.NET MAUI All-in-One Templates Pack

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Introduction

This VS extension is loaded with Projects, Item Templates, and Code Snippets for working with .NET MAUI in Visual Studio 2022 (on both x64 and ARM64 installations).

Project Templates

- .NET MAUI App All All-in-One App Project Template. For more details, check out these <u>articles</u>
- .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.

Generic Template in XAML and C# and has been named as:

- Generic Item
- Generic Item (C#)

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

- Content Page
- Content Page (C#)
- Content Page (Razor)
- Content Page with BlazorWebView
- Content Page with BlazorWebView (C#)
- Content Page with ViewModel
- Content Page (C#) with ViewModel

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

- Content View
- Content View (C#)
- Content View (Razor)

Shell, in XAML, C#, and Razor, is a page for defining app visual hierarchy along with navigation.

ResourceDictionary, a page for managing resources made available with C# code-behind file and XAML only (as the 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 **readme** for further details.

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

Code Snippets

For XAML

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

Snippets mentioned in boldface also work as a **SurroundWith** snippet too (from the **Xaml** section).

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

- Yellow colors are placeholders where the user can modify the values
- Green colors are derived values and can't be modified. For example, containing the class name
- Turquoise colors 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>
Stack Layout	stack	<stacklayout></stacklayout>
Stack Layout		
Horizontal Stack Layout	hstack	<horizontalstacklayout></horizontalstacklayout>
Horizontal Stack Layout		
Vertical Stack Layout	vstack	<verticalstacklayout></verticalstacklayout>
Vertical Stack Layout	Votack	
Style	style	<style targettype="Page"></td></tr><tr><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 rowspan=4>res</td><td><<mark>ContentPage</mark>.Resources></td></tr><tr><td>Resources</td><td><ResourceDictionary></td></tr><tr><td>Resources</td><td></ResourceDictionary></td></tr><tr><td></td><td></ContentPage.Resources></td></tr><tr><td>Coctures</td><td></td><td><<mark>Label</mark>.GestureRecognizers></td></tr><tr><td>Gestures</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 Recognizer</td><td>pinch</td><td><PinchGestureRecognizer /></td></tr><tr><td>Pointer Gesture Recognizer</td><td>Pointer</td><td><PointerGestureRecognizer /></td></tr></tbody></table></style>

Snippet	Short Name	Output Format
Swipe Gesture Recognizer	swipe	<swipegesturerecognizer></swipegesturerecognizer>
Blazor Web View	bwv	<blazorwebview hostpage="wwwroot/index.html"> <blazorwebview.rootcomponents> <rootcomponent componenttype="{x:Type }" selector="#app"></rootcomponent> </blazorwebview.rootcomponents> </blazorwebview>
.NET MAUI Blazor Namespace	mb	xmlns:b="clr- namespace:Microsoft.AspNetCore.Components.WebView.M aui ;assembly=Microsoft.AspNetCore.Components.WebView.Ma ui"
WPF Blazor Namespace	wb	xmlns:b="clr- namespace:Microsoft.AspNetCore.Components.WebView.W pf ;assembly=Microsoft.AspNetCore.Components.WebView.W pf"

For C#

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

Snippets mentioned in boldface also work as a **SurroundWith** snippet (from the **CSharp** section).

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

- Yellow colors are placeholders where the user can modify the values
- Green colors are derived values, and can't be modified. For example, containing the class name
- Turquoise colors 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) { }
Attached Property	propap	Here assuming MyClass is the containing type. public static readonly BindableProperty NameProperty = BindableProperty.CreateAttached(nameof(NameProperty), typeof(string), typeof(MyClass), default(string)); public static string GetName(BindableObject bindable) => (string)bindable.GetValue(NameProperty); public static void SetName(BindableObject bindable, string value) => bindable.SetValue(NameProperty, value);
Bindable Property	propbp	<pre>Here assuming MyClass is the containing type. public static readonly BindableProperty NameProperty = BindableProperty.Create(nameof(Name), typeof(string), typeof(MyClass), default(string)); public string Name { get => (string)GetValue(NameProperty); set => SetValue(NameProperty, value); }</pre>
Comet Property (MVU)	propc (This has been shortened to propc from propcomet)	<pre>public string Name { get => GetProperty<string>(); set => SetProperty(value); }</string></pre>

Snippet	Short Name	Output Format
Cross Platform	ср	#if ANDROID
	(This has	#elif IOS
	been updated to	#elif MACCATALYST
	cp from xplat)	#elif TIZEN
	• ,	#elif WINDOWS
		#endif
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)	
Ohaamahla Dawari		[Observable Duran auto]
Observable Property	propop	[ObservableProperty]
(CommunityToolkit.Mvvm)		private <mark>string</mark> name;

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

Support

This VS extension is compatible with Visual Studio 2022 version 17.6.0 and higher, provided the .NET MAUI workload is installed. It supports **Stable** releases and **Previews** of .NET MAUI versions on x64 and ARM64 installations (.NET MAUI 8 and 9 for now). To accommodate future updates in newer .NET MAUI releases, an update for this VS extension will be made available as needed.

If you encounter any issues or have suggestions for improving these templates, please log them as issues <u>here</u>.