

## Xamarin Official Site

By failing to consider those with needs different to ourselves, we are telling these people they are not welcome in our app, and therefore that technology as a whole, is not for them. This is not hyperbole—23% of people in the US with a registered disability aren't online at all, that's three times more likely than the general population. When asked why they're not online, disabled respondents say their disability prevents them or that using the internet is too hard. To help your apps combat the issue of digital exclusion, this book covers considerations and tools mobile developers, or anyone creating mobile experiences, can use to make mobile work better for those with disabilities—mental or physical—and how to create a better experience for everyone. Software is not made up of cold, unthinking algorithms. Software is a craft in the truest sense of the word, and one of the greatest tools you can have as a craftsperson is empathy for the people who will be using your app. Each one of whom is an individual with different abilities, experiences, knowledge, and circumstances. What You'll Learn Create mobile experiences that work for as many people as possible Incorporate a worldview of accessibility and customer service into your design Work with accessibility tools and techniques commonly available for developers Who This Book Is For Mobile developers working solo or as part of a team. UX designers, quality engineers, product owners, and anybody working in mobile.

Use the solutions provided in this book to handle common challenges in Xamarin.Forms that are encountered on a daily basis. Working examples and techniques are presented that you can modify and drop directly into your own projects. You will be able to deliver working code faster than ever. Examples are made available through GitHub, maximizing the convenience and value this book provides to Xamarin.Forms developers. Solutions in the book are organized broadly into problem domains such as user interface for applications, data and security, connectivity and external services, and more. Within each domain the book presents specific solutions addressing challenges that are commonly faced. Under data and security, for example, you'll find specific solutions around storing login credentials, local data caching, and sending authentication requests. Not only do the solutions in the book solve specific problems, they also present best practices that can inform and improve the quality of the code that you write. Xamarin.Forms Solutions is chock full of practical advice and code examples that no Xamarin.Forms programmer will want to be without. The basics of Xamarin.Forms are provided for beginning developers. What You'll Learn Know the in-depth basics of Xamarin.Forms and the inner workings of custom renderers and dependency services Manage the appearance of user interfaces through styling and theming, layout options, rotation, and animation Build sophisticated user interfaces using a variety of controls that allow for PDF viewing, barcode interpretation, searching and finding, and other controls Secure your applications, and communicate securely with services via HTTP request/sign and deploy your apps and optimize the binary file size Who This Book Is For Those building mobile applications on the Xamarin platform for iOS and Android. By mixing together the solutions and a thorough explanation of the basics of Xamarin.Forms, the book spans the needs of beginning through intermediate Xamarin.Forms developers. Even experts will find a few gems to improve the quality and speed of their application development work.

This book covers a wide range of important topics including but not limited to Technology Trends, Computing, Artificial Intelligence, Machine Vision, Communication, Security, e-Learning, and Ambient Intelligence and their applications to the real world. The sixth Future Technologies Conference 2021 was organized virtually and received a total of 531 submissions from academic pioneering researchers, scientists, industrial engineers, and students from all over the world. After a double-blind peer review process, 191 submissions have been selected to be included in these proceedings. One of the meaningful and valuable dimensions of this conference is the way it brings together a large group of technology geniuses in one venue to not only present breakthrough research in future technologies, but also to promote discussions and debate of relevant issues, challenges, opportunities and research findings. We hope that readers find the book interesting, exciting, and inspiring; it provides the state-of-the-art intelligent methods and techniques for solving real-world problems along with a vision of the future research.

Learn how to use the popular MVVM Light development framework with a focus on reliable, maintainable code that can be deployed across any of the .NET-supported mobile platforms. Clear examples are provided of the advantages of the MVVM platform along with step-by-step demonstrations of how to create applications at different levels of complexity. Application development is covered for iOS, Android, and Windows phone (WPF) using MVVM Light as the central framework. The model-view-view-model (MVVM) pattern is valued by many developers as an excellent way to create sophisticated modern applications. Its clear separation of presentation and business logic produces a clean implementation that promotes speed, scalability, and code reuse in applications with a complex UI. These characteristics have long been highly valued by UWP developers, and now that benefit is available to Xamarin developers, too. What You'll Learn Set up and install MVVM Light Understand the advantages and disadvantages of MVVM Discover why inversion of control is important in MVVM Conduct unit testing of MVVM apps Convert your existing apps to use MVVM Use MVVM Light within a Xamarin Forms app Use web services Be introduced to the new .NET 2.0 Standard Class Library and how to use MVVM Light with it Transform your Raspberry Pi into a multi-purpose web server that supports your entire multimedia world with this practical and accessible tutorial About This Book Host websites, games, and even stream HD videos with the impressive power of Raspberry Pi 2 Get to grips with embedded programming by turning your Pi into the cloud server that can be used to power Internet of Things projects Make the Raspberry Pi 2 the center of your latest tech experiments and discover how it can manage and host resources Who This Book Is For Seeking inspiration for some new tech projects? This book has been created especially for you! What You Will Learn Host your Raspberry Pi as a web server using the minimum power resources Connect your Pi to the Internet and perform network benchmarking Explore the cross-platform features of the Pi as you run Python, Node.js, ASP.NET, and PHP all in one place Share files over the Internet using your Pi as a file server Turn your Pi into a game server, host and engage into playing Enjoy live HD video streaming and exclusive real-time text overlays In Detail There's no end to what you can do with a Raspberry Pi – it makes a huge range of tech projects possible. This book shows you how to transform it into a multipurpose web server, able to store and manage resources that lets you build some truly innovative and impressive computing creations. You'll learn how to use your Raspberry Pi 2 to host a website using a range of different languages, host a game server, store files, and run everything from a media center to a cloud network. If you want to take control of your technological world, start building your own server and find out what's possible with the Raspberry Pi microcomputer. Begin by getting your Pi set up – follow each step as the book shows you how to prepare a network and configure the additional features that you'll need to build your projects. Once you've done this you'll dig a little deeper and set up your pi as a file server, making sure it's built for speed using a range of different tools, including Python, Node.js and ASP.NET. Following this the book shows you how to extend your server to allow you to host games, and stream live HD video before customizing it even further to create a fully-fledged media center. It doesn't stop there however – the book then dives into the exciting world of the Internet of Things (IoT). You'll learn how to install Windows IoT onto your Raspberry Pi, the operating system that's driving embedded software projects all around the world. Once you've done this you'll be ready to explore IoT further, as the book shows you how to use your device to host a cloud network that can form the basis of a wider IoT project. Style and approach Packed with plenty of practical examples that walk you through a number of Raspberry Pi projects, this book is an accessible journey into embedded computing and Internet of Things.

Proceedings of the Future Technologies Conference (FTC) 2021, Volume 2

Creating Mobile Apps with Xamarin.Forms Preview Edition 2

Seven Mobile Apps in Seven Weeks

Using MVVM Light with your Xamarin Apps

Programming .NET Windows Applications

Kick-start your ASP.NET web development journey with the help of step-by-step tutorials and examples

Raspberry Pi 2 Server Essentials

Learn to build a simple data-driven mobile game application using the power of Xamarin.Forms, ASP.NET, the Web API, and SignalR with this short book. In it you will build a cross-platform mobile application that targets both iOS and Android, connect your app with your database using Entity Framework, and implement real-time syncing functionality using SignalR. Understanding Game Application Development starts by giving you an overview of the development tools, an installation guide, and a list of prerequisites. You will learn how to manage application flow, create your workspace, and set up your database. Next, you will see how to access data for handling CRUD operations and define the necessary API endpoints. Further, you will build a mobile application with Xamarin.Forms, both in iOS and in Android.

You will also understand the deployment and testing process as well as how to build a real-time leader board using ASP.NET MVC and SignalR. Finally, you will understand how to publish your source code on GitHub from Visual Studio 2017. What You Will Learn Understand the basic concept and fundamentals of the technologies used for building the applications Set up your development environment Create a SQL database from scratch Implement a data access layer Define REST service endpoints using the Web API Deploy, test, and debug iOS and Android applications Push your source code to GitHub Who This Book Is For .NET developers who want to jump on mobile application development with Xamarin and learn with practical examples.

A beginner's guide to building Windows applications with WinUI for UWP and desktop applications Key Features Create modern Windows 10 applications and gain access to UI controls that were previously limited to UWP applications Discover how to modernize your existing Win32 apps with a modern Windows 10 UI Learn to embed a single page application (SPA) in a WinUI application with a web framework like Blazor Book Description WinUI 3.0 takes a whole new approach to delivering Windows UI components and controls, and is able to deliver the same features on more than one version of Windows 10. Learn WinUI 3.0 is a comprehensive introduction to WinUI and Windows apps for anyone who is new to WinUI, Universal Windows Platform (UWP), and XAML applications. The book begins by helping you get to grips with the latest features in WinUI and shows you how XAML is used in UI development. You'll then set up a new Visual Studio environment and learn how to create a new UWP project. Next, you'll find out how to incorporate the Model-View-ViewModel (MVVM) pattern in a WinUI project and develop unit tests for ViewModel commands. Moving on, you'll cover the Windows Template Studio (WTS) new project wizard and WinUI libraries in a step-by-step way. As you advance, you'll discover how to leverage the Fluent Design system to create beautiful WinUI applications. You'll also explore the contents and capabilities of the Windows Community Toolkit and learn to create a new UWP user control. Toward the end, the book will teach you how to build, debug, unit test, deploy, and monitor apps in production. By the end of this book, you'll have learned how to build WinUI applications from scratch and modernize existing WPF and WinForms applications using WinUI controls. What you will learn Get up and running with WinUI and discover how it fits into the landscape of Project Reunion and Windows UI development Build new Windows apps quickly with robust templates Develop testable and maintainable apps using the MVVM pattern Modernize WPF and WinForms applications with WinUI and XAML. Islands Discover how to build apps that can target Windows and leverage the power of the web Install the XAML Controls Gallery sample app and explore available WinUI controls Who this book is for This book is for anyone who wants to develop Windows applications with a modern user experience (UX). If you are familiar with UWP and WPF and are looking to enhance your knowledge of Windows development and modernize existing apps, you will find this book useful. Hands-on experience with C# and .NET is expected but no prior knowledge of WinUI is required.

Explore Xamarin.Forms to develop dynamic applications Key Features Explore SQLite through Xamarin to store locations for various location-based applications Make a real-time serverless chat service by using Azure SignalR service Build Augmented Reality application with the power of UrhoSharp together with ARKit and ARCore Book Description Xamarin.Forms is a lightweight cross-platform development toolkit for building applications with a rich user interface. In this book you'll start by building projects that explain the Xamarin.Forms ecosystem to get up and running with building cross-platform applications. We'll increase in difficulty throughout the projects, making you learn the nitty-gritty of Xamarin.Forms offerings. You'll gain insights into the architecture, how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. The book contains seven real-world projects, to get you hands-on with building rich UIs and providing a truly cross-platform experience. It will also guide you on how to set up a machine for Xamarin app development. You'll build a simple to-do application that gets you going, then dive deep into building advanced apps such as messaging platform, games, and machine learning, to build a UI for an augmented reality project. By the end of the book, you'll be confident in building cross-platforms and fitting Xamarin.Forms toolkits in your app development. You'll be able to take the practice you've got from this book to build applications that comply with your requirements. What you will learn Set up a machine for Xamarin development Get to know about MVVM and data bindings in Xamarin.Forms Understand how to use custom renderers to gain platform-specific access Discover Geolocation services through Xamarin Essentials Create an abstraction of ARKit and ARCore to expose as a single API for the game Learn how to train a model for image classification with Azure Cognitive Services Who this book is for This book is for mobile application developers who want to start building native mobile apps using the powerful Xamarin.Forms and C#. Working knowledge of C#, .NET, and Visual Studio is required.

The programming language C# was built with the future of application development in mind. Pursuing that vision, C#'s designers succeeded in creating a safe, simple, component-based, high-performance language that works effectively with Microsoft's .NET Framework. Now the favored language among those programming for the Microsoft platform, C# continues to grow in popularity as more developers discover its strength and flexibility. And, from the start, C# developers have relied on Programming C# both as an introduction to the language and a means of further building their skills. The fourth edition of Programming C#--the top-selling C# book on the market--has been updated to the C# ISO standard as well as changes to Microsoft's implementation of the language. It also provides notes and warnings on C# 1.1 and C# 2.0. Aimed at experienced programmers and web developers, Programming C#, 4th Edition, doesn't waste too much time on the basics. Rather, it focuses on the features and programming patterns unique to the C# language. New C# 2005 features covered in-depth include: Visual Studio 2005 Generics Collection interfaces and iterators Anonymous methods New ADD.NET data controls Fundamentals of Object-Oriented Programming Author Jesse Liberty, an acclaimed web programming expert and entrepreneur, teaches C# in a way that experienced programmers will appreciate by grounding its applications firmly in the context of Microsoft's .NET platform and the development of desktop and Internet applications. Liberty also incorporates reader suggestions from previous editions to help create the most consumer-friendly guide possible.

Master the skills required to steer cross-platform applications from drawing board to app store(s) using Xamarin About This Book Develop your Xamarin development skills with this comprehensive guide on various patterns and features so you can create elegant and high-quality applications Create a better user experience on separate platforms without compromising the user experience and platform identity Implement application lifecycle management concepts to manage and finalize cross-platform projects and efficiently collaborate with application developers Who This Book Is For This book is ideal for those who have their entry-level Xamarin mobile development skills to the next level to become the go-to person within their organization. To fully understand the patterns and concepts described, you should possess a reasonable level of knowledge about the core elements of Xamarin and cross-platform application development with it. What You Will Learn Configure your environment for cross-platform projects with Xamarin Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Employ asynchronous and parallel patterns to execute non-interactive and non-blocking processes Create and use SQLite databases for offline scenarios Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising nativity in mobile applications Manage the application lifecycle of cross-platform development projects Distribute Xamarin applications through public or private channels In Detail The main goal of this book is to equip you with the required know-how to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. This book starts with general topics such as memory management, asynchronous programming, local storage, and networking, and later moves onto platform-specific features. During this transition, you will learn about key tools to leverage the patterns described, as well as advanced implementation strategies and features. The book also presents User Interface design and implementation concepts on Android and iOS platforms from a Xamarin and cross-platform perspective, with the goal to create a consistent but native UI experience. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release. Style and approach This is a comprehensive guide on various Xamarin features and patterns. Each topic is explained and demonstrated with code samples, which are revised in each section in an iterative manner and analyzed with available diagnostic tools to demonstrate the benefits of different patterns.

Xamarin.Forms Essentials

Designing Distributed Systems

Team Services, Test Cloud, and HockeyApp

Fowler

Building Accessible Apps for iOS and Android

Learn Azure in a Month of Lunches, Second Edition

Cross-Platform C# and Xamarin.Forms Fundamentals

*Discover how to leverage the Uno Platform to write single-codebase, cross-platform mobile, desktop, and web applications using C# and XAML. Key Features Enhance your Windows apps by running them on all operating systems and browsers Use tools and APIs you already know to remain productive as you target new platforms Create realistic apps for various lines of business (LOBs) and consumer scenarios Book Description Developers are increasingly being asked to build native applications that run on multiple operating systems and in the browser. In the past, this would have meant learning new technologies and making multiple copies of an application. But the Uno Platform allows you to use tools, languages, and APIs you already know from building Windows apps to develop apps that can also run on other platforms. This book will help you to create customer-facing as well as line-of-business apps that can be used on the device, browser, or operating system of your choice. This practical guide enables developers to put their C# and XAML knowledge to work by writing cross-platform apps using the Uno Platform. Packed with tips and practical examples, this book will help you to build applications for common scenarios. You'll begin by learning about the Uno Platform through step-by-step explanations of essential concepts, before moving on to creating cross-platform apps for different lines of business. Throughout this book, you'll work with examples that will teach you how to combine your existing knowledge to manage common development environments and implement frequently needed functionality. By the end of this Uno development book, you will have learned how to write your own cross-platform apps with the Uno Platform and use additional tools and libraries to speed up your app development process. What you will learn Understand how and why Uno could be the right fit for your needs Set up your development environment for cross-platform app development with the Uno Platform and create your first Uno app you'll find out how to create apps for different business scenarios Discover how to combine technologies and controls to accelerate development Go beyond the basics and create "world-ready" applications Gain the confidence and experience to use Uno in your own projects Who this book is for Developers who are familiar with app development for Windows and want to use their existing skills to build cross-platform apps. Basic knowledge of C# and XAML is required to get started with this book. Anyone with basic experience in app development using WPF, UWP, or WinUI will be able to learn how to create cross-platform applications with the Uno Platform.*

*Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE). Microsoft has invested heavily to deliver their very best development tools and platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft's "mobile-first", "cloud-first", and "any developer, any platform, any device" strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, Beginning Visual Studio for Mac will quickly get you up to speed! What You'll Learn Prepare, configure, and debug in the Mac development environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems.*

*Use Visual Studio App Center with Xamarin Forms to set up a DevOps CI/CD pipeline, set up your mobile builds on either iOS or Android, set up Android and Apple certificates and provisioning profiles, distribute your app to your developers and testers, capture analytics and crashes from your users, communicate to your users with push notifications, and run UI tests on the Microsoft cloud. You will see how to automate and manage the life cycle of your apps through Microsoft's Cloud Service, with a focus on integrating App Center into your Xamarin Forms apps with clear, practical examples. As you follow along with the sample app, you will see how easy it is to configure your builds, to test the sample app on various iOS and Android devices on the App Center cloud, and to distribute your app to real devices. Whether you are a developer on a small team or a startup or an architect in a large organization curious about the benefits of Visual Studio App Center, after finishing this book, you will be confident in setting up App Center on your next mobile project. Come join me on this journey through Visual Studio App Center and Xamarin Forms. What You Will Learn Create a DevOps CI/CD pipeline for your mobile app on both iOS and Android devices Save money without buying multiple iOS and Android devices and instead run cloud UI tests Stay informed about build successes and failures by integrating App Center with Slack Set up groups and add team members to your groups on App Center Distribute your app to your team on either iOS or Android devices Capture important user events in your code and report on user behavior in a friendly way using analytics by handling crashes gracefully and reporting to App Center Keep your code clean and organized by using the Xamarin framework to gain an understanding of both the Android and Xamarin platforms.*

*Learn Azure in a Month of Lunches, Second Edition, is a tutorial on writing, deploying, and running applications in Azure. In it, you'll work through 21 short lessons that give you real-world experience. Each lesson includes a hands-on lab so you can try out and lock in your new skills. Summary You can be incredibly productive with Azure without mastering every feature, function, and service. Learn Azure in a Month of Lunches, Second Edition gets you up and running quickly, teaching you the most important concepts and tasks in 21 practical bite-sized lessons. As you explore the examples, exercises, and labs, you'll pick up valuable skills immediately and take your first steps to Azure mastery! This fully revised new edition covers core changes to the Azure UI, new Azure features, Azure containers, and the upgraded Azure Kubernetes Service. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Microsoft Azure is vast and powerful, offering virtual services, application templates, and prebuilt services for everything from data storage to AI. To navigate it all, you need a trustworthy guide. In this book, Microsoft engineer and Azure trainer Iain Foulds focuses on core skills for creating cloud-based applications. About the book Learn Azure in a Month of Lunches, Second Edition, is a tutorial on writing, deploying, and running applications in Azure. In it, you'll work through 21 short lessons that give you real-world experience. Each lesson includes a hands-on lab so you can try out and lock in your new skills. What's inside Understanding Azure beyond point-and-click Securing applications and data Automating your environment Azure services for machine learning, containers, and more About the author Iain Foulds is an engineer and senior content developer with Microsoft. Table of Contents PART 1 - AZURE CORE SERVICES 1 Before you begin 2 Creating a virtual machine 3 Azure Web Apps 4 Introduction to Azure Storage 5 Azure Networking basics PART 2 - HIGH AVAILABILITY AND SCALE 6 Azure Resource Manager 7 High availability and redundancy 8 Load-balancing applications 9 Applications that scale 10 Global databases with Cosmos DB 11 Managing network traffic and routing 12 Monitoring and troubleshooting PART 3 - SECURE BY DEFAULT 13 Backup, recovery, and replication 14 Data encryption 15 Securing information with Azure Key Vault 16 Azure Security Center and updates PART 4 - THE COOL STUFF 17 Machine learning and artificial intelligence 18 Azure Automation 19 Azure containers 20 Azure and the Internet of Things 21 Serverless computing*

*Develop powerful cross-platform applications with Xamarin About This Book Write native cross-platform applications with Xamarin Design user interfaces that can be shared across Android, iOS, and Windows Phone 16 Azure Security Center and updates PART 4 - THE COOL STUFF 17 Machine learning and artificial intelligence 18 Azure Automation 19 Azure containers 20 Azure and the Internet of Things 21 Serverless computing Develop powerful cross-platform applications with Xamarin About This Book Write native cross-platform applications with Xamarin Design user interfaces that can be shared across Android, iOS, and Windows Phone 16 Azure Security Center and updates PART 4 - THE COOL STUFF 17 Machine learning and artificial intelligence 18 Azure Automation 19 Azure containers 20 Azure and the Internet of Things 21 Serverless computing Develop powerful cross-platform applications with Xamarin About This Book Write native cross-platform applications with Xamarin Design user interfaces that can be shared across Android, iOS, and Windows Phone 16 Azure Security Center and updates PART 4 - THE COOL STUFF 17 Machine learning and artificial intelligence 18 Azure Automation 19 Azure containers 20 Azure and the Internet of Things 21 Serverless computing*

*Version 4 features significant updates to the platform including the release of Xamarin.Forms 2.0 and improvements have been made to the iOS and Android designers. Xamarin was acquired by Microsoft so it is now a part of the Visual Studio family. This book will show you how to build applications for iOS, Android, and Windows. You will be walked through the process of creating an application that comes complete with a back-end web service and native features such as GPS location, camera, push notifications, and other core features. Additionally, you'll learn how to use external libraries with Xamarin and Xamarin.Forms to create user interfaces. This book also provides instructions for Visual Studio and Windows. This edition has been updated with new screenshots and detailed steps to provide you with a holistic overview of the new features in Xamarin 4. Style and approach This book offers a tutorial style approach to teach you the skills required to develop end-to-end cross-platform solutions with Xamarin.*

Modern Data Access with Entity Framework Core

Framework Design Guidelines

Leverage the power of WinUI, the future of native Windows application development

Mastering Cross-Platform Development with Xamarin

Creating Cross-Platform C# Applications with Uno Platform

Build seven real-world cross-platform mobile apps with C# and Xamarin.Forms

Programming C#

C# developers, here's your opportunity to learn the ins-and-outs of Entity Framework Core, Microsoft's recently redesigned object-relational mapper. Benefit from hands-on learning that will teach you how to tackle frustrating database challenges, such as workarounds to missing features in Entity Framework Core, and learn how to optimize the performance of your applications, head-on! Modern Data Access with Entity Framework Core teaches best practices, guidance, and shortcuts that will significantly reduce the amount of resources you internally dedicate to programming data access code. The proven methods and tools taught in this book, such as how to get better performance, and the ability to select the platform of your choice, will save you valuable time and allow you to create seamless data access. Dive into succinct guidance that covers the gamut--from installing application and deploying your app to the various Android app store styles and approach. An example-oriented, comprehensive guide to gain an understanding of both the Android and Xamarin platforms. Master the skills required to develop cross-platform applications from drawing board to app store(s) using Xamarin About 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 with Xamarin About 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 provides you recipes on how to create an architecture that will be maintainable, extendable, use Xamarin.Forms plugins to boost productivity. We start with a simple creation of a Xamarin.Forms solution, customize the style and behavior of views for each platform. Further on, we demonstrate the power of architecting a cross-platform solution. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. You will master the steps of getting the app ready and publishing it in the app store. The last module starts with general topics such as memory management, asynchronous programming, local storage, networking, and platform-specific features. You will learn about key tools to leverage the pattern and advanced implementation strategies. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release. After the completion of this course, you will learn a path that will get you up and running with developing cross-platform mobile applications and help you become the go-to person when it comes to Xamarin. Style and approach This course will serve as comprehensive guide for developing cross-platform applications with Xamarin with a unique approach that will engage you like never before as you create real-world cross-platform apps on your own.

Xamarin.Forms Projects is a project-based guide that enables you to build effective mobile applications from the ground up using seven real-world examples. Starting with simpler projects to help you get up and running with the framework, the book explores all the components of Xamarin.Forms and takes you through to building complex projects...

Build advanced authentication solutions for any cloud or web environment Active Directory has been transformed to reflect the cloud revolution, modern protocols, and today's newest SaaS paradigms. This is an authoritative, deep-dive guide to building Active Directory authentication solutions for these new environments. Author Vittorio Bertocci draws these technologies from initial concept to general availability, playing key roles in everything from technical design to documentation. In this book, he delivers comprehensive guidance for building complete solutions. For each app type, Bertocci presents high-level scenarios and quick implementation steps, implements key concepts in greater depth, and helps you refine your solution to improve performance and reliability. He helps you make sense of highly abstract architectural diagrams and nitty-gritty protocol and implementation details. This is the book for people motivated to become experts. Active Directory Program Manager Vittorio Bertocci shows you how to: Address authentication challenges in the cloud or on-premises Systematically protect apps with Azure AD and AD Federation Services Power sign-in flows with OpenID Connect, Azure AD, and AD libraries Make the most of OpenID Connect's middleware and supporting classes Work with the Azure AD representation of apps and their relationships Provide fine-grained app access control via roles, groups, and permissions Consume and expose Web APIs protected by Azure AD Understand new authentication protocols without reading complex spec documents

Patterns and Paradigms for Scalable, Reliable Services With Xamarin.Forms and ASP.NET Dive into Xamarin Forms C# 7 and .NET Core 2.0 - Modern Cross-Platform Development Xamarin Mobile Application Development Understanding Game Application Development Native Apps, Multiple Platforms

**Over 80 hands-on recipes to unleash full potential for Xamarin in development and monetization of feature-packed, real-world Android apps About This Book Create a number of Android applications using the Xamarin Android platform Extensively integrate your Android devices with other Android devices to enhance your app creation experience A comprehensive guide packed with real-world scenarios and pro-level practices and techniques to help you build successful Android apps Who This Book Is For If you are a Xamarin developer who wants to create complete Android applications with Xamarin, then this book is ideal for you. No prior knowledge of Android development is needed, however a basic knowledge of C# and .NET would be useful. What You Will Learn Install and use Xamarin.Android with Xamarin Studio and Visual Studio Design an app's user interface for multiple device configurations Store and protect data in databases, files, and on the cloud Utilize lists and collections to present data to the user Communicate across the network using NFC or Bluetooth Perform tasks in the background and update the user with notifications Capture and play multimedia, such as video and audio, with the camera Implement In-App Billing and Expansion Files and deploy to the store In Detail Xamarin is used by developers to write native iOS, Android, and Windows apps with native user interfaces and share code across multiple platforms not just on mobile devices, but on Windows, Mac OS X, and Linux. Developing apps with Xamarin.Android allows you to use and re-use your code and your skills on different platforms, making you more productive in any development. Although it's not a write-once-run-anywhere framework, Xamarin provides native platform integration and optimizations. There is no middleware; Xamarin.Android talks directly to the system, taking your C# and code directly to the low levels. This book will provide you with the necessary knowledge and skills to be part of the mobile development era using C#. Covering a wide range of recipes such as creating a simple application and using device features effectively, it will take you through the complete application development cycle. Starting with installing the necessary tools, you will be guided on everything you need to develop an application ready to be deployed. You will learn the best practices for interacting with the device hardware, such as GPS, NFC, and Bluetooth. Furthermore, you will be able to manage multimedia resources such as photos and videos captured with the device camera, and so much more! By the end of this book, you will be able to create Android apps as a result of learning and implementing pro-level practices, techniques, and solutions. This book will ascertain a seamless and successful app building experience. Style and approach This book employs a step-by-step approach to Android app creation, explained in a conversational and easy-to-follow style. A wide range of examples are listed to ensure a complete understanding of how to deploy competent apps on the Android market.**

**This is the eBook version of the print title, Framework Design Guidelines, Second Edition . Access to all the samples, applications, and content on the DVD is available through the product catalog page [www.informit.com/title/9780321545619](http://www.informit.com/title/9780321545619) Navigate to the “Downloads” tab and click on the “DVD Contents” links - see instructions in back pages of your eBook. Framework Design Guidelines, Second Edition, teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework, expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and practitioners of the .NET Framework, providing a lively discussion of the reasons for the guidelines as well as examples of when to break those guidelines. Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting-and guidelines for ensuring-extensibility How (and how not) to design exceptions Guidelines for-and examples of-off-visibility Framework design patterns Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. A companion DVD includes the Designing .NET Class Libraries video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful resources and tools are also included. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & business.**

**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 modular platform architecture. Explore solution-building techniques from startup-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?**

**Creating Mobile Apps with Xamarin.Forms Preview Edition 2** Microsoft Press

**Xamarin with Visual Studio**

**Xamarin Mobile Application Development for Android**

**Xamarin.Forms Projects**

**Pattern Enterpr Application Arch**

**Beginning Visual Studio for Mac**

**Conventions, Idioms, and Patterns for Reusable .NET Libraries**

**Learn WinUI 3.0**

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.

In the race to compete in today's fast-moving markets, large enterprises are busy adopting new technologies for creating new products, processes, and business models. But one obstacle on the road to digital transformation is placing too much emphasis on technology, and not enough on the types of processes technology enables. What if different lines of business could build their own services and applications—and decision-making was distributed rather than centralized? This report explores the concept of a digital business platform as a way of empowering individual business sectors to act on data in real time. Much innovation in a digital enterprise will increasingly happen at the edge, whether it involves business users (from marketers to data scientists) or IoT devices. To facilitate the process, your core IT team can provide these sectors with the digital tools they need to innovate quickly. This report explores: Key cultural and organizational changes for developing business capabilities through cross-functional product teams A platform for integrating applications, data sources, business partners, clients, mobile apps, social networks, and IoT devices Creating internal API programs for building innovative edge services in low-code or no-code environments Tools including Integration Platform as a Service, Application Platform as a Service, and Integration Software as a Service The challenge of integrating microservices and serverless architectures Event-driven architectures for processing and reacting to events in real time You'll also learn about a complete pervasive integration solution as a core component of a digital business platform to serve every audience in your organization. A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code Key FeaturesExplore the newest additions to C# 10, the .NET 6 class library, and Entity Framework CoreCreate professional websites and services with ASP.NET Core 6 and BlazorBuild cross-platform apps for Windows, macOS, Linux, iOS, and AndroidBook Description Extensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learnBuild rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET CoreBuild your own types with object-oriented programmingWrite, test, and debug functionsQuery and manipulate data using LINQIntegrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLiteBuild and consume powerful services using the latest technologies, including gRPC and GraphQLBuild cross-platform apps using XAMLWho this book is for Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamariin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamariin in May 2014. Xamariin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Modern Cross-Platform Development About This Book Modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest features of C# 7 Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section for C# demonstrates the major types of application that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

Xamariin Cross-platform Application Development - Second Edition

Modern Authentication with Azure Active Directory for Web Applications

Xamariin: Cross-Platform Mobile Application Development

Build apps, websites, and services with ASP.NET Core 6, Blazor, and EF Core 6 using Visual Studio 2022 and Visual Studio Code

First Steps Toward Cross-Platform Mobile Apps

Create powerful applications with .NET Standard 2.0, ASP.NET Core 2.0, and Entity Framework Core 2.0, using Visual Studio 2017 or Visual Studio Code

Learn Microsoft Visual Studio App Center

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, 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 as actual accessors. The .NET Standard APIs are fully updated and expanded with the new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamariin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn [] Build your own types with object-oriented programming [] Query and manipulate data using LINQ [] Protect your data by using encryption and hashing In Detail If you want to build practical applications using ASP.NET Core 5 [] Create intelligent apps using machine learning [] Use Entity Framework Core and work with relational databases [] Discover Windows app development using the Universal Windows Platform and XAML [] Build rich web experiences using the Blazor framework [] Build mobile applications for iOS and Android using Xamariin.Forms Who this book is for This book is for .NET beginners or programmers that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

Publisher's Note: Microsoft will stop supporting .NET 5 in early May 2022. 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, as well as Visual Studio Code. Key Features [] Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor [] Strengthen your command of ASP.NET by exploring the major types of application that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamariin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn [] Build your own types with object-oriented programming [] Query and manipulate data using LINQ [] Protect your data by using encryption and hashing In Detail If you want to build practical applications using ASP.NET Core 5 [] Create intelligent apps using machine learning [] Use Entity Framework Core and work with relational databases [] Discover Windows app development using the Universal Windows Platform and XAML [] Build rich web experiences using the Blazor framework [] Build mobile applications for iOS and Android using Xamariin.Forms Who this book is for This book is for .NET beginners or programmers that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core.

background can certainly benefit from this book. Table of Contents [] Hello, C#! Welcome. .NET Core! [] Speaking C# [] Controlling Flow and Converting Types [] Writing, Debugging, and Testing Functions [] Building Your Own Types with Object-Oriented Programming [] Implementing Interfaces and Inheriting Classes [] Understanding and Packaging .NET Types [] Working with Common .NET Types [] Working with Files, Streams, and Serialization (N.B. Please use the Look Inside option to see further chapters) Review "Mark Price's extraordinary book covers every aspect of C# 9 and .NET 5. It is filled with step-by-step demonstrations and will be of tremendous value both to those who want to learn C# and to more experienced C# programmers making the transition to C# 9. Highly recommended!" -- Jesse Liberty - author of Programming C# and Learning C# (O'Reilly Media)

Answer the question "Can we build this for ALL the devices?" with a resounding YES. Learn how to build apps using seven different platforms: Mobile Web, iOS, Android, Windows, RubyMotion, React Native, and Xamariin. Find out which cross-platform solution makes the most sense for your needs, whether you're new to mobile or an experienced developer expanding your options. Start covering all of the mobile world today. Understanding the idioms, patterns, and quirks of the modern mobile platforms gives you the power to choose how you develop. Over seven weeks you'll build seven different mobile apps using seven different tools. You'll start out with Mobile Web; develop native apps on iOS, Android, and Windows; and finish by building common code for both iOS and Android. See how a commercial application is built and then deployed for sale in the app stores. Integrate your Xamariin.Forms applications with third-party, RESTful APIs. Arrange application architecture to avoid pitfalls and optimize your design. Get a heads-up on new features released as part of Xamariin.Forms 3.0. Choose appropriately between Xamariin.Forms and traditional Xamariin, depending upon your application needs and its goals. Who This Book Is For Mobile app developers who are producing software for multiple platforms, including Google Android and Apple iOS. Readers should be familiar with Visual Studio either on Mac OS X or Windows, and have a working knowledge of C#.

Learn everything you need to set up a full-featured, automated pipeline for Xamariin development and deployment. Automate everything from the build step through to deployment and delivery to your customer. If you thought this level of automation could be achieved only by large companies with generous funding, think again! You as a single developer, or working in a small team or company, can automate your processes to punch heavier than your weight. What's more, you can achieve this level of automation completely for free! This hands-on guide takes you step-by-step from setting up your first automated build all the way to integrated unit testing, and finally through to delivering a high-quality app to your testers and end users. The common code presented in this book saves you frustration and recurring work, providing you most time to focus on building the robust and compelling apps that delight your customers and keep you steps ahead of the competition. Not only does this book teach how to get a grip on consistent quality, but it also covers the use of HockeyApp to track events and usage, and to report errors and anomalies back to a home base for developers to investigate. Many times it's possible to detect and fix errors before a user even notices they are there. This book teaches the necessity of an automated development pipeline. Helps you set up an automated pipeline for Xamariin development. Integrates testing (on physical devices!) to ensure high-quality apps. What You'll Learn Why you want an automated development pipeline Obtain and configure the automated tooling Continuously integrate your apps Run automated unit tests Push updates to your customers Monitor and detect errors without user intervention Who This Book Is For App developers looking for ways to ensure consistent quality of work and wanting to know how their apps are doing in actual use by customers

Build multiplatform mobile apps and a game from scratch using C# and Visual Studio 2019, 2nd Edition

Xamariin Continuous Integration and Delivery

C# 10 and .NET 6 - Modern Cross-Platform Development

C# 7 and .NET Core - Modern Cross-Platform Development

Xamariin 4.x Cross-Platform Application Development

C# 9 and .NET 5 - Modern Cross-Platform Development

With Xamariin.Forms

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 ? Revisits 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 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 Xamariin, C#, and .NET. The book discusses the importance of cross-platform mobile app development and the benefits of learning Xamariin. The book delivers a quick lesson on C# and Visual Studio. The book also covers the use of HockeyApp to track events and usage, and to report errors and anomalies back to a home base for developers to investigate. Many times it's possible to detect and fix errors before a user even notices they are there. This book teaches the necessity of an automated development pipeline. Helps you set up an automated pipeline for Xamariin development. Integrates testing (on physical devices!) to ensure high-quality apps. What You'll Learn Why you want an automated development pipeline Obtain and configure the automated tooling Continuously integrate your apps Run automated unit tests Push updates to your customers Monitor and detect errors without user intervention Who This Book Is For App developers looking for ways to ensure consistent quality of work and wanting to know how their apps are doing in actual use by customers

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