Xamarin for .NET developers

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	iOS	Android
Application Layer	Objective-C Swift	Java Kotlin
UI Layer	Objective-C Swift	Java Kotlin
Business Logic Layer	Objective-C Swift	Java Kotlin

So what is Xamarin?

So what is .Net?

- Compiler (C#/F#/VB)

- Core libraries (collections, simple types, LINQ, Task)

- Platform specific stuff (WPF/UWP/XBox/ASP)

- Visual Studio as IDE

- Runtimes

So what is Mono?

- Compiler (C#)

- Core libraries (collections, simple types, LINQ, Task)

- Platform specific stuff (GTK#)

- MonoDevelop as IDE

- Runtimes

So what is MonoTouch/MonoDroid?

- Compiler (C#)

- Core libraries (collections, simple types, LINQ, Task)

- Platform specific stuff (iOS/Android)
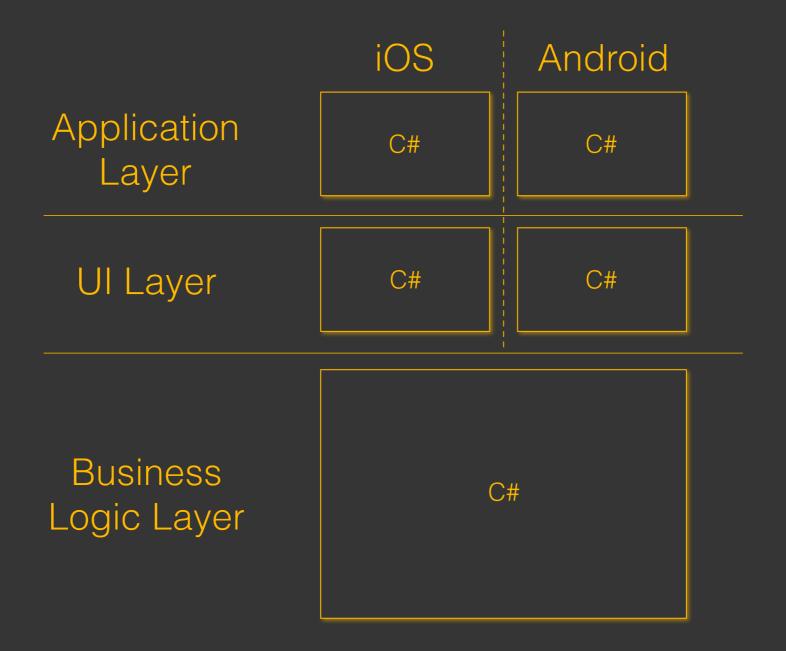
- MonoDevelop as IDE

- Runtimes

So what is Xamarin?

- Compiler (C#/F#)

- Core libraries (collections, simple types, LINQ, Task)

- Platform specific stuff (iOS/Android/macOS)

- Visual Studio (Windows and Mac) as IDE

- Runtimes

Xamarin allows you to write cross platform native mobile apps

Native

.NET Standard all the things!

	iOS	Android
Application Layer	C#	C#
UI Layer	C#	C#
Business Logic Layer	C#	

Demo time!

Xamarin Essentials

Demo time!

Xamarin Forms

Demo time!

Getting started

What about F#?

Demo time!

Learning Xamarin

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