



Xamarin.iOS



Xamarin.iOS

- Based on Mono / MonoTouch
- .NET port for iPhone and iPad
- Standard .NET features
- C# 4.0 (ook C# 5.0 async support)
- Garbage collection
- LINQ
- System.Data
- Parallel FX
- Bindings with native API
 - UIKit
 - CoreGraphics
 - CoreAnimation
 - AddressBook
 - CoreText
 - AVFoundation
- MonoTouch.Dialog, Mono.Mobile

Tools

Mono

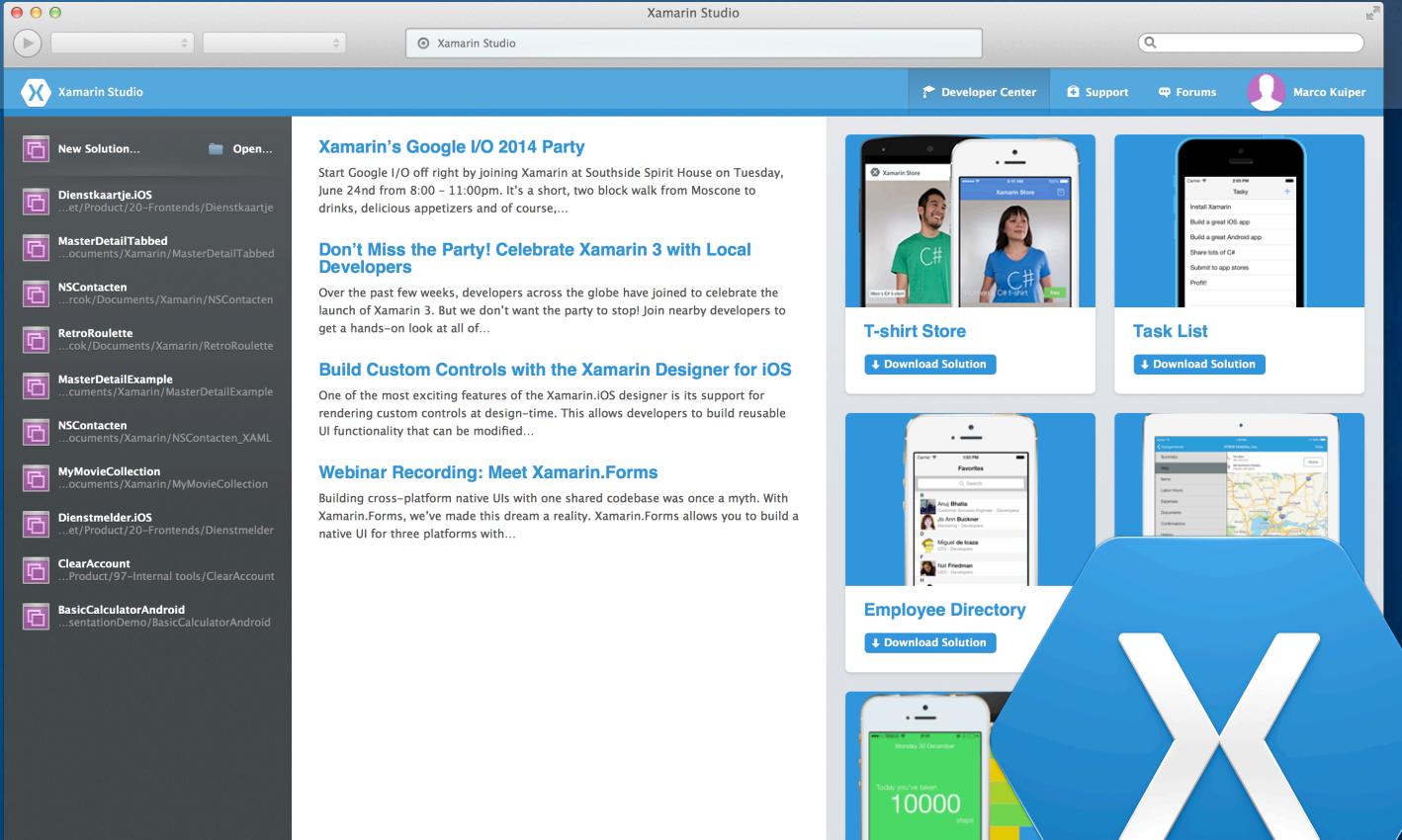
- Open source

Xamarin Studio & XCode

- Free

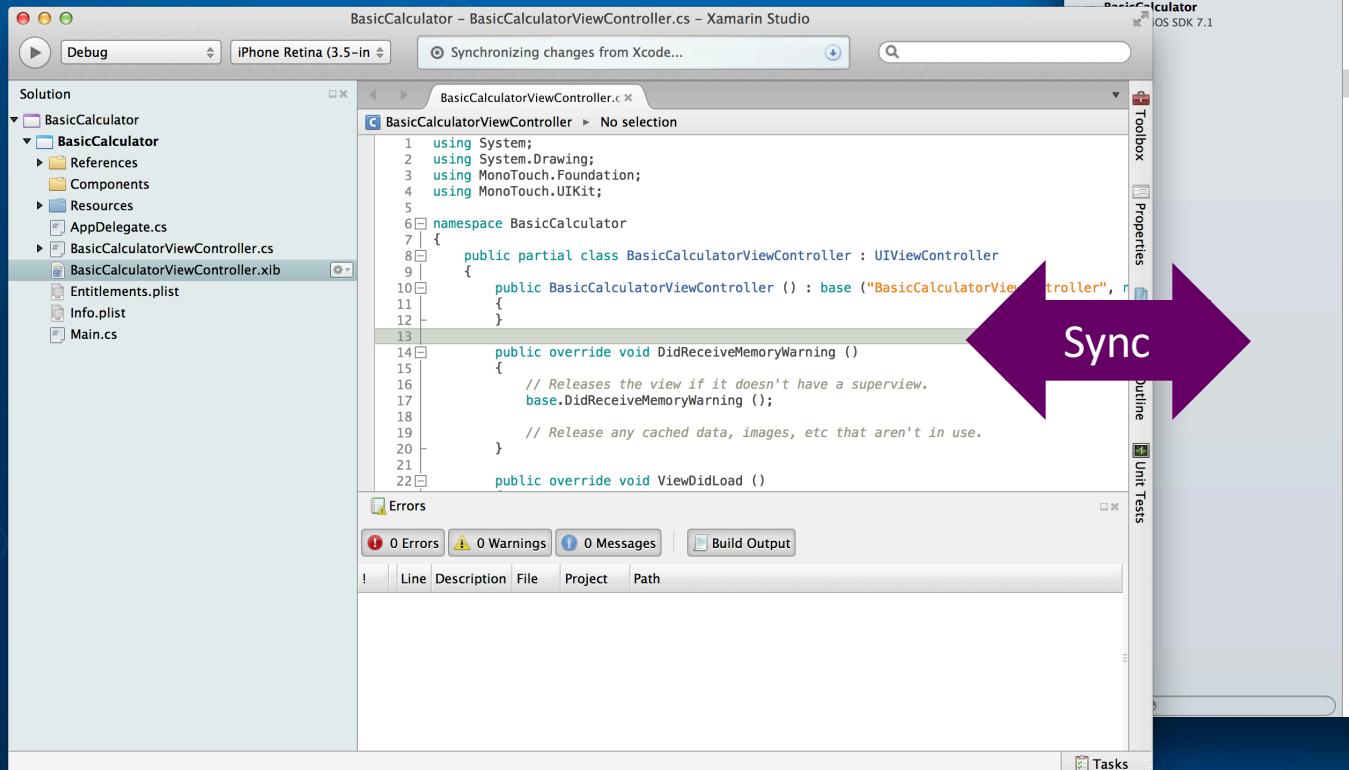
Apple SDK (Mac)

- Apple Developer License

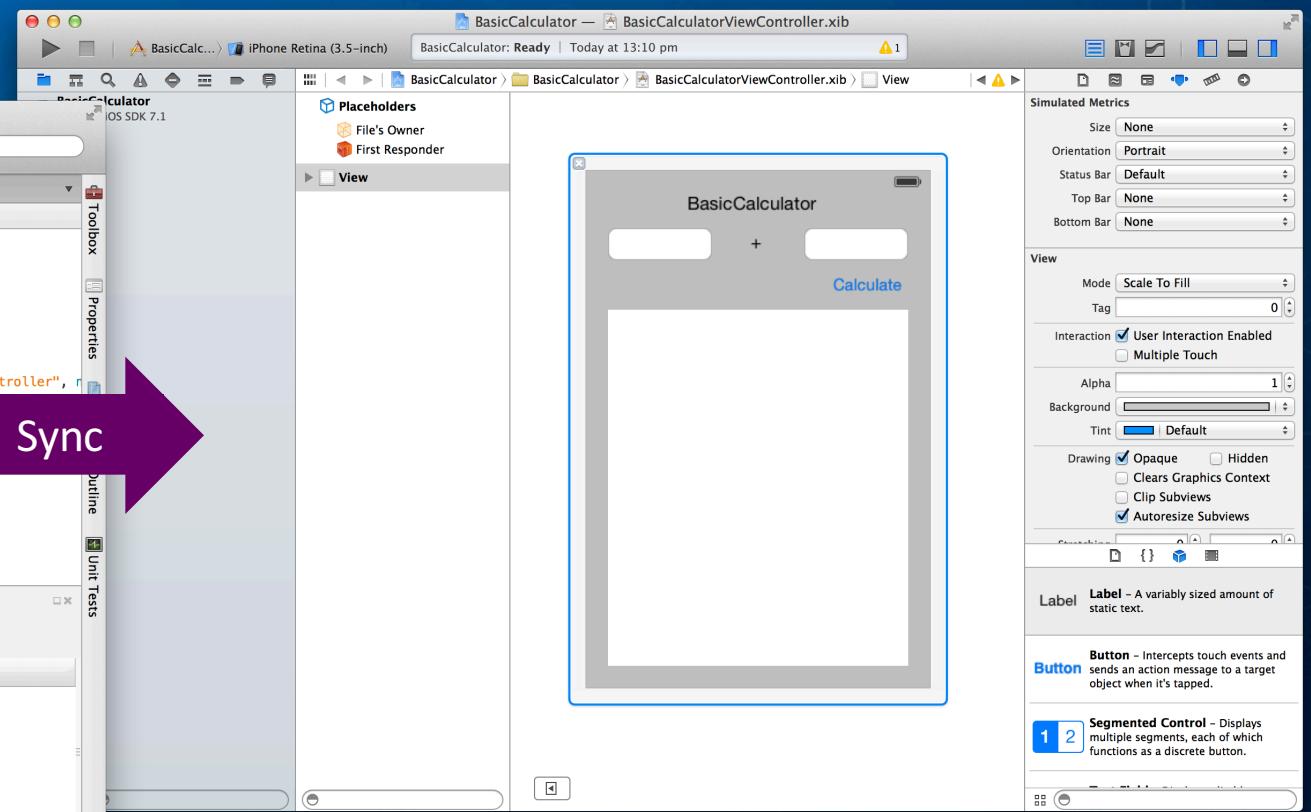


UI Development

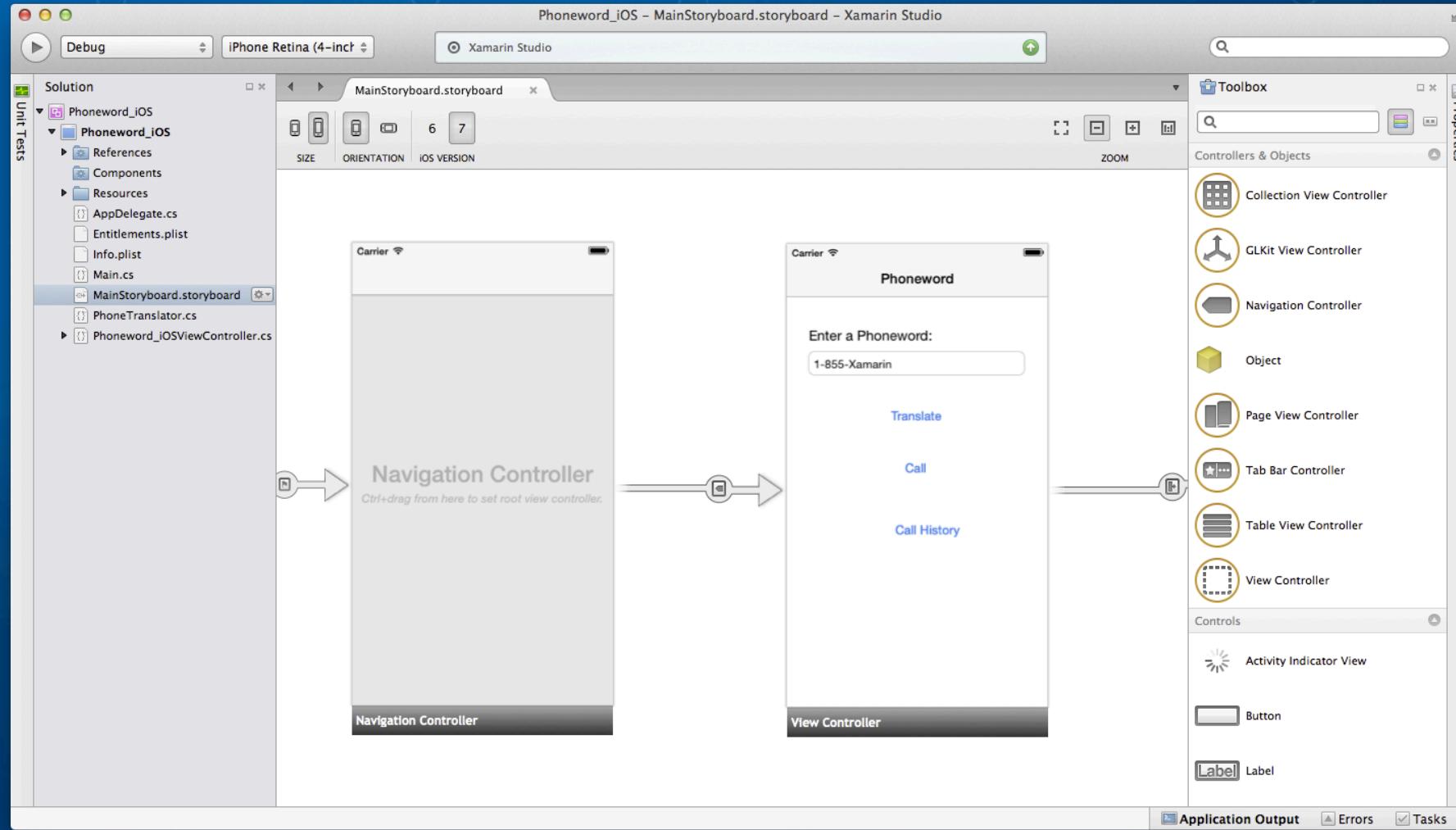
Xamarin Studio



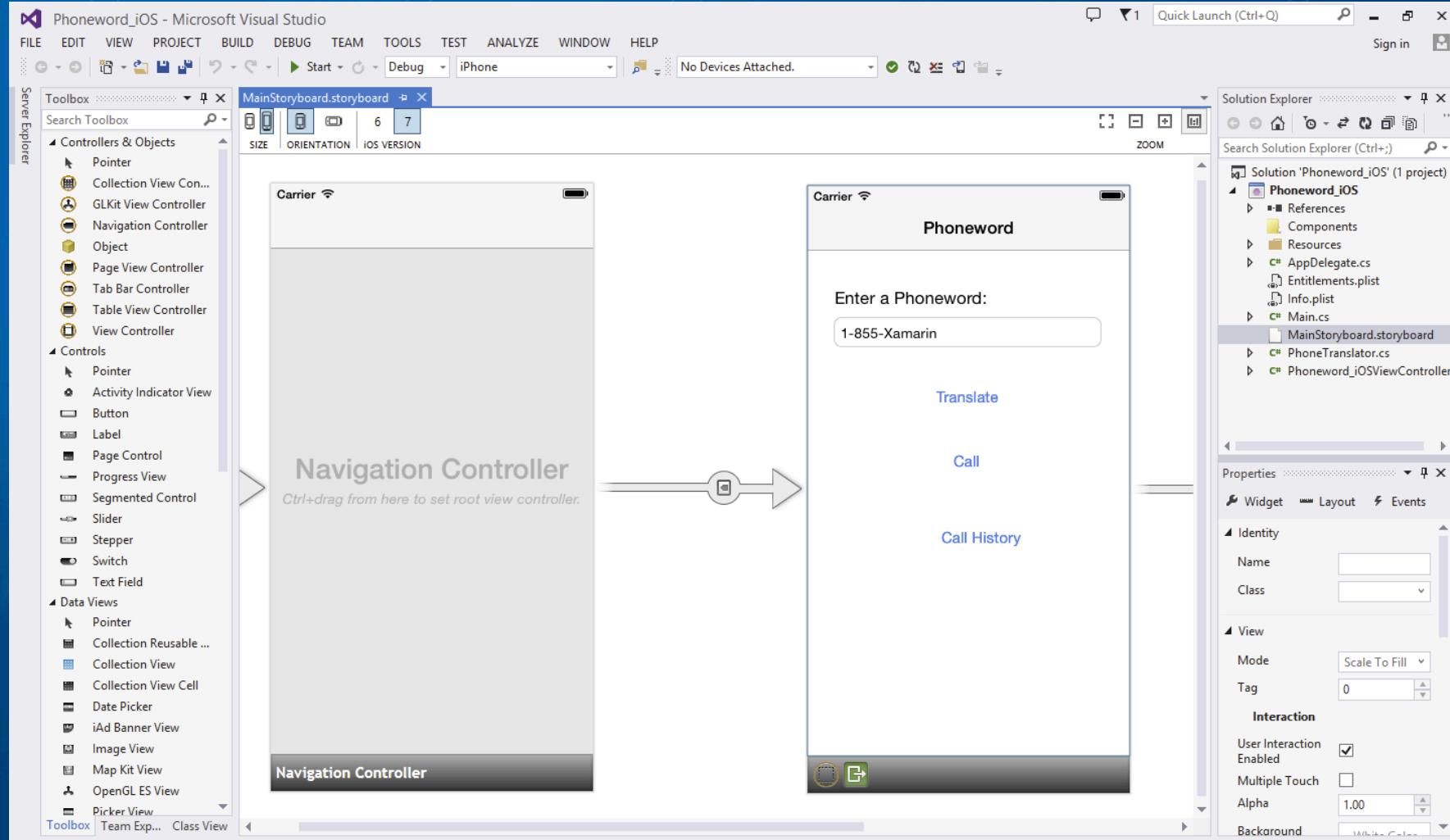
XCode



UI Development (Xamarin Studio)



UI Development (Visual Studio)



Xcode vs Xamarin Studio

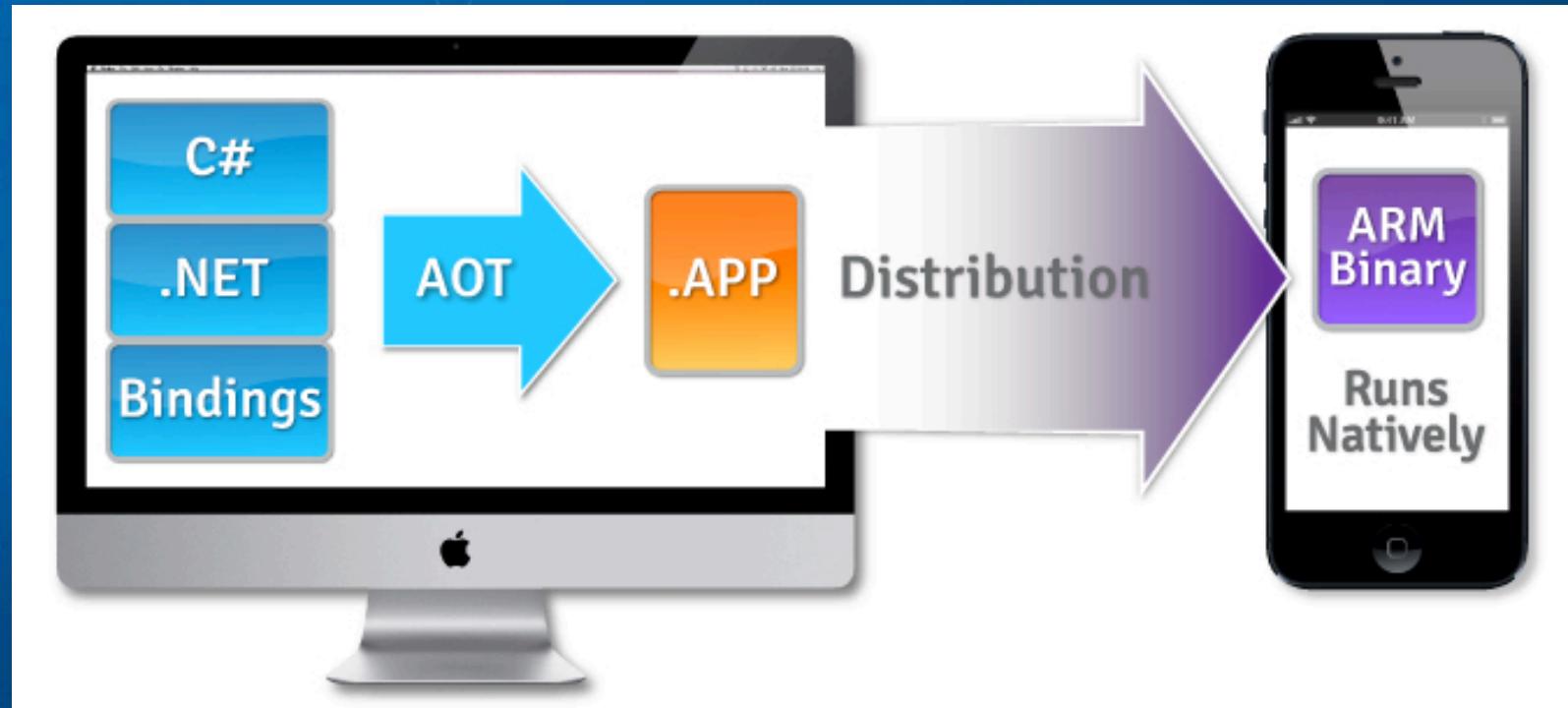
Xcode

- Bindings to CocoaTouch libraries
 - Debugger
 - Profiler (Instruments)
-
- Objective-C / Swift language
 - Interface Builder integration

Xamarin Studio

- Bindings to CocoaTouch libraries
 - Debugger
 - Profiler
-
- C# language
 - Interface Builder integration
 - .NET features

Compilation



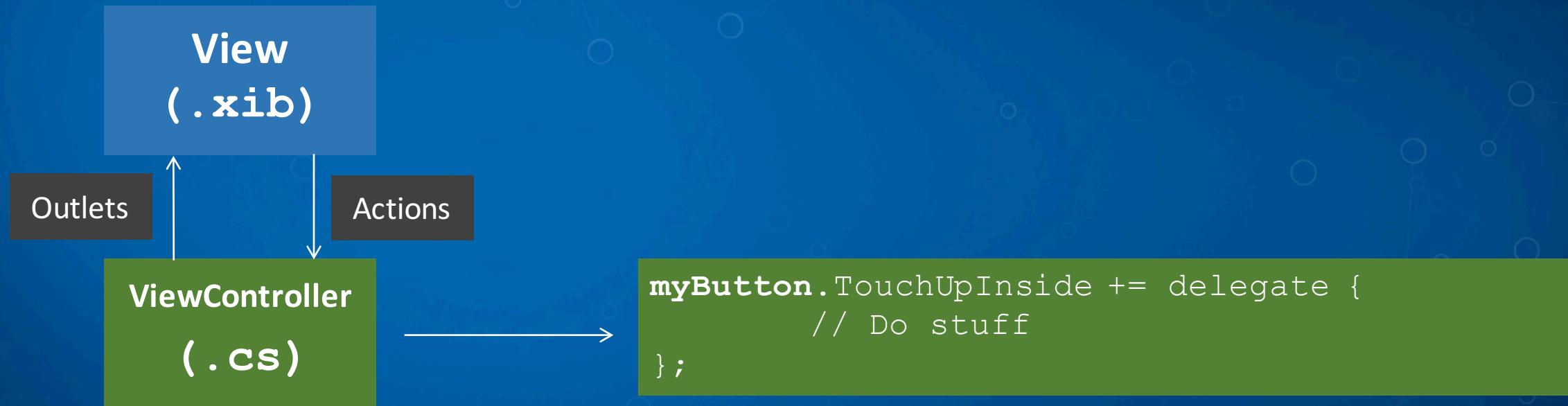
App development

View
(.xib)

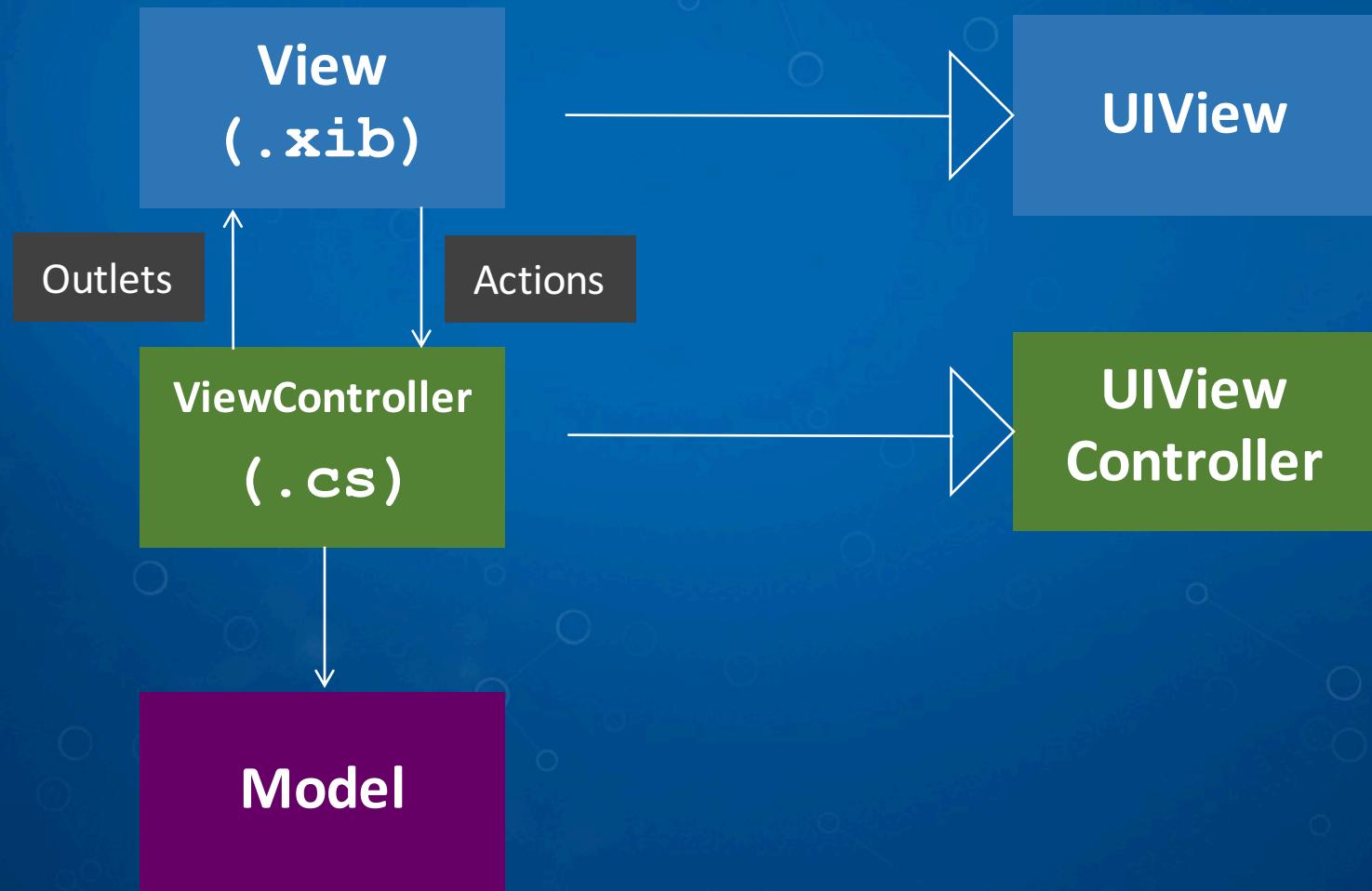


```
<outlet property="myButton"  
        destination="FJy-eN-3jf" />  
  
<button [...] Attributes [...]  
    id="FJy-eN-3jf">  
  
    [...] Properties [...]  
</button>
```

App development



App development



Demo Xamarin.iOS

