

Working with Views and Layouts



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What to Expect from This Module



Xamarin.Forms UI structure

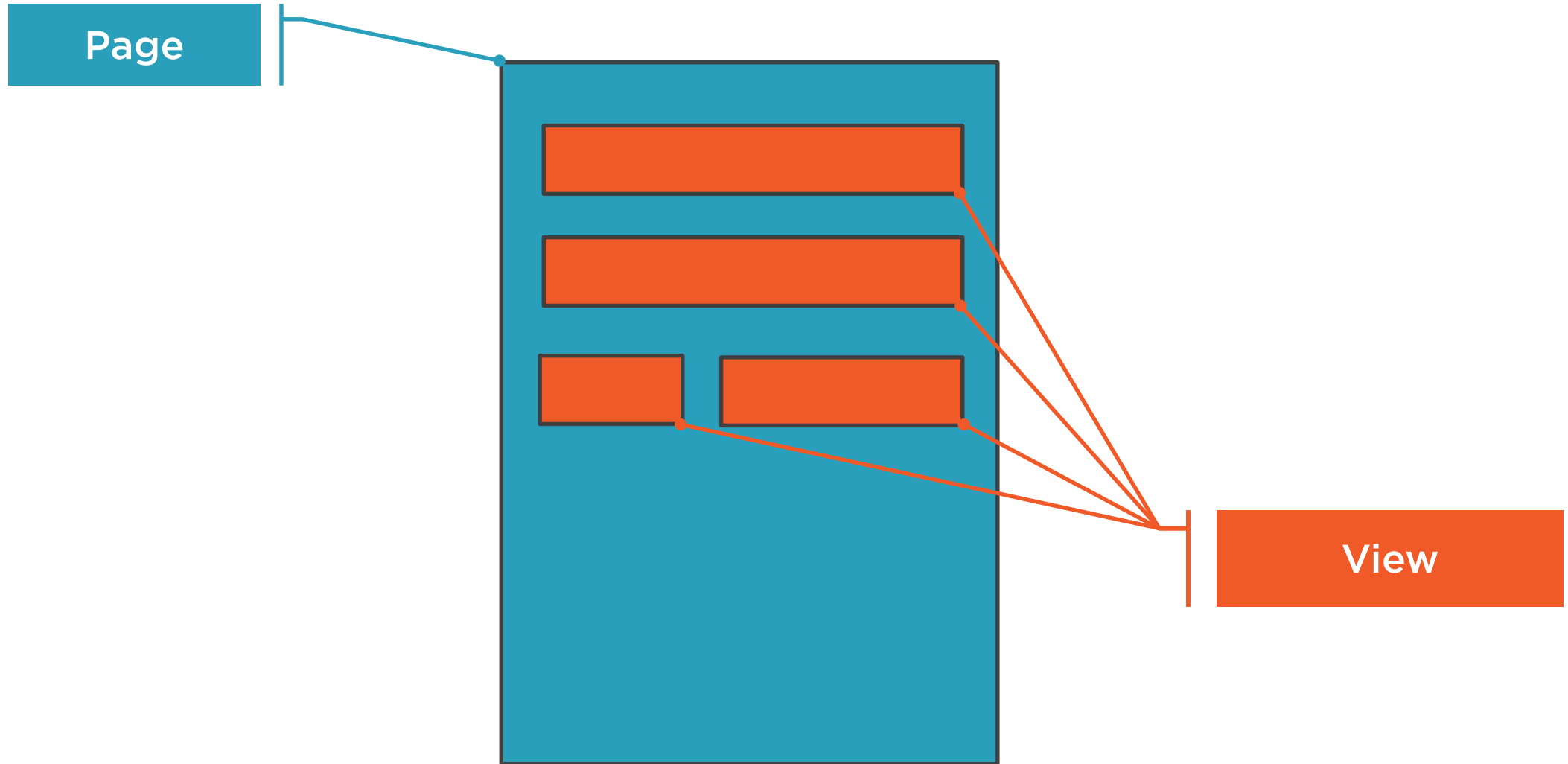
Develop UI with XAML

Select iOS and Android runtime targets

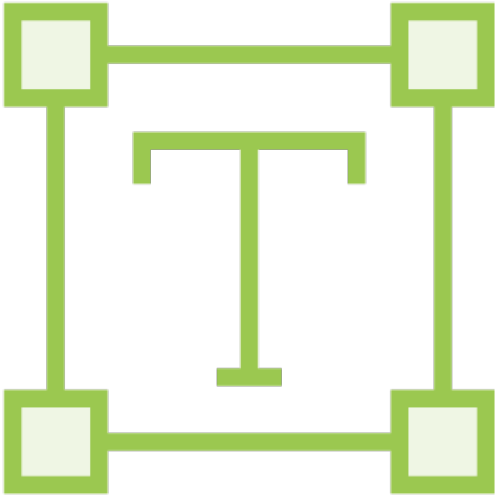
Populate a Picker

Handle multi-line text input

Xamarin.Forms UI Structure



So Many Views to Choose From

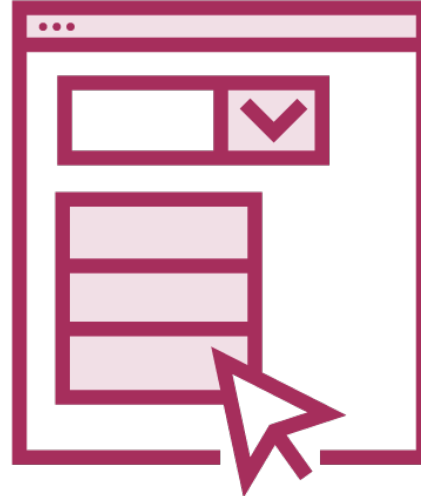


Text values

Display-only

Updatable

Single and multi-line



Pick from predefined values

Strings

Time and date

Custom types



Display multiple values

Formatted lists

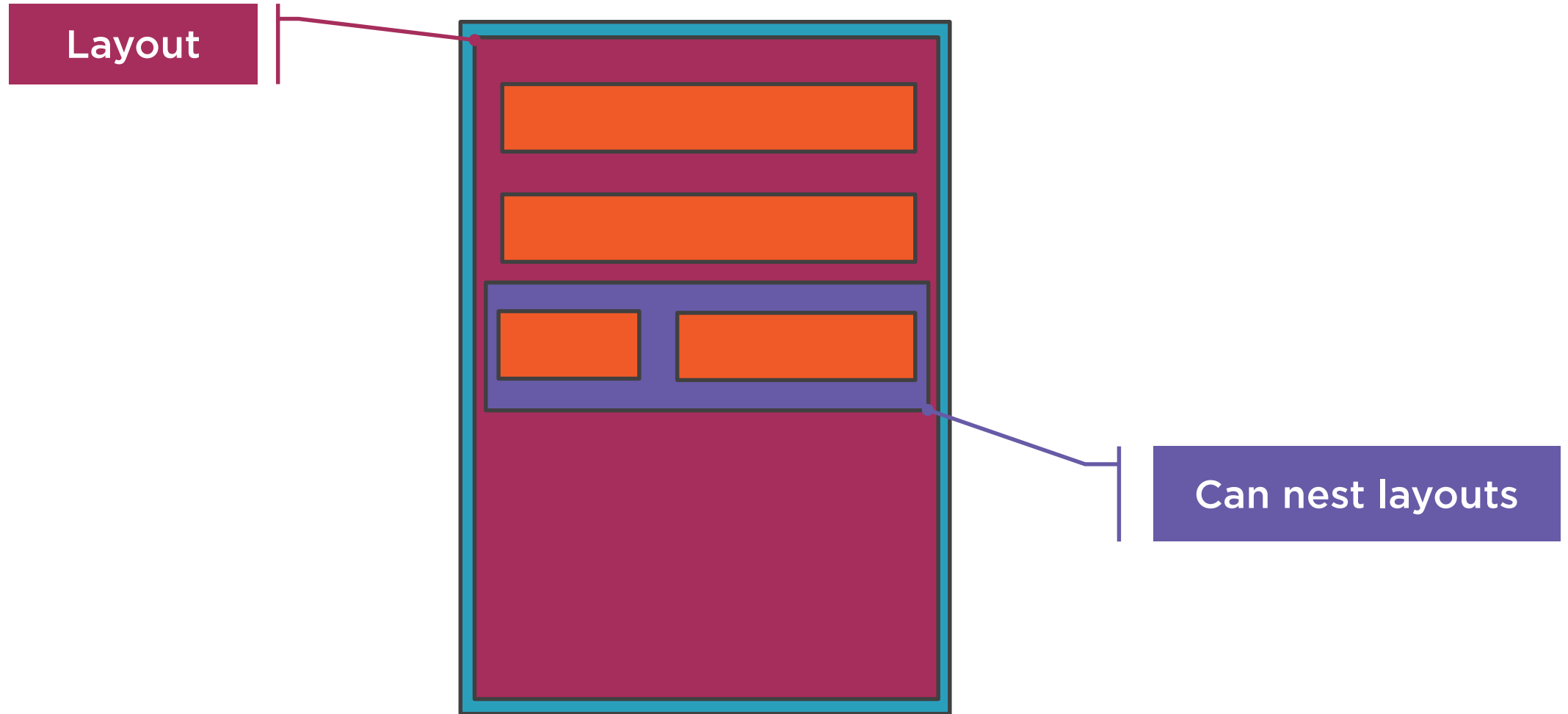
Tables

Many more to choose from...

Full list at bit.ly/psxfviews



Xamarin.Forms UI Structure



Layouts

StackLayout and FlexLayout

- Arrange in horizontal/vertical line

AbsoluteLayout

- Arrange using absolute values/ratios

RelativeLayout

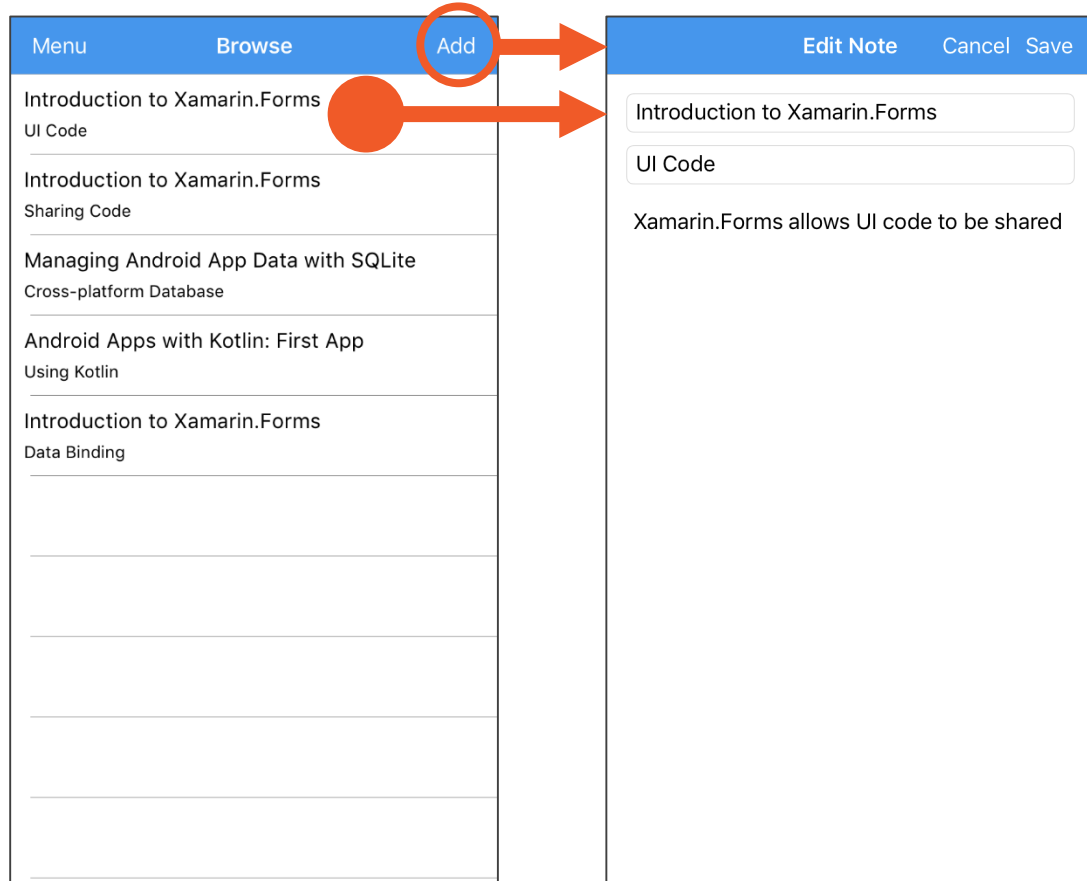
- Arrange relative to parent or siblings

Grid

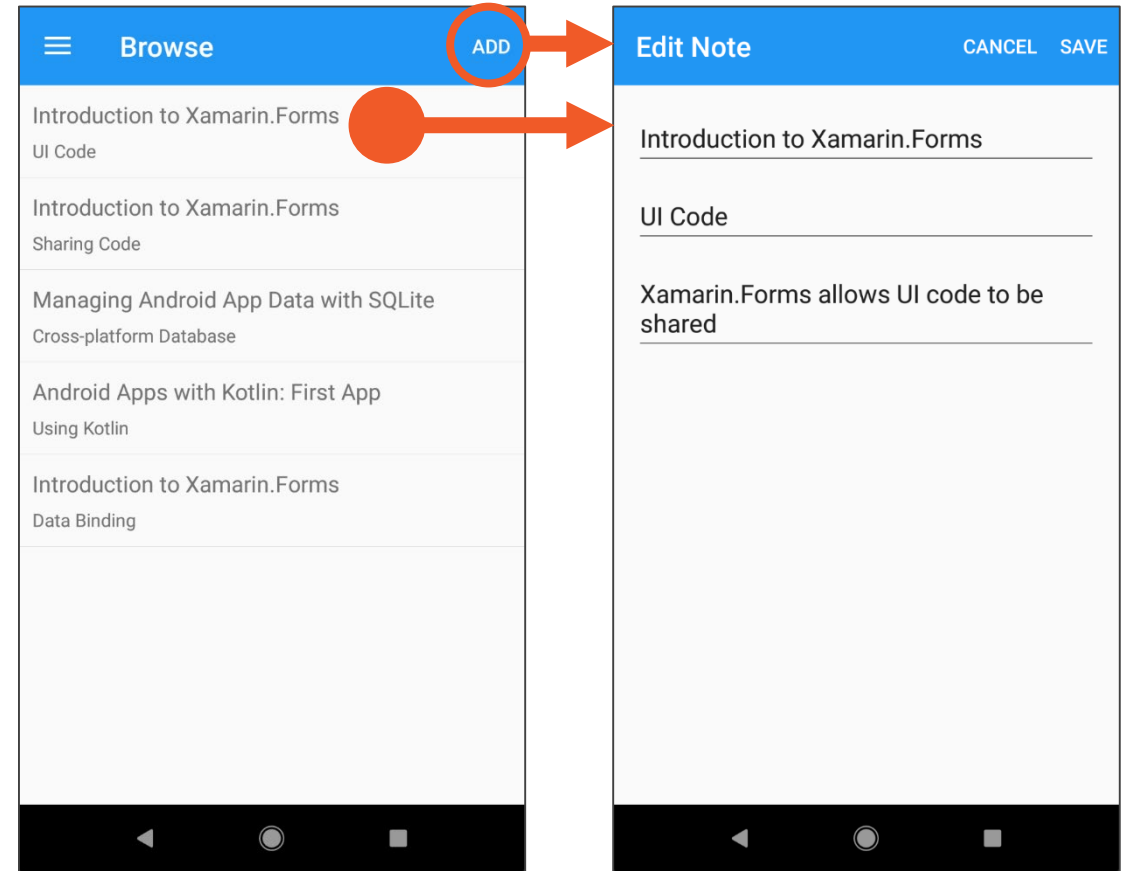
- Arrange in rows and columns



Our App



iOS



Android



Our App

A wireframe of a mobile application titled "Edit Note". At the top, there is a blue header bar with the text "Edit Note" and two buttons, "Cancel" and "Save". Below the header, there are three input fields: the first contains "Introduction to Xamarin.Forms", the second contains "UI Code", and the third contains "Xamarin.Forms allows UI code to be shared".

Course

Pick from list

Note heading

Single-line text

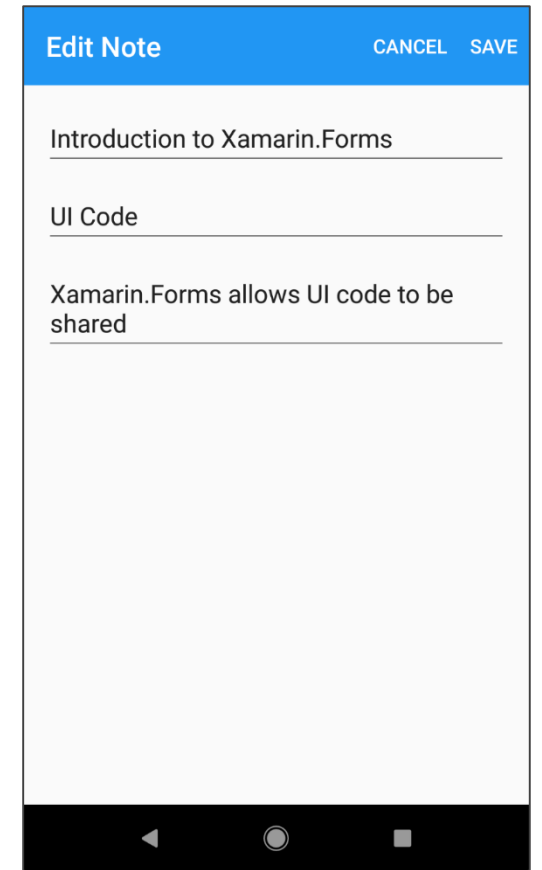
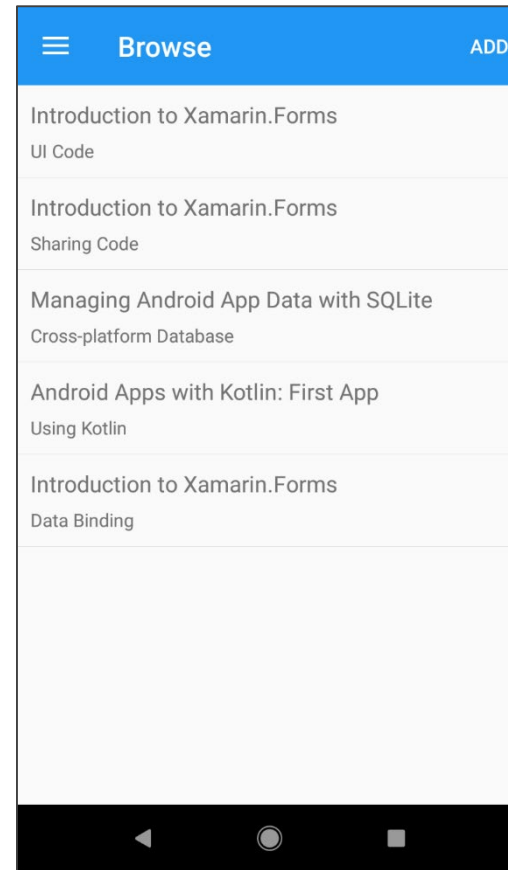
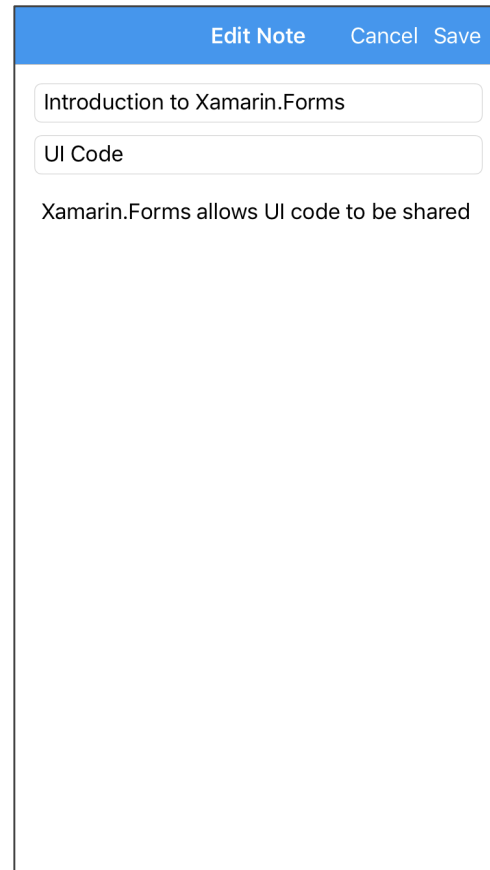
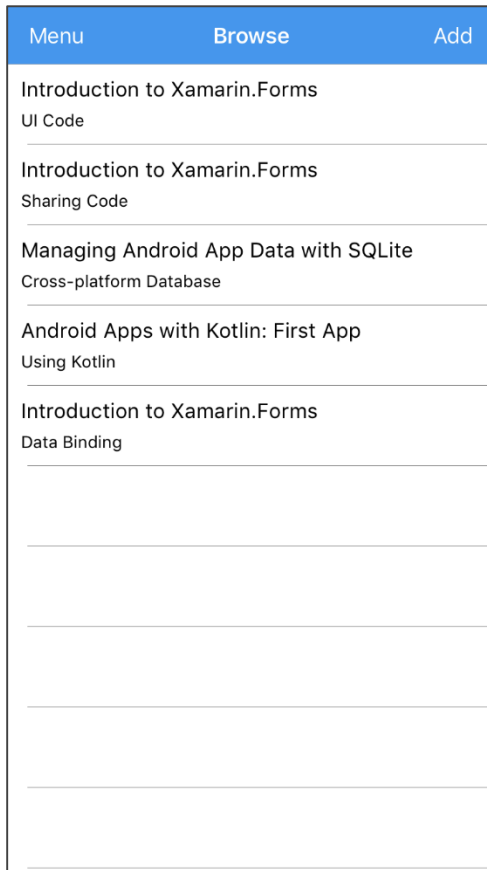
Note body text

Multi-line text

A mockup of the mobile application titled "Edit Note". It features a blue header bar with "Edit Note" and "CANCEL" and "SAVE" buttons. The content area has three sections: "Introduction to Xamarin.Forms" (underlined), "UI Code" (underlined), and "Xamarin.Forms allows UI code to be shared" (underlined). The bottom of the screen shows a black bar with three white navigation icons: a back arrow, a circle, and a square.



Our App



Summary



View

- Represents page content
- Many different view types available

Layout

- Sizes and positions screen content
- Can be nested

Page

- Represents a screen

Summary



Each page represented by two files

- XAML file describes the UI
- C# file provides functionality

XAML file leverages XML namespaces

- Xamarin.Forms normally default
- Other namespaces used as well

Enabling C# access to XAML content

- Include the Name attribute
- Part of Microsoft XAML namespace
- Uses x namespace prefix by default





Leverage placeholder text

- Reduces the need for label fields
- Different view types specify placeholder text differently

Handling multi-line input

- Editor view doesn't resize by default
- Resizing must be explicitly enabled