* **Xamarin Developer page**: [docs.xamarin.com](http://docs.xamarin.com/" \t "_blank)
  + Code samples on GitHub: [https://github.com/xamarin](https://github.com/xamarin" \t "_blank)
* **Android Developer page**: [developer.android.com/sdk/index.html](http://developer.android.com/sdk/index.html)
  + [Android API Levels](http://developer.android.com/guide/topics/manifest/uses-sdk-element.html" \l "ApiLevels" \t "_blank)
  + [Dashboards](http://developer.android.com/about/dashboards/index.html" \t "_blank) (The number of devices using different versions, screen sizes, etc.)
  + [OEM mobile device USB drivers](http://developer.android.com/tools/extras/oem-usb.html)
  + [Emulator keyboard commands](http://developer.android.com/tools/help/emulator.html" \t "_blank) (ctrl-F12 = rotate, alt-Enter = full screen)
* **Mono Project**- An open-source port of the Microsoft .NET framework: [mono-project.com](http://www.mono-project.com/Main_Page)
* **MonoDevelop**- The open-source IDE that Xamarin Studio is based on: [monodevelop.com](http://monodevelop.com/" \t "_blank)
* **Intel Android Developer Zone**
  + HAXM (Hardware Accelerated Execution Manager) for Android emulation. [software.intel.com/en-us/android](http://software.intel.com/en-us/android)
  + USB Driver for Android Devices with Atom CPUs (Supports Windows 8). [software.intel.com/en-us/articles/intel-android-device-usb-driver](http://software.intel.com/en-us/articles/intel-android-device-usb-driver" \t "_blank)
* **XDA Developers**
  + Let's Talk about ADB (Android Debug Bridge): [xda-developers.com/android/lets-talk-about-adb](http://www.xda-developers.com/android/lets-talk-about-adb/" \t "_blank)
* **GenyMotion**-  A much better emulator than the one provided by Google: [http://www.genymotion.com](http://www.genymotion.com/" \t "_blank)
* Xamarin Android Player- Another good emulator, although it's still the preview version: [https://www.xamarin.com/android-player](https://www.xamarin.com/android-player" \t "_blank)
* **Visual Studio Magazine**- has many articles on Xamarin Android programming in the [mobile development](http://visualstudiomagazine.com/pages/topic-pages/mobile-how-to.aspx" \t "_blank) section.