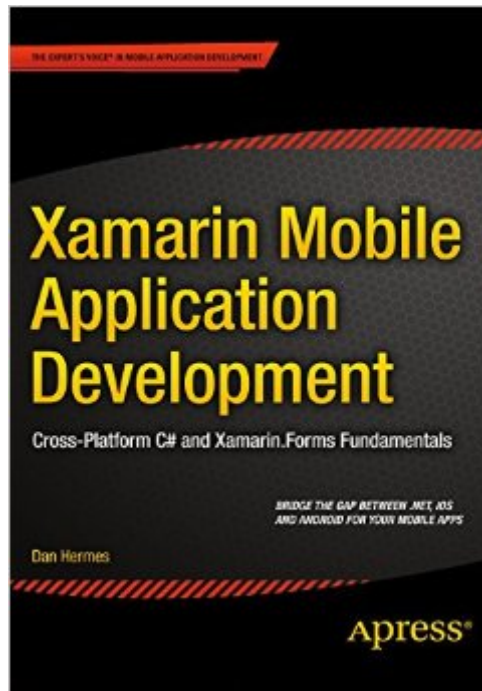


The book was found

Xamarin Mobile Application Development: Cross-Platform C# And Xamarin.Forms Fundamentals



Synopsis

Xamarin Mobile Application Development is a hands-on Xamarin.Forms primer and a cross-platform reference for building native Android, iOS, and Windows Phone apps using C# and .NET. This book explains how to use Xamarin.Forms, Xamarin.Android, and Xamarin.iOS to build business apps for your customers and consumer apps for Google Play and the iTunes App Store. Learn how to leverage Xamarin.Forms for cross-platform development using the most common UI pages, layouts, views, controls, and design patterns. Combine these with platform-specific UI to craft a visually stunning and highly interactive mobile user experience. Use Xamarin.Forms to data bind your UI to both data models and to view models for a Model-View-ViewModel (MVVM) implementation. Use this book to answer the important question: Is Xamarin.Forms right for my project? Platform-specific UI is a key concept in cross-platform development, and Xamarin.Android and Xamarin.iOS are the foundation of the Xamarin platform. Xamarin Mobile Application Development will cover how to build an Android app using Xamarin.Android and an iOS app using Xamarin.iOS while sharing a core code library. SQLite is the database-of-choice for many Xamarin developers. This book will explain local data access techniques using SQLite.NET and ADO.NET. Build a mobile data access layer (DAL) using SQLite and weigh your options for web services and enterprise cloud data solutions. This book will show how organize your Xamarin code into a professional-grade application architecture. Explore solution-building techniques from starter-to-enterprise to help you decouple your functional layers, manage your platform-specific code, and share your cross-platform classes for code reuse, testability, and maintainability. Also included are 250+ screenshots on iOS, Android, and Windows Phone and 200+ C# code examples with downloadable C# and XAML versions available from Apress.com. This comprehensive recipe and reference book addresses one of the most important and vexing problems in the software industry today: How do we effectively design and develop cross-platform mobile applications? What you'll learn

How to build world-class mobile apps for iOS, Android, and Windows Phone using C#

How to organize your Xamarin code into a professional-grade application architecture

The latest Xamarin techniques for cross-platform UI using Xamarin.Forms

When and how to use platform-specific UI

Data binding, local data access, enterprise cloud data solutions, and building a data access layer for mobile apps

Cross-platform architecture to maximize portability and code reuse

Who this book is for

C#, ASP.NET developers, architects, and technical managers as well as many Android and iOS developers

Book Information

File Size: 4381 KB

Print Length: 425 pages

Page Numbers Source ISBN: 1484202155

Publisher: Apress; 1 edition (June 29, 2015)

Publication Date: June 29, 2015

Sold by:Â Digital Services LLC

Language: English

ASIN: B00M4FC7VO

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #331,167 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #9 inÂ Books > Computers & Technology > Programming > Cross-platform Development #76 inÂ Books > Computers & Technology > Programming > Languages & Tools > Compilers #184 inÂ Kindle Store > Kindle eBooks > Computers & Technology > Programming > C & C++

Customer Reviews

I am enrolled in Xamarin University, but (and this is not meant to disparage the wonderful people there) I feel like this book got me from zero to fifty in a few hours of reading. This should be required reading for anyone starting out with Xamarin Forms. It saved me hours of grief. I now feel like I can hold intelligent conversations about all things Xamarin. Well done and highly recommended!

This book was my first intro to Cross-Platform development with Xamarin, and it is fabulous! I come from a background of development in Windows applications, so a lot of my skills were able to carry over. After going through this book in a couple of weeks, I feel like I can do everything with Xamarin that I could previously with just Windows applications. Now, I can develop for all three top mobile platforms with one code base. Not to mention Xamarin Forms works really well!! I was really impressed how I could design a UI once and it would render appropriately for each platform. Highly recommend this book to get started with Xamarin, a fabulous tool for doing cross platform mobile application development! The tutorials here are very well documented and easy to follow!

As a fellow Apress author I came across this book at an Author gathering. I am also a Xamarin

Authorized Consulting Partner and am often asked to work with people who are new to Xamarin and bring them up to speed. so I was very interested to see if this book could help. I had high hopes as Daniel is well known in the Xamarin world for his knowledge and the clear writing of his blog posts. I wasn't disappointed this book is an excellent introduction to the world of Xamarin and covers both the traditional Xamarin Android and IOS approaches along with the, rapidly increasing in popularity world, of Xamarin.Forms. I liked the really clear code examples and good explanations of where you would use the various different technologies. Along with Charles Petzold's forthcoming Xamarin.Forms book this is now one of my favorite two Xamarin books.

This is an excellent resource for anyone looking to get into Xamarin development. I am a C# developer and was able to quickly get up and going doing Xamarin development through the use of this book. I would recommend it to anyone looking to break into cross platform development with Xamarin.

It would be good if the book started with a clear step-to-step tutorial on how to quickstart an app and have it running in at least Android, iOS (either iPhone or iPad) and Windows Phone. I struggled a bit at the beginning to have it running with the help of Google & StackOverflow. Once you have a build and device deploy in place, the "lessons" are pretty good.

[Download to continue reading...](#)

Xamarin Mobile Application Development: Cross-Platform C# and Xamarin.Forms Fundamentals
Cross Stitch: for Beginners - Cross Stitch Patterns - Cross Stitch Guide - Cross Stitch Explained for Starters (Cross Stitch Books for Dummies - Cross Stitch Tips - Cross Stitch 101) Xamarin
Cross-platform Application Development - Second Edition Mobile Apps Made Simple: The Ultimate Guide to Quickly Creating, Designing and Utilizing Mobile Apps for Your Business - 2nd Edition (mobile application, ... programming, android apps, ios apps) Wrox Cross Platform Android and iOS
Mobile Development Three-Pack Professional Cross-Platform Mobile Development in C#
PhoneGap Essentials: Building Cross-platform Mobile Apps (Older Version 2012) PhoneGap
Essentials: Building Cross-Platform Mobile Apps Developing Cross Platform Mobile Applications with Cordova CLI Cross-Platform Development in C++: Building Mac OS X, Linux, and Windows Applications Cross-Platform Development in C++: Building Mac OS X, Linux, and Windows Applications (Adobe Reader) Cross-Platform Development mit Delphi XE4 / XE5 & Firemonkey fñ r Windows & MAC OS X (German Edition) Cocos2d Cross-Platform Game Development Cookbook - Second Edition Mobile Design and Development: Practical concepts and techniques for

creating mobile sites and web apps (Animal Guide) Apps: Make Your First Mobile App Today- App Design, App Programming and Development for Beginners (ios, android, smartphone, tablet, apple, samsung, App ... Programming, Mobile App, Tablet App Book 1) Adobe ColdFusion 9 Web Application Construction Kit, Volume 3: Advanced Application Development Building Cross-Platform Apps using Titanium, Alloy, and Appcelerator Cloud Services Enyo: Up and Running: Build Native-Quality Cross-Platform JavaScript Apps From null to full HTML5 cross platform game Cross-Platform GUI Programming with wxWidgets

[Dmca](#)