

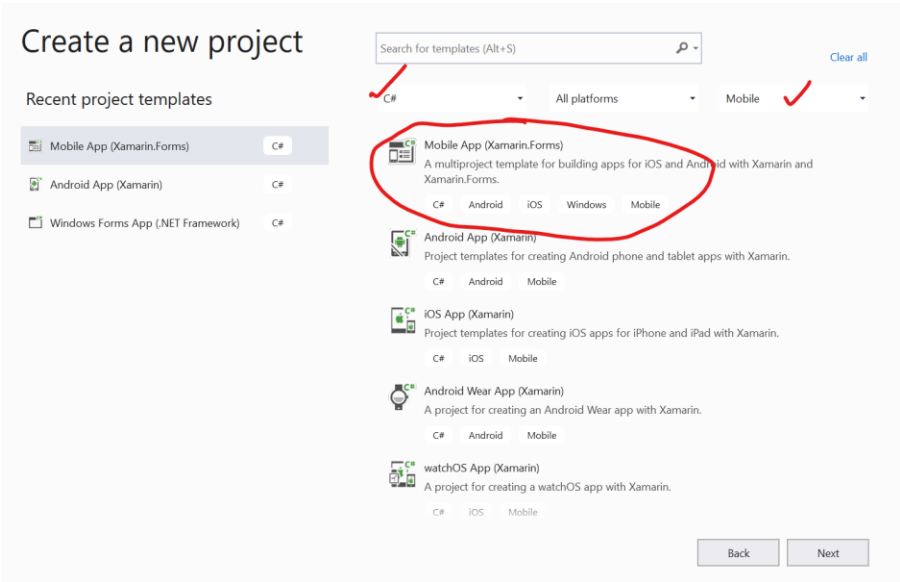
HANDS-ON EXERCISE 3

OBJECTIVES:

- Be able to create a Mobile App using Xamarin.Forms.
- Implement event handling using C# shared codes.

DIRECTIONS:

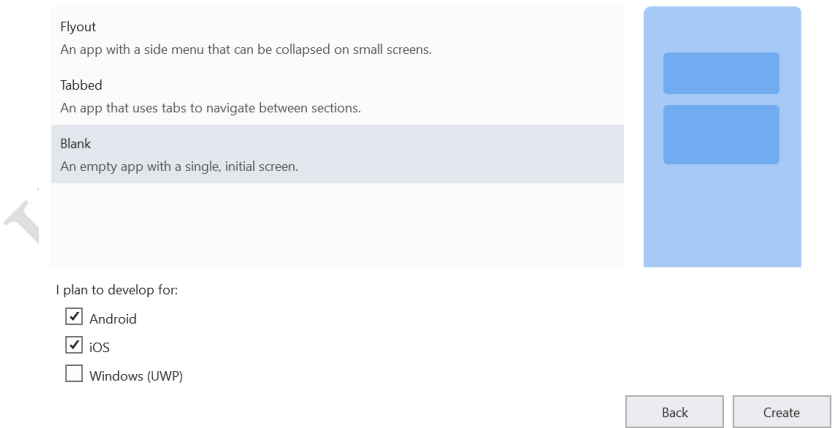
1. Create a new project in Visual Studio 2019 and select Mobile App (Xamarin.Forms) on the template options. Save it as Exer3\_YOURFULLNAME.



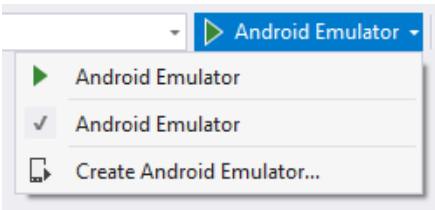
2. Select Blank template. Leave Android and iOS as ticked to allow your application to run in both platforms. Click Create button.

New Mobile App

Select a template for your app



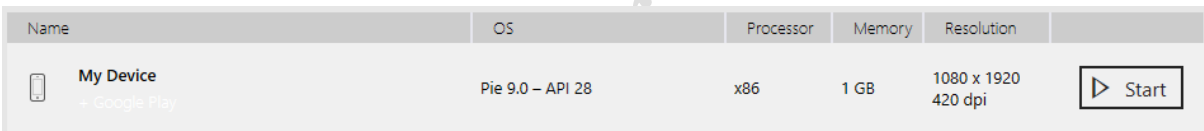
3. Wait until the NuGet packages are restored (a "Restore completed" message will appear in the status bar).
4. New Visual Studio 2019 installations won't have an Android emulator configured. Click the dropdown arrow on the **Debug** button and choose **Create Android Emulator** to launch the emulator creation screen:



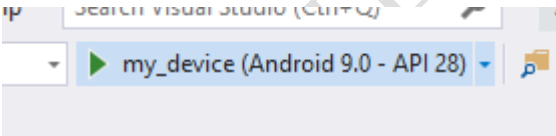
5. In the emulator creation screen, use the default settings and click the **Create** button:



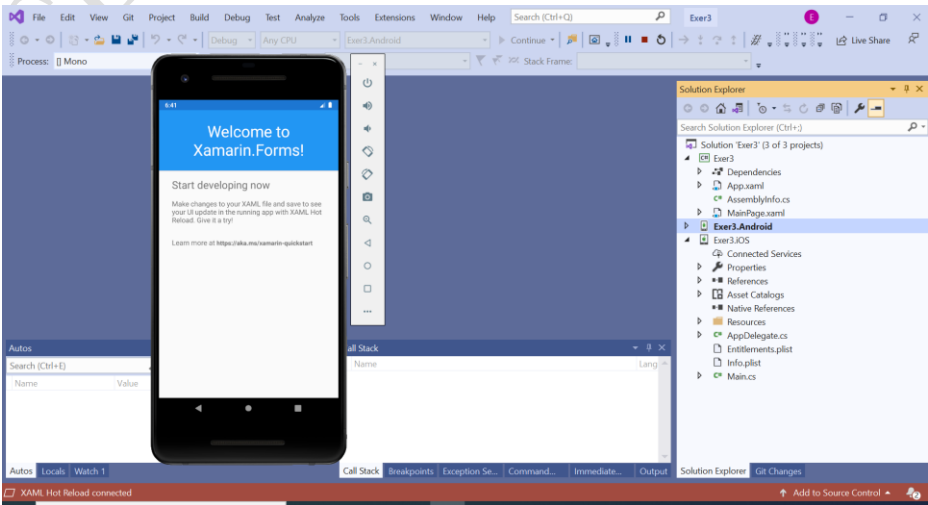
6. Creating an emulator will return you to the Device Manager window. Click the **Start** button to launch the new emulator:



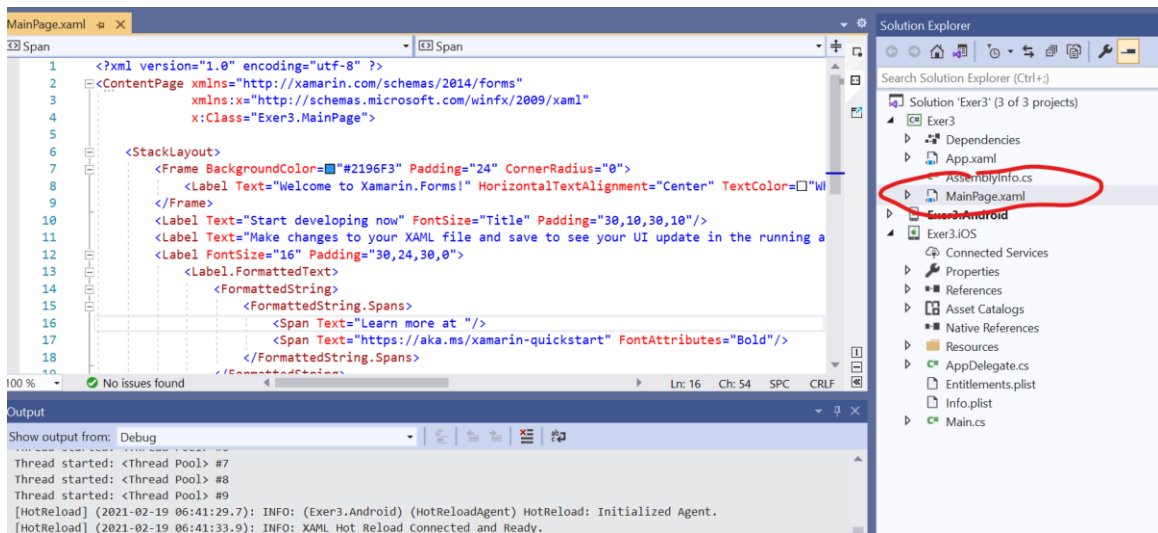
7. Visual Studio 2019 should now show the name of the new emulator on the **Debug** button:



8. Click the **Debug** button to build and deploy the application to the Android emulator:

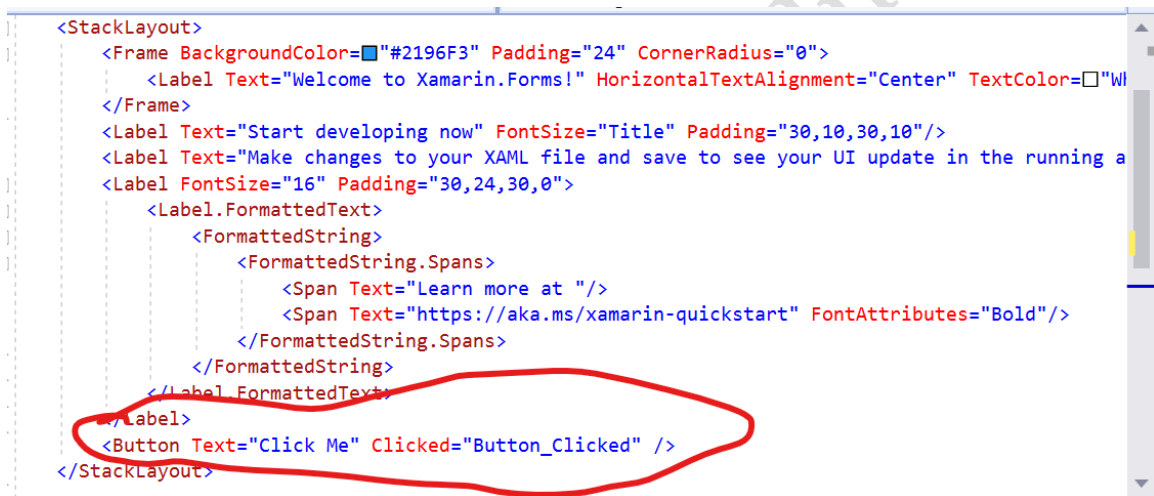


9. To modify the content of the Mobile app, open MainPage.xaml



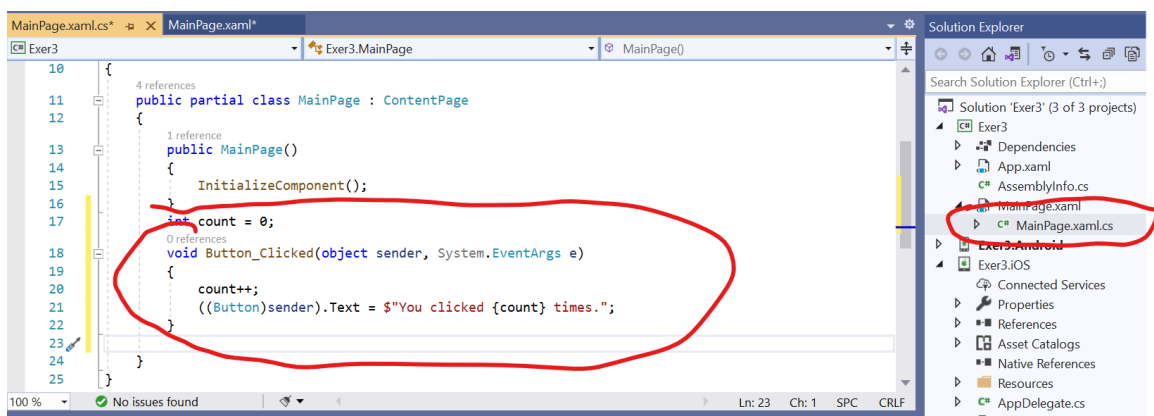
11. Edit **MainPage.xaml**, adding this XAML before the end of the `</StackLayout>`:

```
<Button Text="Click Me" Clicked="Button_Clicked" />
```

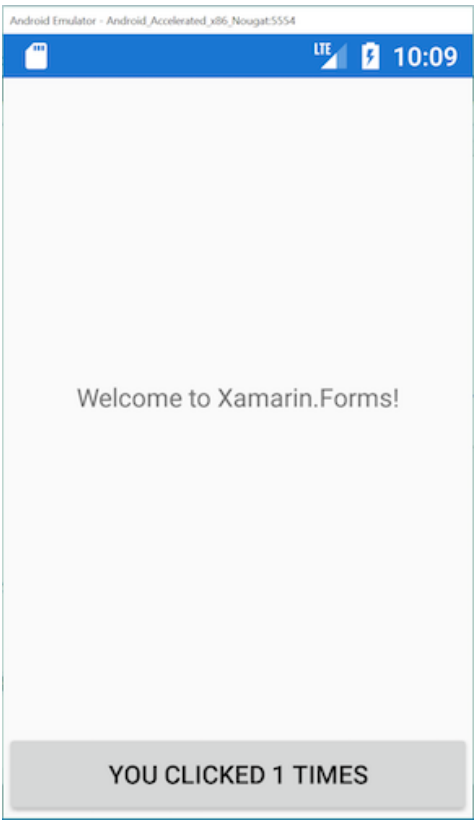


12. Edit **MainPage.xaml.cs**, adding this code to the end of the class:

```
int count = 0;
void Button_Clicked(object sender, System.EventArgs e)
{
    count++;
    ((Button)sender).Text = $"You clicked {count} times.";
}
```



13. Debug the app on Android:



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