

# Introduction to Xamarin.Forms

---

## BUILDING YOUR FIRST APP



**Jim Wilson**

MOBILE SOLUTIONS DEVELOPER & ARCHITECT

@hedgehogjim [blog.jwhh.com](http://blog.jwhh.com)



# What to Expect from This Course



**Building your first app**

**Working with views and layouts**

**Adding functionality and interactivity**

**Connecting UI and data with data binding**

**Managing data presentation with MVVM**

**Creating a multi-page app experience**



# What to Expect from This Module



**The role of Xamarin.Forms**

**Our development environment**

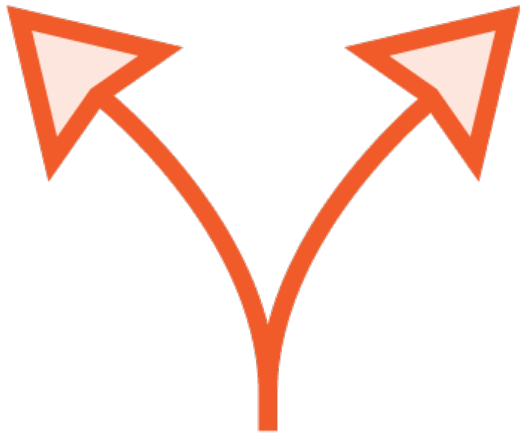
**Setup steps to target iOS**

**Structure of a Xamarin.Forms solution**

**Running the app on each target platform**



# Xamarin.Forms



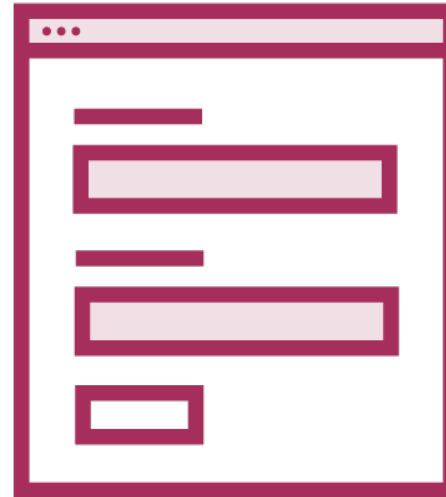
**Cross-platform development**

Android

iOS

Universal Windows

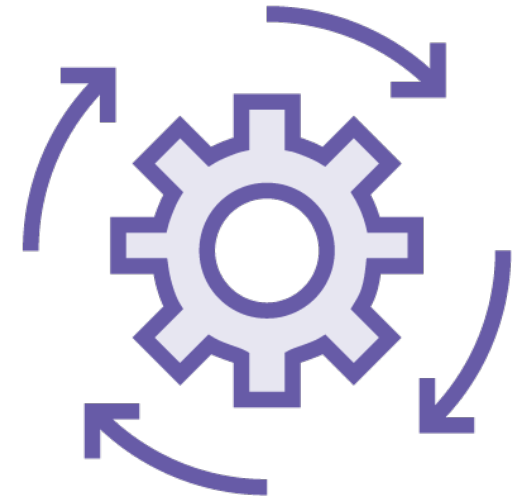
Platform (UWP)



**Platform-independent  
UI library**

Code-based API

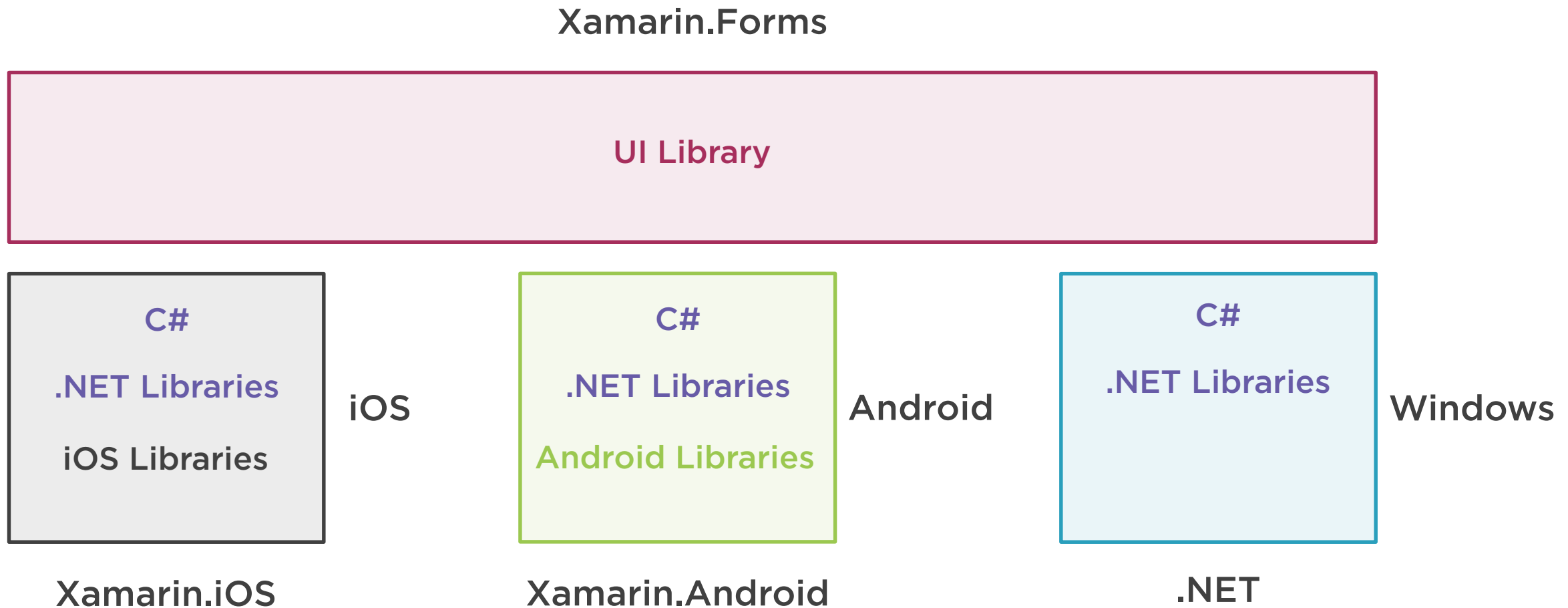
XAML declarative support



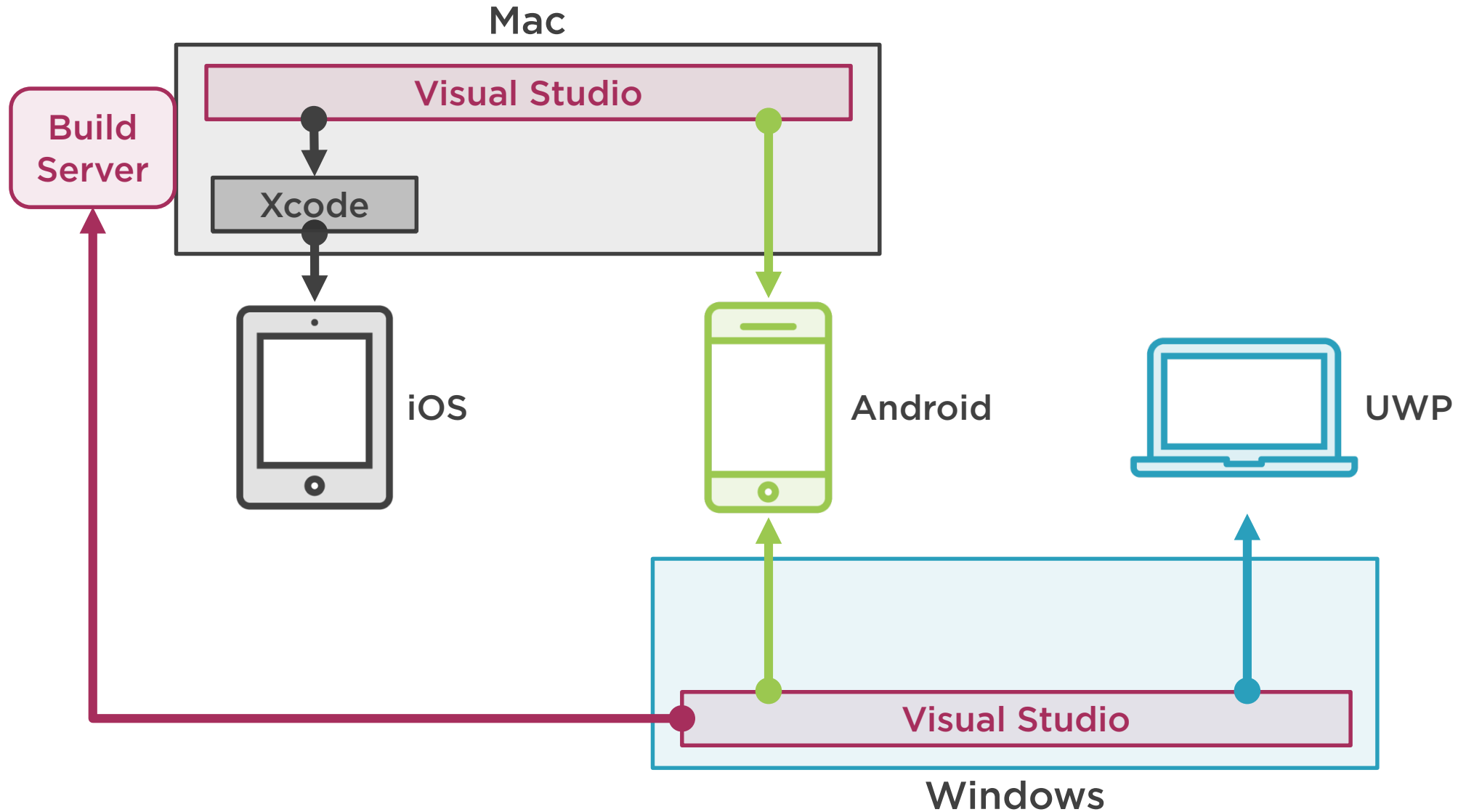
**Apps run natively**



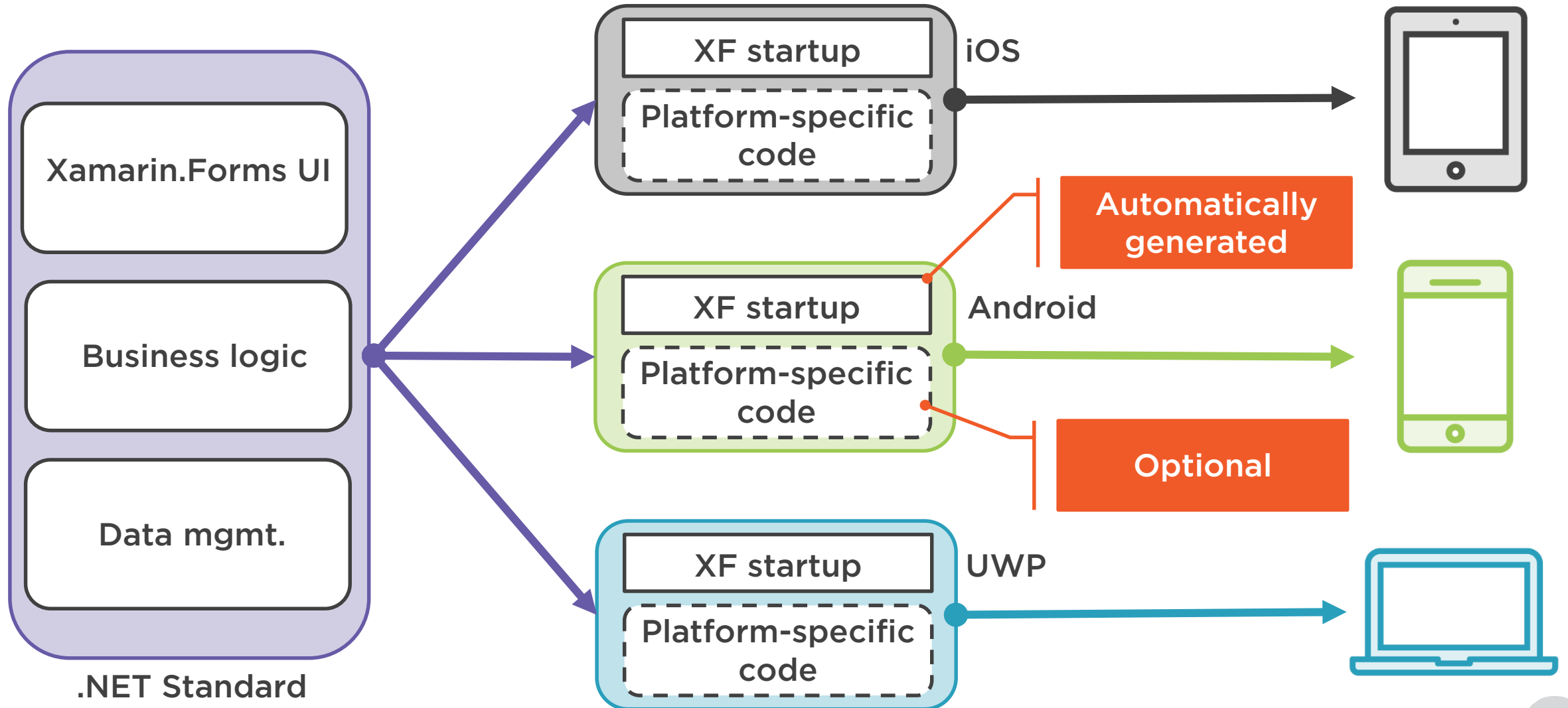
# Relationship to .NET and Xamarin.Android/iOS



# Xamarin.Forms Development Setup



# Xamarin.Forms Solution



# Summary



## Xamarin.Forms

- Cross-platform UI library
- Supports Android, iOS, UWP
- Creates native applications

## Development setup

- Visual Studio IDE
- Can use Windows or Mac
- Specific requirements depend on app target platforms





# Summary



## Mac supported build targets

- Android
- iOS

## Windows supported build targets

- Android
- UWP

## Can connect Windows and Mac

- Use Windows IDE experience
- iOS builds delegated to Mac



# Summary



## Xamarin.Forms Solution structure

- Library project
- App project for each target platform

### Library project

- Provides application experience
- Contains shared app code
- Contains shared UI Code

### Platform projects

- Xamarin.Forms startup code
- Platform-specific code if needed
- Creates native app

