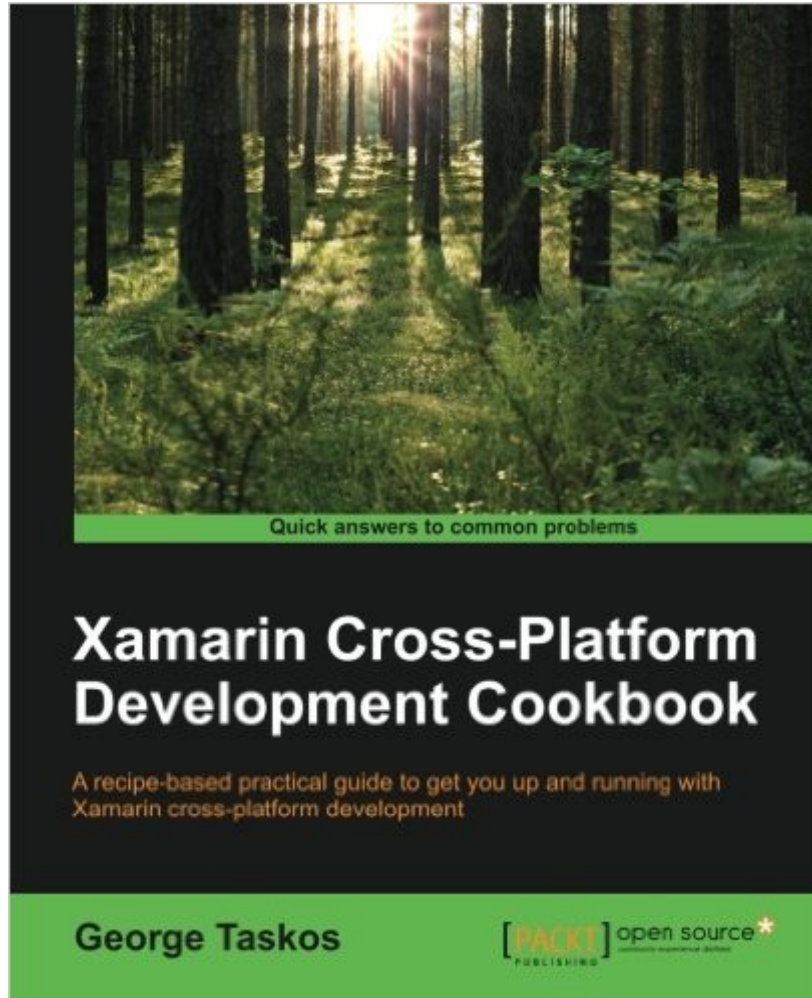


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# Xamarin Cross Platform Development Cookbook



## Synopsis

A recipe-based practical guide to get you up and running with Xamarin cross-platform development

**About This Book** Gain the skills and expertise to create, test, and deploy native mobile applications in the three major mobile app stores that share up to 95% of the same code Learn development techniques that will allow you to use and create custom layouts for each platform, cross-platform UI Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications, helping you through all stages of the software development life cycle

**Who This Book Is For** This book is for mobile developers. You must have some basic experience of C# programming, but no previous experience with Xamarin is required. If you are just starting with C# and want to use Xamarin to develop cross-platform apps effectively and efficiently, then this book is the right choice for you.

**What You Will Learn** Create and customize your cross-platform UI Understand and explore cross-platform patterns and practices Use the out-of-the-box services to support third-party libraries Find out how to get feedback while your application is used by your users Bind collections to ListView and customize its appearance with custom cells Create shared data access using a local SQLite database and a REST service Test and monitor your applications

**In Detail** You can create native mobile applications using the Xamarin Forms platform for the three major platforms iOS, Android, and Windows Phone. The advantage of this is sharing as much code as you can, such as the UI, business logic, data models, SQLite data access, HTTP data access, and file storage across the three major platforms. This book provides recipes on how to create an architecture that will be maintainable, extendable, use Xamarin Forms plugins to boost productivity, customize your views per platform, and use platform-specific implementations at runtime. We start with a simple creation of a Xamarin Forms solution with the three major platforms. We will then jump to XAML recipes and you will learn how to create a tabbed application page, and customize the style and behavior of views for each platform. Moving on, you will acquire more advanced knowledge and techniques while implementing views and pages for each platform and also calling native UI screens such as the native camera page. Further on, we demonstrate the power of architecting a cross-platform solution and how to share code between platforms, create abstractions, and inject platform-specific implementations. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. We'll then show you the power of databinding offered by Xamarin Forms and how you can create bindable models and use them in XAML. You will learn how to handle user interactions with the device and take actions in particular events. With all the work done and your application ready, you will master the steps of getting the app ready and publishing it in the app store.

**Style and**

approachThis book will serve as a quick reference with a unique recipe-based approach that will engage you like never before as you create real-world cross-platform apps on your own.

## Book Information

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I'm generally a very positive person - I tend to see the up side, but I am soooo frustrated by this book. Most of the tech books in my library are from Wrox and I'm used to very thorough instructions and explanations. I have spent hours trying to figure out how to do things in this book that should have been made clear in the text. An example: while entering code for 3rd party authentication, the following code snippet was in the book: `ClientId = "YOUR_CLIENT_ID", ClientSecret = "YOUR_CLIENT_SECRET"`. I assume my credentials should be used here - even though the book never mentions it. It does tell you to go to Facebook to get a "key" which FB calls an App ID. So is that the same as the Client Id, or is that the Client Secret? And what are you supposed to use for the other value? The book does not make this clear, so you get to spend time away from learning Xamarin Forms and experiment by trial and error. This kind of thing happens over and over. I'm

looking for another book - \$32 wasted.

This book was easy to follow and taught me a lot about the topic. This definitely met my expectations and I hope there are more to come. Maybe on the Universal Windows Platform?

Good explanation almost chapters. Good for beginning step to Xamarin. I like the book and writing technique. Easy to understand.

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