Building Cross-platform Mobile Apps in C# with Xamarin and Azure

MAXIMUM CODE REUSE AND MAXIMUM REACH

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Overview

Why Cross-platform?

Why Xamarin?

Why C#?

Why Azure Mobile apps?

You want to build mobile applications.

You don’t want to switch programming contexts for every platform.

Why Cross-platform?

At minimum two dominant platforms

Programming models differ widely

Code reuse between iOS and Java is ZERO

Cross-platform
development is primarily
about code & skills reuse.

Xamarin

Cross-platform development in C#

Editors for visual elements

Access to native APIs

Development Choices

Visual Studio on Windows

Windows, iOS, Android, .NET

Visual Studio for Mac

Mac, iOS, Android, .NET Core

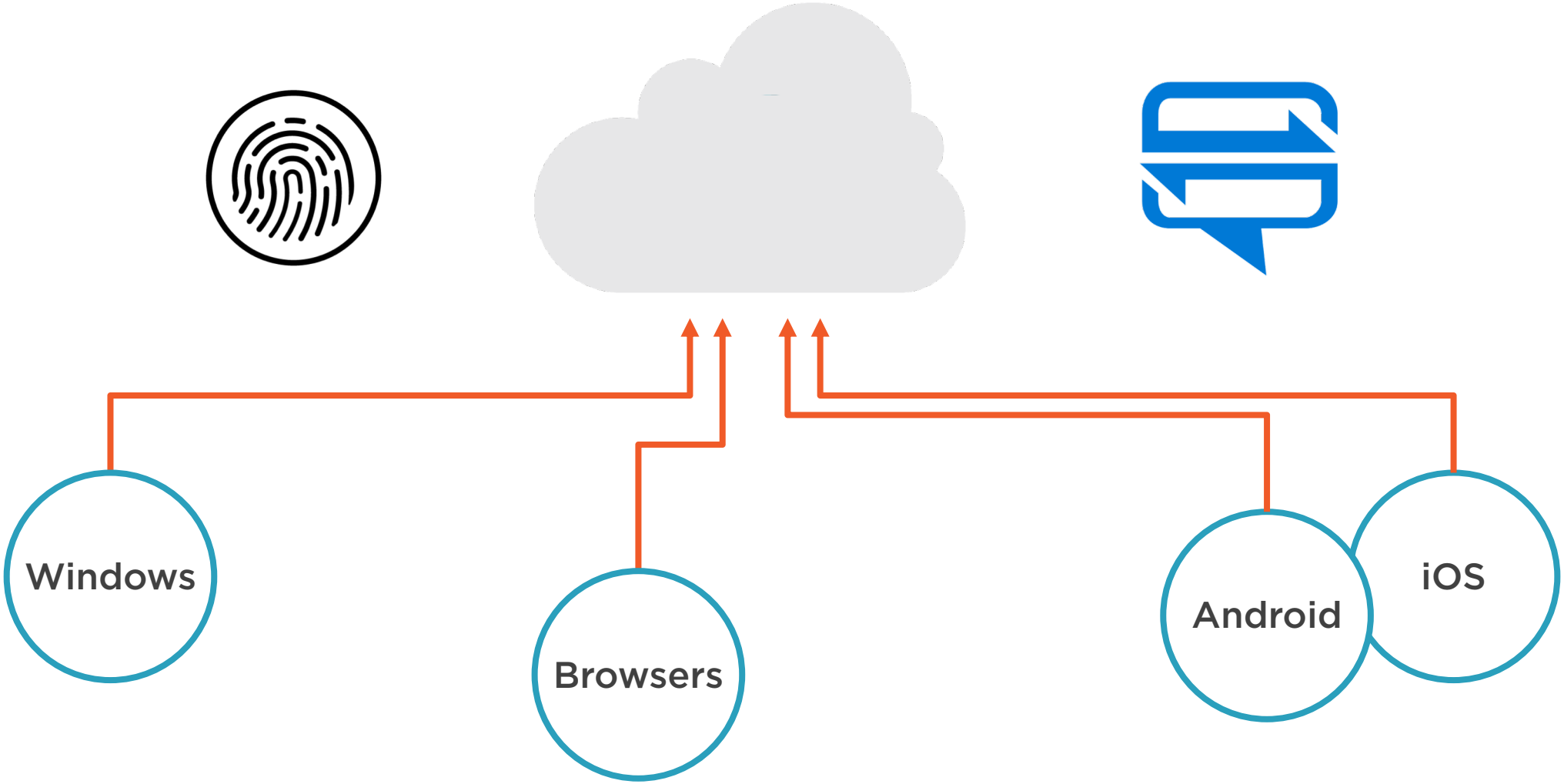
Why C#?

Popular language style

Cross-platform capable

Powerful language constructs for async

What Are Azure Mobile Apps?



What Are We Going to Build?

Azure Mobile Backend in C#

Android, iOS & Windows clients

Data, Login, and Notifications

Summary

Xamarin simplifies cross-platform apps

Azure Mobile simplifies app backends

Let’s build an app!