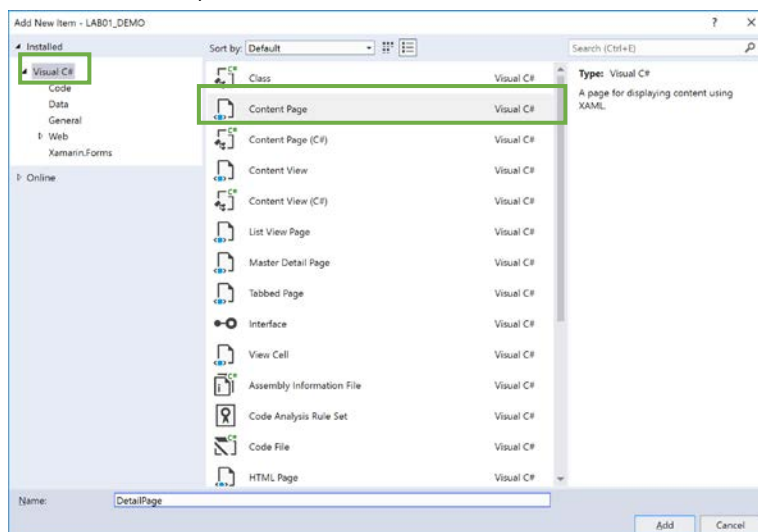# Week3 – Demo: navigation

There is a variety of ways to navigate through Xamarin.Forms, on which more can be found in your eBook – **chapter 24: Page navigation**. For now, we will only explain / use one way, which is pushing a modeless page to the navigation stack.

Contents

Create a content page

- Create a folder 'View' in the PCL project
- Inside this folder, add a new item and name it:

- Add your content inside the <ContentPage.Content> tags.
- Make sure you set the **Title** property of the ContentPage:

Change the type of the main page

- Go to App.xaml.cs
- In the constructor, you will find:

```
MainPage = new LAB01_DEMO.MainPage();
```

- Turn the page into a navigation page by changing this line of code to:

```
MainPage = new NavigationPage( new LAB01_DEMO.MainPage() );
```

- Go to MainPage.xaml and set the **Title** property of the ContentPage:

```
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"
             xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
             xmlns:local="clr-namespace          "
             x:Class=              .MainPage"
             Title="Beer overview">
```

Navigate using PushAsync

The PushAsync function uses the power of asynchronous programming. We will see the concept of this further in detail later in the Device Programming II course.

Default navigation

- Go to the code behind of the page you wish to navigate **from** (eg.: MainPage.xaml.cs)
- You can now navigate like this:

```
Navigation.PushAsync(new PageName()); // PageName = name of your page
```

Navigate sending extra data

Option 1: add a parameter to the constructor

- In the page you want to navigate **to** (eg.: DetailPage), change the constructor asking one or more parameters (of any type):

```
public FooPage(Foo foo)
{
        …
}
```

- Pass the values in the constructor while navigating:

```
Navigation.PushAsync(new PageName("hello"));
```

Option 2: use a public property

- In the page you want to navigate **to** (eg.: DetailPage), **create a public property** of the **type** of information you want to pass. You can create as many properties as you wish.

```
Eg.:    public string Foo { get; set; }
```

- Set these properties before navigating:

```
PageName page = new PageName();
page.Foo = "hello";
Navigation.PushAsync(page);
```