

The Windows Runtime IDL compiler lets you abbreviate some interface names



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If you use an unqualified name in a Windows Runtime IDL file, it is looked up in the current namespace. If you need a name from another namespace, you need to provide its full name.

```
namespace Contoso.Widgets
{
    runtimeclass Widget
    {
        Windows.Foundation.Collections.IVectorView<String> GetNames();
    }
}
```

There is an exception to this rule: If a parameterized type is given without a namespace, then the Windows Runtime IDL compiler will look in the

`Windows.Foundation.Collections` namespace before giving up. In practice, this means that you can use the following shorthand:

Shorthand	Expands to
<code>IIterable<T></code>	<code>Windows.Foundation.Collections.IIterable<T></code>
<code>IIterator<T></code>	<code>Windows.Foundation.Collections.IIterator<T></code>
<code>IKeyValuePair<K, V></code>	<code>Windows.Foundation.Collections.IKeyValuePair<K, V></code>
<code>IMap<K, V></code>	<code>Windows.Foundation.Collections.IMap<K, V></code>
<code>IMapChangedEventArgs<K></code>	<code>Windows.Foundation.Collections.IMapChangedEventArgs<K></code>
<code>IMapView<K, V></code>	<code>Windows.Foundation.Collections.IMapView<K, V></code>
<code>IObservableMap<K, V></code>	<code>Windows.Foundation.Collections.IObservableMap<K, V></code>
<code>IObservableVector<T></code>	<code>Windows.Foundation.Collections.IObservableVector<T></code>
<code>IVector<T></code>	<code>Windows.Foundation.Collections.IVector<T></code>

<code>IVectorView<T></code>	<code>Windows.Foundation.Collections.IVectorView<T></code>
<code>MapChangedEventHandler<K, V></code>	<code>Windows.Foundation.Collections.MapChangedEventHandler</code>
<code>VectorChangedEventHandler<T></code>	<code>Windows.Foundation.Collections.VectorChangedEventHand</code>

Resulting in

```
namespace Contoso.Widgets
{
    runtimeclass Widget
    {
        IVectorView<String> GetNames();
    }
}
```

Unfortunately, this courtesy does not apply to the `Windows. Foundation` namespace. You still have to write the full name `Windows. Foundation. IAsyncAction`, for example.

Bonus chatter: Why does the shorthand work for

`Windows. Foundation. Collections` but not `Windows. Foundation` ? Simple: When the compiler was being written, nobody asked for a shorthand for the `Windows. Foundation` namespace.

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