

# XAML: Getting Started

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BUILDING RICH USER INTERFACES WITH XAML



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# Module Outline



**What is XAML?**

**Different XAML platforms**

**Set up your environment**

**What you will build in this course**

- Coffee Customers application

**Course outline**



# What Is XAML?

## Extensible Application Markup Language

Based on XML

Used to initialize  
objects

Used to create  
User Interfaces



# Create User Interfaces with XAML

**C#**

```
var btn = new Button
{
    Content = "Add customer"
};

btn.Click += Button_Click;

var grid = new Grid();
grid.Children.Add(btn);
```

**XAML**

```
<Grid>
  <Button Content="Add customer"
    Click="Button_Click" />
</Grid>
```



# Design User Interfaces with XAML



Developer



User Interface Designer



Media break



# Design User Interfaces with XAML



Developer



User Interface Designer

Visual Studio

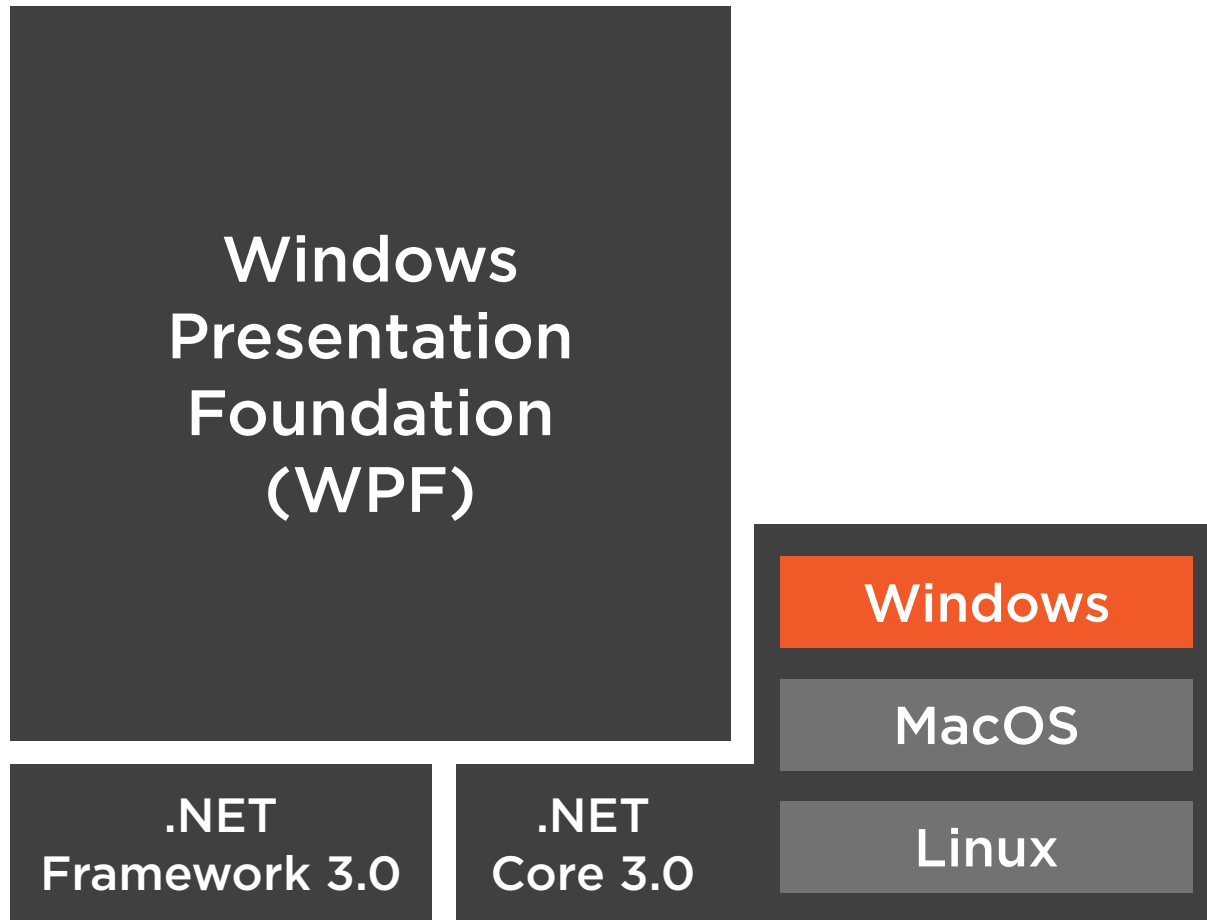


XAML

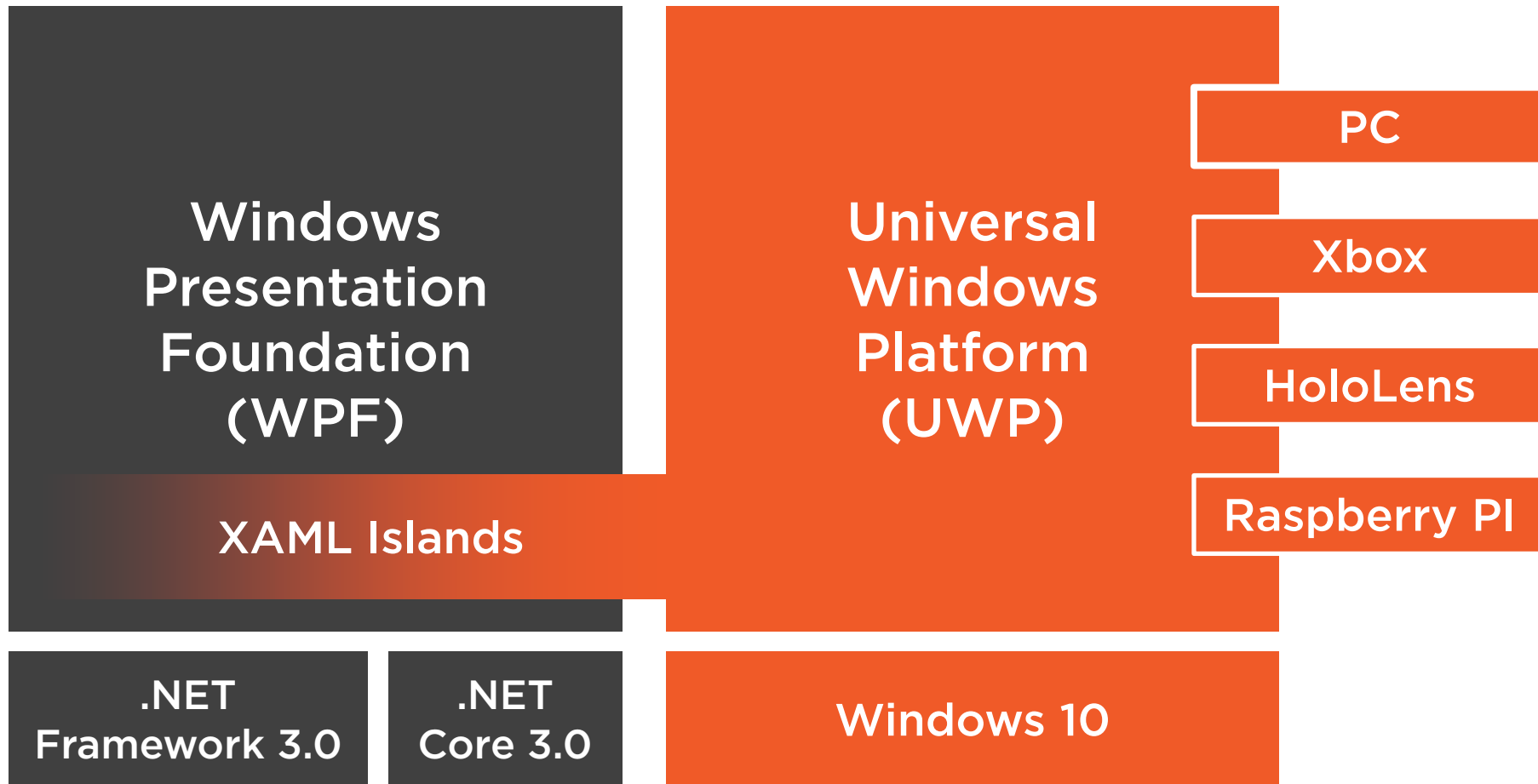
Blend



# Understand the Different XAML Platforms

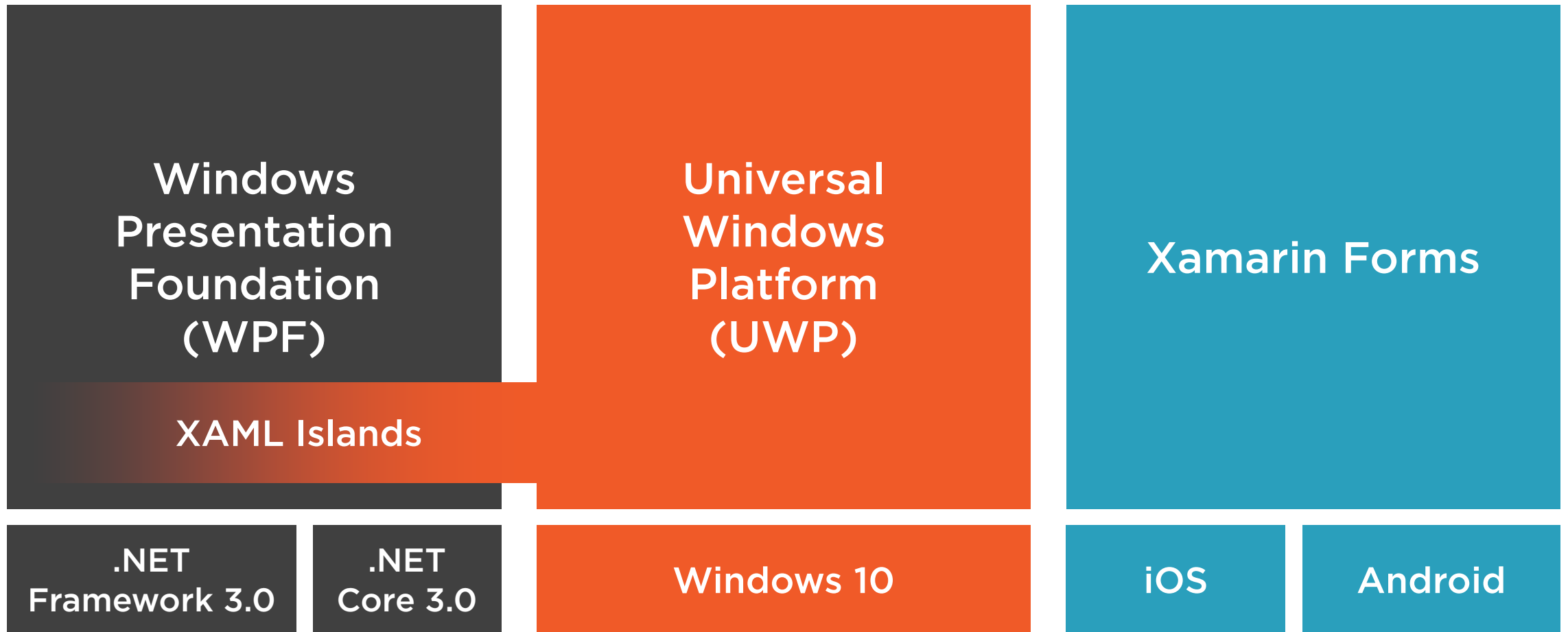


# Understand the Different XAML Platforms





# Understand the Different XAML Platforms



# Set up Your Environment

**Visual Studio**  
visualstudio.com

Community

Professional

Enterprise

**Windows 10**  
1809 (Build 17763)



# Set up Your Environment

**Visual Studio**  
visualstudio.com

**Windows 10**  
1809 (Build 17763)

## Installation



### .NET desktop development

Build WPF, Windows Forms, and console applications using C#, Visual Basic, and F#.



### Universal Windows Platform development

Create applications for the Universal Windows Platform with C#, VB, JavaScript, or optionally C++.



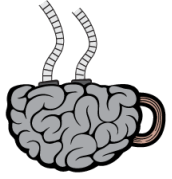
# Demo



**Modify your Visual Studio installation**

**Install the Windows SDK  
for Windows 10 build 17763**





**WIRED BRAIN**  
— COFFEE —

# What You Will Build in This Course

A company that  
runs several  
coffee shops

They want to  
manage their  
coffee customers  
with a UWP app

They ask you  
to build it



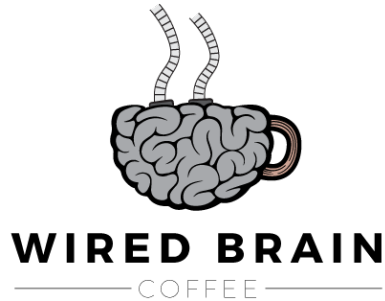
# Demo



## The Coffee Customers application



# Course Outline



Building Rich User Interfaces with XAML

Creating and Working with Objects

Mastering XAML Layouts

Accessing Objects from Code

Extending XAML with Your Classes

Understanding XAML Type Conversion

Working with Resources and Themes

Binding to Your Data

Mastering Styles and Templates

Debugging XAML Applications

