

Xamarin.Forms Introduction

A simple way to build applications with **native UI** for **Android, IOS** and **UWP** from a shared **C# codebase**



Xamarin.Forms



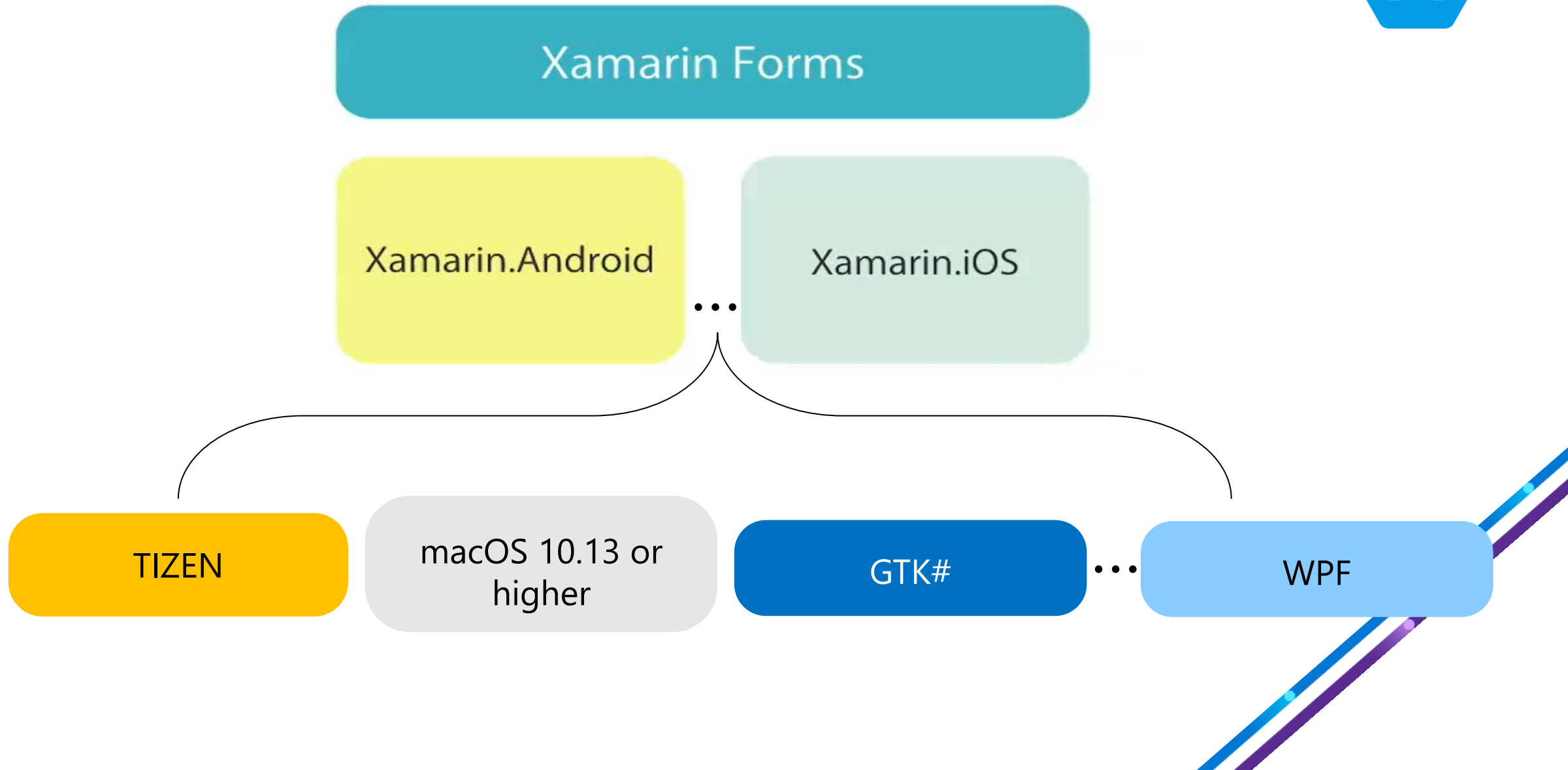
Visual appearance best Practice



Behavior best Practice



Architecture

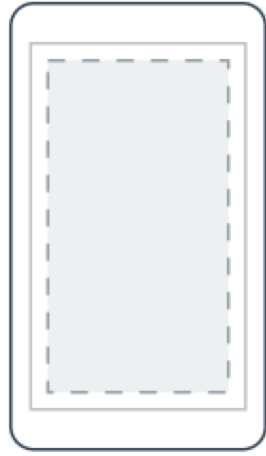


What we will use



- Pages
- Layouts
- Controls
- Animation API
- Navigation
- Data Binding
- XAML

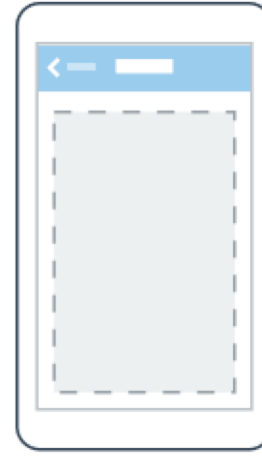
Pages



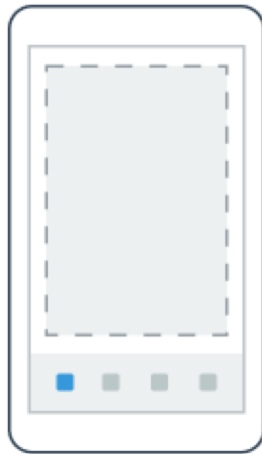
ContentPage



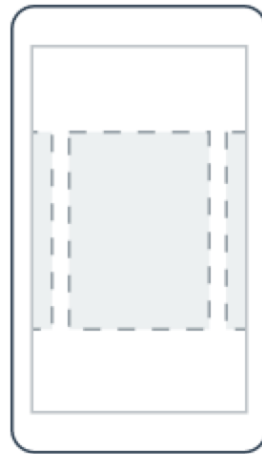
MasterDetailPage



NavigationPage



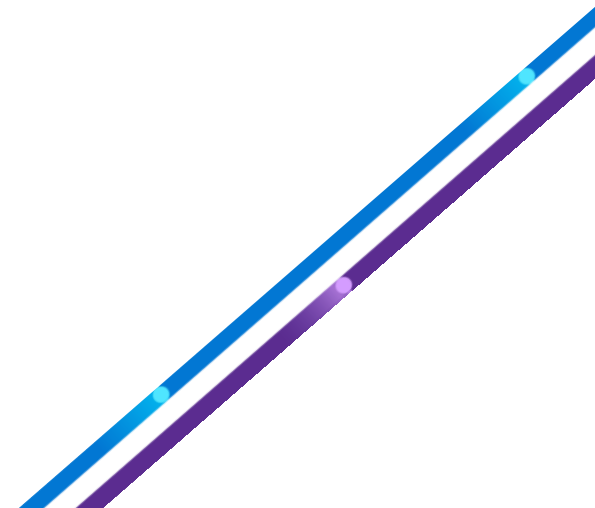
TabbedPage



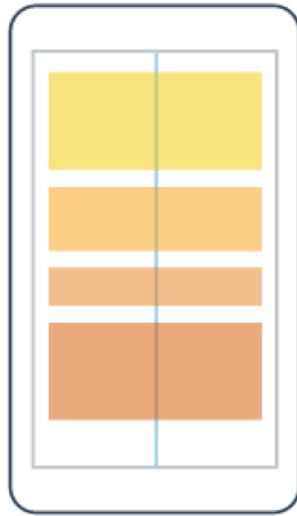
CarouselPage



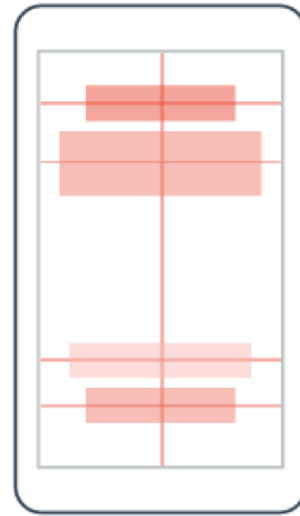
TemplatedPage



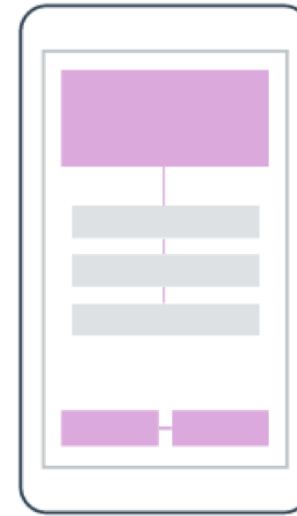
Layouts



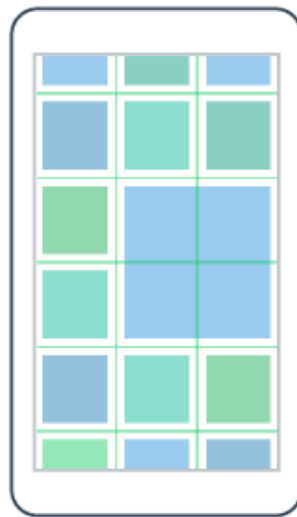
StackLayout



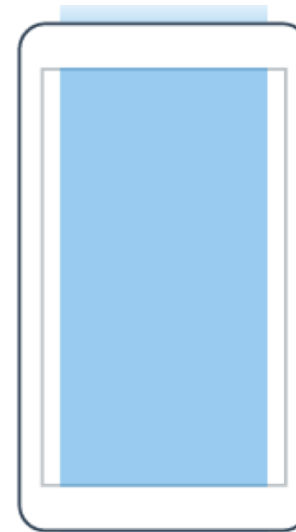
AbsoluteLayout



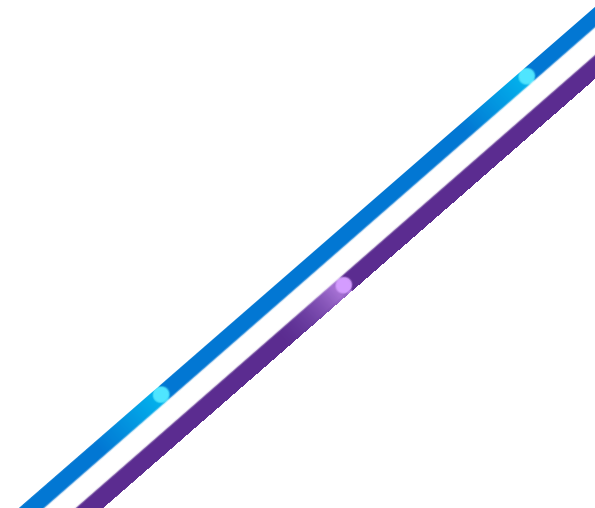
RelativeLayout



Grid



ScrollView





Controls

ActivityIndicator	BoxView	Button	DatePicker	Editor
Entry	Image	Label	ListView	Map
OpenGLView	Picker	ProgressBar	SearchBar	Slider
Stepper	TableView	TimePicker	WebView	EntryCell
ImageCell	SwitchCell	TextCell	ViewCell	And more...

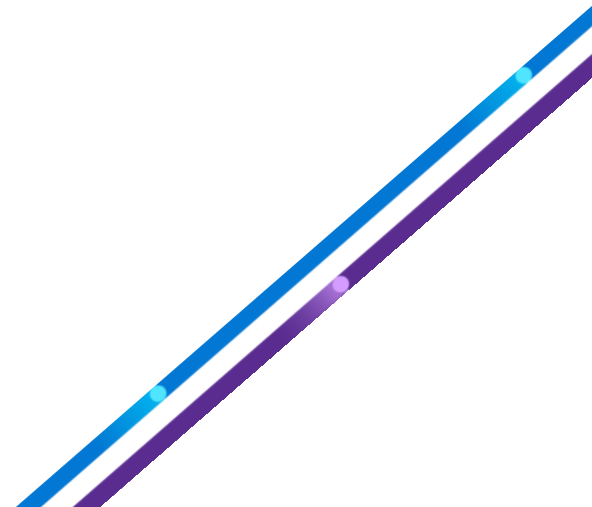


Animations

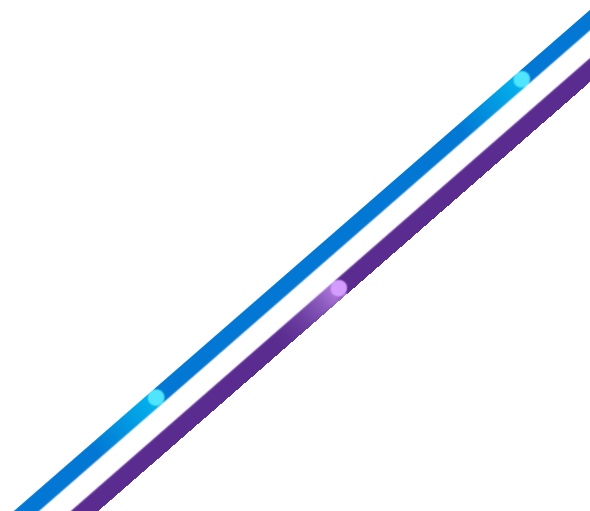
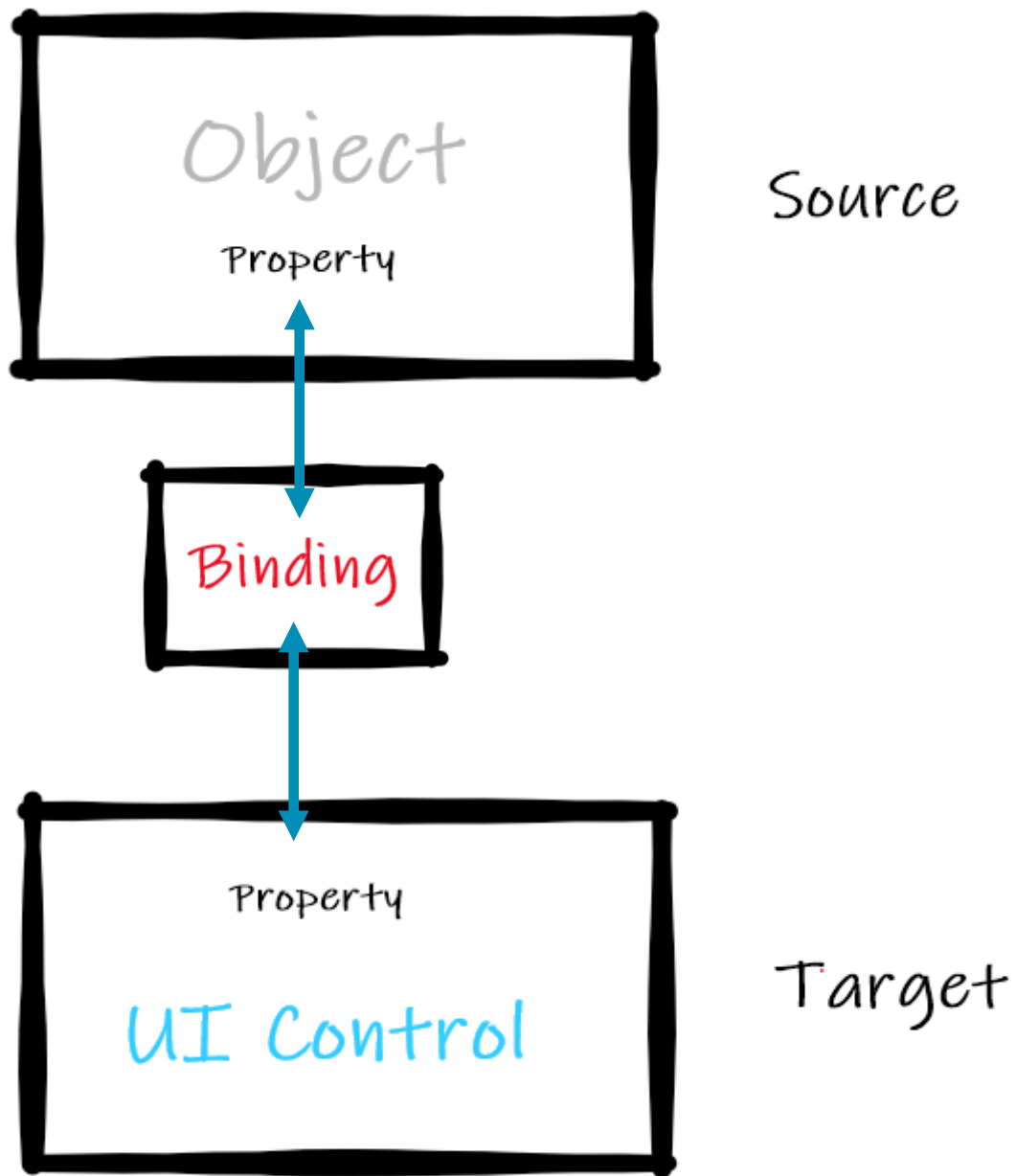
Simple Animations

Easing Functions

Custom Animations



Data Binding





Xamarin.Essentials

