

# Introduction to Xamarin.Forms

## Building Your First Xamarin.Forms App



Jim Wilson

@hedgehogjim | [blog.jwhh.com](http://blog.jwhh.com) | [jimw@jwhh.com](mailto:jimw@jwhh.com)

# What to Expect in This Course

Practical approach to  
Xamarin.Forms

Hands-on

Deal with challenges  
of cross-platform

Work effectively with Xamarin.Forms

# What to Expect in This Module



What you need to develop with  
Xamarin.Forms

Create cross-platform projects

Build a simple Xamarin.Forms UI

Running your code

# What You Need to Develop with Xamarin.Forms

- What you need depends on what you want to do
- Xamarin.Forms support 3 platforms
  - Android, iOS, Windows Phone
- Developing with Windows supports one subset
- Developing with OSX supports a different subset
- Supporting all 3 platforms requires Windows and OSX

# Developing with Windows

Windows

Xamarin

Visual Studio

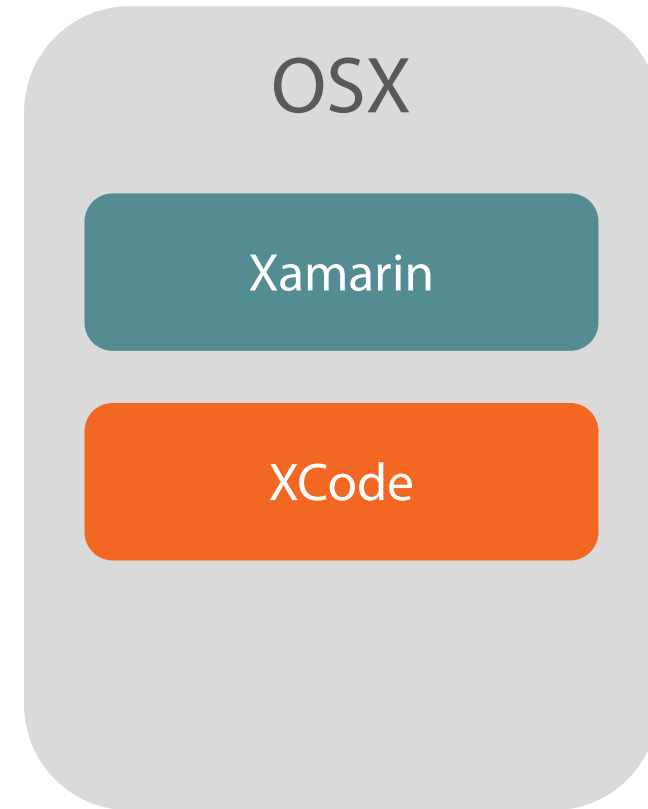
Android

Windows Phone

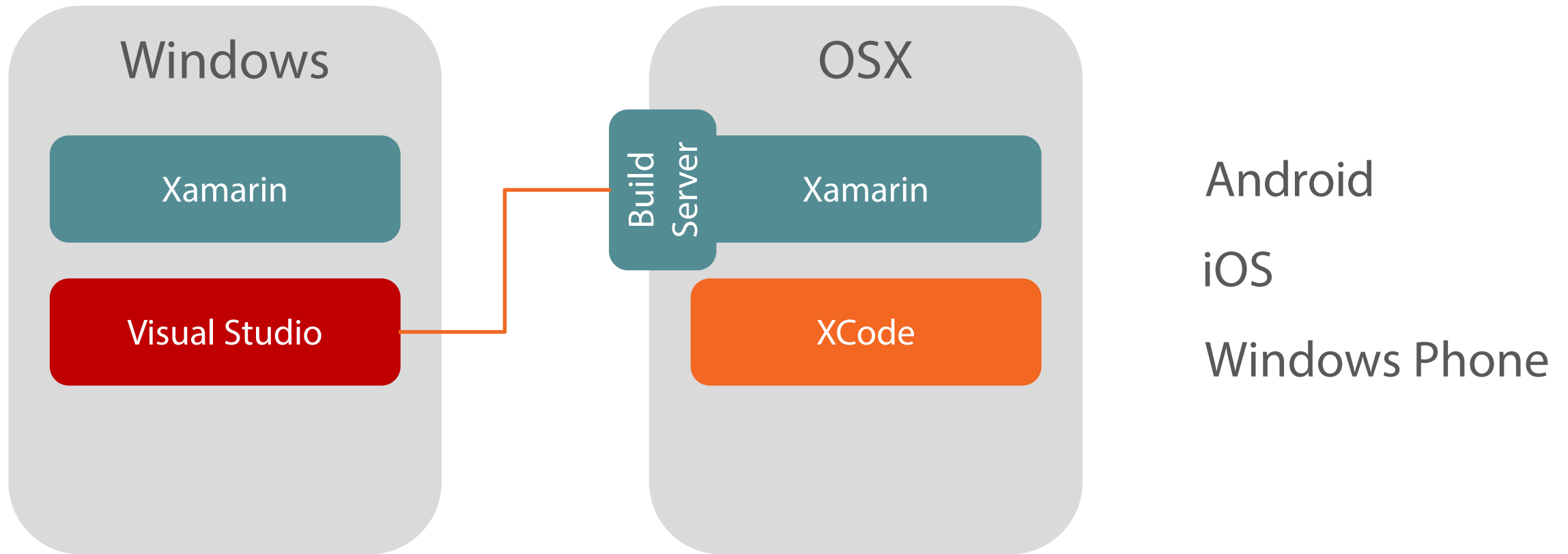
# Developing with OSX

Android

iOS



# Developing for the Device Universe



# Summary

- Xamarin.Forms provides a cross-platform UI solution
- Development platform dictates supported target platforms
  - Developing with Windows: Android and Windows Phone
  - Developing with OSX: Android and iOS
  - Windows and OSX required to target all platforms
- Xamarin.Forms solution consists of multiple projects
  - One project for each target platform
  - A portable/shared project containing the common code