

Universal Windows Apps With XAML And C

Universal Windows Platform

to help develop universal apps that run on Windows 10, Windows 10 Mobile (discontinued), Windows 11, Xbox One, Xbox Series X/S, and HoloLens without

Universal Windows Platform (UWP) is a computing platform created by Microsoft and introduced in Windows 10. The purpose of this platform is to help develop universal apps that run on Windows 10, Windows 10 Mobile (discontinued), Windows 11, Xbox One, Xbox Series X/S, and HoloLens without the need to be rewritten for each. It supports Windows app development using C++, C#, VB.NET, and XAML. The API is implemented in C++, and supported in C++, VB.NET, C#, F# and JavaScript. Designed as an extension to the Windows Runtime (WinRT) platform introduced in Windows Server 2012 and Windows 8, UWP allows developers to create apps that will potentially run on multiple types of devices.

UWP does not target non-Microsoft systems. Microsoft's solution for other platforms is .NET MAUI (previously "Xamarin.Forms"), an open-source API created by Xamarin, a Microsoft subsidiary since 2016. Community solutions also exist for non-targeted platforms, such as Uno Platform. UWP was deprecated in October 2021.

Windows UI Library

backbone of Universal Windows Platform apps (formerly known as Metro-style or Immersive) for the Windows 8, Windows 8.1, Windows 10 and Windows Phone 8.1

Windows UI Library (WinUI codenamed "Jupiter", and also known as UWP XAML and WinRT XAML) is a user interface API that is part of the Windows Runtime programming model that forms the backbone of Universal Windows Platform apps (formerly known as Metro-style or Immersive) for the Windows 8, Windows 8.1, Windows 10 and Windows Phone 8.1 operating systems. It enables declaring user interfaces using Extensible Application Markup Language (XAML) technology.

WinUI is one of the multiple UI frameworks provided built-in for the Windows Runtime; the others being HTML5 (e.g., via WinJS) and DirectX.

WinUI 2 is an extension library for UWP XAML containing controls and styling that match the Windows 11 design language. It is shipped through NuGet and is distinct from the UWP XAML framework, which provides the actual rendering engine; though, they may be treated as synonyms.

WinUI 3 decouples WinRT XAML from the operating system as a separate package to be updated quickly and make new features work on older versions of Windows. It is part of Windows App SDK (codenamed "Project Reunion"), a Microsoft effort to reconcile the Windows desktop (Win32) and the UWP low IL app model.

Extensible Application Markup Language

Promise. XAML is used extensively in Windows Presentation Foundation (WPF), Silverlight, Workflow Foundation (WF), Windows UI Library (WinUI), Universal Windows

Extensible Application Markup Language (XAML) is a declarative XML-based language developed by Microsoft for initializing structured values and objects. It is available under Microsoft's Open Specification Promise.

XAML is used extensively in Windows Presentation Foundation (WPF), Silverlight, Workflow Foundation (WF), Windows UI Library (WinUI), Universal Windows Platform (UWP), and .NET Multi-platform App UI (.NET MAUI). In WPF and UWP, XAML is a user interface markup language to define UI elements, data binding, and events. In WF, however, XAML defines workflows.

XAML elements map directly to Common Language Runtime (CLR) object instances, while XAML attributes map to CLR properties and events on those objects.

Anything that is created or implemented in XAML can be expressed using a more traditional .NET language, such as C# or Visual Basic .NET. However, a key aspect of the technology is the reduced complexity needed for tools to process XAML, because it is based on XML.

Microsoft Store

distributing Universal Windows Platform apps. With Windows 10 1803, Microsoft merged its other distribution platforms (Windows Marketplace, Windows Phone Store

The Microsoft Store (formerly known as the Windows Store) is a digital distribution platform operated by Microsoft. It was created as an app store for Windows 8 as the primary means of distributing Universal Windows Platform apps. With Windows 10 1803, Microsoft merged its other distribution platforms (Windows Marketplace, Windows Phone Store, Xbox Music, Xbox Video, Xbox Store, and a web storefront also known as "Microsoft Store") into Microsoft Store, making it a unified distribution point for apps, console games, and digital videos. Digital music was included until the end of 2017, and E-books were included until 2019.

As with other similar platforms, such as the Google Play and Mac App Store, Microsoft Store is curated, and apps must be certified for compatibility and content. In addition to the user-facing Microsoft Store client, the store has a developer portal with which developers can interact. Microsoft takes 5–15% of the sale price for apps and 30% on Xbox games. Prior to January 1, 2015, this cut was reduced to 20% after the developer's profits reached \$25,000. In 2021, 669,000 apps were available in the store. Categories containing the largest number of apps are "Books and Reference", "Education", "Entertainment", and "Games". The majority of the app developers have one app.

Uno Platform

graphical user interface that allows WinUI and XAML

based code to run on iOS, macOS, Linux, Android, Windows and WebAssembly. Uno Platform is released under - Uno Platform () is an open source cross-platform graphical user interface that allows WinUI and XAML - based code to run on iOS, macOS, Linux, Android, Windows and WebAssembly. Uno Platform is released under the Apache 2.0 license.

Applications can be built by using the tools in Visual Studio on Windows, including XAML and C# , and run on iOS, macOS, Android, Windows or in WebAssembly in a web browser. A plug in for Microsoft Visual Studio is available from Microsoft's Visual Studio Marketplace, VS Code Marketplace , or JetBrains Rider Marketplace. The community surrounding Uno Platform open source project comes together at its annual conference UnoConf.

List of widget toolkits

of universal apps. User interfaces can be created in WinUI using C++ or any of the .NET languages (e.g., C#) or with the XML-based language XAML. Microsoft

This article provides a list of widget toolkits (also known as GUI frameworks), used to construct the graphical user interface (GUI) of programs, organized by their relationships with various operating systems.

List of Microsoft codenames

usually matches the Windows version number. Builds of these semesters were only released via the Windows Insider program. Windows Server 2022 reports

Microsoft codenames are given by Microsoft to products it has in development before these products are given the names by which they appear on store shelves. Many of these products (new versions of Windows in particular) are of major significance to the IT community, and so the terms are often widely used in discussions before the official release. Microsoft usually does not announce a final name until shortly before the product is publicly available. It is not uncommon for Microsoft to reuse codenames a few years after a previous usage has been abandoned.

There has been some suggestion that Microsoft may move towards defining the real name of their upcoming products earlier in the product development lifecycle to avoid needing product codenames.

File Explorer

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File Explorer, previously known as Windows Explorer, is a file manager application and default desktop environment that is included with releases of the Microsoft Windows operating system from Windows 95 onwards. It provides a graphical user interface for accessing the file systems, as well as user interface elements such as the taskbar and desktop.

The application was renamed from "Windows Explorer" to "File Explorer" in Windows 8; however, the old name of "Windows Explorer" can still be seen in the Windows Task Manager.

Windows Runtime

for C++/CX, and HTML5-JavaScript. There is also a project type called Universal apps to enable apps to share code across 8.1 versions of Windows Phone

Windows Runtime (WinRT) is a platform-agnostic component and application architecture first introduced in Windows 8 and Windows Server 2012 in 2012. It is implemented in C++ and officially supports development in C++ (via C++/WinRT, C++/CX or WRL), Rust/WinRT, Python/WinRT, JavaScript-TypeScript, and the managed code languages C# and Visual Basic (.NET) (VB.NET).

WinRT is not a runtime in a traditional sense but rather a language-independent application binary interface based on COM to allow object-oriented APIs to be consumed from multiple languages, with services usually provided by a full-blown runtime, such as type activation. That is, WinRT is an "API delivery system". Apps using the Windows Runtime may run inside a sandboxed environment to allow greater security and stability and can natively support both x86 and ARM. WinRT components are designed with interoperability among multiple languages and APIs in mind, including native, managed and scripting languages. Built-in APIs provided by Windows which use the WinRT ABI are commonly known as WinRT APIs; however, anyone can use the WinRT ABI for their own APIs.

List of .NET libraries and frameworks

user interfaces in Windows-based applications by Microsoft. It is based on DirectX and employs XAML, an XML-based language, to define and link various interface

This article contains a list of libraries that can be used in .NET languages. These languages require .NET Framework, Mono, or .NET, which provide a basis for software development, platform independence, language interoperability and extensive framework libraries. Standard Libraries (including the Base Class Library) are not included in this article.

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