

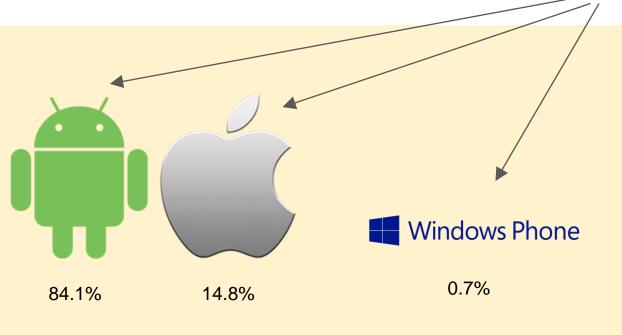
Mobile App Development & App Creation Software

David Suescun Pelegay

https://www.linkedin.com/in/DavidSuescunPelegay/

¿Xamarin Platform?

Librería de Microsoft para hacer aplicaciones nativas en:

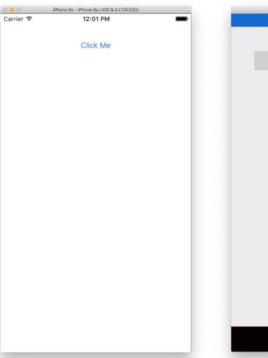


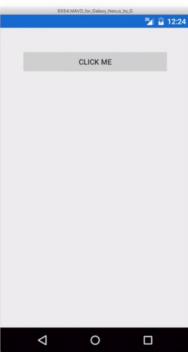


0.4%

Con Xamarin programamos para el 99.6% de los smartphones mundiales

Ventajas de Xamarin





Ventajas de Xamarin

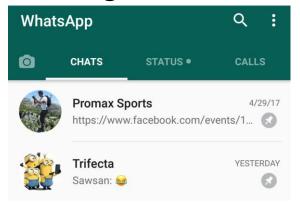






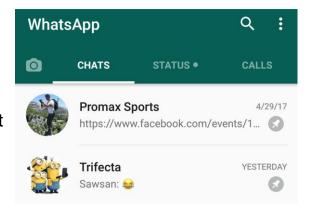
Activities vs. Fragments

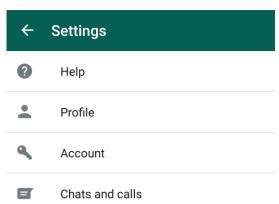
Misma Activity, Differente Fragment





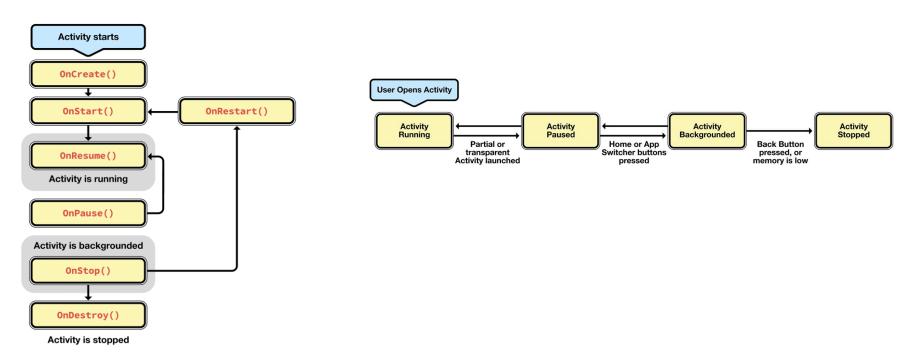
Differente Activity, Differente Fragment





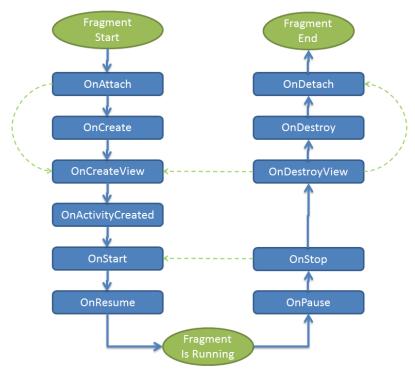
Cada Activity y Fragment tiene una clase C# asociada.

Activity. Ciclo de Vida



https://developer.xamarin.com/guides/android/application_fundamentals/activity_lifecycle/

Fragment. Ciclo de Vida



Entendiendo los Layouts (XAML)

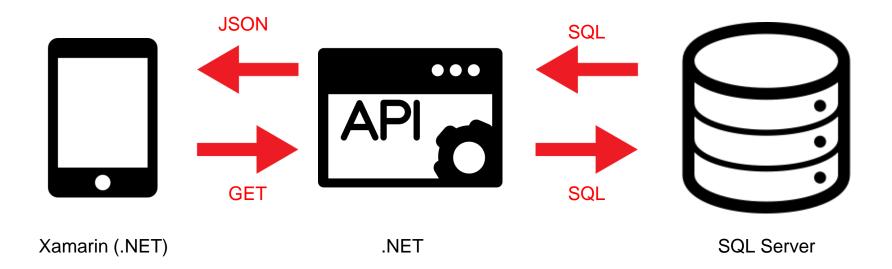




```
<?xml version="1.0" encoding="UTF-8"?>
-<ContentPage
          xmlns="http://xamarin.com/schemas/2014/forms"
          xmlns:x="http://schemas.microsoft.com/winfx/2009/>
          x:Class="Monkeys.Views.MonkeysPage"
          xmlns:design="clr-namespace:Monkeys;assembly=Monke
          xmlns:controls="clr-namespace:ImageCircle.Forms.Pl
          BindingContext="{x:Static design:ViewModelLocator.
         Title="Traditional Monkey">
      <ContentPage.Content>
          <StackLayout>
              <Button Text="How many monkeys?" x:Name="Butto"</pre>
              <Label Margin="10,0"</pre>
                      Text="{Binding MonkeyCount, StringForm
              <ListView ItemsSource="{Binding MonkeysGrouped</pre>
                      ItemTapped="Handle ItemTapped"
                      ItemSelected="Handle ItemSelected"
                      HasUnevenRows="true"
                      GroupShortNameBinding = "{Binding Key}
                      IsGroupingEnabled = "true"
                      GroupDisplayBinding = "{Binding Key}">
                  <ListView.ItemTemplate>
                      <DataTemplate>
                           <ViewCell>
                               <Grid Padding="10" RowSpacing=</pre>
                                   <Grid.RowDefinitions>
                                       <RowDefinition Height=</pre>
                                       <RowDefinition Height=</pre>
```

```
using System;
using System.Collections.Generic;
using System.Drawing;
using System.Ling:
using System.Text;
using System.Timers;
using MonoTouch.Foundation:
using MonoTouch.UIKit;
namespace TMRTaxi
    internal class Support
        internal delegate void Anaction(object sender, EventArgs args);
        public const string DbName = @"TMR.db3";
        public static int buttonDim { get: set: }
        private static Timer thirtysecs:
        private static bool timerGuardFlag;
        private static bool canReachWebServer;
        public static Anaction timerEvent=null:
        public string id()
           return new UIDevice().IdentifierForVendor.ToString();
        internal static UIButton getTaxiButton(string _title, int _x, int _y, Anaction d)
            var button = UIButton.FromType(UIButtonType.RoundedRect);
           button.Frame = new RectangleF(_x, _y, buttonDim, buttonDim);
           button.SetTitle( title, UIControlState.Normal);
            button.Font = UIFont.SystemFontOfSize(24);
           button.TouchUpInside += (o, e) => d(o, e);
            return button:
        internal static bool IsWebServerReachable
```

Nuestra app



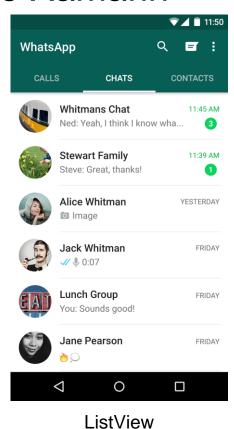
ListView

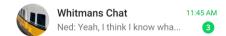






Parte Xamarin





ListItem