

CAP914:MOBILE APP DEVELOPMENT WITH XAMARIN FORMS

L:0 T:0 P:5 Credits:3

Course Outcomes: Through this course students should be able to

CO1 :: describe the key principles and methods of mobile application development

CO2 :: develop mobile applications by using Xamarin.Forms and C#

CO3 :: apply XAML to develop real world applications

CO4 :: define cross platform mobile application development environments

List of Practicals / Experiments:

Introducing Xamarin.Forms

- installation process of visual studio 2015
- building cross-platform mobile apps using c# and visual studio 2015
- anatomy of app: page layout and view

The c# and .net solution

- introduction to c#
- c# program structure
- basic syntax
- class and object
- properties in c#
- user define method in c#

XAML basics

- creating the page
- setting page content
- XAML and code interactions
- label and entry control
- async and await keyword
- button control
- datepicker and timepicker control
- boxview and slider control
- image and stepper control
- progress bar and editor control
- searchbar control
- listview control

Xamarin.Forms styles

- implicit styles
- explicit style
- inheritance style
- dynamic style

Navigation in Xamarin.Forms

- basic navigation approach
- passing data when navigating
- carousel page
- master detail page

Text Books:

1. XAML UNLEASHED by ADAM NATHAN, Pearson Education India

References:

1. XAMARIN CROSS-PLATFORM APPLICATION DEVELOPMENT by JONATHAN PEPPERS, PACKT PUBLISHING
2. CROSS-PLATFORM UI DEVELOPMENT WITH XAMARIN.FORMS by PAUL F. JOHNSON, PACKT PUBLISHING