



WHY XAMARIN FORMS IS AWESOME

— By Rendy Del Rosario
& Charlin Agramonte —

Hi :)



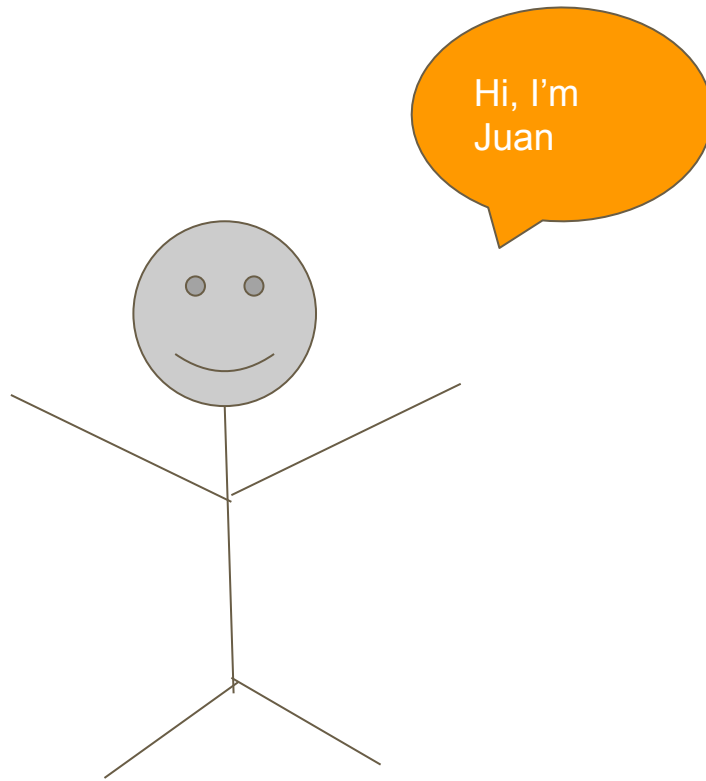
- Xamarin Mobile Developer
- Project Manager

@Chard003

- Senior Mobile Developer
- Project Manager

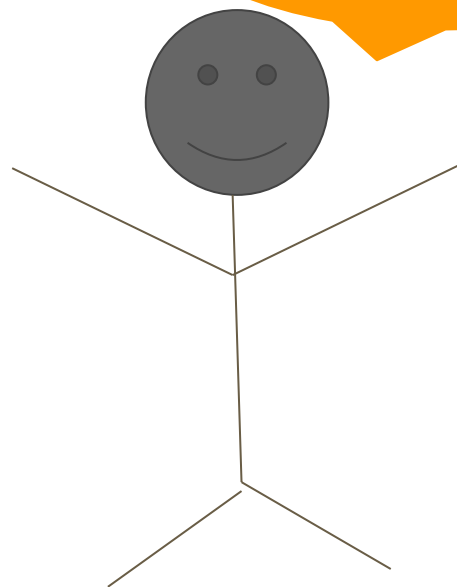
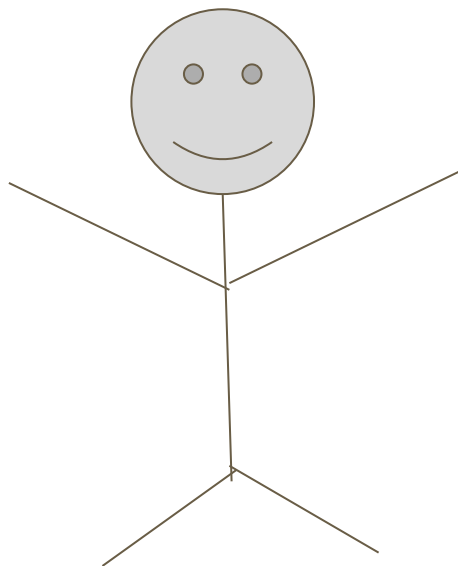
@rdelrosario





- Web developer
- Php
- Html
- C#

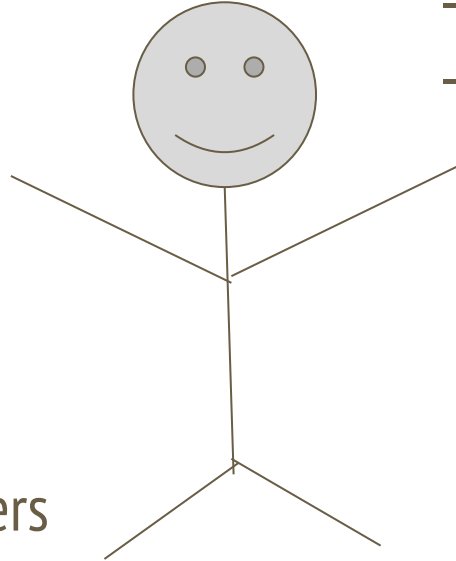
Juan's Story - Chapter 1



Hi, I'm Pedro, i want to
do a Web and a Mobile
app for
Android/IOS/Windows
phone

Juan's Story - Chapter 2

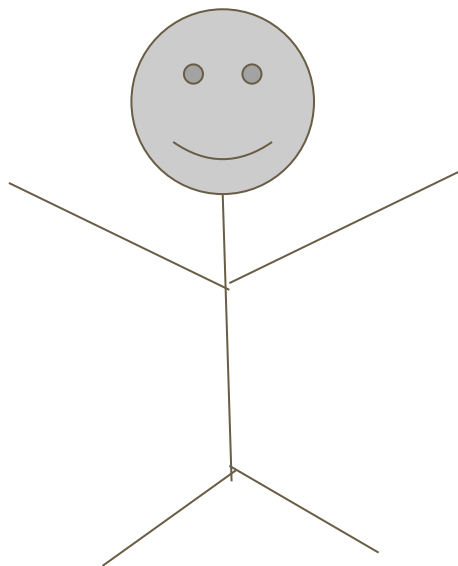
- He only knows web development
- He's not a PicaPopollero
- He needs to find 3 mobile developers
Android/iOS/WindowsPhone



Solutions

- Find 3 developers
- Become a Picapollero and start learning Objective C/ Java/C#
- Find a Super Human that knows iOS/ Java/C#
- Find other solutions

Juan's Story - Chapter 2

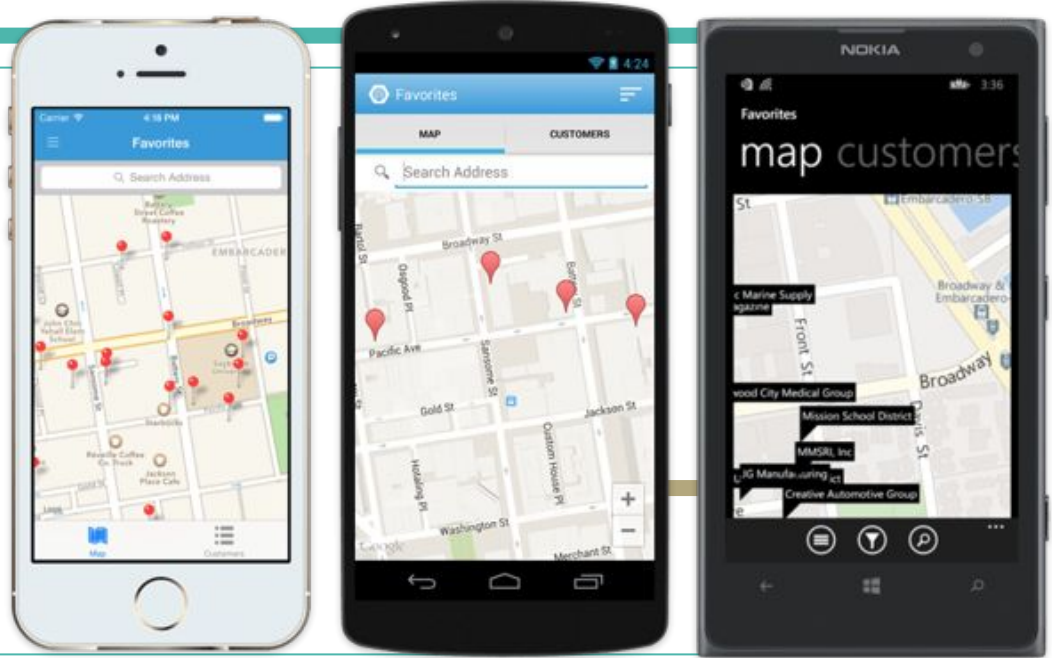


Happy Client

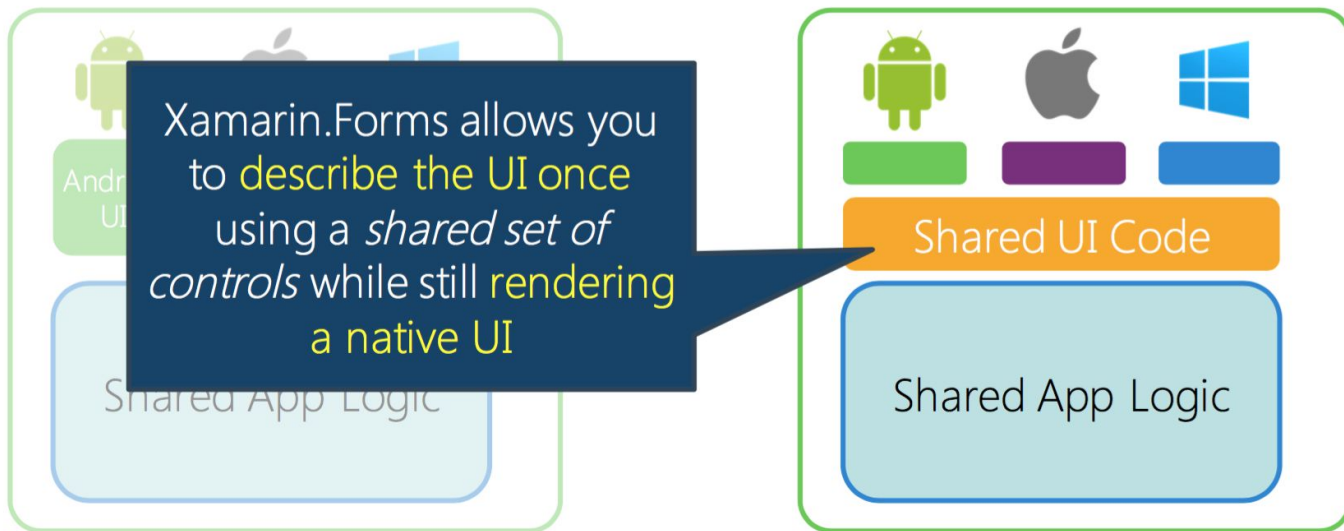
Juan's Story - Chapter 3

What is Xamarin Forms?

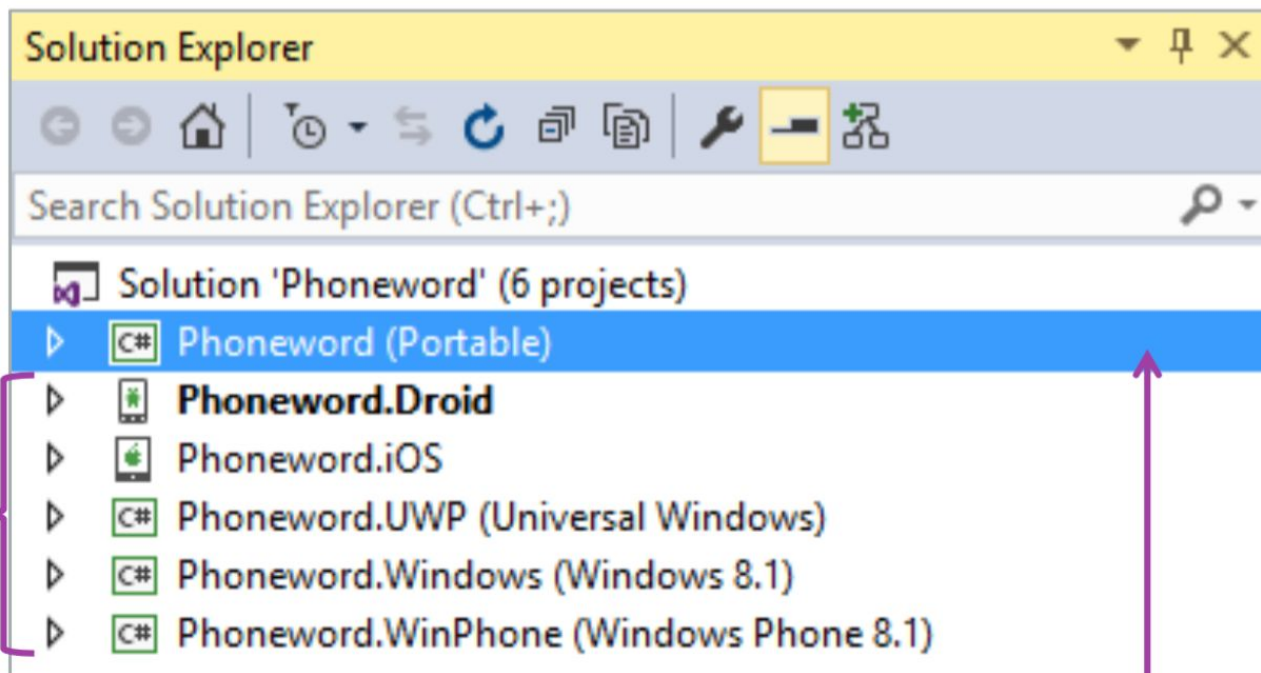
“Xamarin.Forms is a cross-platform UI toolkit that allows developers to easily create native user interface layouts that can be shared across Android, iOS, and Windows Phone.”



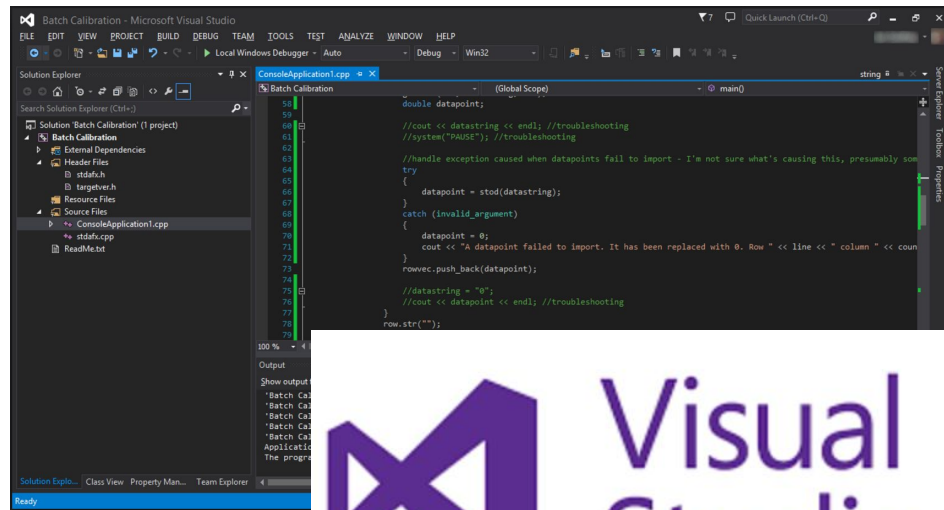
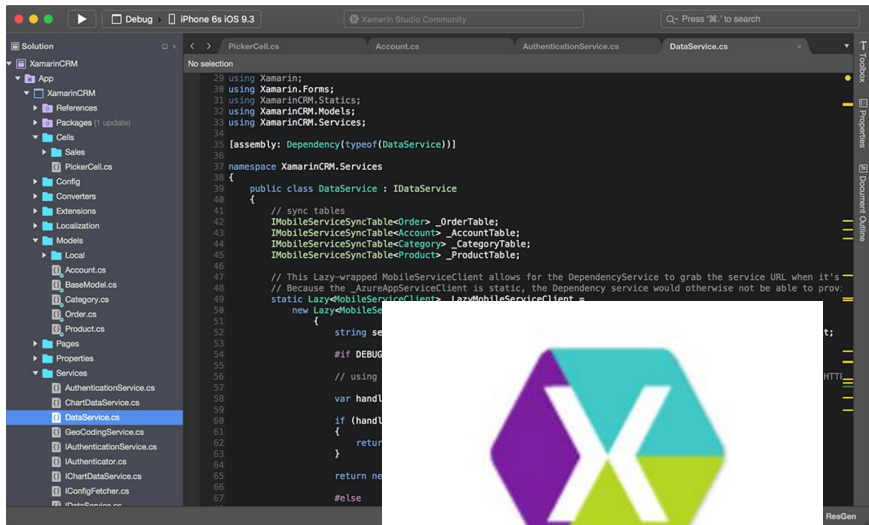
How it works?



Project structure

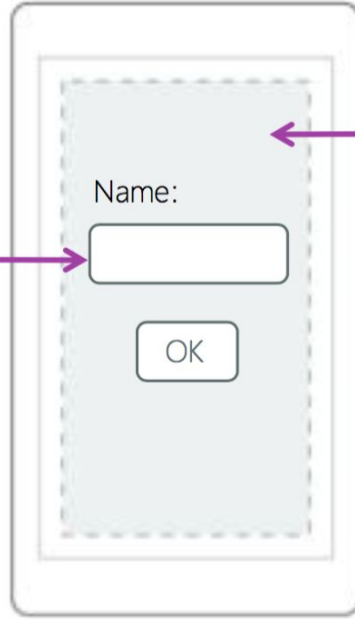


Environment



Creating the application UI

Views are the UI controls the user interacts with



Page represents a single screen displayed in the app



Pages

Represent a simple screen to display



ContentPage



MasterDetailPage



NavigationPage



TabbedPage

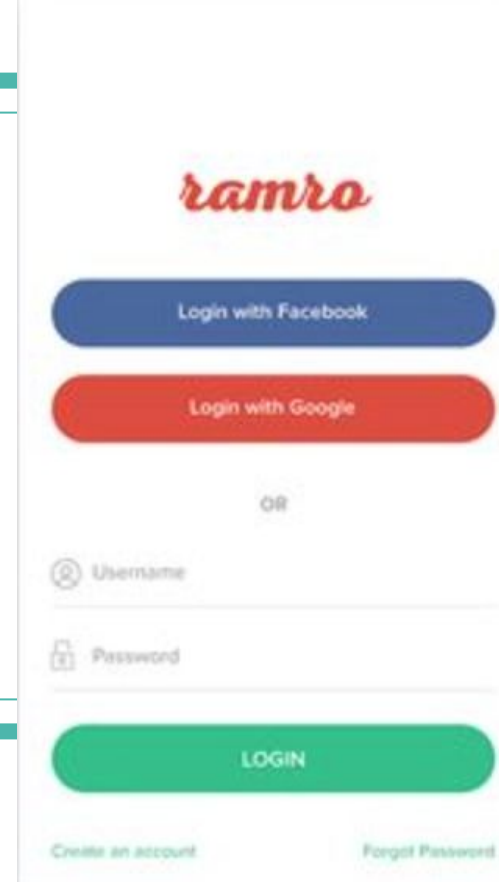


CarouselPage

Views

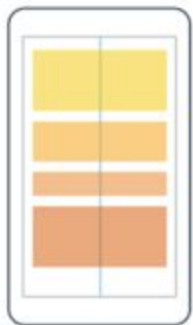
Refer to visual objects such as buttons, labels or text entry boxes - which may be more commonly known as controls or widgets.

Label	Image	SearchBar
Entry	ProgressBar	ActivityIndicator
Button	Slider	OpenGLView
Editor	Stepper	WebView
DatePicker	Switch	ListView
BoxView	TimePicker	
Frame	Picker	

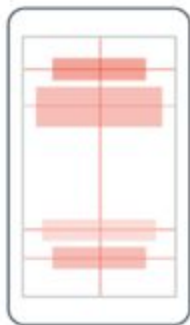


Layouts

Organize child elements based on specific rules



StackLayout



AbsoluteLayout



RelativeLayout



GridLayout



ContentView



ScrollView



Frame

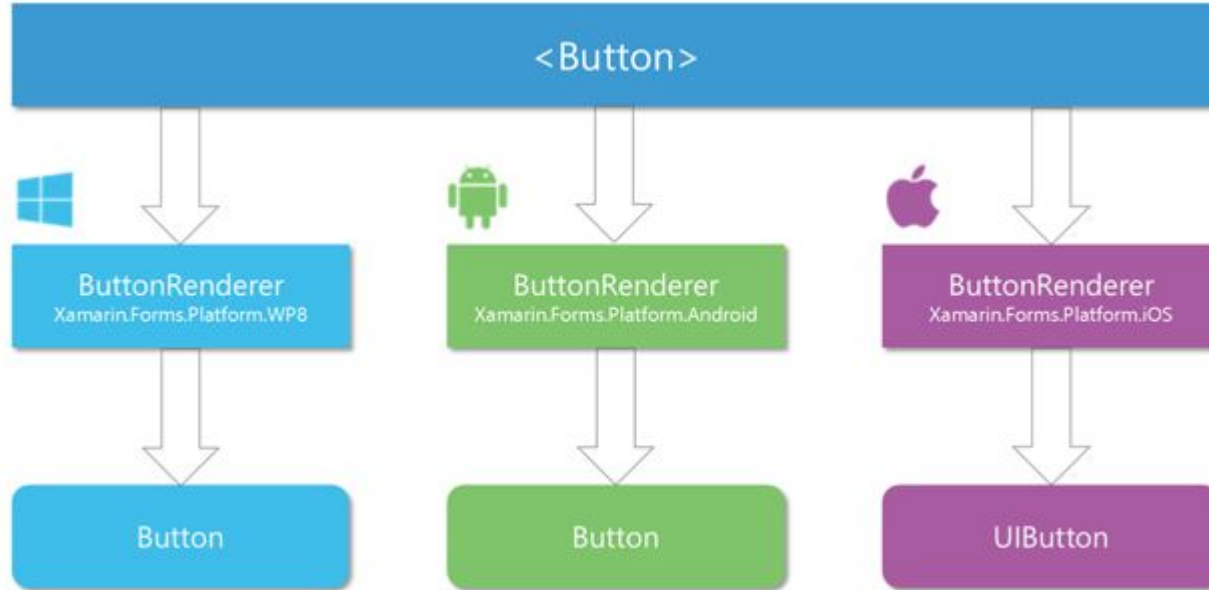
XAML vs Code

```
var label = new Label () { Text="Hello 1"};
var label2 = new Label () { Text = "Hello 2" };

Content = new StackLayout {
    Orientation = StackOrientation.Horizontal,
    Children =
    {
        label,
        label2
    }
};
```

```
<StackLayout Orientation="Horizontal">
    <Label Text="Hello 1"/>
    <Label Text="Hello 2"/>
</StackLayout>
```

UI - Rendering





DEMO





WHY TO LOVE IT?



1-Lower cost

- Ability to have quick release cycles
- More features with lower cost
- Reusability in code base = better maintainability and scalability

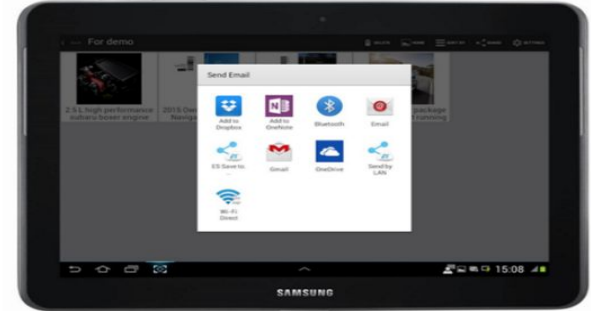
2-Native experience



iOS



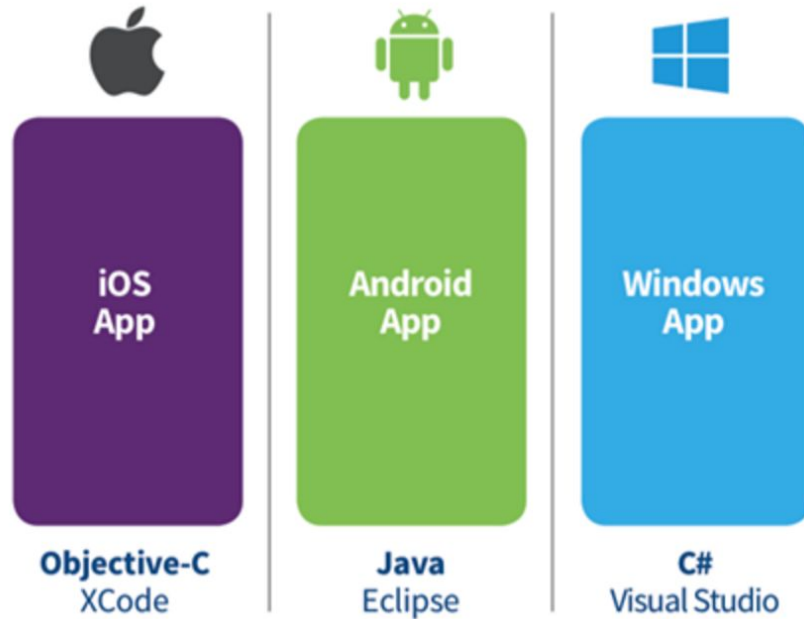
Windows



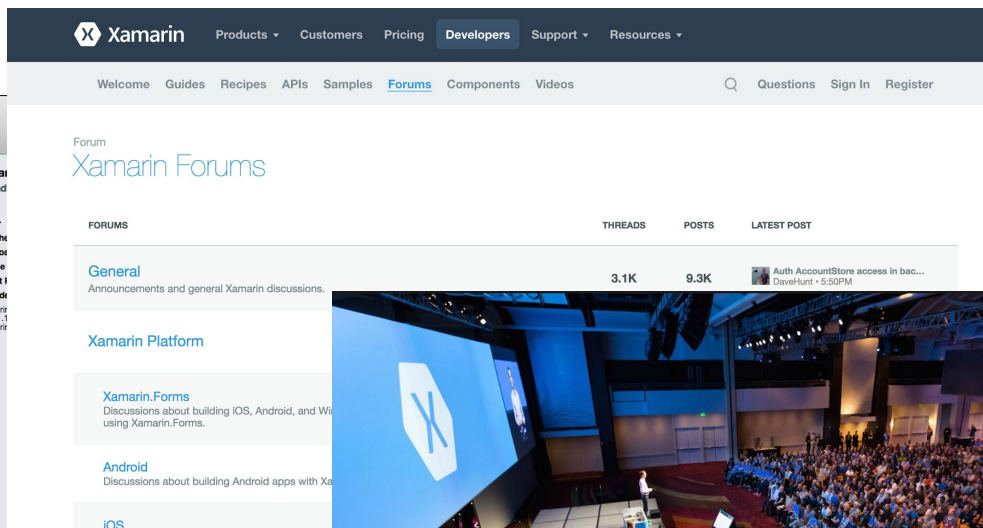
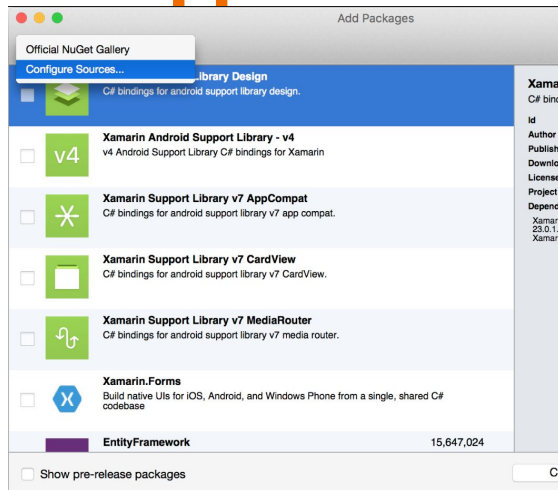
Android

- Awesome user experiences without sacrifice
- Better performance compared with all other cross-platform solutions
- Ability to call native APIs

3-Learning Curve



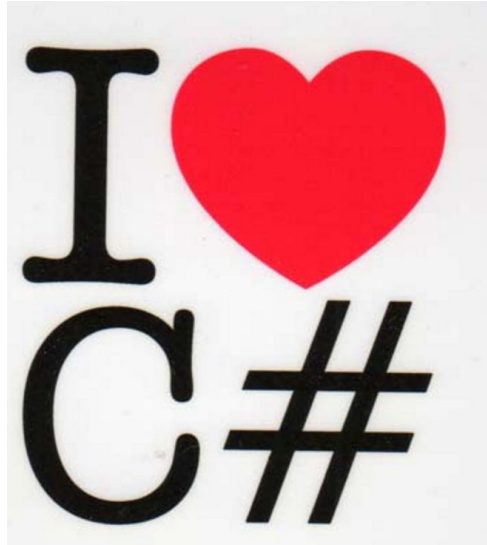
4-Support



- Community Resources, Nuget, Components, GitHub
- Xamarin University
- Big community

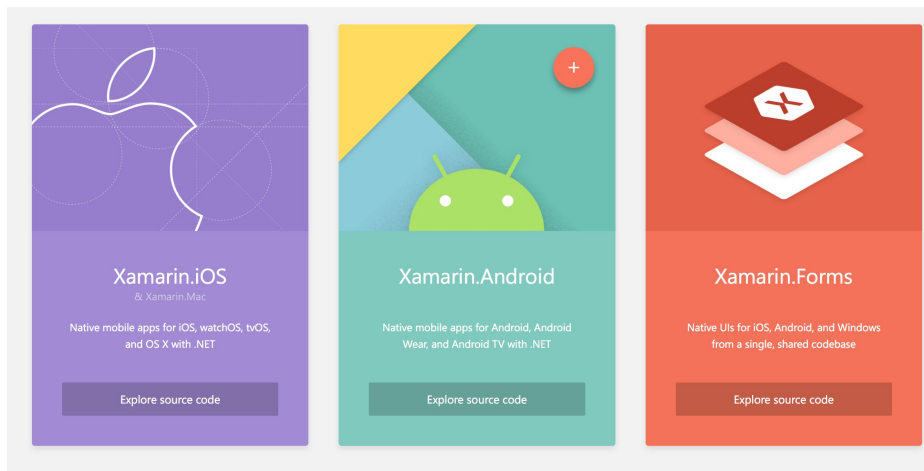


5- .Net Framework



6-Open Source

- Xamarin is Open Source
- Xamarin Components
- Xamarin Plugins



← → 🔍 GitHub, Inc. [US] <https://github.com/xamarin/XamarinComponents> ☆ 🔔

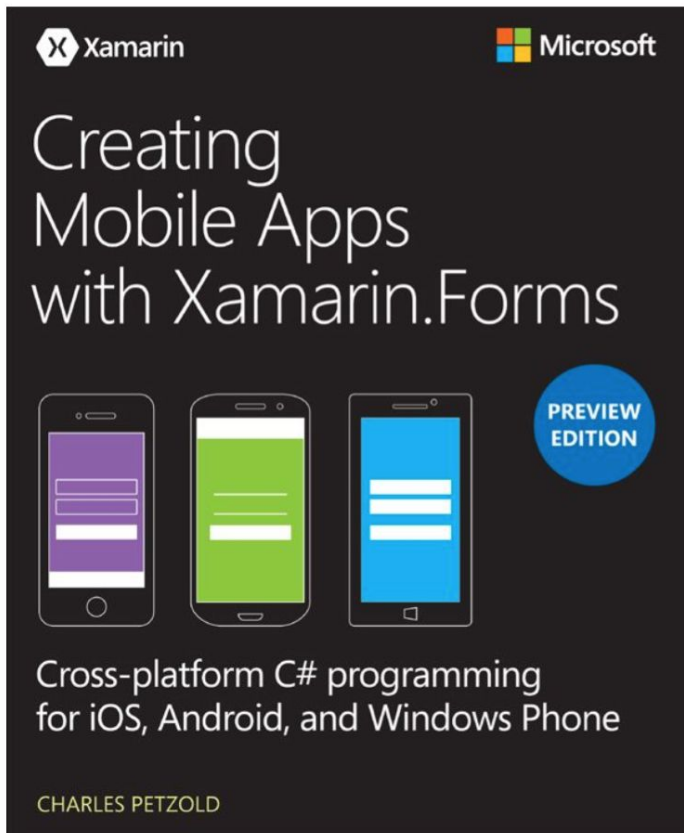
Popular Plugins

Browse through the most popular plugins out there today!

Name	Description	NuGet	Docs & Source	Creator
Battery Status	Gather battery level, charging status, and type.	NuGet	GitHub	@JamesMontemagno
Barcode Scanner	Scan and create barcodes with ZXing.NET.Mobile.	NuGet	GitHub	@Redth
Bluetooth LE	Scan and connect to Bluetooth devices.	NuGet	GitHub	@allanritchie911
Calendar	Query and modify device calendars	NuGet	GitHub	Caleb Clarke
Compass	Access device compass heading.	NuGet	GitHub	@cbartonnh & @JamesMontemagno
Connectivity	Get network connectivity info such as type and if connection is available.	NuGet	GitHub	@JamesMontemagno
Cryptography	PCL Crypto provides a consistent, portable set of crypto APIs.	NuGet	GitHub	@aarnott
Device Info	Properties about device such as OS, Model, and Id.	NuGet	GitHub	@JamesMontemagno
Device Motion	Provides access to Accelerometer, Gyroscope, Magnetometer, and Compass.	NuGet	GitHub	@rdeirosario
Embedded	Unmark embedded resource cross-platform	NuGet	GitHub	@lucashill

YOU CAN COLABORATE TO MAKE IT EVEN BETTER!! :D

Where to start?




- Xamarin University
- YouTube Tutorials
- Developer.Xamarin.Com
- Visual Studio Dev Essentials

References

- <https://university.xamarin.com/lightninglectures>
 - <http://xamarinhelp.com/>
 - <http://krumelur.me/>
 - <http://xfcomplete.net/>
 - <http://blog.xamarin.com>
 - <http://evolve.xamarin.com>
 - <http://www.xforms-kickstarter.com/>
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Useful Repositories

- <https://github.com/xamarin/customer-success-samples>
 - <https://github.com/xamarin/xamarin-forms-samples>
 - <https://github.com/xamarin/Xamarin.Forms>
 - <https://github.com/xamarinhq/app-evolve>
 - <https://github.com/xamarin/xamarin-forms-book-preview-2>
 - <https://github.com/xamarin/XamarinComponents>
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QUESTIONS

