

# Creating a Mobile Experience for an Existing Modern Application

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# Who am I?

Huntersville, NC	Web/Mobile Application Development
Co-Organizer of Modern Devs Charlotte - Meetup.com	Organizer of Charlotte Xamarin Developers - Meetup.com
Microsoft MVP	Telerik/Progress Developer Expert
@rightincode	<a href="http://www.rightincode.com">http://www.rightincode.com</a>

# Goals of this Talk

- Introduce Xamarin and Xamarin Forms
- Show how to use Xamarin Forms and Visual Studio to:
  - Leverage your existing C# skills
  - Build a cross platform mobile application
  - Review integrating a mobile application with an existing Web API
- Introduce Azure App Service and Mobile Apps

# What is Xamarin?

- Allows developers to deliver native Android, iOS, and Windows applications
  - Creates native user interfaces, provides native API access, and delivers native performance on each target platform
- Allows developers to leverage their existing C# skills
- Allows developers to build a common codebase that can be shared between each platform target

# Xamarin - Sharing Code

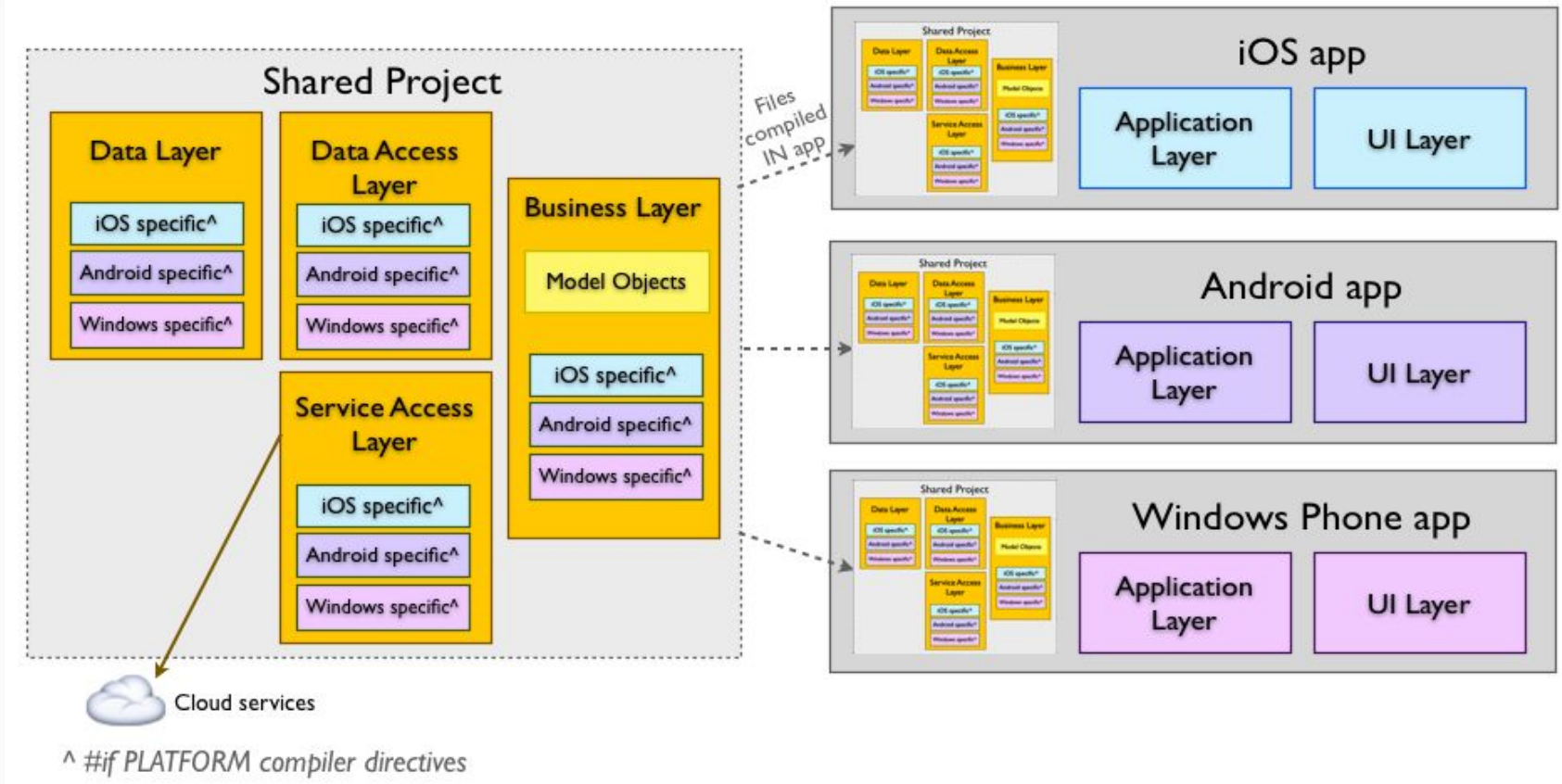
- Shared Projects
- Portable Class Libraries
- .NET Standard Libraries

# Xamarin - Sharing Code (contd.)

- Shared Projects

- Allows a developer to place code in a common location that can be shared between the platform targets
- Compiler directives are used to include/exclude platform-specific functionality for each platform target
- During the build process, the code in the shared project is included in each of the platform target assemblies (there is no output assembly for the shared project)

# Xamarin - Sharing Code (contd.)



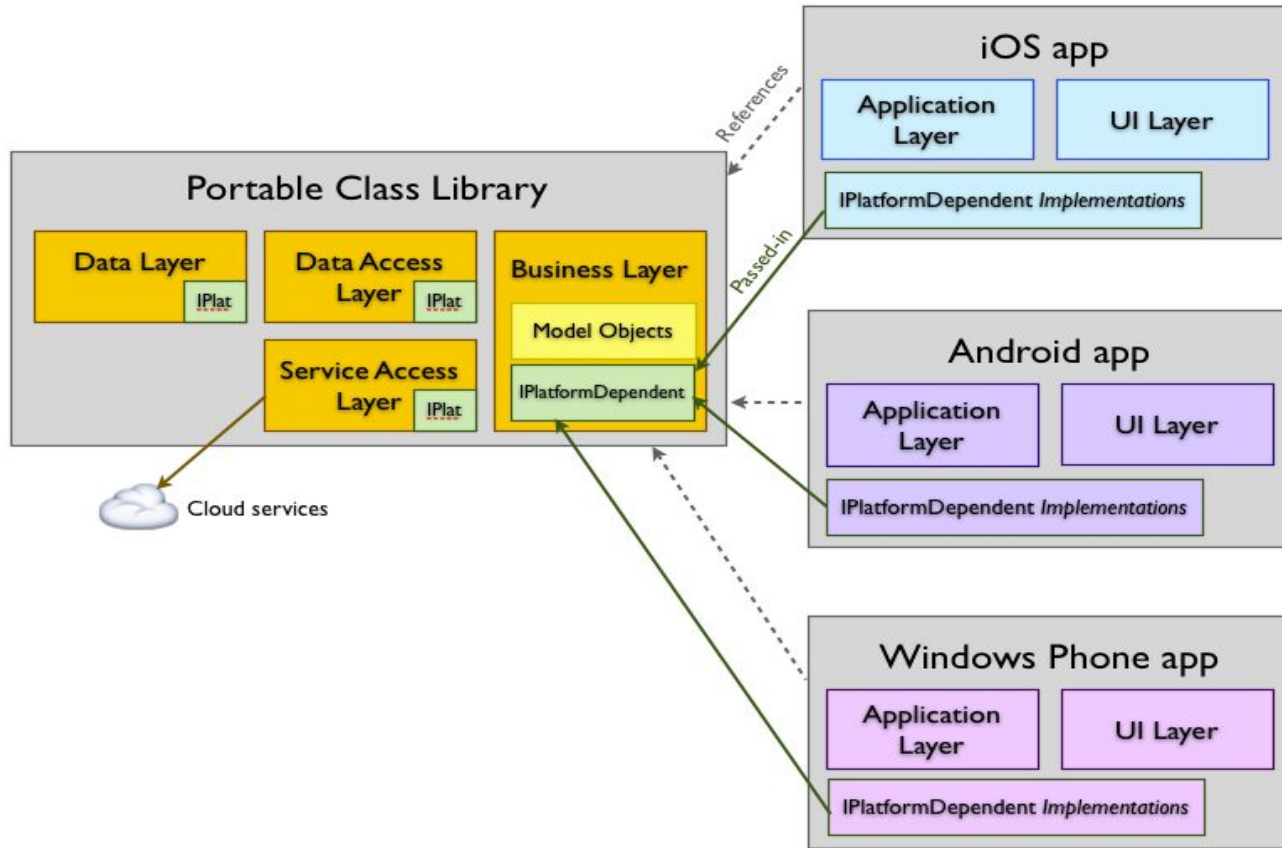


# Xamarin - Sharing Code (contd.)

- Portable Class Library Projects

- Allows a developer to place code in a common location that can be shared between the platform targets
- PCL's are referenced by the platform targets (there is an output assembly)
- PCL's cannot contain any platform-specific code
- PCL's have a profile that describes which features are supported (typically the broader the profile the smaller the number of available features)

# Xamarin - Sharing Code (contd.)

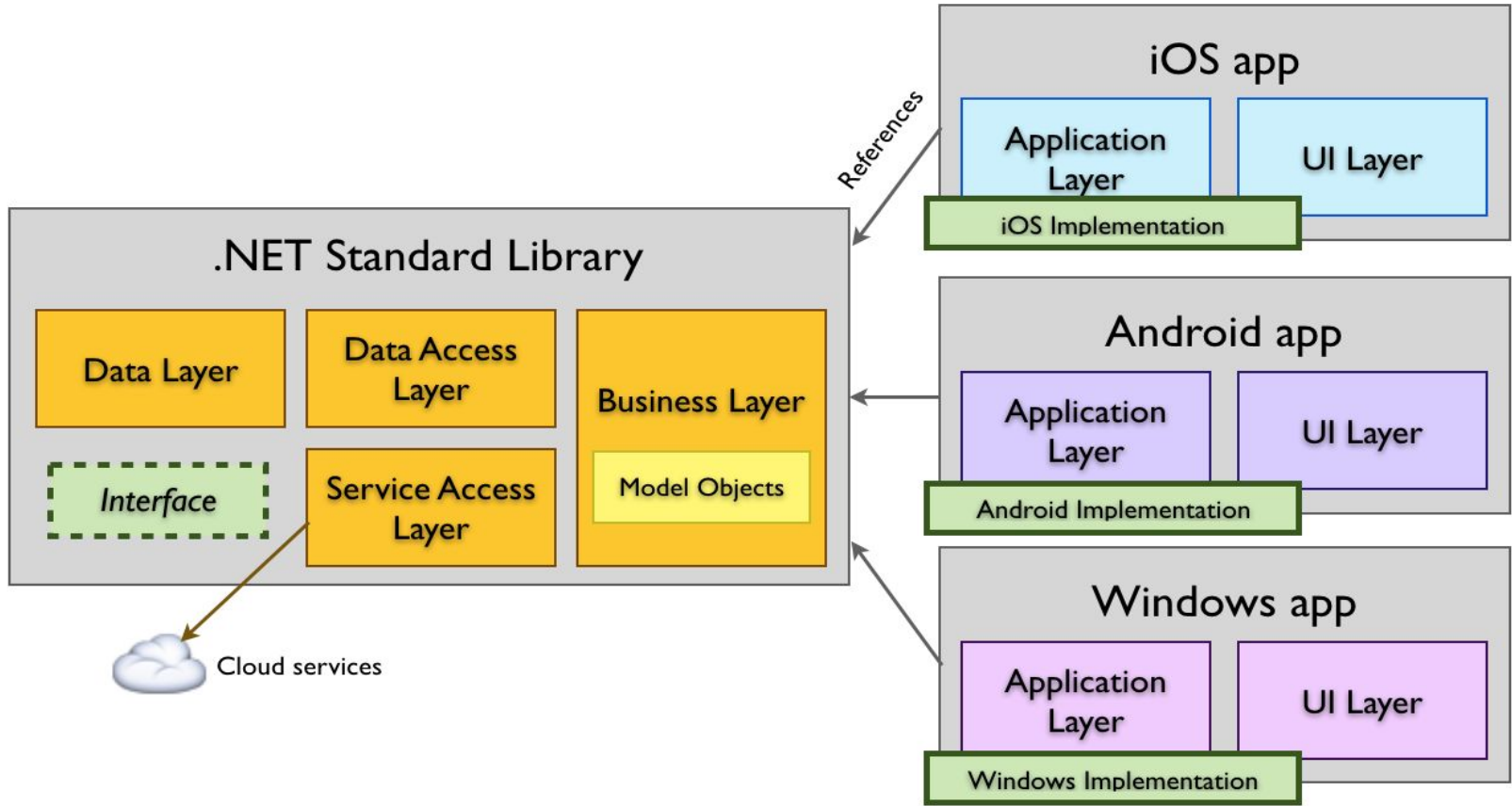


# Xamarin - Sharing Code (contd.)

- .NET Standard Libraries

- Allows a developer to place code in a common location that can be shared between the platform targets
- .NET Standard Libraries are referenced by the platform targets (there is an output assembly)
- .NET Standard Libraries cannot contain any platform-specific code
- .NET Standard Libraries have a larger surface area (available features) than PCL's
- .NET Standard Libraries have a uniform API for all .NET Platforms

# Xamarin - Sharing Code (contd.)



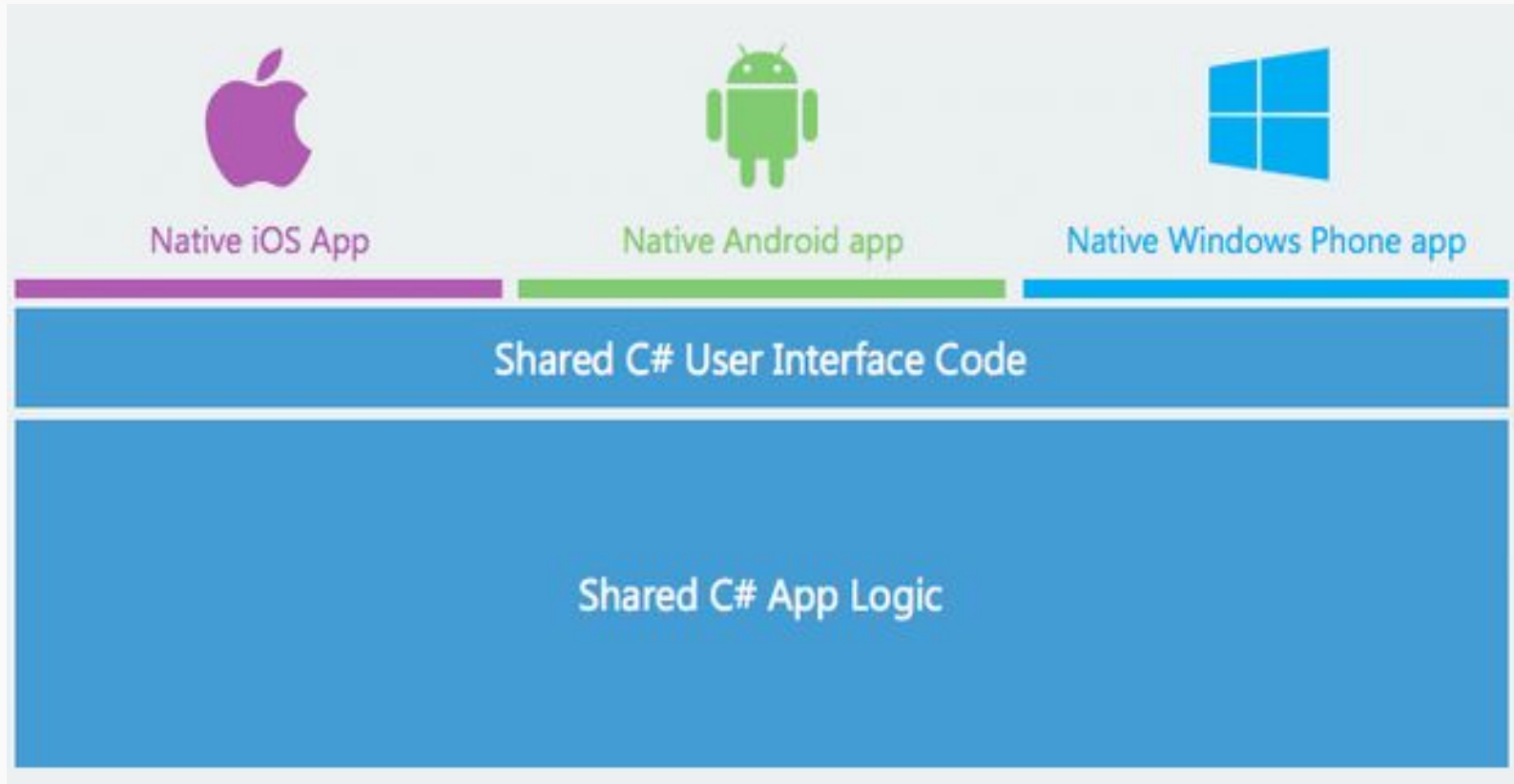
# Xamarin - Sharing Code (contd.)



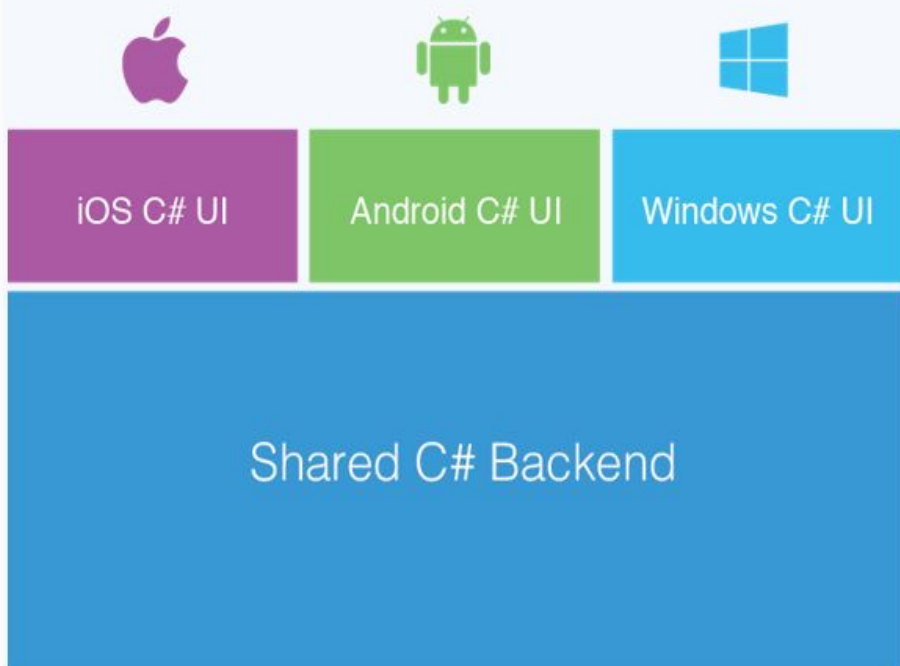
# Xamarin Forms

- Allows building of native UI's for iOS, Android, & Windows
- The UI's can be built using C#, XAML, or both
- Screens are represented by pages
- Pages contain various views (controls) that define the UI
- Pages and their views are rendered as native UI elements
- By connecting these views to shared backend code, we have a fully native iOS, Android, and Windows application built with shared C# code.
- Based on the application and technical design, we can achieve over 96% code reuse across platforms

# Xamarin Forms (contd.)



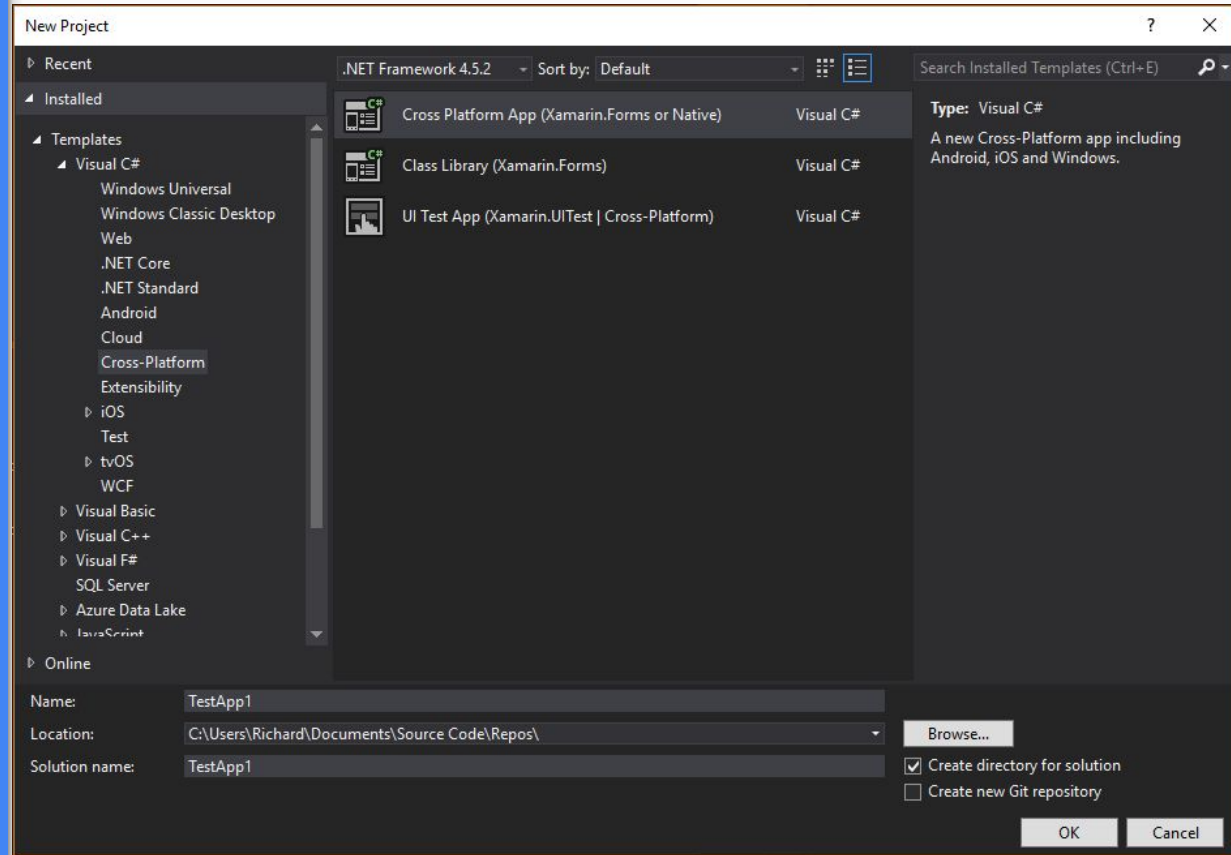
# Xamarin <-> Xamarin Forms





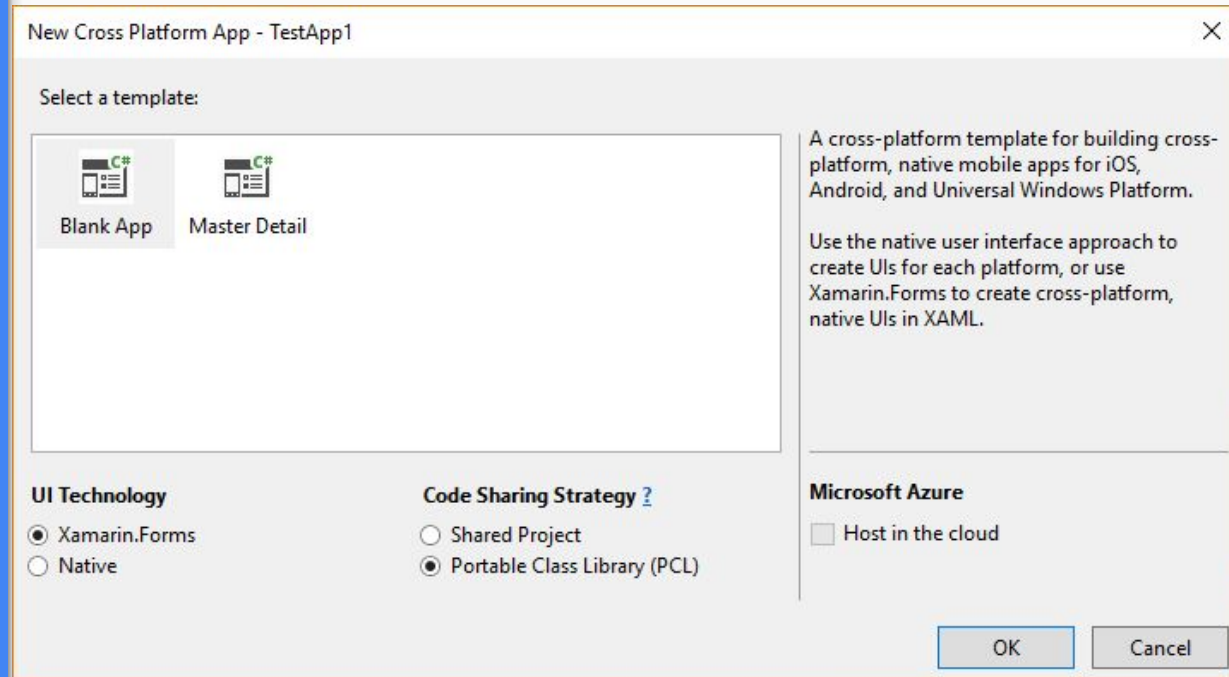
# Xamarin Forms Project

## Visual Studio 2017



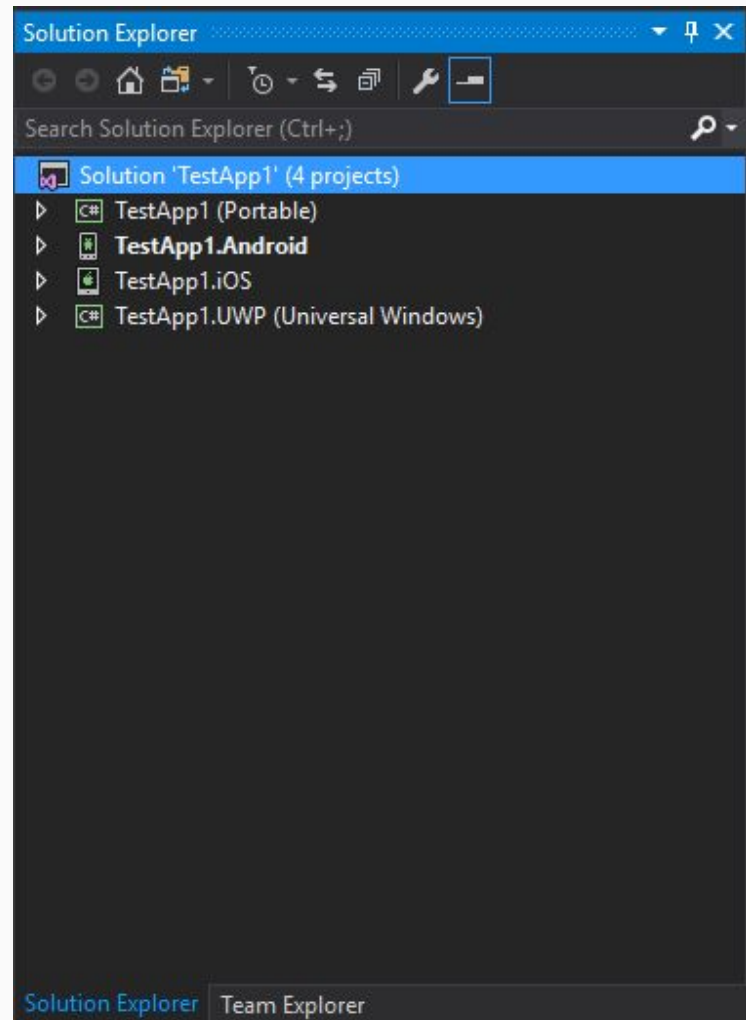
# Xamarin Forms Project

## Visual Studio 2017



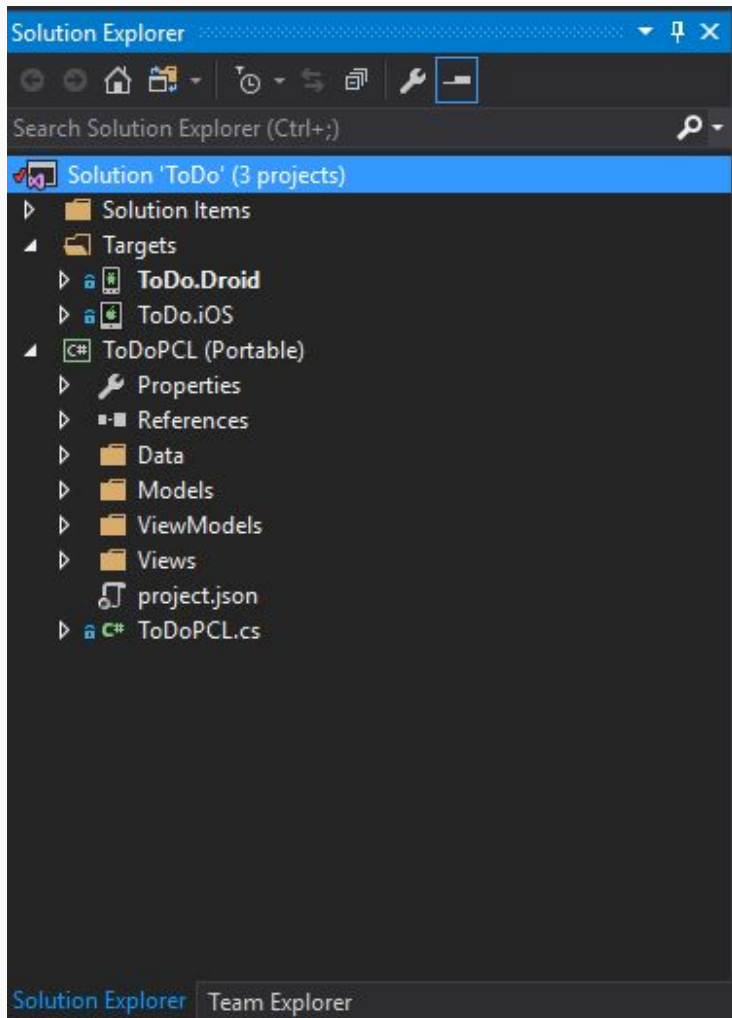
# Xamarin Forms Project

## Visual Studio 2017 (Default Project Structure)



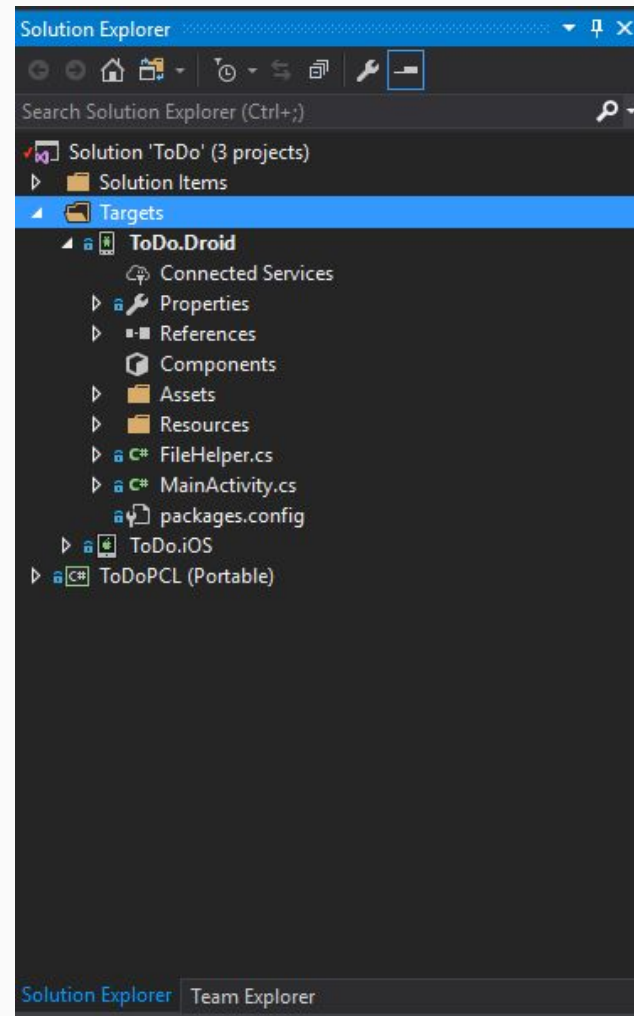
# Xamarin Forms Project

## Visual Studio 2017 (Recommended Project Structure)



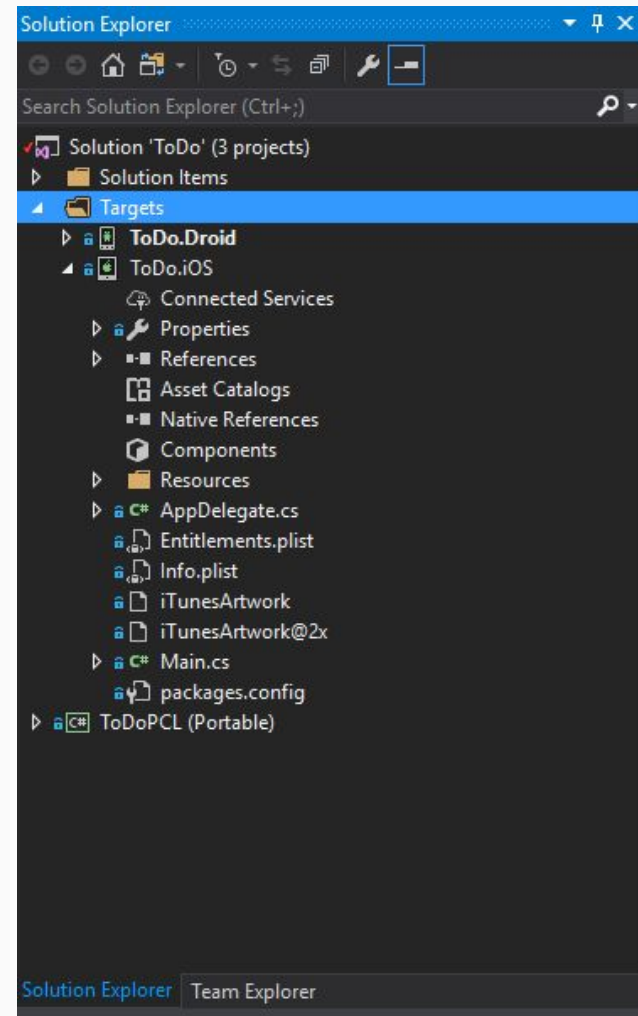
# Xamarin Forms Project

## Visual Studio 2017 Android Project



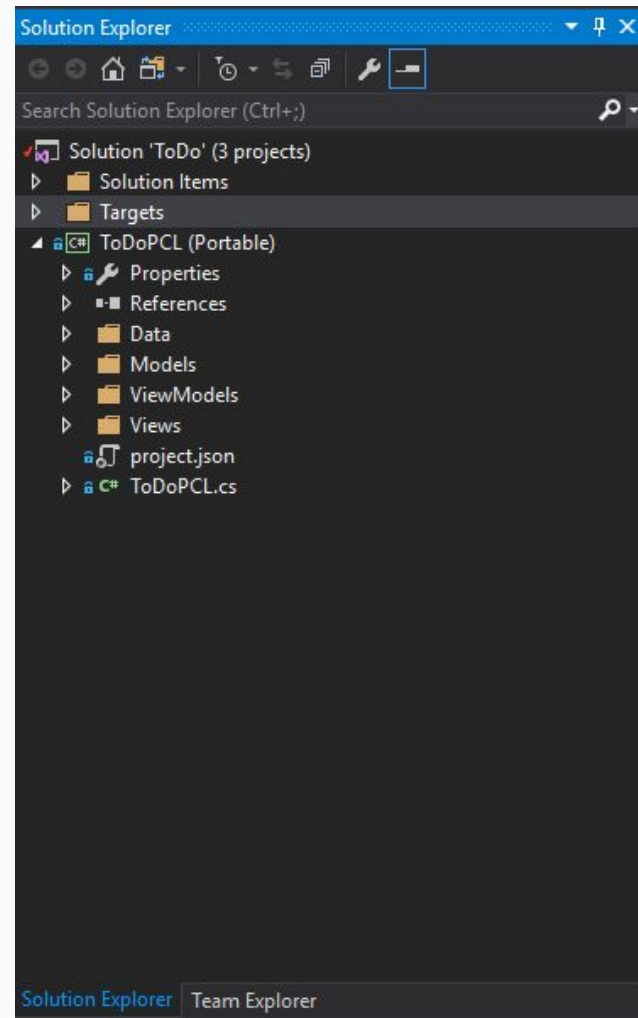
# Xamarin Forms Project

## Visual Studio 2017 iOS Project



# Xamarin Forms Project

## Visual Studio 2017 Portable Class Library Project

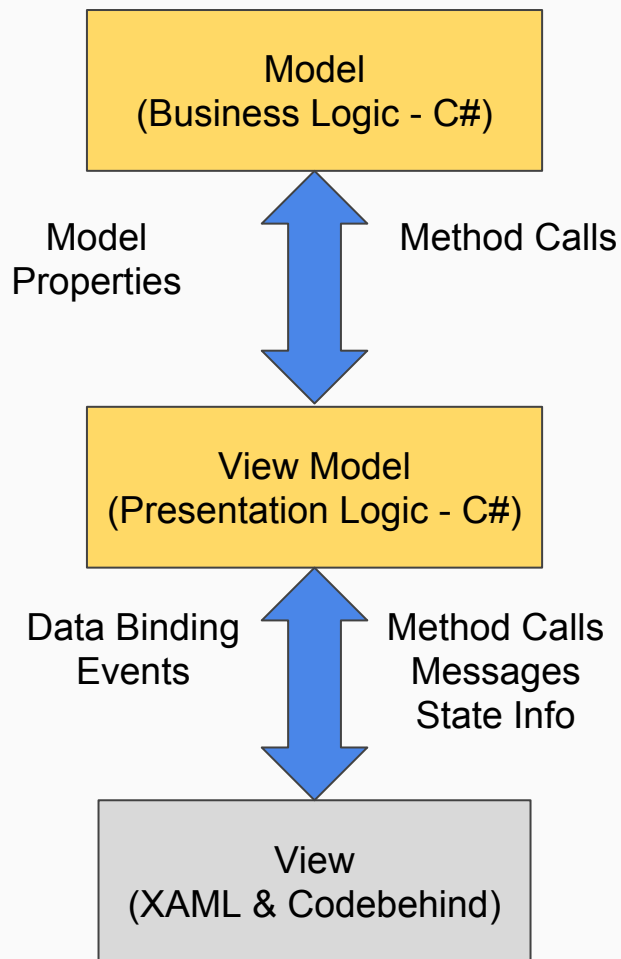


# Xamarin Forms Project

## Visual Studio 2017

### MVVM Design Pattern

- Model
- View Model
- View

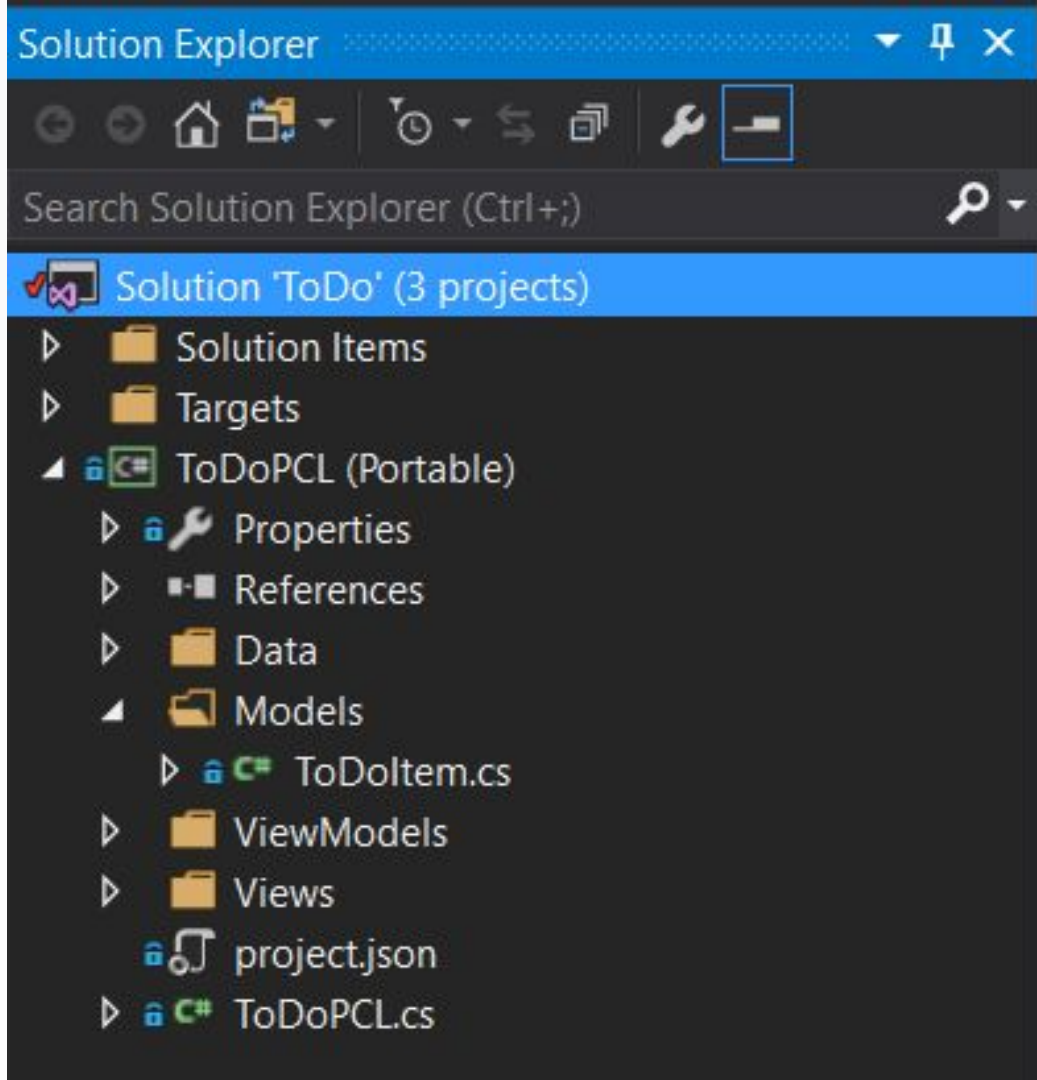




# Xamarin Forms Project

## Visual Studio 2017 Portable Class Library Project

Models Folder

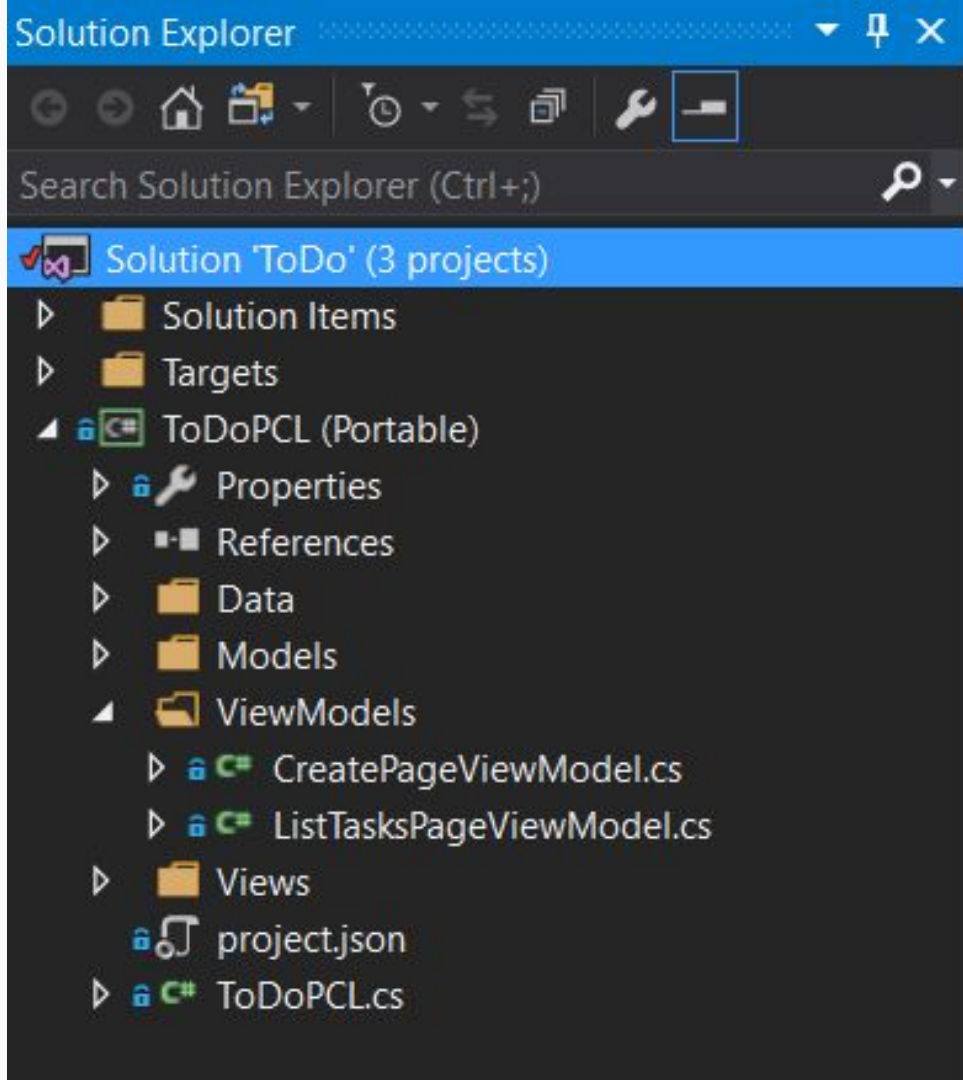


# Xamarin Forms Project

## Visual Studio 2017

### Portable Class Library Project

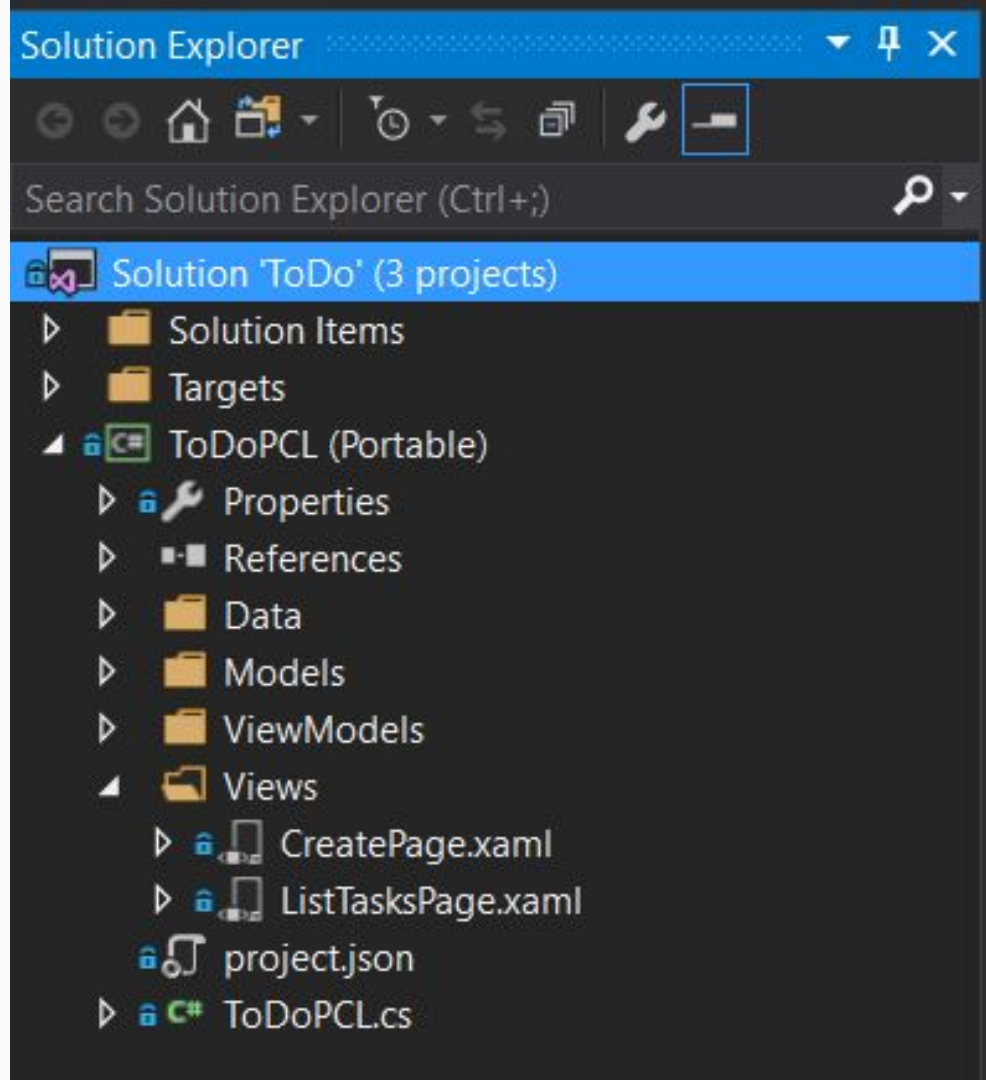
#### ViewModels Folder



# Xamarin Forms Project

## Visual Studio 2017 Portable Class Library Project

### Views Folder



# Xamarin Forms Project

Visual Studio 2017  
Portable Class Library Project

## Views - XAML Pages

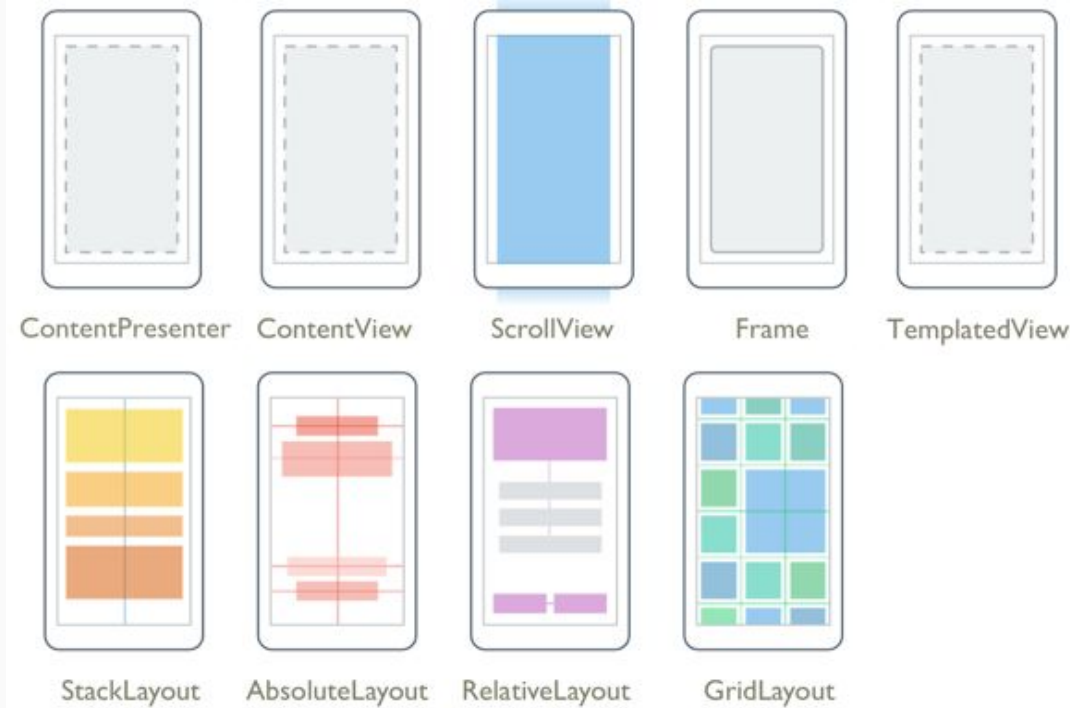


<https://developer.xamarin.com/guides/xamarin-forms/user-interface/controls/pages/>

# Xamarin Forms Project

Visual Studio 2017  
Portable Class Library Project

## Views - XAML Layouts



<https://developer.xamarin.com/guides/xamarin-forms/user-interface/controls/layouts/>

# Xamarin Forms Project

Visual Studio 2017  
Portable Class Library Project

## Views - XAML Views

<b>ActivityIndicator</b>	<b>BoxView</b>	<b>Button</b>	<b>DatePicker</b>
<b>Editor</b>	<b>Entry</b>	<b>Image</b>	<b>Label</b>
<b>ListView</b>	<b>OpenGLView</b>	<b>Picker</b>	<b>ProgressBar</b>
<b>SearchBar</b>	<b>Slider</b>	<b>Stepper</b>	<b>Switch</b>
<b>TableView</b>	<b>TimePicker</b>	<b>WebView</b>	

<https://developer.xamarin.com/guides/xamarin-forms/user-interface/controls/views/>

# Xamarin Forms

## Consuming a RESTful Web Service

- HttpClient
- Exchanging Data
  - HTTP Verbs
    - Get
    - Post
    - Put
    - Delete
  - JSON

# Xamarin Forms

## Consuming a RESTful Web Service

### HttpClient

```
public class RestService : IRestService
{
    HttpClient client;
    ...

    public RestService()
    {
        client = new HttpClient();
        client.MaxResponseContentBufferSize = 256000;
        ...
    }
    ...
}
```



# Xamarin Forms

## Consuming a RESTful Web Service

### Requesting Data

```
public async Task<List<TodoItem>> GetTodoItemList()
{
    ...
    // RestUrl = http://app.todo.com/api/todoitems/{0}
    var uri = new Uri (string.Format (Constants.RestUrl,
string.Empty));
    ...
    var response = await client.GetAsync(uri);
    if (response.IsSuccessStatusCode) {
        var content = await response.Content.ReadAsStringAsync();
        Items = JsonConvert.DeserializeObject <List<TodoItem>>
(content);
    }
    ...
}
```

# Xamarin Forms

## Consuming a RESTful Web Service

## Creating Data

```
public async Task SaveTodoItemAsync (TodoItem item, bool isNewItem = false)
{
    // RestUrl = http://app.todo.com/api/todoitems/{0}
    var uri = new Uri (string.Format (Constants.RestUrl, item.ID));

    ...
    var json = JsonConvert.SerializeObject (item);
    var content = new StringContent (json, Encoding.UTF8, "application/json");

    HttpResponseMessage response = null;
    if (isNewItem) {
        response = await client.PostAsync (uri, content);
    }
    ...
    if (response.IsSuccessStatusCode) {
        Debug.WriteLine (@"                TodoItem successfully saved.");
    }
    ...
}
```

# Xamarin Forms

## Consuming a RESTful Web Service

### Updating Data

```
public async Task SaveTodoItemAsync (TodoItem item, bool isNewItem = false)
{
    // RestUrl = http://app.todo.com/api/todoitems/{0}
    var uri = new Uri (string.Format (Constants.RestUrl, item.ID));
    ...
    var json = JsonConvert.SerializeObject (item);
    var content = new StringContent (json, Encoding.UTF8, "application/json");

    HttpResponseMessage response = null;
    if (isNewItem) {
        response = await client.PostAsync (uri, content);
    } else {

        response = await client.PutAsync (uri, content);
    }
    ...
    if (response.IsSuccessStatusCode) {
        Debug.WriteLine (@"                TodoItem successfully saved.");
    }
    ...
}
```

# Xamarin Forms

## Consuming a RESTful Web Service

### Deleting Data

```
public async Task DeleteTodoItemAsync (int id)
{
    // RestUrl = http://app.todo.com/api/todoitems/{0}
    var uri = new Uri (string.Format (Constants.RestUrl,
id));
    ...
    var response = await client.DeleteAsync (uri);
    if (response.IsSuccessStatusCode) {
        Debug.WriteLine (@"                TodoItem successfully
deleted.");
    }
    ...
}
```

# Demo - Xamarin Forms Application

# Azure App Service

- Platform-as-a-service offering of Microsoft Azure
- It can be used to:
  - Create web and mobile apps for any platform or device
  - Integrate with SaaS solutions
  - Connect to on-premises applications
  - Automate business processes
- Apps created run on fully managed virtual machines in Azure

# Azure App Service - Why Use?

- Support multiple languages and frameworks (ASP.NET, Node, Java, PHP, and Python)
- Supports DevOps optimization (continuous integration and deployment)
- Scale globally with high availability
- Selection of connectors that can be used with popular SaaS platforms and on-premises data
- Security and compliance
- Selection of application templates in the Azure Marketplace
- Visual Studio integration

# Azure App Service - App Types

- **Web Apps** - Used to host websites and web applications
- **Mobile Apps** - Used to host mobile app back ends
- **Api Apps** - Used to host RESTful API's
- **Logic Apps** - Used to automate business processes and integrating systems and data without writing code



# Azure App Service - Mobile Apps



# Demo - Azure App Service Mobile App

# Resources

- Repo: (code and slides - branch: cltazurebootcamp)
  - <https://github.com/rightincode/Xamarin-Forms-ToDo>
- Xamarin:
  - <https://developer.xamarin.com/guides/>
- Xamarin Forms:
  - <https://developer.xamarin.com/guides/xamarin-forms/>
- Azure App Service:
  - <https://docs.microsoft.com/en-us/azure/app-service/>
- Mobile Apps:
  - <https://docs.microsoft.com/en-us/azure/app-service-mobile/>

Thanks!

Questions?