

Creating a Cross Platform UI



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Overview



Xamarin.Forms

Accessing data

Data binding

Platform specific tweaks

Xamarin.Forms controls



Xamarin Forms

Cross platform user interface definition

Uses XAML markup

Native device control rendering

Can be extended with custom controls



You do **NOT** have to use
Xamarin Forms to build
cross platform applications
in C#



Summary



Xamarin.Forms provides cross platform UI

You can make platform and device tweaks

XAML and familiar data binding pattern

Supports MVVM

Forms are not required to build cross platform apps



MVVM Frameworks



Prism - <https://github.com/PrismLibrary/Prism>

MVVM Light - <http://www.mvvmlight.net/>

Fresh MVVM - <https://github.com/rid00z/FreshMvvm>

MVVM Nano - <https://github.com/aspnetde/MvvmNano>