

사용된 오픈소스 라이브러리 및 설명

-Xamarin

-마이크로소프트가 소유하고 있으며, 닷넷(.NET)과 C#을 이용해서 하이브리드 모바일 앱을 만들기 위한 오픈소스(open-source) 플랫폼이다. 자마린은 각종 도구와 라이브러리(library)를 가진 개발 환경으로 닷넷 개발 플랫폼을 확장 시키고 있으며, 안드로이드, iOS, tvOS, watchOS, MacOS, 윈도우(Windows) 등의 다양한 환경을 대상으로 앱을 만들 수 있다.

사용된 오픈소스 라이선스

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