

development may help speed up the learnings. **TABLE OF CONTENTS** 1. Comparing Visual Studio Code to Visual Studio 2. Up and Running with VS Code 3. Building Web UIs with Blazor 4. Building Websites with ASP.NET Core Razor Pages 5. Building Cross-Platform Mobile Apps with Xamarin.Forms 6. Building Web-Based Apps with Angular 7. Introducing Entity Framework Core 8. Exploring the Database Providers in Entity Framework Core 9. Building Multi-Platform Apps with Visual Studio Code 10. Building Services with Visual Studio Code 11. Application Deployment Options 12. Working with Python, NodeJS, and other APIs 13. Creating Custom Extensions in Visual Studio Code 14. Appendix A

Build stunning, maintainable, cross-platform mobile application user interfaces with the power of XamarinAbout This Book- Create, configure, and customize stunning platform-specific features as well as cross-platform UIs with the power of Xamarin Forms.- Maximize the testability, flexibility, and overall quality of your Xamarin apps.- Get the most out of Xamarin.Forms and create your own reusable templates with C# scripting in Xamarin.Who This Book Is ForIf you are a mobile developer with basic knowledge of Xamarin and C# coding, then this book is for you.What You Will Learn- Develop stunning native cross-platform apps using the Xamarin.Forms framework- Work with the different UI layouts to create customized layouts using the C# programming language and tweak it for a given platform- Customize the user interface using DataTemplates and CustomRenderers and the Platform Effects API to change the appearance of control elements- Build hybrid apps using the Razor Template Engine and create Razor Models that communicate with a SQLite database- Use location based features within your app to display the user's current location- Work with the Xamarin.Forms Map control to display Pin placeholders based on the stored latitude and longitude coordinates- Understand and use the MVVM pattern architecture to navigate between each of your ViewModels and implement Data Binding to display and update information- Work with the Microsoft Azure Platform to incorporate API Data Access using Microsoft Azure App Services and the RESTful API- Incorporate third-party features within your app using the Facebook SDK and the Open Graph API- Perform unit testing and profile your Xamarin.Forms applications- Deploy your apps to the Google Play Store and Apple App StoreIn DetailXamarin is the most powerful cross-platform mobile development framework. If you are interested in creating stunning user interfaces for the iOS and Android mobile platforms using the power of Xamarin and Xamarin.Forms, then this is your ticket.This book will provide you the practical skills required to develop real-world Xamarin applications. You will learn how to implement UI structures and layouts, create customized elements, and write C# scripts to customize layouts. You will create UI layouts from scratch so that you can tweak and customize a given UI layout to suit your needs by using Data Templates.Moving on, you will use third-party libraries - such as the Razor template engine that allows you to create your own HTML5 templates within the Xamarin environment - to build a book library Hybrid solution that uses the SQLite.Net library to store, update, retrieve, and delete information within a SQLite local database. You'll also implement key data-binding techniques that will make your user interfaces dynamic, and create personalized animations and visual effects within your user interfaces using Custom Renderers and the PlatformEffects API to customize and change the appearance of control elements.At the end of this book, you will test your application UI for robust and consistent behavior and then explore techniques to deploy to different platforms.Style and approachThis easy to follow guide will walk you through building a real world Xamarin.Forms mobile app from start to finish. Each chapter builds upon the app using a step-by-step methodology that applies new advanced functionalities, design patterns, and best practices.

Master the skills required to develop cross-platform applications from drawing board to app store(s) using XamarinAbout This Book Learn to deliver high-performance native apps that leverage platform specific acceleration, compiled for native performance Learn development techniques that will allow you to use and create custom layouts for cross-platform UI Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications Implement application life cycle management concepts to manage cross-platform projects Who This Book Is For Mobile-application developers wanting to develop skills required to steer cross-platform applications using Xamarin. What You Will Learn Share C# code across platforms and call native Objective-C or Java libraries from C# Submit your app to the Apple App Store and Google Play 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 Create shared data access using a local SQLite database and a REST service Test and monitor your applications Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising on nativity in mobile applications In Detail Developing a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on iOS, Android and Windows Phone, while leveraging the best native features on all three platforms. Xamarin's tools help ease this problem by giving developers a single toolset to target all three platforms. The main goal of this course is to equip you with knowledge to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. Module 1 is a step-by-step guide to building real-world applications for iOS and Android. The module walks you through building a chat application, complete with a backend web service and native features such as GPS location, camera, and push notifications. Additionally, you'll learn how to use external libraries with Xamarin and Xamarin.Forms. Module 2 provide you recipes on how to create an architecture that will be maintainable, extendable, use Xamarin.Forms plugins to boost productivity. We start with a simp...

A mobile applications development masterclass for .NET and C# developersKey FeaturesUncover the new features and capabilities of the .NET 5 framework in this updated and improved second editionOptimize the time required to develop highly performant cross-platform applicationsUnderstand the architectural patterns and best practices for mobile application developmentBook Description Are you a .NET developer who wishes to develop mobile solutions without delving into the complexities of a mobile development platform? If so, this book is a perfect solution to help you build professional mobile apps without leaving the .NET ecosystem. Mobile Development with .NET will show you how to design, architect, and develop robust mobile applications for multiple platforms, including iOS, Android, and UWP using Xamarin, .NET Core, and Azure. With the help of real-world scenarios, you'll explore different phases of application development using Xamarin, from environment setup, design, and architecture to publishing. Throughout the book, you'll learn how to develop mobile apps using Xamarin and .NET Standard. You'll even be able to implement a web-based backend composed of microservices with .NET Core using various Azure services including, but not limited to, Azure Active Directory, Azure Functions. As you advance, you'll create data stores using popular database technologies such as Cosmos DB and data models such as the relational model and NoSQL. By the end of this mobile application development book, you'll be able to create cross-platform mobile applications that can be deployed as cloud-based PaaS and SaaS. What you will learnDiscover the latest features of .NET 5 that can be used in mobile application developmentExplore Xamarin.Forms Shell for building cross-platform mobile UIsUnderstand the technical design requirements of a consumer mobile appGet to grips with advanced mobile development concepts such as app data management, push notifications, and graph APIsManage app data with Entity Framework CoreUse Microsoft's Project Rome for creating cross-device experiences with XamarinBecome well-versed with implementing machine learning in your mobile appsWho this book is for This book is for ASP.NET Core developers who want to get started with mobile development using Xamarin and other Microsoft technologies. Working knowledge of C# programming is necessary to get started.

XamarinBuilding Your First Mobile App with C# .NET and Xamarin, Xamarin for beginnersThe entire world is now surrounded by billions and trillions of mobile Tech which is inevitable. The major share of the development of mobile apps is taken by the Google's Android, Apple's iOS, and Microsoft's Windows. Every new learner or newbie in Mobile Development Domain finds himself in the dilemma of choosing the platform to start with. They are actually looking for a platform to execute or implement the test apps on something different from what it is intended for.Xamarin is one of the solutions to it which actually is meant for cross-platform mobile app development where you can build Android, iOS, and Windows native application using a single codebase. This single platform is C#. The apps developed using Xamarin performs almost similar to the native Platform applications.Working of XamarinXamarin has entirely converted the Android and iOS SDK to C# to make it more familiar to the developers. One can easily use the same codebase for both the platforms without the hassle of remembering the syntax of different languages all the time. Besides, the User Interface(UI) remains almost same. It has to be separately built for both the platforms and then has to be bound by the common codebase.There are actually two ways for building the User Interface. First one is using the original native methods to build the UI. Another one incorporates the use of Xamarin.Forms. These forms can be used to build UI for different platforms all at once and have almost 100% code sharing if these are chosen over Native UI Technology.After doing all the UI work comes the most challenging phase which is connecting the UI to the codebase. This connection can again be implemented using two code sharing approaches which are:1.Shared Project2.Portable Class Libraries(PCL)Xamarin.FormsXamarin provides developers two ways to build a mobile app. Either by using Xamarin.iOS and Xamarin.Android(main approach) or by using Xamarin.Forms which is a framework for simple apps and prototypes. Xamarin.Forms, the Visual Studio Library facilitates for rapid prototyping or building apps with few platform-specific functionalities. This makes Xamarin.Forms, the best fit, for apps considering code sharing more significant than custom UI. The developer need not design for each platform individually. With Xamarin.Forms, a single interface would be shared across platforms. Apps with some parts of the UI created using Xamarin.Forms and rest using native UI Toolkit can also be built using this approach.What Is Xamarin.Forms?Xamarin.Forms is a cross-platform natively backed UI toolkit abstraction that allows developers to easily create user interfaces that can be shared across Android, iOS, Windows, and Windows Phone.PerformanceXamarin apps are fully native so in xamarin you can enjoy fully native performance with shared code.Xamarin.iOS and Xamarin.Android (Separate UI)For Xamarin.iOS and Xamarin.Android, you have shared code base in C#. This business logic is shared across platforms and UI is separate for all platforms. This is separate UI approach. Xamarin.iOS and Xamarin.Android give you 100% API coverage with benefits of .NET APIs. Anything you can do in Android or in iOS, you can do with Xamarin using C#.WindowsWindows already supports C# for development. So, it is also built in C# with native APIs.Xamarin.FormsXamarin.forms allow you more code sharing that you can also share application UI in all platforms.Included in Xamarin.FormsUI building blocks like pages, layouts, and controlsXAML-defined UIData bindingNavigationAnimation APIDependency ServicesMessaging CenterAdvantages of Xamarin.FormsNative appsShared Business LogicShared UIOne Xamarin development team require to develop apps for multiple platformsLess development time

Mobile Cross-Platform XAML and Xamarin.Forms Fundamentals

Flutter in Action

Build applications with C#, .NET Core, Entity Framework Core, ASP.NET Core, and ML.NET using Visual Studio Code, 4th Edition

Cross Platform Mobile Development

First Steps Toward Cross-Platform Mobile Apps

Xamarin.Forms Projects

If you are a developer with experience in C# and are just getting into mobile development, this is the book for you. If you have experience with desktop applications or the Web, this book will give you a head start on cross-platform development. Discover how to streamline the creation of mobile applications for Android and iOS with Xamarin. For C# developers, this book is the most practical way yet to start mastering cross-platform development. In Detail Developing a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on both iOS and Android, whilst leveraging the best native features of both. Xamarin's tools help solve this requirement by giving developers a single toolset to target both platforms "Xamarin Cross-platform Application Development" is a step-by-step guide for building professional applications for iOS and Android. The book walks you through building a chat application, complete with a backend web service and native features such as GPS location, camera, and push notifications. This book begins with iOS and Android application fundamentals, then moves on to sharing code, and eventually digs deeper into native functionality. By the end of the book, readers will have successfully built a cross-platform application ready for submitting to app stores. You will gain an in-depth knowledge about the concepts of building cross platform applications. "Xamarin Cross-platform Application Development" also covers native iOS and Android APIs, unit testing, building a real web service with Windows Azure, push notifications, interacting with the camera and GPS, leveraging Java and Objective-C libraries, and finally app store submission. Towards the end of the book you will feel confident in developing your own Xamarin applications. "Xamarin Cross-platform Application Development" will teach you everything you need to know to develop an end-to-end, cross-platform solution with Xamarin. What You Will Learn Familiarize yourself with Apple's MVC design pattern Understand the Android activity lifecycle Share C# code across platforms Implement a web service with Azure Mobile Services Deploy and debug your application on mobile devices Call native Objective-C or Java libraries from C# Use Xamarin.Mobile for camera, contacts, and location Submit your app to the Apple App Store and Google Play Downloading the example code for this book. You can download the example code files for all Packt books you have purchased from your account at <http://www.PacktPub.com>. If you purchased this book elsewhere, you can visit <http://www.PacktPub.com/support> and register to have the files e-mailed directly to you.

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 Apres.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?

Learn a rapid development workflow for building modern, cross-platform apps using Xamarin.Forms and Azure App Service.

Learn how to build stunning, maintainable, cross-platform mobile application user interfaces using C# 7 with the power of both the Xamarin and Xamarin.Forms frameworks. Key Features Build effective native and cross-platform user interfaces using the Xamarin frameworks for iOS and Android, as well as Xamarin.Forms Maximize the testability, flexibility, and overall quality of your Xamarin mobile apps Step-by-Steps guide that is packed with real-world scenarios and solutions, to build professional grade mobile apps and games for the iOS and Android platforms, using C# 7 Book Description This book will provide you with the knowledge and practical skills that are required to develop real-world Xamarin and Xamarin.Forms applications. You'll learn how to create native Android app that will interact with the device camera and photo gallery, and then create a native iOS sliding tiles game. You will learn how to implement complex UI layouts and create customisable control elements based on the platform, using XAML and C# 7 code to interact with control elements within your XAML ContentPages. You'll learn how to add location-based features by to your apps by creating a LocationService class and using the Xam.Plugin.Geolocator cross-platform library, that will be used to obtain the current device location. Next, you'll learn how to work with and implement animations and visual effects within your UI using the PlatformEffects API, using C# code. At the end of this book, you'll learn how to integrate Microsoft Azure App Services and use the Twitter APIs within your app. You will work with the Razor Templating Engine to build a book library HTML5 solution that will use a SQLite.net library to store, update, retrieve, and delete information within a local SQLite database. Finally, you will learn how to write unit tests using the NUnit and UITest frameworks. What you will learn Downloading and Installing the Visual Studio for Mac IDE Overview and Understanding of the Xamarin Mobile Platform Understand the MVVM architectural pattern and how to implement this with your apps Build a NavigationService class to enable navigation between your ViewModels Implement Data-Binding to control elements within your XAML pages and ViewModels Create and Implement Xamarin.Forms Animations within your applications Work with the Microsoft Azure App Services Platform and the Facebook SDK Who this book is for This book is intended for readers who have experience using at least the C# 6.0 programming language and interested in learning how to create stunning native, and cross-platform user interfaces for the iOS and Android platforms using the Xamarin and Xamarin.Forms frameworks using C# 7. Build cross-platform mobile applications with Xamarin, Visual Studio 2019, and .NET Core 3

Creating native cross-platform mobile apps

Mastering Cross-Platform Development with Xamarin

Build Cross-Platform Apps in C# with Xamarin Forms

Create Cross-Platform Mobile Apps

Publisher's Note: Microsoft ceased support for .NET Core 3.0 in March 2020. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022. 6 as well as Visual Studio Code. Key FeaturesBuild modern, cross-platform applications with .NET Core 3.0Get up to speed with C#, and up to date with all the latest features of C# 8.0Start creating professional web applications with ASP.NET Core 3.0Book Description In C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part 1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop applications including Windows Forms, Windows Presentation Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learnBuild cross-platform applications for Windows, macOS, Linux, iOS, and AndroidExplore application development with C# 8.0 and .NET Core 3.0Explore ASP.NET Core 3.0 and create professional web applicationsLearn object-oriented programming and C# multithreadingQuery and manipulate data using LINQUse Entity Framework Core and work with relational databasesDiscover Windows app development using the Universal Windows Platform and XAMLBuild mobile applications for iOS and Android using Xamarin.FormsWho this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0.

Xamarin Mobile Application DevelopmentCross-Platform C# and Xamarin.Forms FundamentalsApres Learn how to build cross-platform mobile apps from a single shared codebase KEY FEATURES ● Covers fundamental and advanced aspects of multi-platform mobile development ● Revisit the fundamentals of.NET and C# to create modern native apps more quickly ● Check out tips and advice on getting started as a successful mobile developer DESCRIPTION For any mobile developer, it's clear that Xamarin knowledge is vital, thanks to the reintroduction of .NET MAUI. This book provides the reader with complete hands-on experience in designing cross-platform mobile applications with Xamarin, C#, and .NET. The book discusses the importance of cross-platform mobile app development and the benefits of learning Xamarin. The book delivers a quick lesson on C# and Visual Studio to implement all of the knowledge gained in this book into your first mobile application. In the second half of the book, you'll learn to start from scratch using Xamarin and create mobile apps in C#. It explains how to utilise Visual Studio as the development environment, design the user interface using the XAML markup language, organise common controls into layouts, and create multi-page applications with navigation and various pages. This includes creating reusable resources, such as styles and templates, and the use of local and remote databases for data manipulation. In addition, the book offers expert advice on the requirements of a standard mobile application, such as handling network connection, battery level, and safeguarding data in the device's secure storage. WHAT YOU WILL LEARN ● Learn every aspect of Xamarin to create cross-platform mobile applications. ● Refresh .NET, C#, and Visual Studio skills required for mobile development. ● Build UI with XAML, views, and layouts, including navigation. ● Use reusable resources, data-oriented coding, multimedia support, and debug code. ● Explore advanced programming patterns and ways to improve performance. ● Tips and answers to help you land a job as a mobile developer. WHO THIS BOOK IS FOR This book is intended for beginners, aspiring mobile developers, .NET users, Visual Studio users, and application developers eager to design and build mobile apps compatible with numerous platforms. This book will also refresh your knowledge of .NET and C# so you can begin Xamarin development rapidly. TABLE OF CONTENTS 1. The importance of mobile app development 2. Xamarin and Microsoft in the mobile app market 3. Introducing .NET and Visual Studio 4. The C# programming language 5. Building apps with Xamarin and Xamarin.Forms 6. Organizing the User Interface with layouts 7. Understanding common views 8. Pages and navigation 9. Resources and Data Binding 10. Brushes, Shapes, and Media 11. Managing the application lifecycle 12. Working with Web API 13. Working with Native API 14. Finding a job 15. Succeeding as a Mobile App Developer

Design, develop, and publish your own mobile apps for iOS and Android using C# and Xamarin Studio About This Book Explore the exciting features of Xamarin Studio while learning to develop your own applications Develop a complete application from conceptualization through to publishing it on the app store The book walks you through the basics of cross-platform development with Xamarin using examples and best practices and tips for cross platform solutions. Who This Book Is For If you want to develop your own applications and want to explore the features of Xamarin Studio, then this is the book for you. It is expected that you have a basic understanding of technologies in mobile development, but prior knowledge of Xamarin is not required. What You Will Learn Understand the software development lifecycle for mobile applications Use Xamarin Studio and its wide range of features to write your programs in C# Use different options to create multi-platform applications using Xamarin and develop a cross-platform extension method Work with Xamarin forms and various UI controls Integrate synchronous and asynchronous communication module within your app Render images to work with Android and iOS Link a third-party application to your solution In Detail The mobile app market is increasing exponentially every year. Xamarin Studio with its modern and powerful IDEs makes creating applications a lot easier by simplifying the development process. Xamarin will allow you and your team to create native applications by taking advantage of one of the most evolved programming language in the world: C#. This book will provide you with the basic skills you need to start developing mobile apps using C# and Xamarin. By working through the examples in each chapter, you will gain hands-on experience of creating a complete app that is fully functional by all means. Finally, you will learn to publish the app you created on the app market. Each project in this book will take you one step closer to becoming a professional app developer. Style and approach The step-by-guide will walk you through the process of creating an application of with the help of small projects that will teach you everything you need to know to build a complete application of your own.

Tailor your apps to appeal to a global market. Microsoft MVP Chris Miller steps you through the process of enabling multiple language support, while using a single shared set of language resources using the .NET Framework. You will learn to adapt a simple mobile application for the Android, iOS, and Windows platforms, and handle the localization and internationalization on each platform. You will test the application for localization support and to avoid common pitfalls. Using Xamarin Forms and Visual Studio, the app will be implemented for Android, iOS, and Windows 10 UWP, and 99% of the code will be shared across the platforms. What You Will Learn: What localization and internationalization are and why they matter Support multiple languages on each platform Handle cultural differences such as dates and currencies Use tools such as Microsoft's Multilingual App Toolkit to manage language resources Create a localized, cross-platform app with Android Studio, Xcode, Xamarin, and Visual Studio tools Get help translating the text from the application Who This Book Is For: Mobile app developers currently writing native apps for Windows Phone, Android, and iOS

C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development

Mastering Xamarin.Forms

Native Apps, Multiple Platforms

Beginning App Development with Flutter

Xamarin in Action

Xamarin with Visual Studio

Summary Xamarin in Action teaches you to build cross-platform mobile apps using Xamarin and C#. You'll explore all the layers of a Xamarin app, from design to deployment. By the end, you'll be able to build a quality, production-ready Xamarin app on iOS and Android from scratch with a high level of code reuse.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Rewriting the same app for iOS and Android is tedious, error-prone, and expensive. Microsoft's Xamarin drastically reduces dev time by reusing most application code—typically 70% or more. The core of your iOS and Android app is shared; you write platform-specific code only for the UI layers. And because Xamarin uses C#, your apps benefit from everything this modern language and the .NET ecosystem have to offer. About the Book Xamarin in Action teaches you to build cross-platform mobile apps using Xamarin and C#. You'll explore all the layers of a Xamarin app, from design to deployment. Xamarin expert Jim Bennett teaches you design practices that maximize code reuse and isolate device-specific code, making it a snap to incorporate the unique features of each OS. What's Inside Understanding MVVM to maximize code reuse and testability Creating cross-platform model and UI logic layers Building device-specific UIs Unit and automated UI testing Preparing apps for publication with user tracking and crash analytics About the Reader Readers should have some experience with C#. Mobile development experience is helpful, but not assumed. About the Author Jim Bennett is a Xamarin MVP, Microsoft MVP, and Senior Cloud Developer Advocate at Microsoft, specializing in Xamarin mobile apps. He's a frequent speaker at events all around the world, including Xamarin user groups and Xamarin and Microsoft conferences. He regularly blogs about Xamarin development at <https://jimbobbennett.io>. Table of Contents PART 1 - GETTING STARTED WITH XAMARIN Introducing native cross-platform applications with Xamarin Hello MVVM—creating a simple cross-platform app using MVVM MVVM—the model-view-view model design pattern Hello again, MVVM—understanding and enhancing our simple MVVM app What are we (a)waiting for? An introduction to multithreading for Xamarin apps PART 2 - BUILDING APPS Designing MVVM cross-platform apps Building cross-platform models Building cross-platform views Building simple Android views Building more advanced Android views Building simple iOS views Building more advanced iOS views PART 3 - FROM WORKING CODE TO THE STORE Running mobile apps on physical devices Testing mobile apps using Xamarin UITest Using App Center to build, test, and monitor apps Deploying apps to beta testers and the stores

Xamarin.Forms Essentials

Mobile Development with .NET

Cross-Platform Mobile Application Development

Xamarin Mobile Application Development for Android

Cross-Platform C# and Xamarin.Forms Fundamentals