Platform Guide for Xamarin

Brief

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Table of Contents

[Introduction 1](#_Toc475277912)

[References 1](#_Toc475277913)

[Platform Guide for Xamarin 1](#_Toc475277914)

# Introduction

This document describes the goals for Platform Guide for Xamarin.

# References

This is a top-level document.

# Platform Guide for Xamarin

There are currently three main software platforms: Android; iOS and Windows Unified Platform (UWP). They all have design guidelines, components, and tools for building applications for the platform. Designers and developers need to understand these to design and develop applications for the platform.

The guidelines apply to both native and hybrid applications. The guidelines and components both apply to native applications.

The goal of this projects is to make understanding the guidelines and the components available for each platform easier. It will deliver the following:

* An explorer application to browse the different components.
* Several A3 posters summarizing the guidelines and components.

Xamarin is a technology that allows for native application development with reuse. It allows reuse of controller and model code across the three platforms. It also simplifies development as the same development tools and base class library can be used across all three platform. Xamarin will be used for this development.

The deliveries above will be used to advertise ISoftware skills.