



Building Xamarin Apps with Cake

Tomasz Cielecki
@Cheesebaron
Software Engineer @ BKS
Xamarin MVP & Microsoft MVP

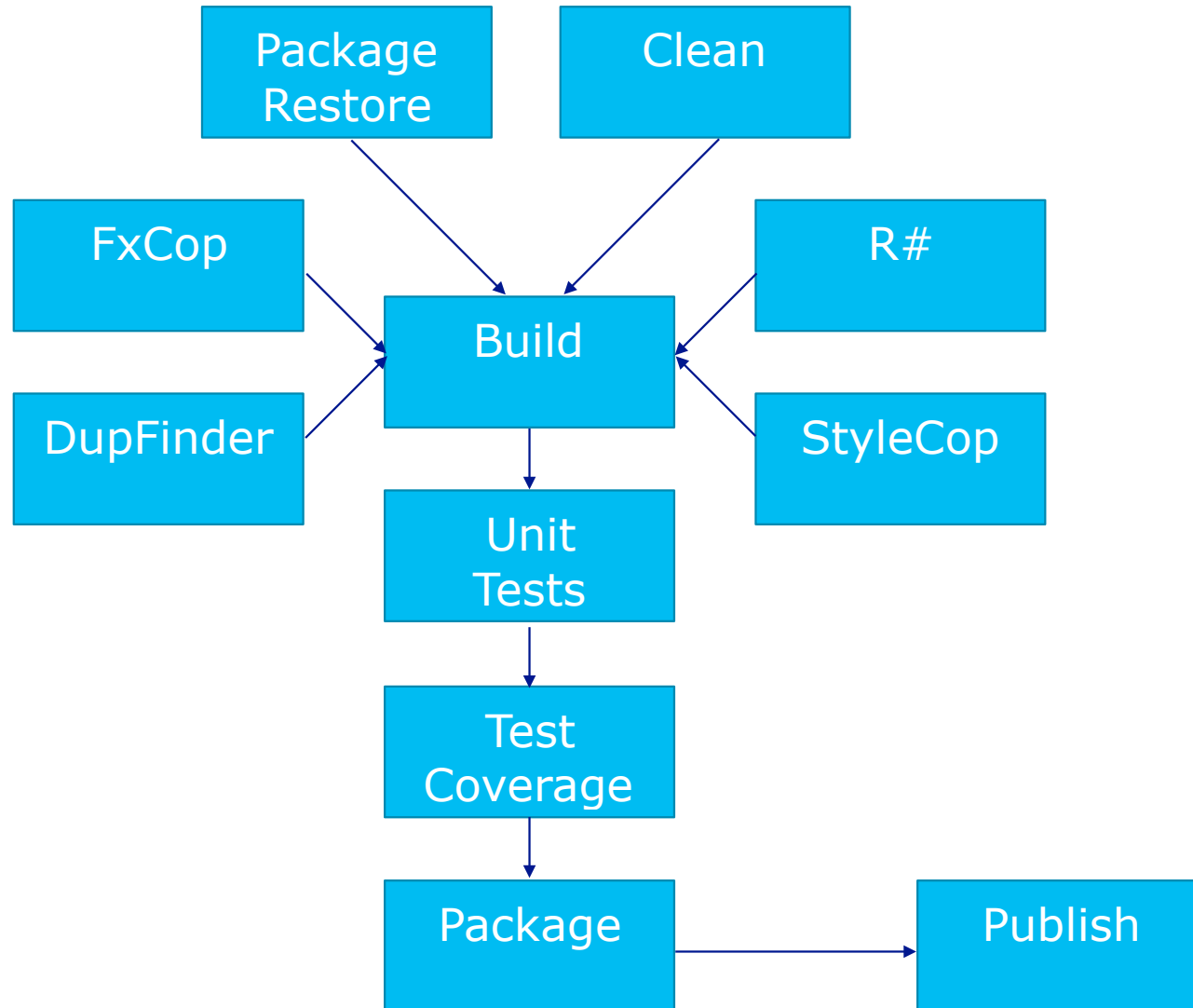
What is Cake?



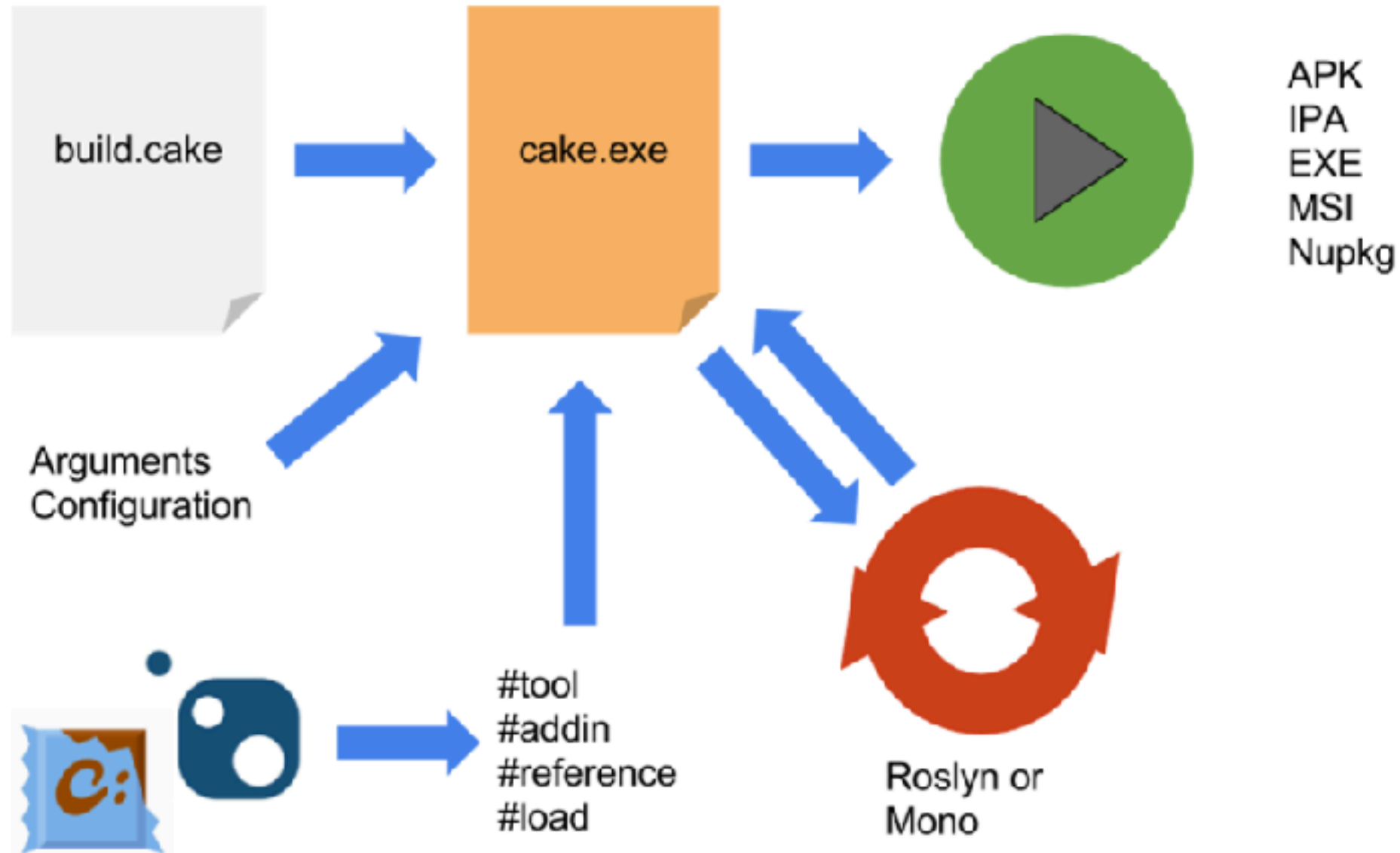
Definition from cakebuild.net

- Cake (C# Make) is a cross platform build automation system with a C# DSL to do things like compiling code, copy files/folders, running unit tests, compress files and build NuGet packages.

Typical workflow



How does cake work?



[illegible]

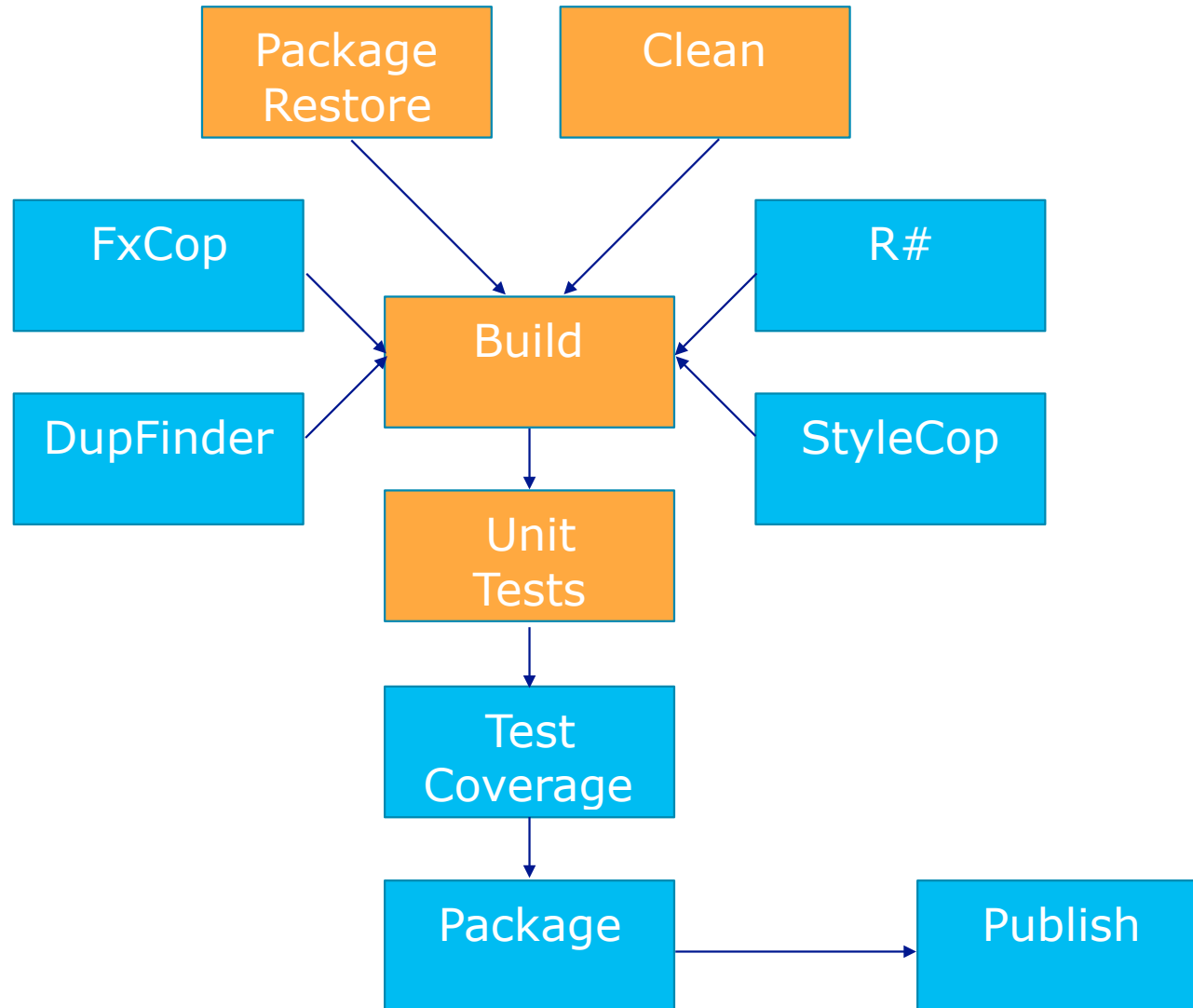
Why should I use cake?

- Non intrusive
- It should just work
- Highly configurable
- No binaries checked into repository
- Easy to implement own tools
- Build should behave the same regardless of
 - Operating System
 - Environment

Cake builds cake on

Build server	Platform	Build status	Integration tests
AppVeyor	Windows	build passing	build passing
Travis	Linux / OS X	build passing	
TeamCity	Windows	build passing	
Bitrise	OS X	Bitrise passing	Bitrise passing
Bitrise	Linux	Bitrise passing	Bitrise passing
Jenkins	Windows	build failing	
Bamboo	Windows	build passing	build failing
Visual Studio Team Services	Windows	build passing	
MyGet Build Services	Windows	MyGet Successful	
Bitbucket Pipelines	Linux	build passing	build passing
GitLabs	Linux	build success	

Demo! <https://github.com/Cheesebaron/CakeDemo>



Thanks!

Tomasz
Cielecki

Software Engineer @ BKS
Xamarin MVP & Microsoft MVP

tomasz@ostebaronen.dk

<http://ostebaronen.dk>

@Cheesebaron

Further reading

- Cake homepage with API + Reference: <http://cakebuild.net/>
- Deploying to AppStore/TestFlight and Play Store: <https://github.com/ghuntley/appstore-automation-with-fastlane>
- Cake.Recipe, contains _lots_ of samples: <https://github.com/cake-contrib/Cake.Recipe>