



Dev Days

#XamarinDevDays

Sponsor



Free Syncfusion License

Essential Studio for Xamarin

Cross-platform mobile development for Xamarin.Forms,
Xamarin.iOS, and Xamarin.Android.



Claim your free license at:

www.Syncfusion.com/XamarinDevDays

Supporter



- Community pugliese fondata nel febbraio 2006
- Riunire gli appassionati con eventi tecnici
- Fare networking
- In realtà è tutta una scusa per organizzare cene! ☺



/dotnetside



@dotnetside

<http://dotnetside.org>

- Novità per il 2017
- Corsi e laboratori per gli associati
- Quota associativa a 30€ fino al 30 giugno 2017



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<http://dotnetside.org>



Dev Days

Slides, Demos, & Lab - Clone or Download:
<http://github.com/xamarin/dev-days-labs>



Dev Days Agenda

09:00 Registration

09:40 - 10:20 Intro to Xamarin

10:30 - 11:10 Xamarin Forms

11:20 - 12:00 Xamarin + Azure

12:10 – 12:30 Intro to Visual Studio for Mac & Mobile Center

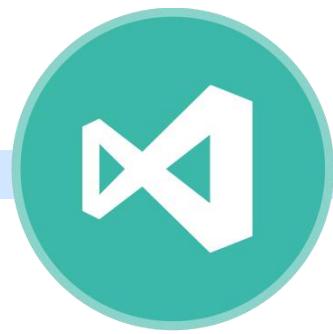
12:30 - 13:30 Lunch (thanks to Soluzioni Informatiche)

13:30 - 16:30 File -> New App - Hands on Lab

Native iOS & Android Development with Xamarin

Leo Alario
@leo_alario
leo.alario@gmail.com

Xamarin – Your Complete Mobile Solution



Develop



Test



Build



Distribute



Monitor

Xamarin test cloud > MonkeyChat > master > May 24, 2016 7:37 PM

New Test Run | Support | Docs | James ▾

RECODER TEST
ScrollToEvent[AppView: Class=Xamarin.TestRec...]

Overview

ALL RESULTS

Recorder Test

New Test

Tapped on view with class: AppCompatButton 6 ↗
Tapped on view with class: EntryEditText
Tapped on view with class: AppCompatButton
Tapped on view with class: EntryEditText 1 ↗

HTC One A9 Android 6.0.1

Huawei Nexus 6P Android 6.0.1

LG Nexus 5X Android 6.0.1

Samsung Galaxy S6 Android 5.1.1

HTC One M9 Android 5.0.2

Samsung Galaxy S6 Ed... Android 5.0.2

Samsung Galaxy S5 Android 5.0

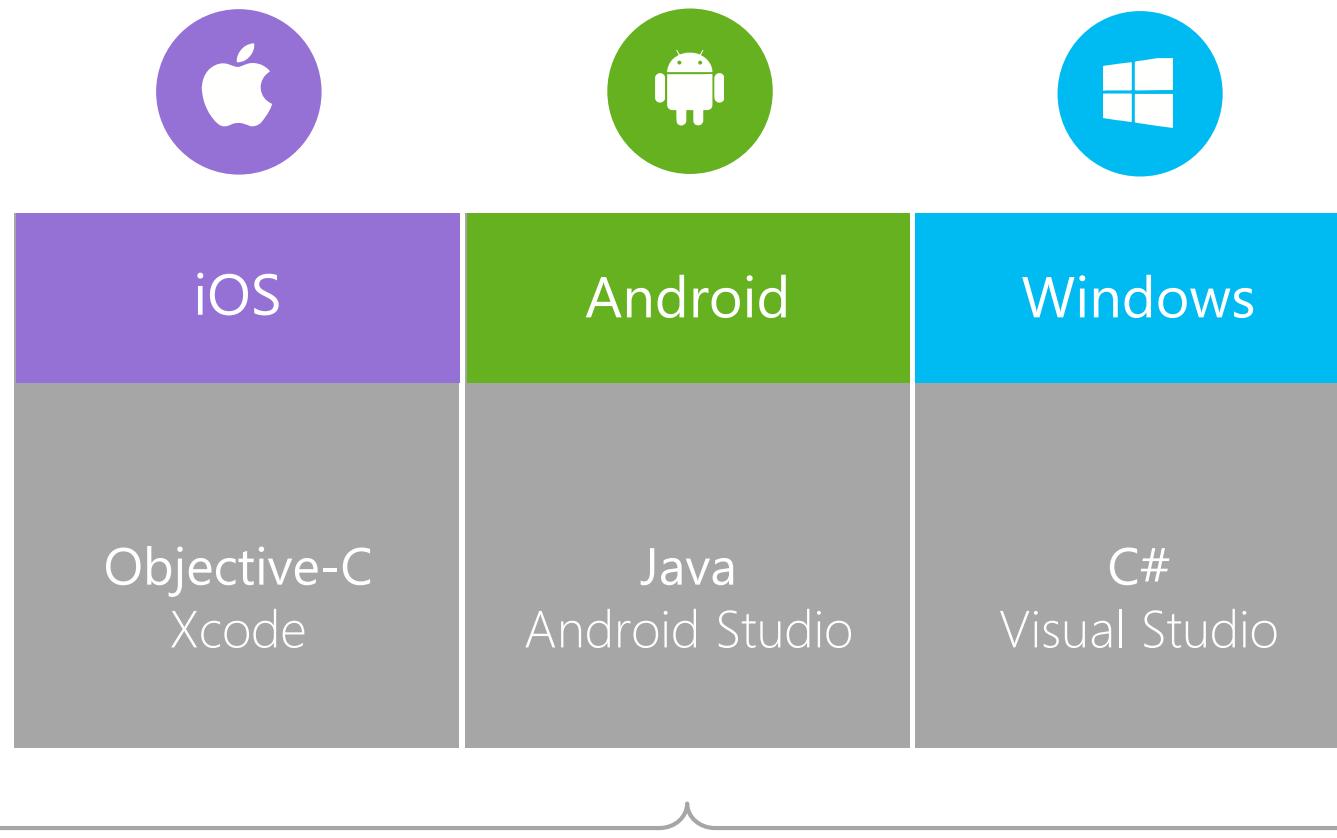
Samsung Galaxy Note ... Android 4.3

Filter devices

The screenshot shows the Xamarin Test Cloud interface. At the top, it displays the navigation path: Xamarin test cloud > MonkeyChat > master > May 24, 2016 7:37 PM. On the right, there are links for New Test Run, Support, Docs, and a user profile for James. Below the navigation, a specific test run titled "RECODER TEST" is shown, with the error message "ScrollToEvent[AppView: Class=Xamarin.TestRec...]" highlighted in red. The main area is titled "Overview" and shows a grid of 12 smartphone icons representing different device models and Android versions. To the left, a sidebar provides details about the test results, including a list of interactions such as tapping on views with specific class names like AppCompatButton and EntryEditText. The sidebar also includes sections for "ALL RESULTS", "Recorder Test", and "New Test".

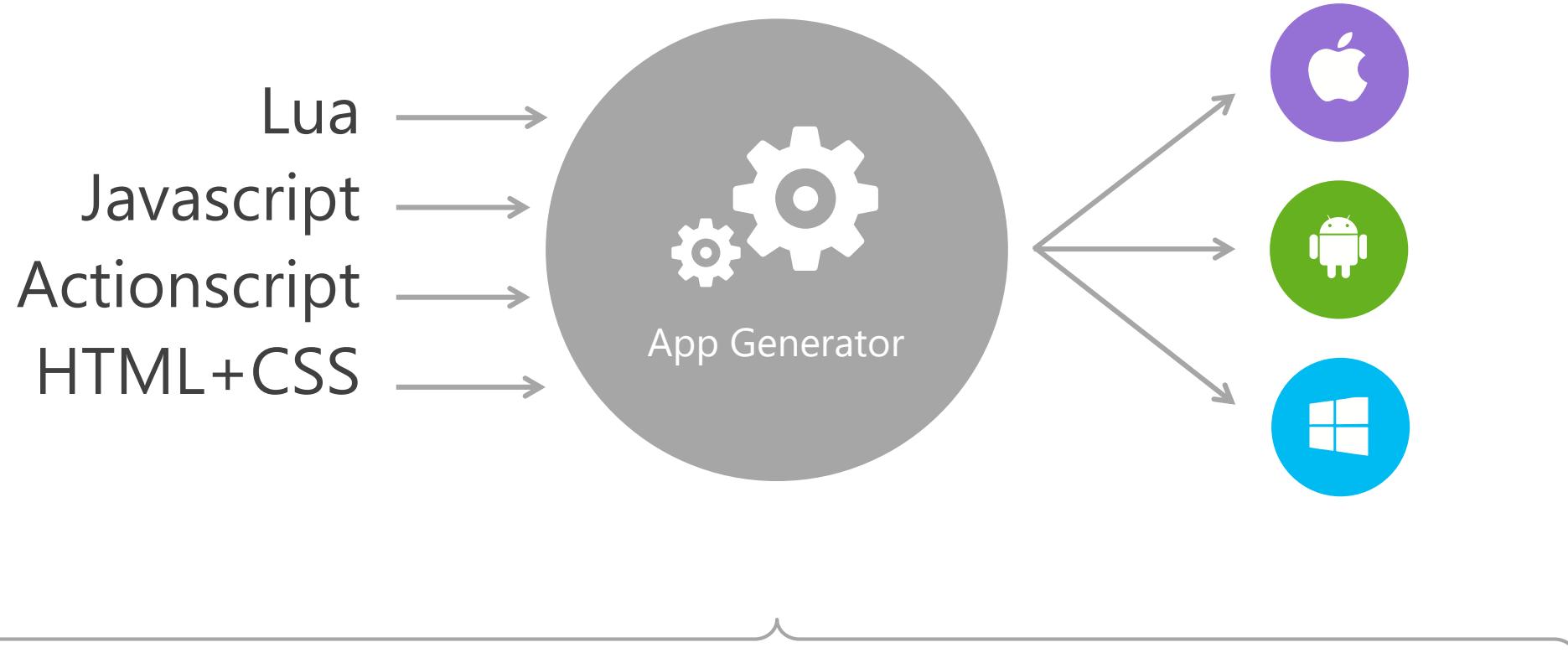
Architecting Mobile Apps

Silo Approach



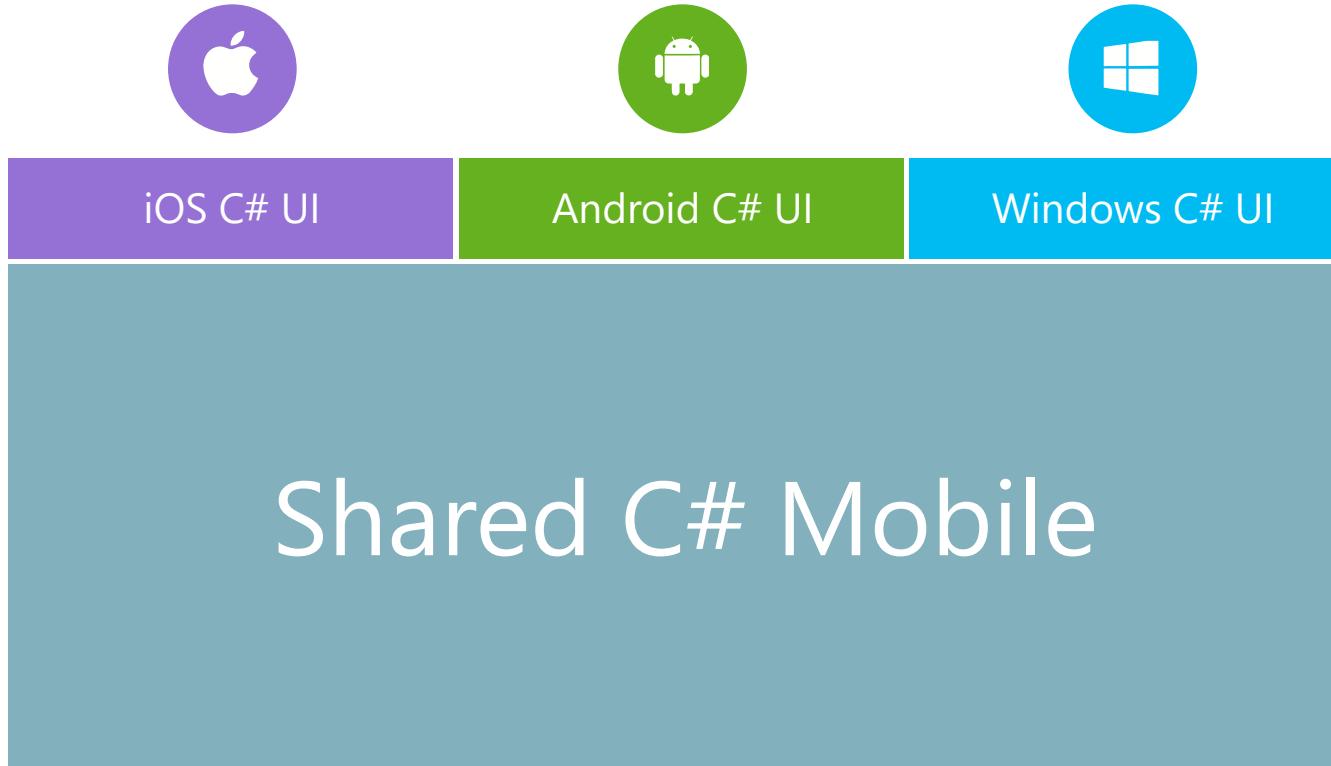
No shared code • Many languages & development environments • Multiple teams

Write Once, Run Anywhere



Limited native API access • Slow performance • Poor user experience

Xamarin's Unique Approach



Shared C# codebase • 100% native API access • High performance

Windows APIs

Microsoft.Phone	Microsoft.Networking	Windows.Storage	Windows.Foundation	Microsoft.Devices
System.Net	System	System.IO	System.Linq	System.Xml
System.Data	System.Windows	System.Numerics	System.Core	System.ServiceModel



C#

iOS – 100% API Coverage

MapKit	UIKit	iBeacon	CoreGraphics	CoreMotion
System.Net	System	System.IO	System.Linq	System.Xml
System.Data	System.Windows	System.Numerics	System.Core	System.ServiceModel



C#

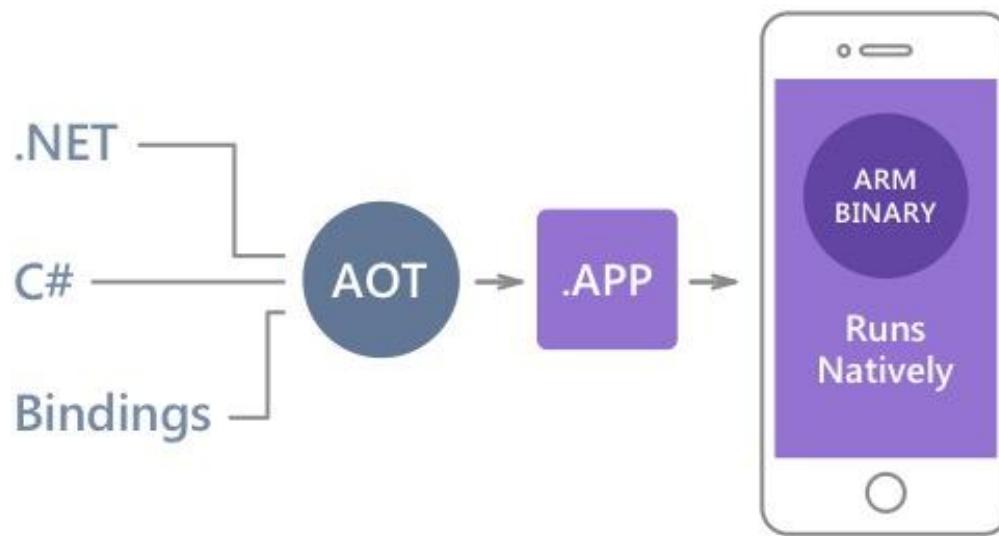
Android – 100% API Coverage

Text-to-speech	ActionBar	Printing Framework	Renderscript	NFC
System.Net	System	System.IO	System.Linq	System.Xml
System.Data	System.Windows	System.Numerics	System.Core	System.ServiceModel

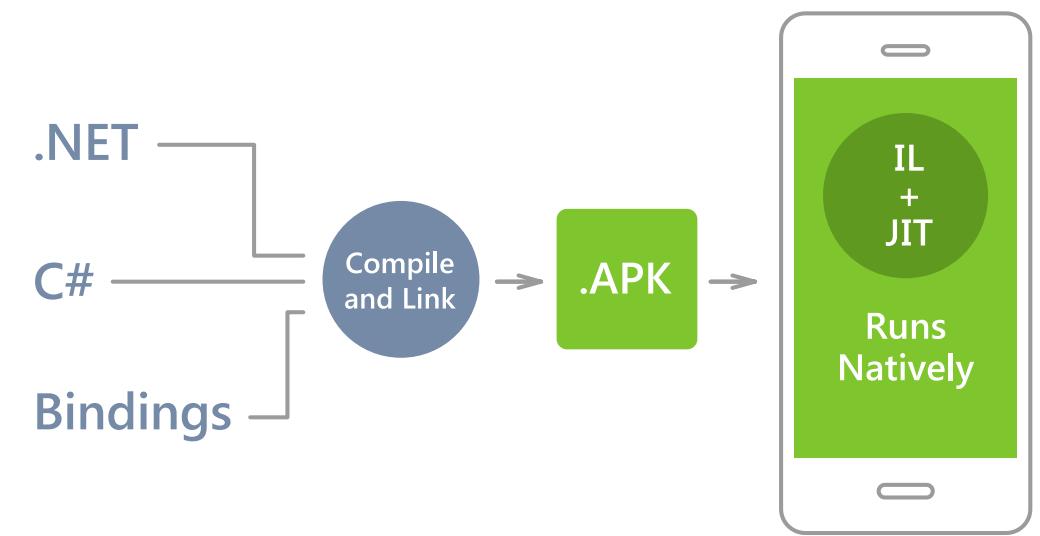


C#

Native Performance

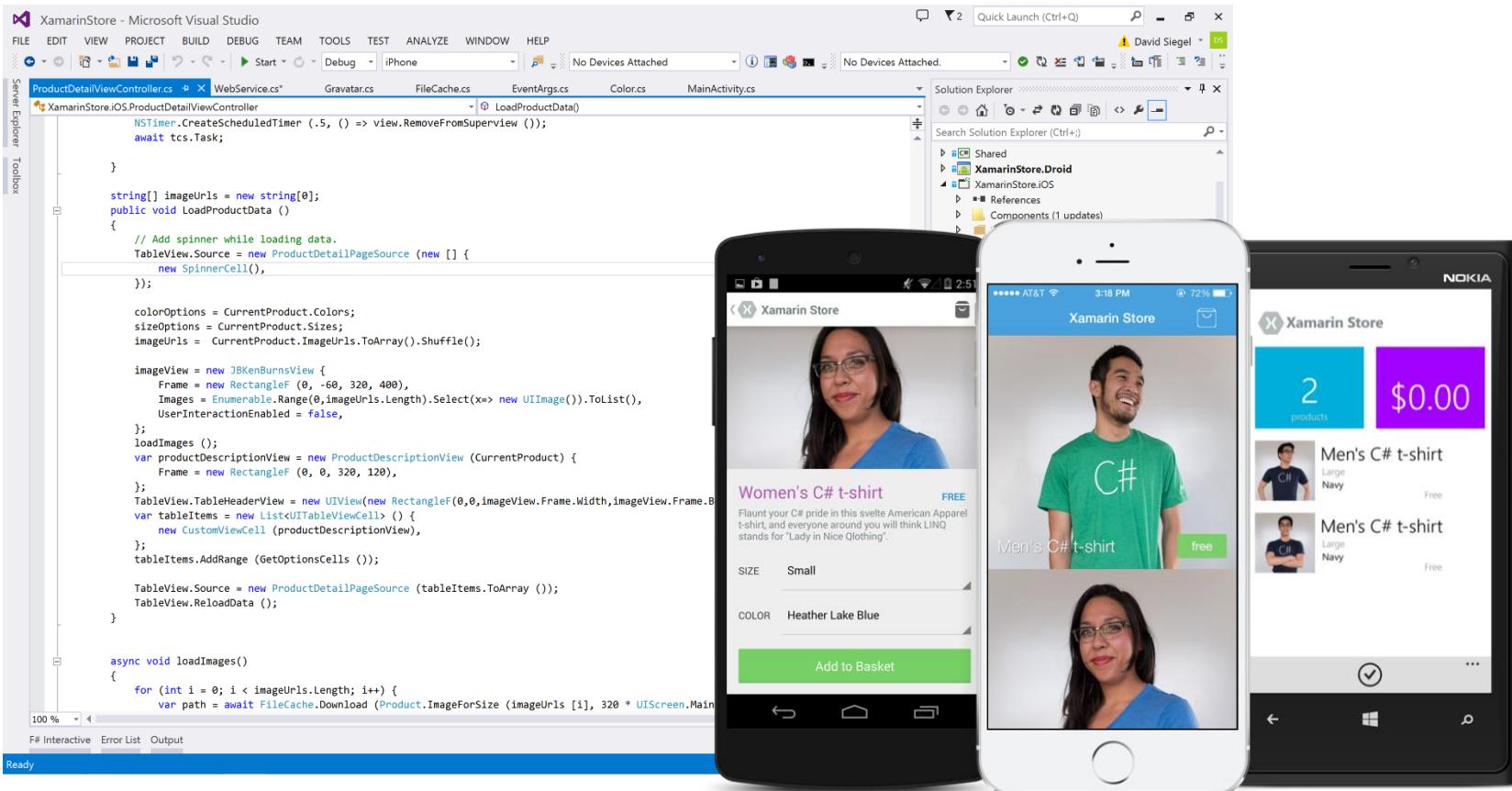


Xamarin.iOS does full Ahead Of Time (AOT) compilation to produce an ARM binary for Apple's App Store.



Xamarin.Android takes advantage of Just In Time (JIT) compilation on the Android device.

Anything you can do in Objective-C, Swift, or Java can be done in C# and Visual Studio with Xamarin.



✓ Always Up-to-Date

Same-day support:

- iOS 5
- iOS 6
- iOS 7
- iOS 7.1
- iOS 8
- iOS 9

Full support for:

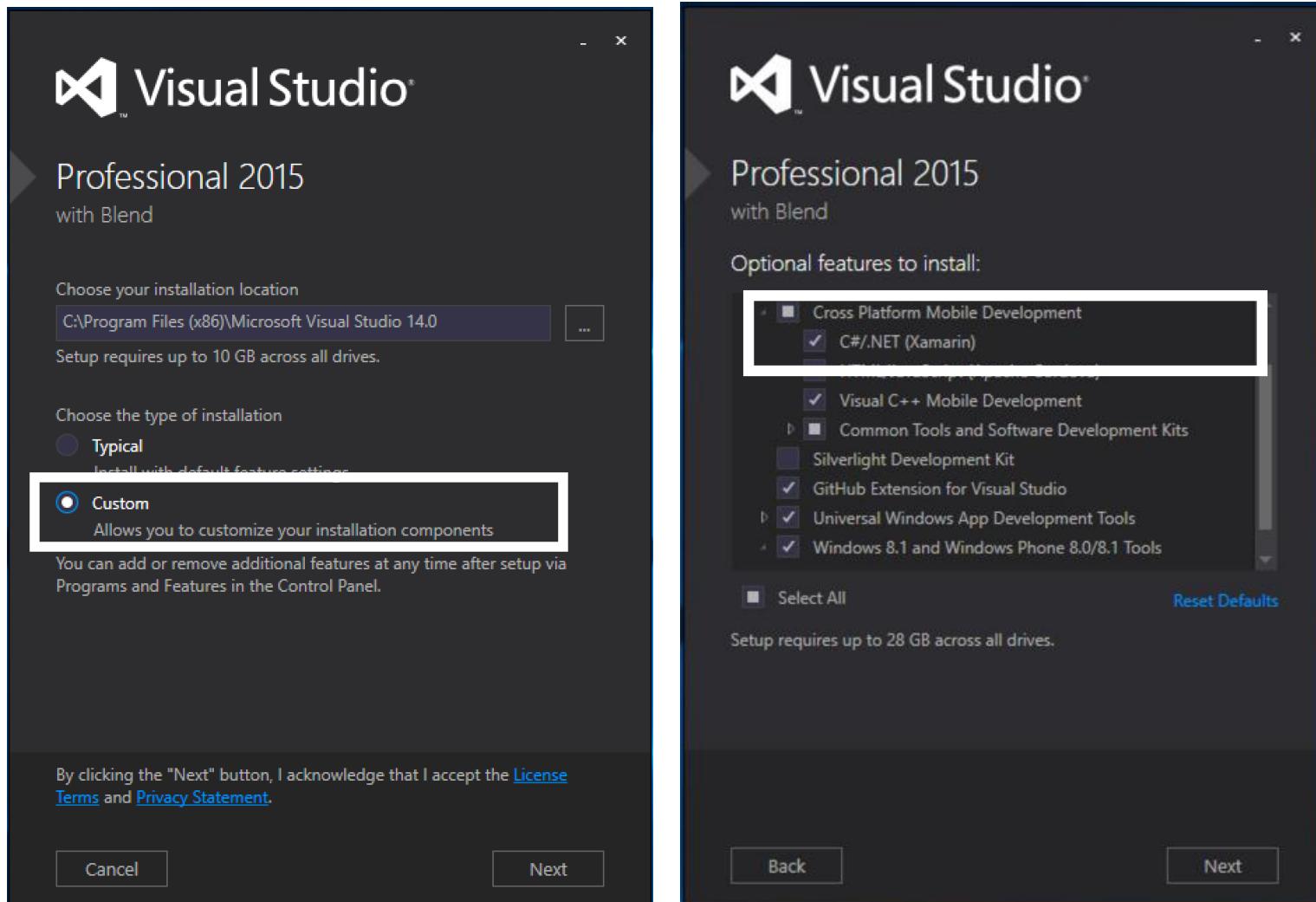
- Apple Watch
- Android Wear
- Amazon Fire TV
- Google Glass
- and much more

Development Experience

Xamarin is included in
Visual Studio

Including Community Edition!

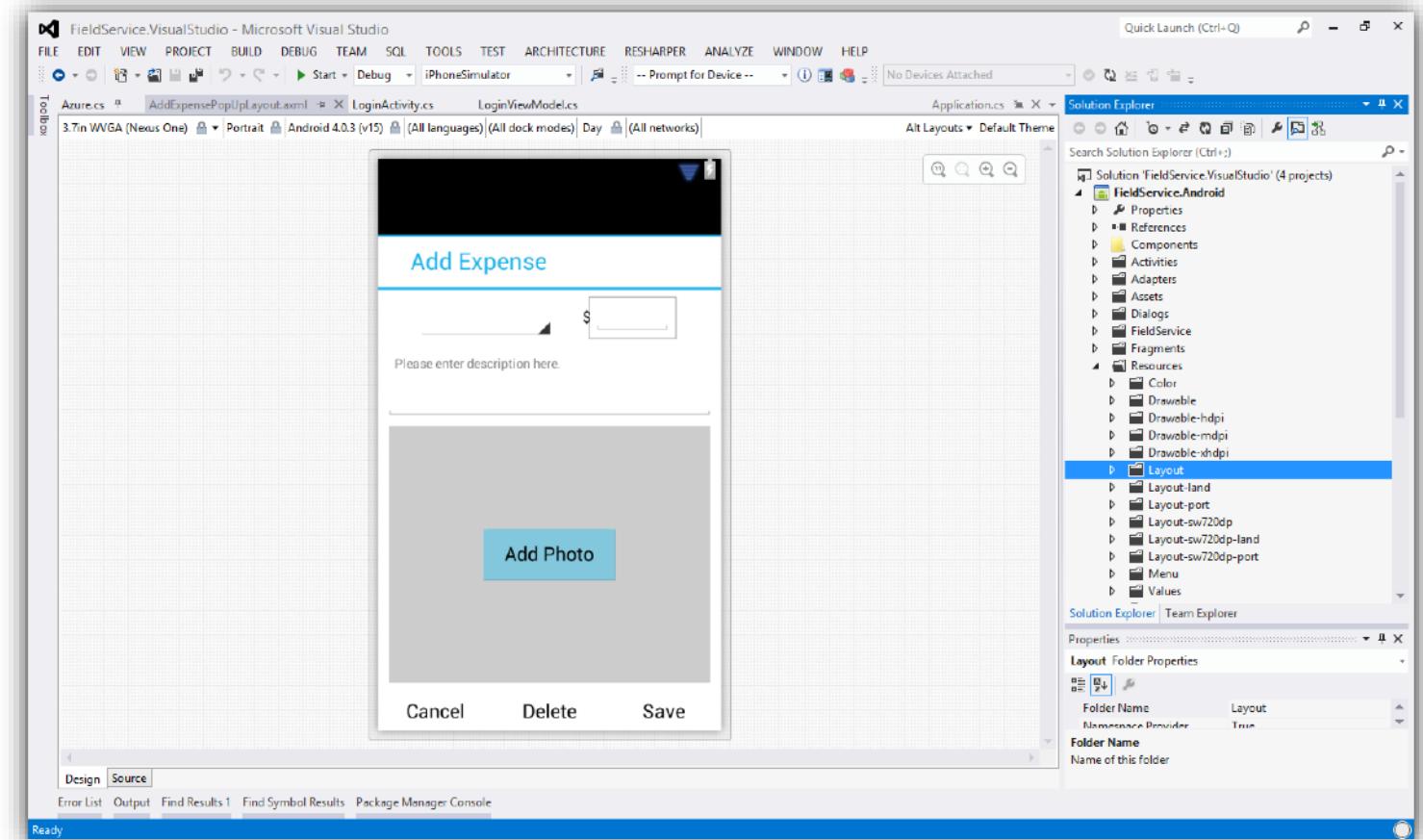
Visual Studio Integration



Xamarin.com/Download

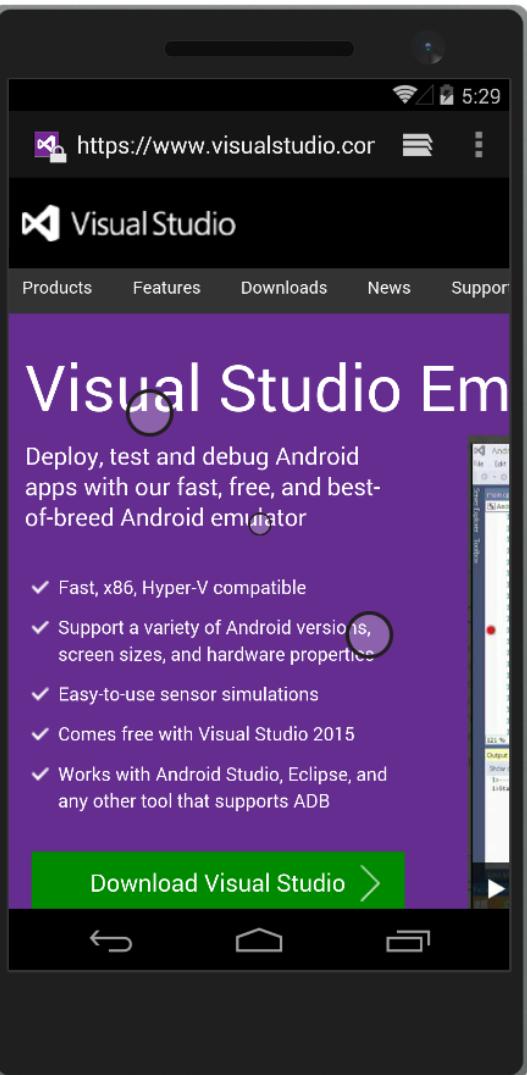
Android Designer

- Create UI with drag & drop simplicity
- Target multiple screen sizes, resolutions and Android versions
- Layouts saved in standard Android XML files



Android Hyper-V Emulators for PC

- Multi-Touch Enabled
- Super Fast
- Rotate, screenshots, location changes, and more!



Visual Studio Emulator for Android

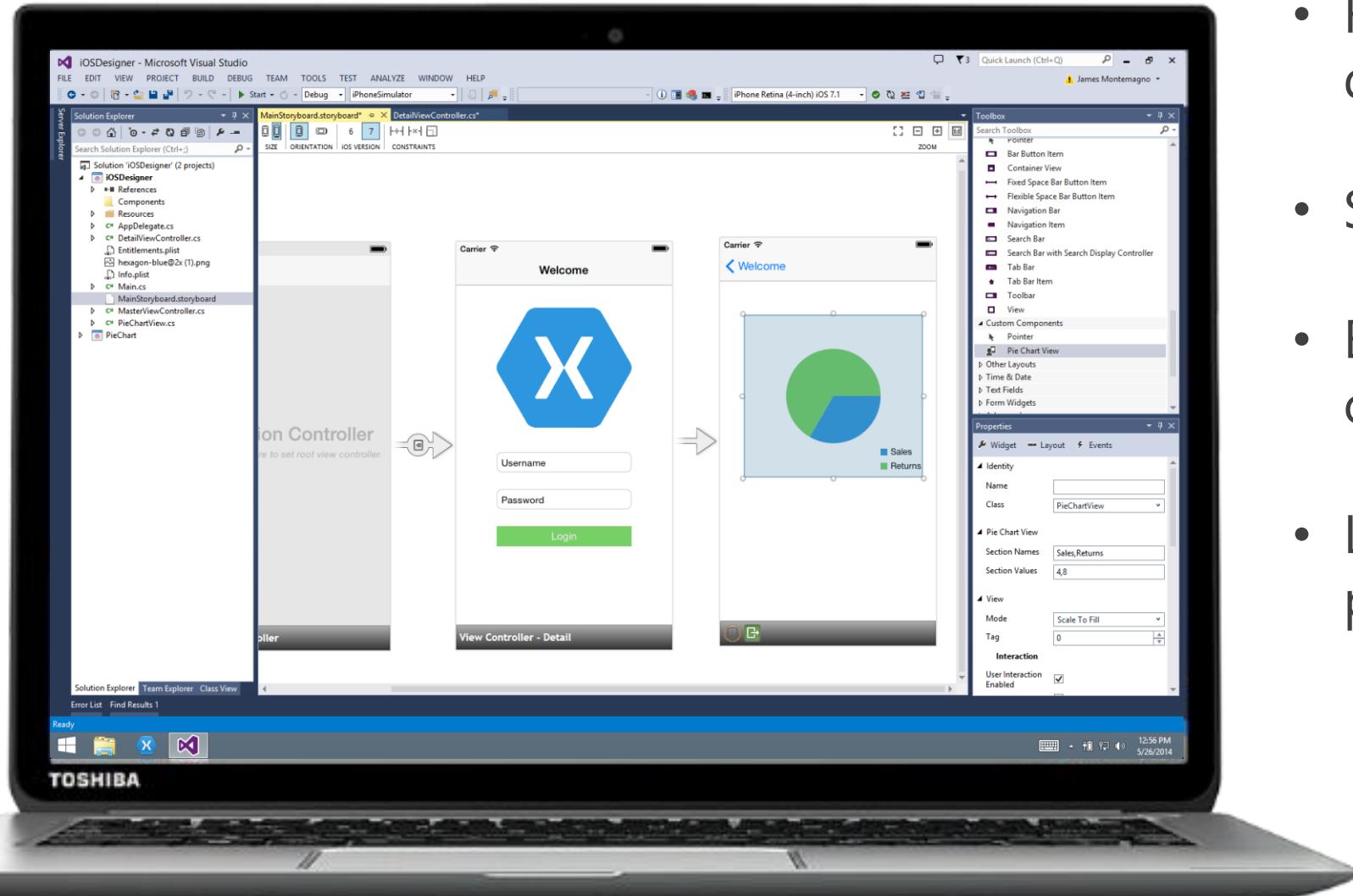
Device Profiles

All API Levels

Device	Dimensions	API Level	Memory
5" Lollipop (5.1.1) XXHDPI Phone	5"	Lollipop (5.1.1)	1 GB
7" KitKat (4.4) XHDPI Tablet	7"	KitKat (4.4)	634 MB
5.7" KitKat (4.4) XHDPI Phone	5.7"	KitKat (4.4)	456 MB
5" KitKat (4.4) XXHDPI Phone	5"	KitKat (4.4)	722 MB
5.5" Lollipop (5.1.1) XXHDPI Phone	5.5"	Lollipop (5.1.1)	
5.1" Lollipop (5.1.1) XXHDPI Phone	5.1"	Lollipop (5.1.1)	

<http://bit.ly/hyperv-android>

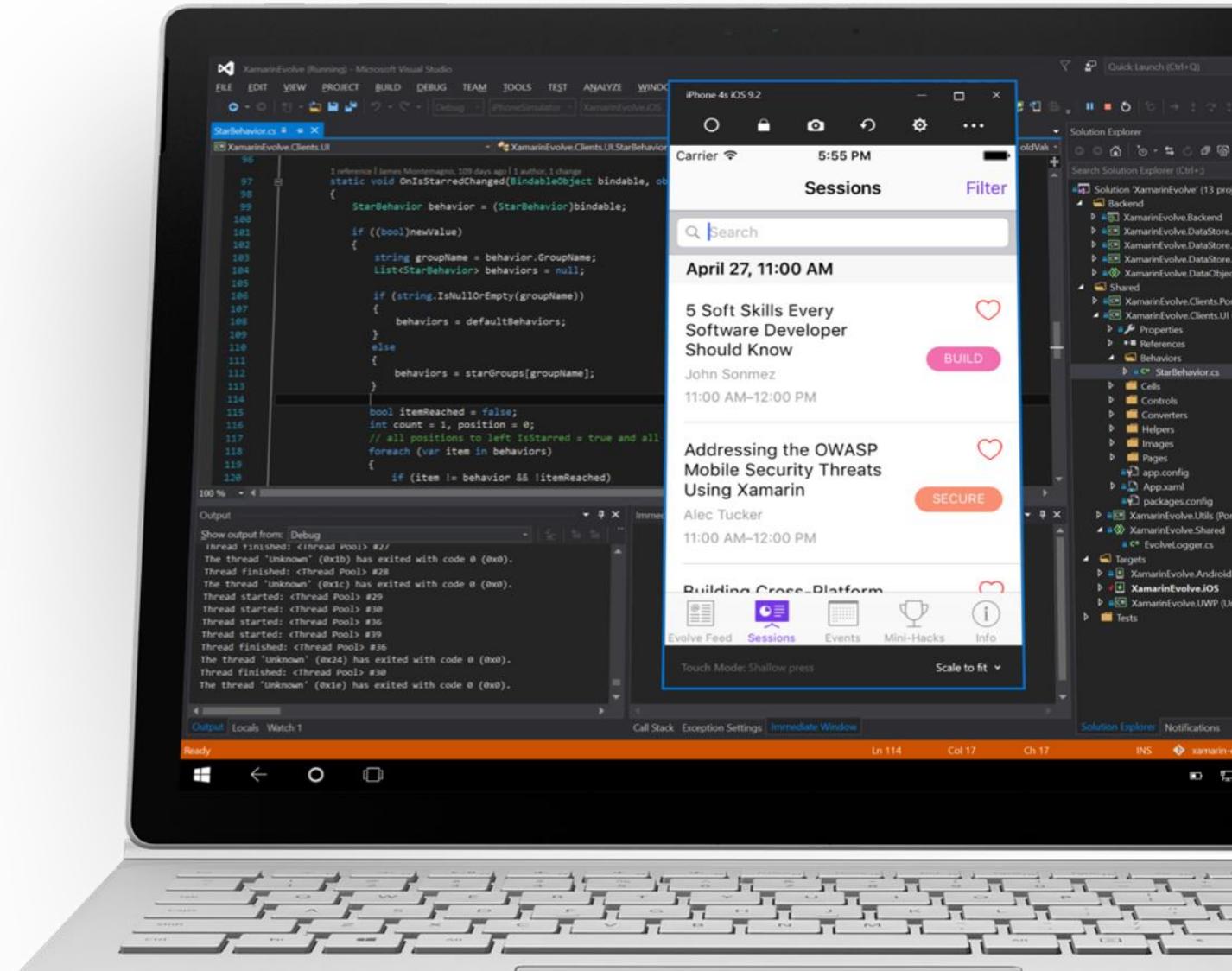
Xamarin Designer for iOS



- Follows familiar Visual Studio designer idioms
- Supports all UIKit elements
- Edit custom and 3rd party components
- Live preview of changes to properties

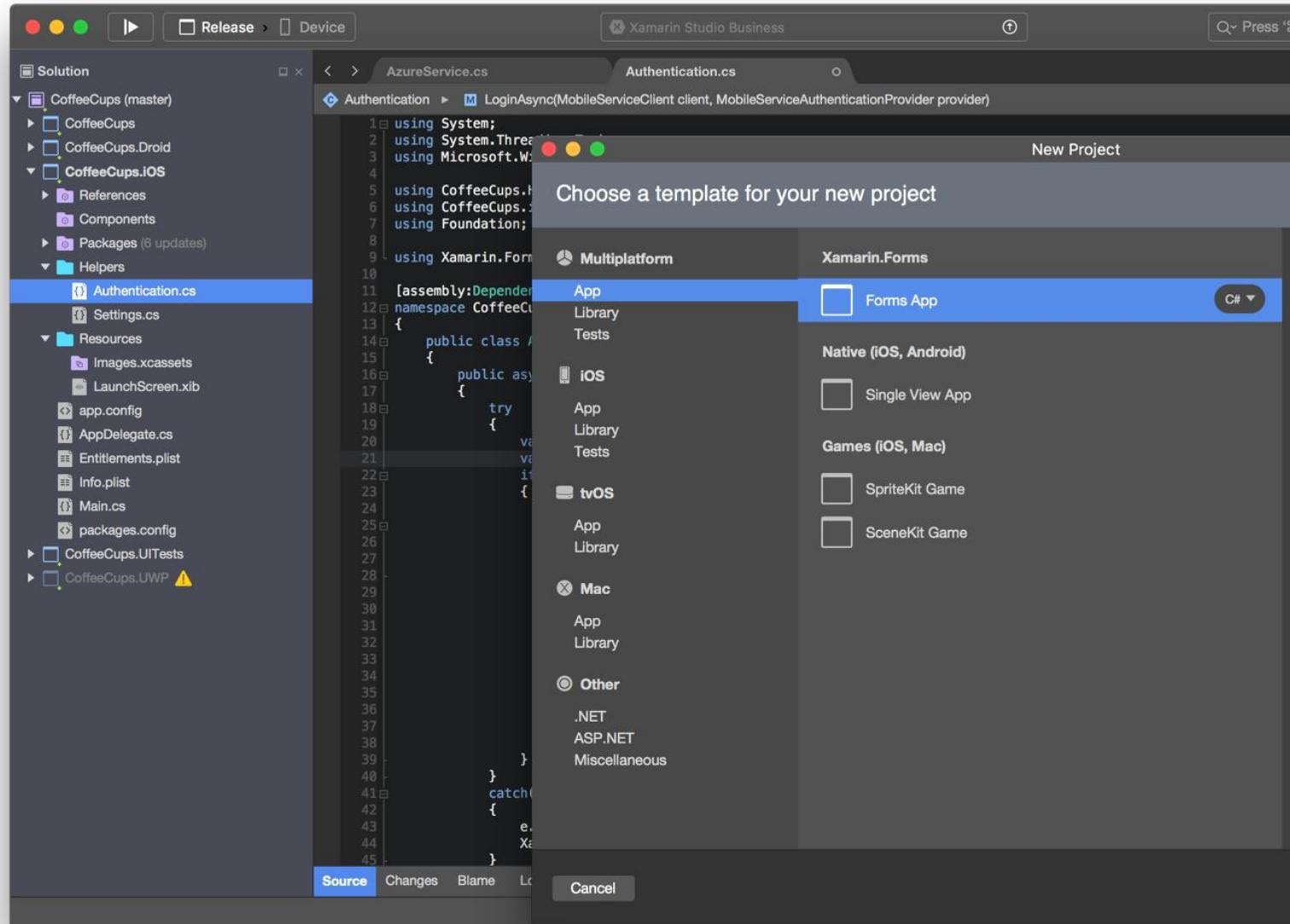
Visual Studio iOS Simulator Remoting

- Multi-Touch Enabled
- Pressure Sensitive
- Super Fast
- Rotate, screenshots, location changes
- Never leave VS



*available as a preview

Xamarin Studio – Mac



Open Source – open.xamarin.com

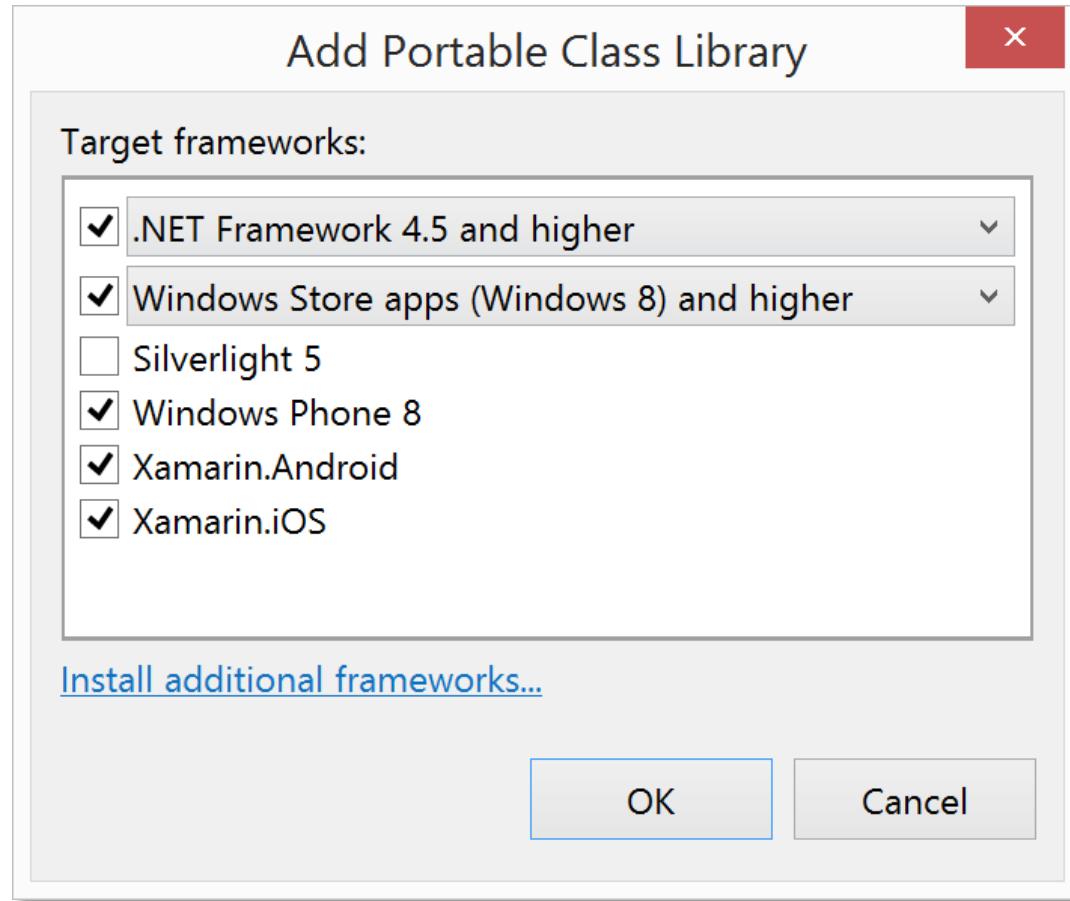


Build the future of apps
with Xamarin.

Xamarin SDK is now fully available under the MIT license.

Sharing Code

Portable Class Libraries



1 Assembly Multiple Platforms

Including:
Xamarin.iOS and Xamarin.Android

NuGet

Add Packages

nuget.org

xamarin

Xamarin.Social
Share statuses, links, and images on Facebook, Flickr, Twitter, and more.

Xamarin.Auth
A cross-platform API for authenticating users and storing their information.

Xamarin.Mobile
Xamarin.Mobile is a library that exposes a single set of APIs for common mobile device functionality across iOS, Android and Windows Phone.

Xamarin.InAppBilling
Component to assist in adding In-App Billing to a Xamarin application via Google Play Services.

Xamarin.FacebookBinding
Xamarin Android Binding library for Facebook Android SDK.

BugSense plugin for Xamarin Android application
BugSense is the leading crash reporting and quality metric tool for mobile applications.

Show pre-release packages

Each package is licensed to you by its owner. Microsoft is not responsible for, nor does it grant any licenses to, third-party packages.

Settings

PlanetXamarin.WinStore - Manage NuGet Packages

Installed packages

Online

All

nuget.org

Motz NuGets

Microsoft and .NET

Updates

Stable Only

Sort by: Most Downloads

xamarin

EntityFramework
.NET Entity Framework is Microsoft's recommended data access technology for new applications.

Json.NET
Json.NET is a popular high-performance JSON framework for .NET

jQuery
jQuery is a new kind of JavaScript Library. jQuery is a fast and concise JavaScript Library that simplifies HTML...

WebGrease
Web Grease is a suite of tools for optimizing javascript, css files and images.

Microsoft ASP.NET MVC
This package contains the runtime assemblies for ASP.NET MVC.

Microsoft HTTP Client Libraries
.NET This package provides a programming interface for modern HTTP/REST based applications.

Microsoft ASP.NET Web API 2.2
This package contains everything you need to host ASP.NET Web API on IIS.

?

xamarin

Created by: James Newton-King

Id: Newtonsoft.Json

Version: 6.0.3

Last Published: 4/27/2014

Downloads: 6189092

License

View License

Project Information

Report Abuse

Description:

Json.NET is a popular high-performance JSON framework for .NET

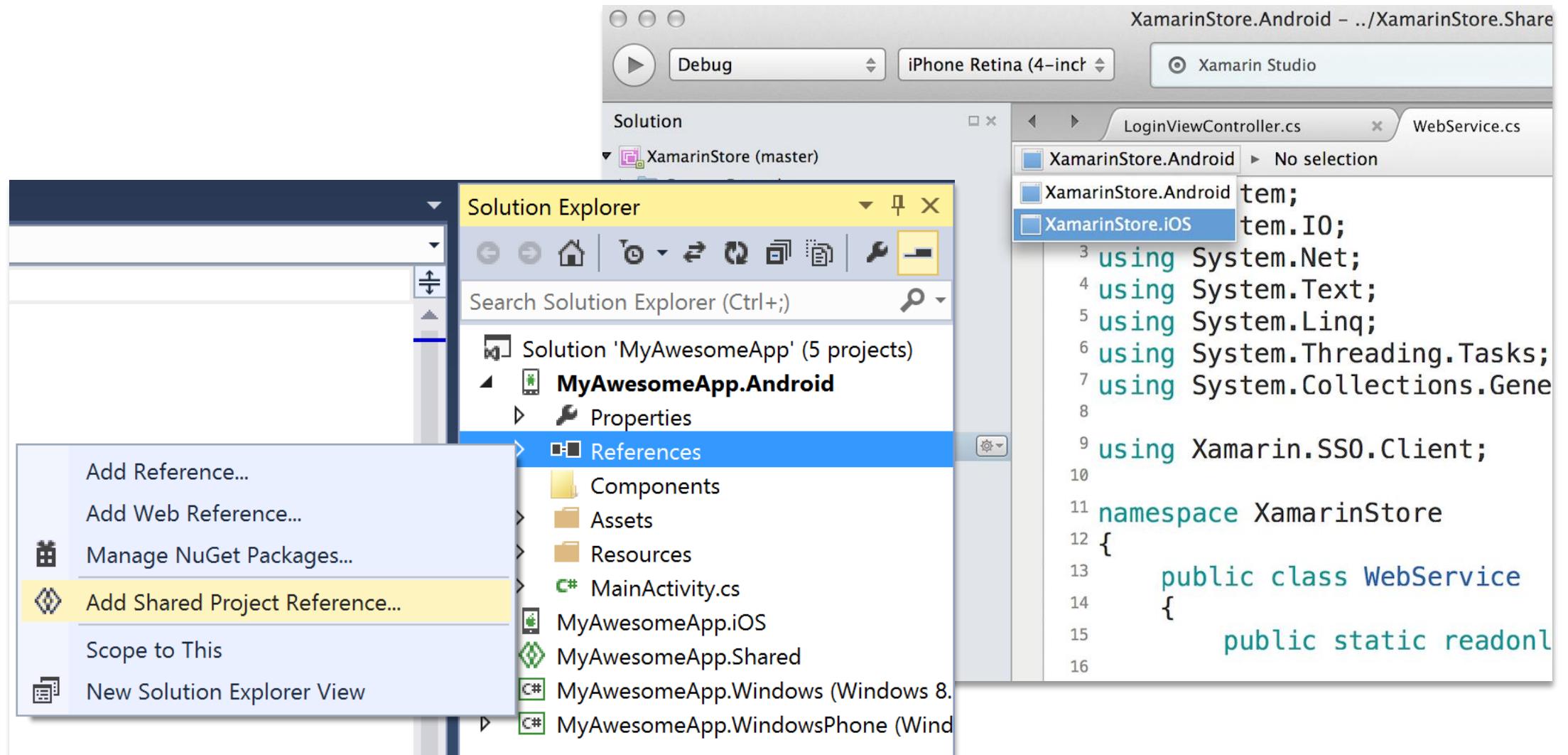
Tags: json

Dependencies:

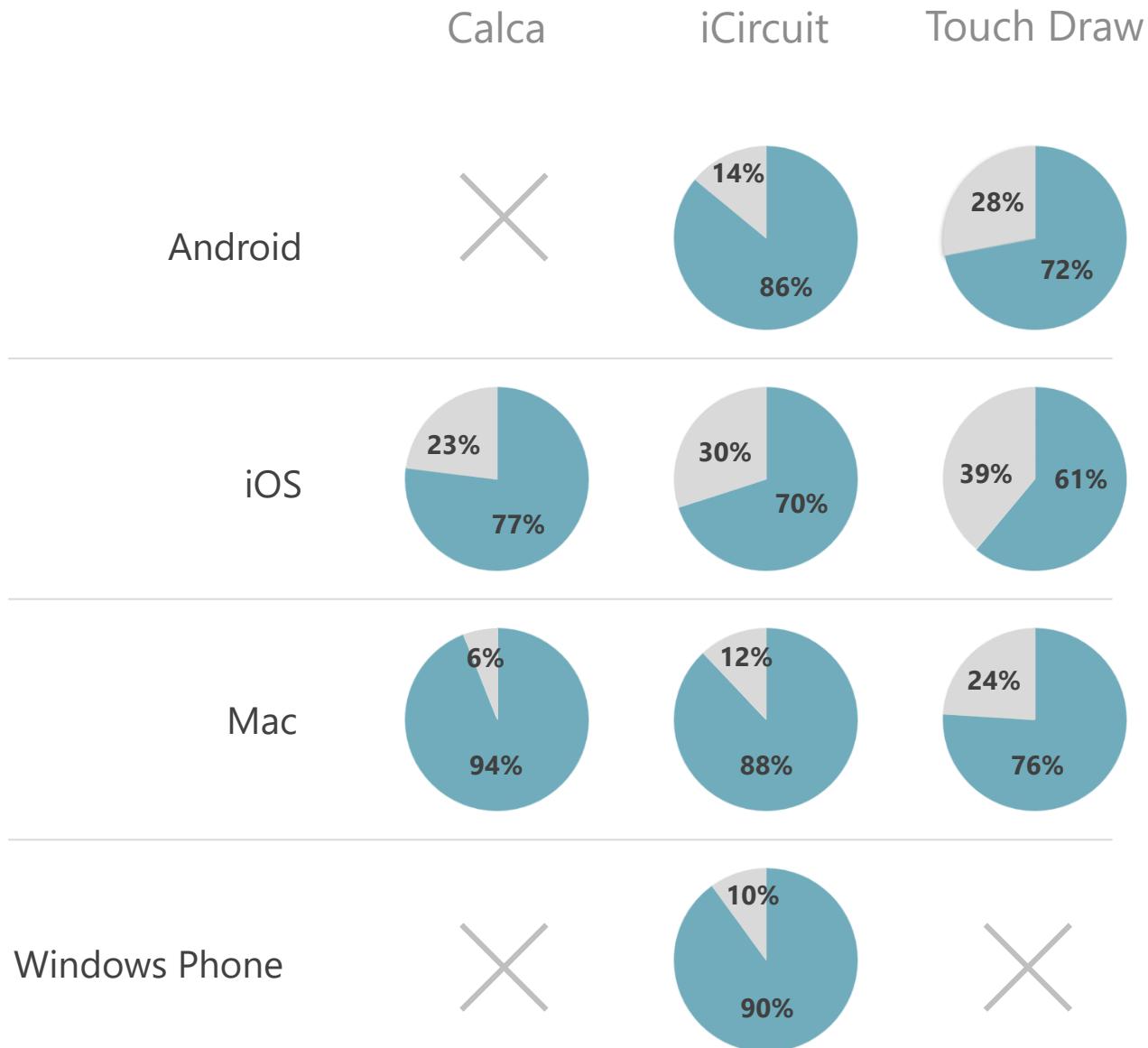
No Dependencies

Close

Shared Projects

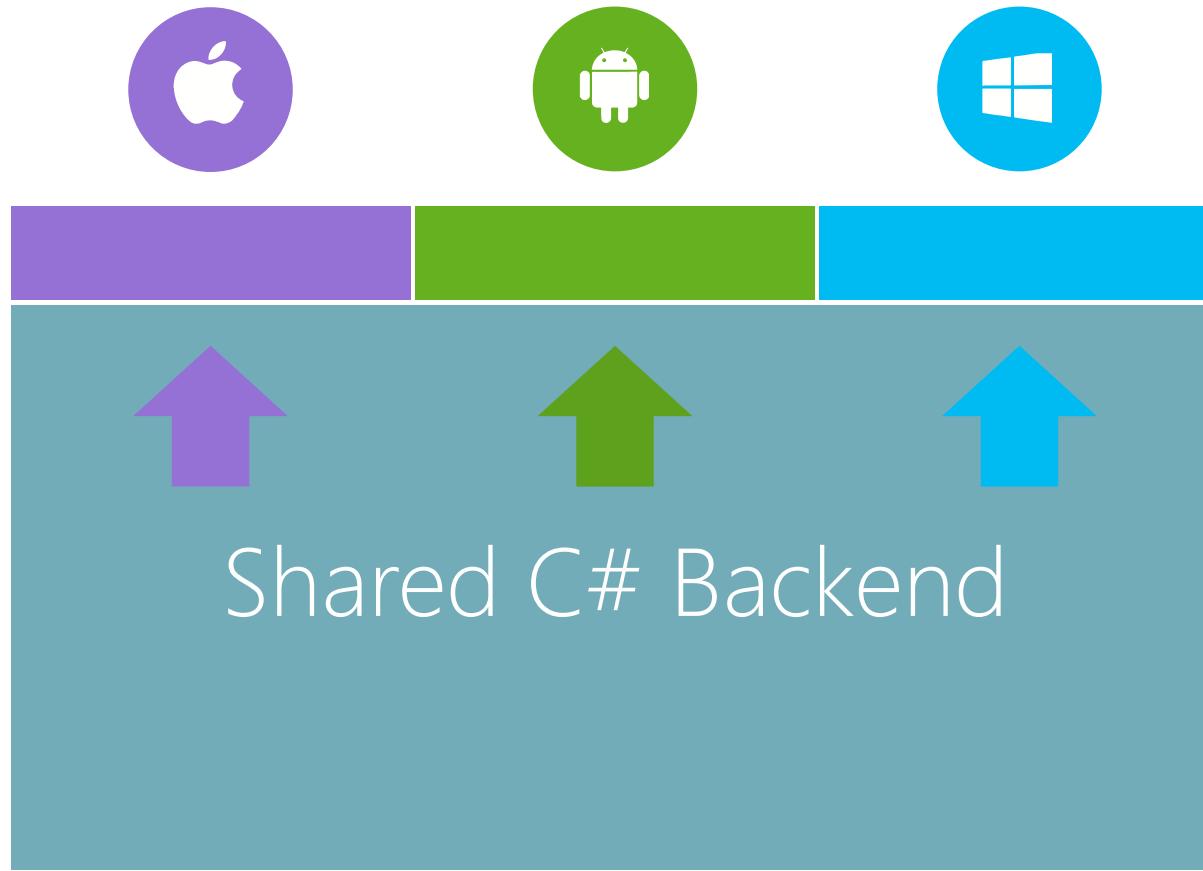


Code Sharing Stats



Let's Build an App

Simplifying Development





UI+APIs

Battery
GPS
Lights
Notifications
Settings
Text To Speech

UI + APIs

Battery
GPS
Lights
Notifications
Settings
Text To Speech

UI + APIs

Battery
GPS
Lights
Notifications
Settings
Text To Speech

Platform Specific Code

What if we didn't have to write this code?

What if we could access it from shared code?

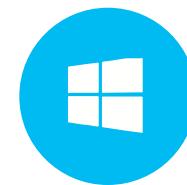
```
Speak("Hello World");
```



AVSpeechSynthesizer

TextToSpeech

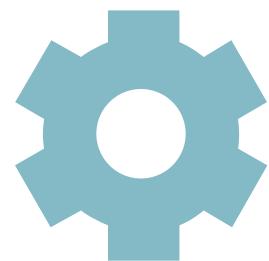
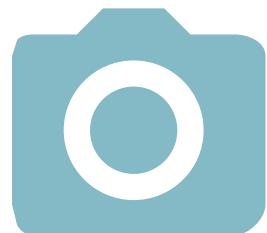
SpeechSynthesizer



Plugins for Xamarin

github.com/xamarin/plugins

Common API



10 Minute Break

Leonardo
Alario

leo.alario@gmail.com

@leo_alario