** - The foreground color of a graphics object. Like the background color attribute, it takes a color as a parameter.
- **Default** - This attribute is used in scenes and determines whether the scene will be displayed by default. It takes a boolean value as a parameter.
- **Resize** - Determines whether the window will be able to be resized. This attribute requires a boolean value for a parameter.
- **Scene-Switching** - Used in the window tag and determines whether the user can use the arrow-keys to navigate through all of the scenes. Again, this attribute requires a boolean value.
- **Title** - The text displayed on the titlebar in the window. This attribute takes in a raw string as it's parameter.
- **Icon** - The desktop icon used while the MAML presentation is running. It requires a file as a parameter.

- **Src** - This attribute represents the source file of an image graphic. As a parameter, it takes in a file.
- **Font** - This attribute represents the font used in a text graphic. It requires a file as a parameter.
- **Style** - This attribute represents a list of decorations for a text graphic. It takes in a list as a parameter, with all possible values being "plain", "bold", " "italic", or "underline."