

Setting up Your Azure Mobile and Xamarin Solution



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Overview



Creating the solution

Choosing the right project types

Adding components / packages



Options for Sharing Code

Shared Project

**Portable Class
Library**

**.NET Standard
Library**

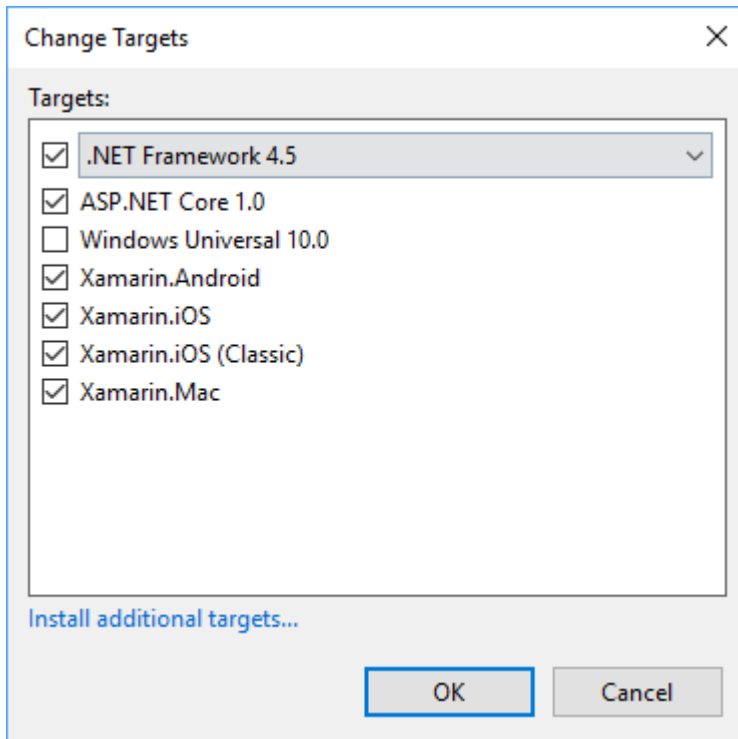


```
public class Auction
{
    #if WINDOWS
        //platform specific code
    #endif

    #if ANDROID
        //platform specific code
    #endif
}
```

- ◀ Code files included in each project
- ◀ Compiler directives for platforms





Builds a DLL compatible with all targets

Limits some APIs to shareable code

May handle refactoring better

Better tooling support from Xamarin



Versioned interface
for available APIs

Target a single .NET
Standard version

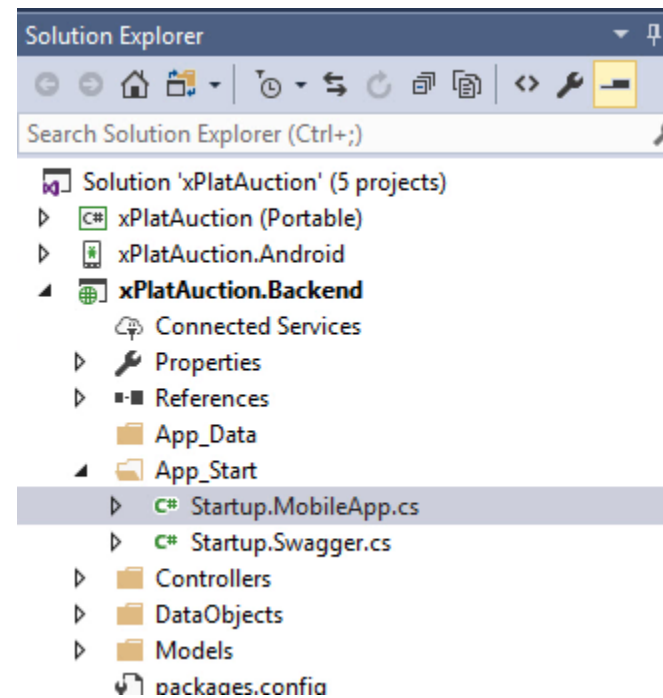
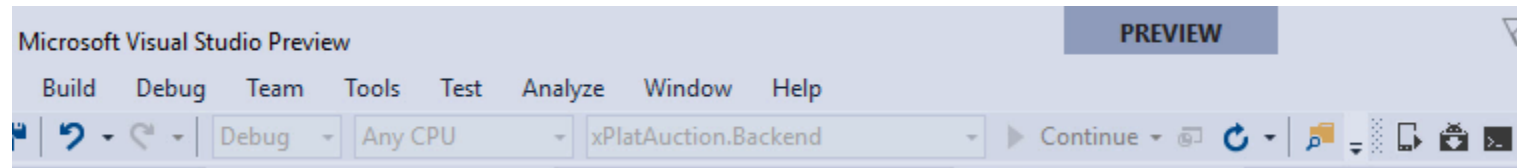
Successor to Portable
Class Libraries

Tooling is not as
current

.NET Standard	1.0	1.1	1.2	1.3	1.4	1.5	1.6	2.0
.NET Core	1.0	1.0	1.0	1.0	1.0	1.0	1.0	2.0
.NET Framework	4.5	4.5	4.5.1	4.6	4.6.1	4.6.1 4.6.2	4.6.1 vNext	4.6.1
Mono	4.6	4.6	4.6	4.6	4.6	4.6	4.6	vNext
Xamarin.iOS	10.0	10.0	10.0	10.0	10.0	10.0	10.0	vNext
Xamarin.Android	7.0	7.0	7.0	7.0	7.0	7.0	7.0	vNext
Universal Windows Platform	10.0	10.0	10.0	10.0	10.0	vNext	vNext	vNext
Windows	8.0	8.0	8.1					
Windows Phone	8.1	8.1	8.1					
Windows Phone Silverlight	8.0							



A Note About the Environment



Testing Across Devices

**Publish the
backend to Azure**

**Use IIS and SQL
Server**

**Use IIS and
LocalDB**



Summary



Choosing project types

Creating and provisioning mobile app

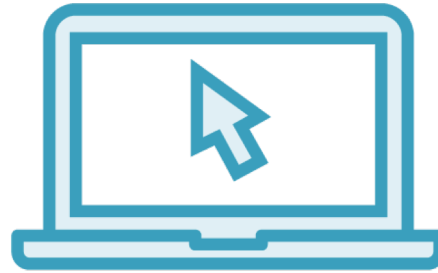
Installing components and packages

Setting up your environment for testing

Making sure the applications actually work



Resources



Blog explaining use of LocalDB with full IIS and your options

- <http://blogs.msdn.com/b/sqlexpress/archive/2011/12/09/using-localdb-with-full-iis-part-1-user-profile.aspx>

Or

- <http://bit.ly/1BUA5iz>

