UNIVERSITY OF ZAGREB

FACULTY OF ORGANIZATION AND INFORMATICS

V A R A Ž D I N

**Antun Tkalčec**

Github issues: <https://github.com/dotnet/maui/issues/14786>, https://github.com/dotnet/maui/issues/14052

DEVELOPMENT OF A MULTIPLATFORM APPLICATION IN .NET MAUI TECHNOLOGY

master's thesis

Varaždin, 2023.

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Study: Databases and knowledge bases

DEVELOPMENT OF A MULTIPLATFORM APPLICATION IN .NET MAUI TECHNOLOGY

MASTER'S THESIS

Mentor:

Izv. Prof. dr. sc. Mario Konecki

Varaždin, May 2023.

*Antun Tkalčec*

Statement of originality

I declare my master's thesis as the result of my own work and that, writing it, I did not use sources that are not specified in it. Ethically suitable and acceptable methods and work techniques were used in the creation of this thesis.

*Confirmed by the author by accepting the FOI-radovi provisions*

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Summary

The subject of this paper is the development of a multiplatform application in Microsoft's new technology, .NET MAUI. The paper first lists and describes tools and technologies that are used in software development, before detailing the steps

This paper will demonstrate the capabilities of Microsoft's new technology, .NET MAUI (Multiplatform Application User Interface) by displaying, step-by-step, the development of an application built primarily for Android smartphones, with a backend built using ASP.NET and the Entity Framework Code-First approach. Firstly, the tools and technologies that will be used will be described. Afterwards, The paper may serve as a guide to those readers who are interested in multiplatform application development, or software development in general.

Opsega od 100 do 300 riječi. Sažetak upućuje na temu rada, ukratko se iznosi čime se rad bavi, teorijsko-metodološka polazišta, glavne teze i smjer rada te zaključci.

Key words: .NET; software development; multiplatform application; ASP.NET; .NET MAUI; C#; XAML;

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1. Introduction

When developing an application, a lot of time is spent adapting the business logic and the user interface (UI) to each platform – such as Android, iOS, Windows, Web and macOS. In situations where the developer or developers do not have the time to use specific frameworks or technologies to build the same application for each platform, technologies like Microsoft's new .NET MAUI can be used.

.NET MAUI stands for .NET Multiplatform Application User Interface, and it allows the developer to seamlessly target devices of all platforms. MAUI abstracts the latest technologies for building native apps on popular platforms into one common framework [1]. This means that developers can build applications that „look and feel like the native platforms“ from a single codebase [1].

This paper will display the power of .NET MAUI by taking the reader through the necessary steps of building a multiplatform application, starting by designing the database model, building said database using Entity Framework's Code-First approach, creating an API using ASP.NET Core and finally building the user interface using .NET MAUI and XAML. However, the paper will also show some difficulties, bugs and weaknesses of MAUI.

The first part of this paper will present the technologies that will be used in the creation of the multiplatform application and it's backend APIs, relying mostly on cited sources. In the main part of the paper, some techniques that will be shown are taken from accrued experience of the author. The author has chosen .NET MAUI for his Master's thesis because technologies like these are very valuable in today's job market, as well as because of a general interest in Microsoft development technologies.

1. Tools and technologies

This chapter will list and describe tools and technologies that will be used during development of the multiplatform application.

* 1. Microsoft Visual Studio

All of the code for SportSpark's frontend and backend will be written inside of a

technology called Microsoft Visual Studio. „The Visual Studio IDE is a creative launching pad that you can use to edit, debug, and build code, and then publish an app.“ [2]

Microsoft offers Visual Studio in several versions:

1. Community – the free version, which will be used for development throughout this paper (specifically VS Community 2022)
2. Professional – paid, for developers working on commercial projects, adding more advanced capabilities
3. Enterprise – paid, for large-scale enterprise development teams and complex projects

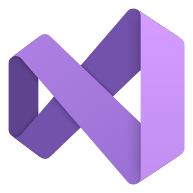


Image 1. Microsoft Visual Studio logo, Source: <https://commons.wikimedia.org/wiki/File:Visual_Studio_Icon_2022.svg>

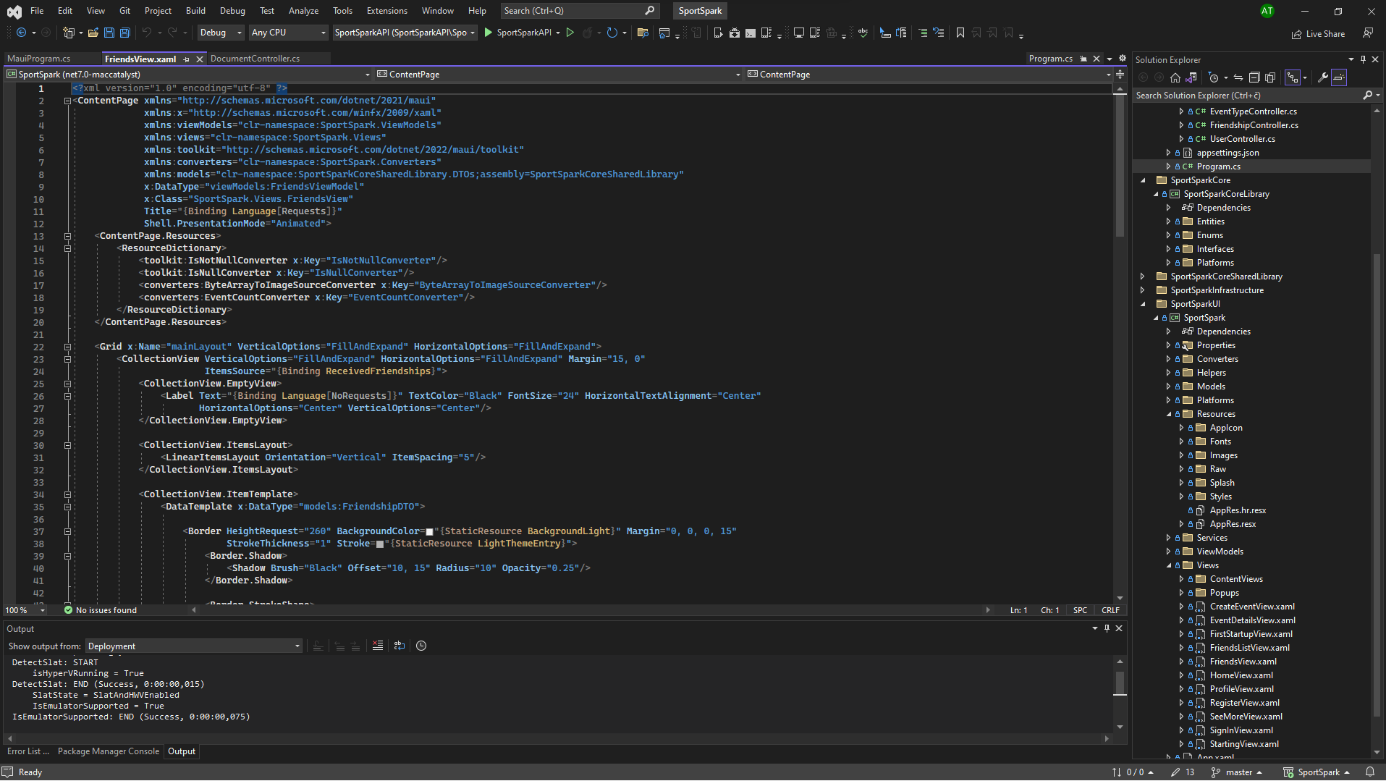


Image 2. Microsoft Visual Studio's User Interface with tabs open, Source: author screenshot

* 1. Microsoft SQL Server

The database for SportSpark will be setup locally, meaning a local database server is

required. Microsoft's SQL Server will be used for this purpose.

Microsoft SQL Server is a relational database management system, or RDBMS for short, and is a powerful and widely used database platform. It provides an environment for managing and storing data.

A picture containing sketch, drawing, graphics, diagram

Description automatically generated

Image 3. Microsoft SQL Server logo, Source: <https://www.commvault.com/supported-technologies/microsoft/sql>

* 1. Microsoft SQL Server Management Studio (SSMS)

Microsoft's SQL Server is only an environment for storing data. To work with the data,

another of Microsoft's technologies will be used. SQL Server Management Studio, or SSMS for short, „is an integrated environment for managing any SQL infrastructure...“ and „provides tools to configure, monitor, and administer instances of SQL Server and databases [3]. It is available in a multitude of languages, such as Chinese, English, French, German, Italian, Japanese and others. SSMS can be used to query and manage databases locally and in the cloud, but the cloud is out of scope for this paper. Every single thing to do with this application will be done locally.

SSMS will be used during the development of SportSpark in multiple ways. For instance, the database model diagram will be created in SSMS and shown in a future chapter.

A picture containing design, illustration

Description automatically generated with medium confidence

Image 4. Microsoft SQL Server Management Studio logo, Source: https://stackshare.io/microsoft-sql-server-management-studio

* 1. Git

In order to store code in a remote location, which allows developers to collaborate on

projects, a version control system such as Git is used. Though SportSpark is created by one developer on a single machine, Git will still be used to *commit* and *push* code changes to a GitHub repository. All SportSpark code can be found by clicking the GitHub link at the end of this paper.

Using Git, developers can simultaneously develop features or fix bugs by using branches. One of the key features is its ability to track and manage changes by detecting differences between versions of code. Ultimately, Git is a core tool for any developer, and the reader is hereby encouraged to read more about this industry standard technology [4].

A picture containing graphics, font, symbol, design

Description automatically generated

Image 5. Git logo, Source: https://commons.wikimedia.org/wiki/File:Git-logo.svg

* 1. Sourcetree

Git alone does not have a nice-to-look-at graphical user interface, but is rather (mostly)

a command line tool. Sourcetree is a free Git client and a graphical user interface for Git that allows developers to manage and visualize repositories and code changes [5].



Image 6. Sourcetree logo, Source: <https://iconduck.com/icons/94916/sourcetree>

A screenshot of a computer program

Description automatically generated with medium confidence

Image 7. Sourcetree User Interface, Source: author screenshot

Image 7. shows Sourcetree's user interface, where SportSpark's commits and branches can be seen.

* 1. adb

'adb' or Android Debug Bridge „is a versatile command-line tool that lets you communicate with a device.“ [6] Given that SportSpark is a primarily Android mobile application, adb is used to connect the phone to the localhost API. Put simply, starting the API project within Visual Studio runs the API locally, but the phone cannot send HTTP requests to it without using a tool such as adb. The API running on localhost will have a port, which needs to be used in the following command-line command:

*adb reverse tcp:port tcp:port*

Once the Android phone is connected via USB cable to the PC the API is running on and this command is used, the phone will successfully send HTTP requests to the locally running API. This means the API will send back JSON files containing data that is displayed on SportSpark's frontend.

* 1. Backend tools and technologies
     1. ASP.NET Core
     2. Entity Framework
  2. Frontend tools and technologies
     1. Figma
     2. XAML
     3. .NET MAUI

U ovom poglavlju treba opisati koje će metode i tehnike biti korištene pri razradi teme, kako su provedene istraživačke aktivnosti, koji su programski alati ili aplikacije korišteni.

1. Application idea

The very first thing one needs before developing an application is an idea. The

application that will be built throughout this paper is one that servers as a tool to find sport events in the users' vicinity. The idea is, therefore, to give users a quick and easy way to find sport events they might be interested in inside of a certain square kilometer radius. The user starts by creating an account and signing into the application. After the first sign in, the user will be redirected to a screen where they must input more information about their sports interests. Furthermore, they may choose to complete their profile with a picture, their age or some information about themselves. The most important part of this setup process will be specifying a radius inside which they want to see other users' sports events.

Another way to see sports events, other than seeing the newest, nearest one, is to add 'friends'. If a user's 'friend' creates an event, that event will take priority over other users' events in the application's main screen. Also, a notification should be sent to a user if one of their 'friends' creates an event that the user is interested in.

Users create events by specifying the following data:

* Event location – where the event will take place
* Event privacy – who can see the event; an event may be public or private
* Event repetition – will the event take place again, when, where, how often
* Event duration – how long the event will last
* Event price – an event may have an entry fee
* Event time – when the event takes place
* Number of participants – how many people may sign up for the event or how many people the event needs
* Event category – of which sport the event is

To combat the creating of fake events, a rating system will be put in place. Users can

rate event organizers, and a bad rating will deter potentially interested users from signing up to the event. This system would be especially useful for repeating events. A *gamification* of sorts could be implemented. Users can check an event creator's profile, thus seeing their rating and deciding if commiting their time to that creator's event is worthwhile.

To monetize an app like this, there would be a free version with ads and a paid version with no ads. Users would have a choice to *bump* their events (increase their visibility for a short time) by paying a small fee. However, monetization will not be implemented into this application as part of this paper.

The application might also target video game events. To achieve this feature, there would not be a location requirement, because these events would be played online. For example, an event that specifies a *roleplay* match of a certain war-simulation video game, where players would go out of their way to play the game in a way that would simulate real wartime tactics and combat. Usually, these types of events are organized by way of online communities like *YouTube communities* or on platforms like *Discord*. This feature would simplify the process of organizing these events.

Marketing a primarily mobile app like this can be done in multiple ways. For free, the app could be marketed through posts on platforms such as *Facebook* or *Discord* groups, *Twitter* and other social networks. Another way is to make deals with sport organizations or clubs, where they would use the app to organize events and therefore, with time, have a higher number of participants in their events.

Ultimately, not all of these ideas will be implemented in the final application. The purpose of this paper is to demonstrate the aforementioned technologies, not to create a real-world consumer-facing mobile application.

Having all this information in mind, the application's name shall be **SportSpark.**

1. Backend development

This chapter marks the beginning of the multiplatform application development process.

The first thing that most applications need is a database, which will hold the data that the application will use. Modeling a robust database is the foundation upon which the rest of the app will be built, so before getting into building the database itself, it will first be modeled. To model a database, an online tool such as *draw.io* can be used, where one can create diagrams that will represent tables in an SQL database, and the connections between these tables.

* 1. Database modeling
  2. Creating a database
  3. Creating an API

1. Frontend development
   1. Designing a user interface
   2. Building a user interface

placeholder

1. Placeholder 2

placeholder

1. Placeholder 3
2. Placeholder 4

Ovo je glavni dio rada u kojem treba razraditi temu, pojasniti istraživanja, prikazati rezultate i slično. Poželjno je na početku poglavlja dati kratki opis strukture poglavlja, kako bi čitatelj/čitateljica rada mogao/mogla lakše pratiti složenu cjelinu.

* 1. Poglavlje druge razine

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* + 1. Poglavlje treće razine

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* + - 1. Poglavlje četvrte razine

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1. Tehničke upute

Tehničke upute u nastavku opisuju način tehničkog oblikovanja rada i navođenja literature.

* 1. Upute za oblikovanje izgleda rada

**Stranice** se oblikuju korištenjem sljedećih parametara:

* veličina i oblik papira je A4, okomito usmjerenje, margine 2,5 cm na svakoj strani;
* naslovna stranica rada se ne numerira;
* nakon naslovne stranice, sve sljedeće stranice do 1. Poglavlja se numeriraju rimskim brojevima, počevši od i;
* od 1. poglavlja nadalje, stranice se numeriraju arapskim brojevima;
* broj stranice treba pozicionirati desno 1,25 cm od dna stranice, font Arial 9.

**Tekst** rada je potrebno oblikovati sukladno ovom predlošku, odnosno na sljedeći način:

* u pisanju teksta koristite font Arial 11 pt, s proredom 1,5 te razmakom 0 pt prije i razmakom 6 pt poslije odlomka, pri čemu je prvi redak uvučen za 1,25 cm;
* u naslovima prve razine „3. Razrada teme“ koristite font Arial 18 pt, podebljano, prijelom stranice (svaki naslov prve razine treba biti na novoj stranici), s proredom 1,5 te razmakom 0 pt prije i razmakom 18 pt poslije odlomka;
* u naslovima druge razine „2.1. Naslov“ koristite font Arial 16 pt, podebljano, s proredom 1,5 te razmakom 18 pt prije i razmakom 12 pt poslije odlomka;
* u naslovima treće razine „2.1.1. Naslov“ koristite font Arial 14 pt, podebljano, s proredom 1,5 te razmakom 12 pt prije i razmakom 6 pt poslije odlomka;
* u naslovima četvrte razine „2.1.1.1. Naslov“ koristite font Arial 12 pt, podebljano, s proredom 1,5 te razmakom 6 pt prije i razmakom 6 pt poslije odlomka;
* ostalo značajno isticanje cjelina rada može biti istaknuto podebljanim i kurziv slovima, korištenjem fonta Arial 11 pt.

**Slike** u radu je potrebno oblikovati odnosno na sljedeći način:

* naziv slike navedite ispod slike uz numeraciju;
* za nazive slika koristite iste postavke fonta kao i za tekst, ali stavite naziv slike u centrirani položaj;
* za oblikovanje same slike koristite font Arial 9 pt za tekst na slici;
* ispred same slike umetnite jedan prazan redak (osim ako je slika pozicionirana na početku stranice);
* nakon naziva slike ostavite jedan redak prazan (osim ako je naziv slike zadnji redak na stranici);
* kod prijeloma stranice treba obratiti posebnu pozornost da naziv slike, izvor i sama slika moraju biti na istoj stranici;
* slike je potrebno numerirati redom pojavljivanja u tekstu;
* ako je slika preuzeta iz drugog izvora, nakon navođenja naziva slike u zagradi navedite izvor, npr. (autor/autorica, godina);
* dozvoljeno je napraviti vlastitu preradu slika, grafikona ili tablica na način da se zadrži isti smisao sadržaja, ali promijeni izgled. I u takvim se slučajevima obavezno u nazivu navodi referenca izvornog djela ovako: “(Prema: Klačmer Čalopa i Cingula, 2012)“;
* dozvoljeno je preuzeti samo jednu sliku, grafikon ili tablicu u izvornom obliku iz istog izvora. Za doslovno preuzimanje većeg dijela sadržaja potrebno je ishoditi dozvolu nositelja autorskih prava;
* primjer označavanja slike možete vidjeti u nastavku.



Slika 1: Podjela investicijskih fondova (Izvor: Klačmer Čalopa i Cingula, 2012)

**Tablice** rada je potrebno oblikovati sukladno ovim uputama:

* naziv tablice navedite iznad slike;
* za nazive tablica koristite iste postavke fonta kao i za tekst, ali stavite naziv tablice u centrirani položaj;
* za oblikovanje same tablice koristite font Arial 9 pt za tekst u tablici;
* tablice numerirajte redom pojavljivanja u tekstu;
* prije naziva tablice umetnite jedan redak prazan (osim ako je naziv tablice prvi redak na stranici);
* nakon same tablice umetnite jedan prazan redak (osim ako je tablica pozicionirana na kraju stranice);
* kod prijeloma stranice treba obratiti posebnu pozornost da naziv tablice, izvor i sama tablica moraju biti na istoj stranici;
* ako je tablica preuzeta iz drugog izvora, nakon navođenja naziva tablice potrebno je navesti izvor, na isti način kako je opisano kod slika;
* primjer označavanja tablice možete vidjeti u nastavku.

Tablica 1: Prikaz podataka o učestalosti pojavljivanja objekta

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

(Izvor: Klačmer Čalopa i Cingula, 2012)

**Programski kod**

* za oblikovanje teksta koji je programski kôd koristite font Courier, veličine 10 pt, jednostruki prored, 6 pt iza odlomka, npr. HTML kôd dijela zaglavlja početne web stranice FOI weba:

<head>

<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />

<link rel="shortcut icon" href="[https://www.foi.unizg.hr/sites/default/files/favicon\_0\_1.ico](view-source:https://www.foi.unizg.hr/sites/default/files/favicon_0_1.ico)" type="image/vnd.microsoft.icon" />

<meta name="generator" content="Drupal 7 (http://drupal.org)" />

<link rel="canonical" href="[https://www.foi.unizg.hr/hr](view-source:https://www.foi.unizg.hr/hr)" />

<link rel="shortlink" href="[https://www.foi.unizg.hr/hr](view-source:https://www.foi.unizg.hr/hr)" />

<!-- Set the viewport width to device width for mobile -->

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Dobro došli na FOI | FOI</title>...

</head>

**Formule**

* za unos formula koristite editor za formule u svom tekst procesoru.

**Kratice**

* ako želite koristiti kratice pojmova u tekstu, kad prvi put spominjete pojam potrebno je navesti puni naziv, a kraticu navesti u zagradi (npr. Informacijske i komunikacijske tehnologije, kraće IKT). Nakon toga možete koristiti kratice u tekstu. Poželjno je u naslovima koristiti pune nazive.

**Strano nazivlje**

* strano nazivlje se u tekstu navodi u zagradi, napisano *kurzivom*, nakon hrvatskog izraza, npr. Analiza društvene mreže (eng. *Social Network Analysis - SNA*).
  1. Navođenje literature

Za navođenje literature u radu možete odabrati i koristiti jedan od sljedeća dva ponuđena stila: APA ili IEEE stil. Važno je dosljedno primjenjivati odabrani stil u cijelom radu.

U popisu literature potrebno je navesti svu literaturu i samo literaturu koju ste koristili u tekstu.

Uz svaku preuzetu tvrdnju potrebno je navesti njezin izvor, tj. referencu. Reference se u tekstu navode tako da se uz citirani tekst navede izvor, sukladno načinu propisanom odabranim stilom i FOI preporukama za citiranje i referenciranje.

1. Conclusion

Ovdje treba sažeto rezimirati najvažnije rezultate razrade teme rada. Potrebno je sažeto opisati što je predmet rada, koje su metode, tehnike, programski alati ili aplikacije korištene u razradi rada te koje su pretpostavke dokazane, a koje opovrgnute. Sadržajno, ono što se u uvodu rada najavljuje i kasnije je obuhvaćeno u samom radu, moralo bi biti opisano u zaključnom dijelu kroz rezultate rada.

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Literature

Popis literature treba biti izrađen u skladu s odabranim stilom navođenja literature (APA ili IEEE stilom), a poželjno je korištenje prikladnog programskog alata (npr. Zotero). Primjeri navođenja literature opisani su u dokumentima „FOI: preporuke citiranja i referenciranja primjenom stila referenciranja APA“ i „FOI: preporuke citiranja i referenciranja primjenom stila referenciranja IEEE“.

Images

Popis slika treba biti izrađen po uzoru na indeksirani sadržaj, te upućivati na broj stranice na kojoj se slika može pronaći.

[Slika 1: Podjela investicijskih fondova 6](#_Toc496692358)

Tables

Popis tablica treba biti izrađen po uzoru na indeksirani sadržaj, te upućivati na broj stranice na kojoj se tablica može pronaći.

[Tablica 1: Prikaz podataka o učestalosti pojavljivanja objekta 7](#_Toc496692416)

Attachments (1, 2, …)