



Xamarin.Android



Android

- Open source OS by Google
- Hardware made by many
 - HTC
 - Samsung
 - Sony
 - LG
- Many hardware manufacturers means:
 - Many user interfaces
 - Many hardware configurations
 - Many active OS versions



Xamarin.Android

- Based on Mono / MonoDroid
- .NET port for Android
- Standard .NET features
- C# 4.0 (ook C# 5.0 async support)
- Garbage collection
- LINQ
- System.Data
- Parallel FX
- Works on Mac and Windows

Tools

Mono

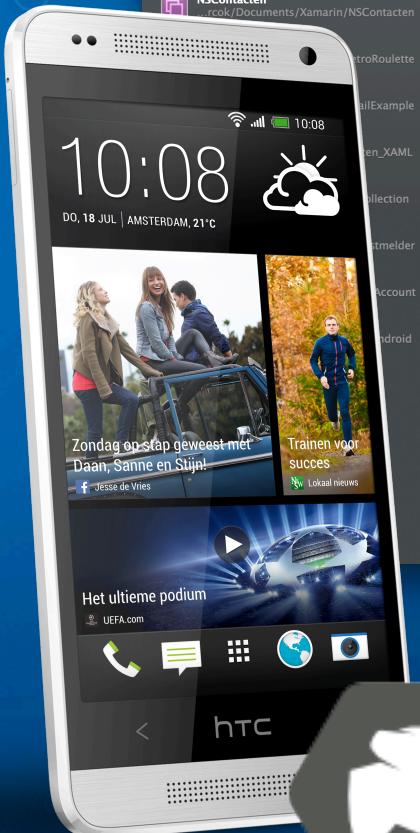
- Open source

Xamarin / Visual Studio

- Free / Licensed

Android SDK

- Free



Xamarin Studio

New Solution... Open...

Dienstaartje.iOS

MasterDetailTabbed

NSContacten

Xamarin's Google I/O 2014 Party

Start Google I/O off right by joining Xamarin at Southside Spirit House on Tuesday, June 24nd from 8:00 - 11:00pm. It's a short, two block walk from Moscone to drinks, delicious appetizers and of course,...

Don't Miss the Party! Celebrate Xamarin 3 with Local Developers

Over the past few weeks, developers across the globe have joined to celebrate the launch of Xamarin 3. But we don't want the party to stop! Join nearby developers to get a hands-on look at all of...

Build Custom Controls with the Xamarin Designer for iOS

One of the most exciting features of the Xamarin.iOS designer is its support for rendering custom controls at design-time. This allows developers to build reusable UI functionality that can be modified...

Webinar Recording: Meet Xamarin.Forms

Building cross-platform native UIs with one shared codebase was once a myth. With Xamarin.Forms, we've made this dream a reality. Xamarin.Forms allows you to build a native UI for three platforms with...

T-shirt Store

Download Solution

Task List

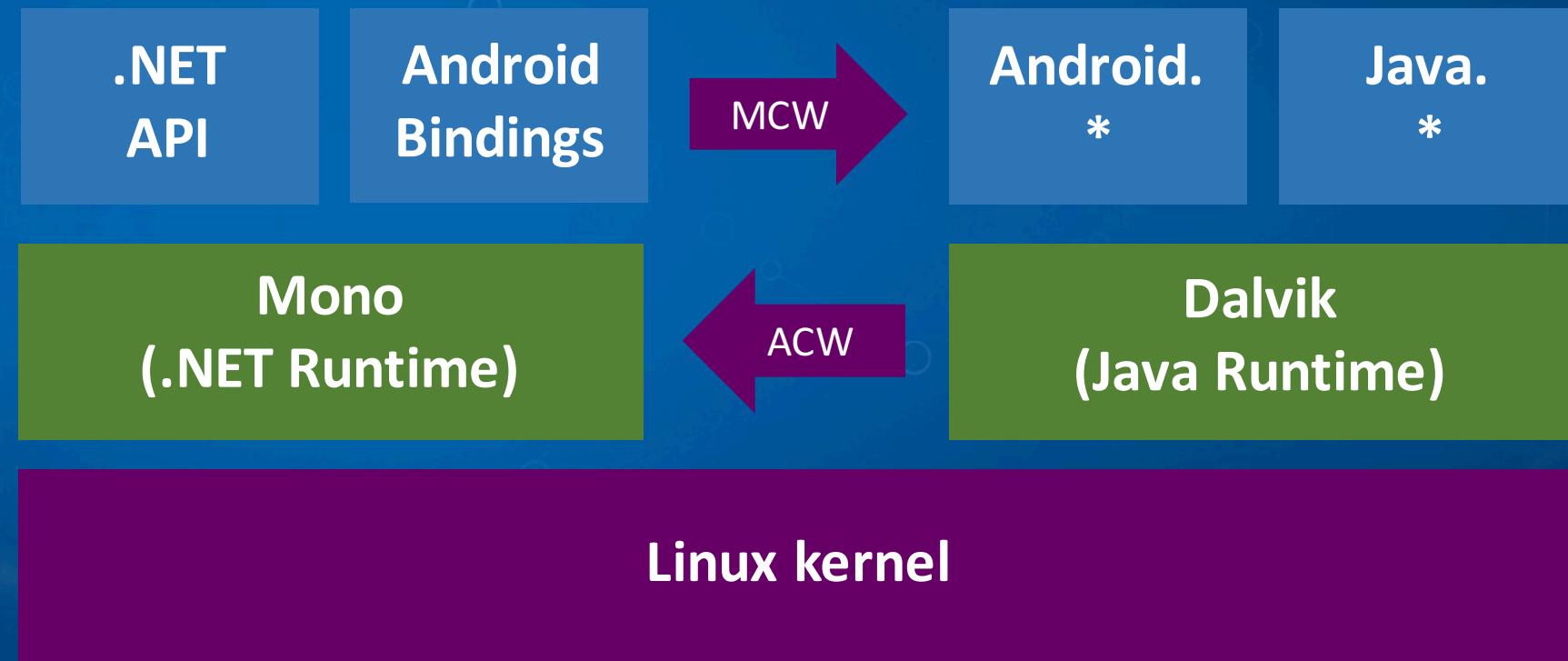
Download Solution

Employee Directory

Download Solution



Architecture



Compilation



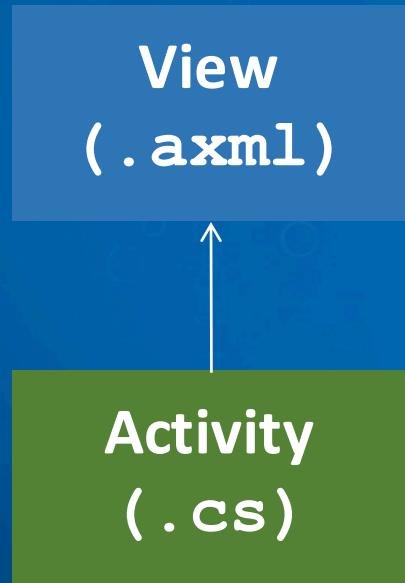
App development

View
(.axml)



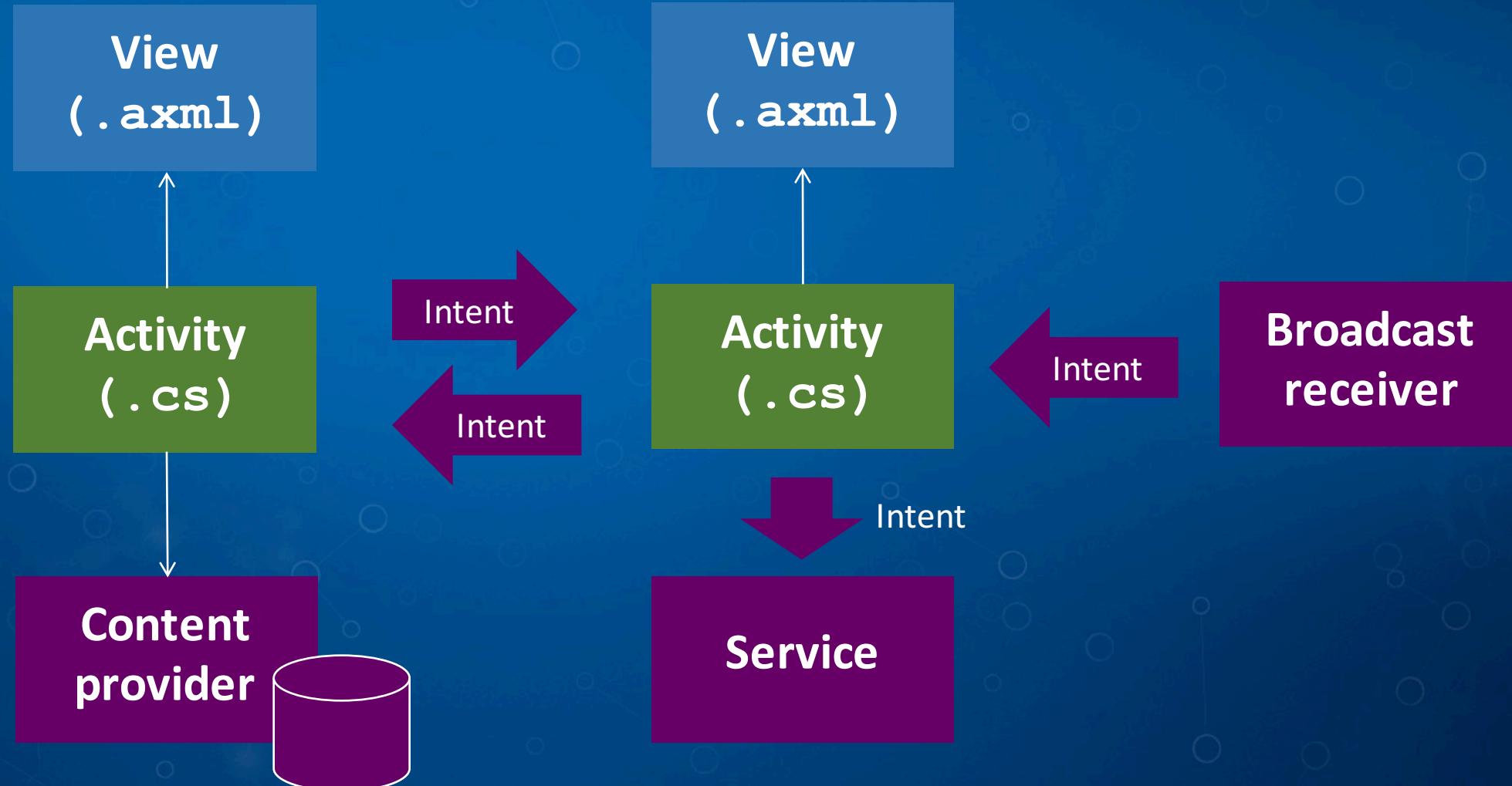
```
<Button  
    android:id="@+id/myButton"  
    android:layout_width="fill_parent"  
    android:layout_height="wrap_content"  
    android:text="Hello World" />
```

App development



```
var myButton =  
    FindViewById<Button>(Resource.Id.myButton) ;  
  
myButton.Click += (sender, e) => {  
    // Do stuff  
} ;
```

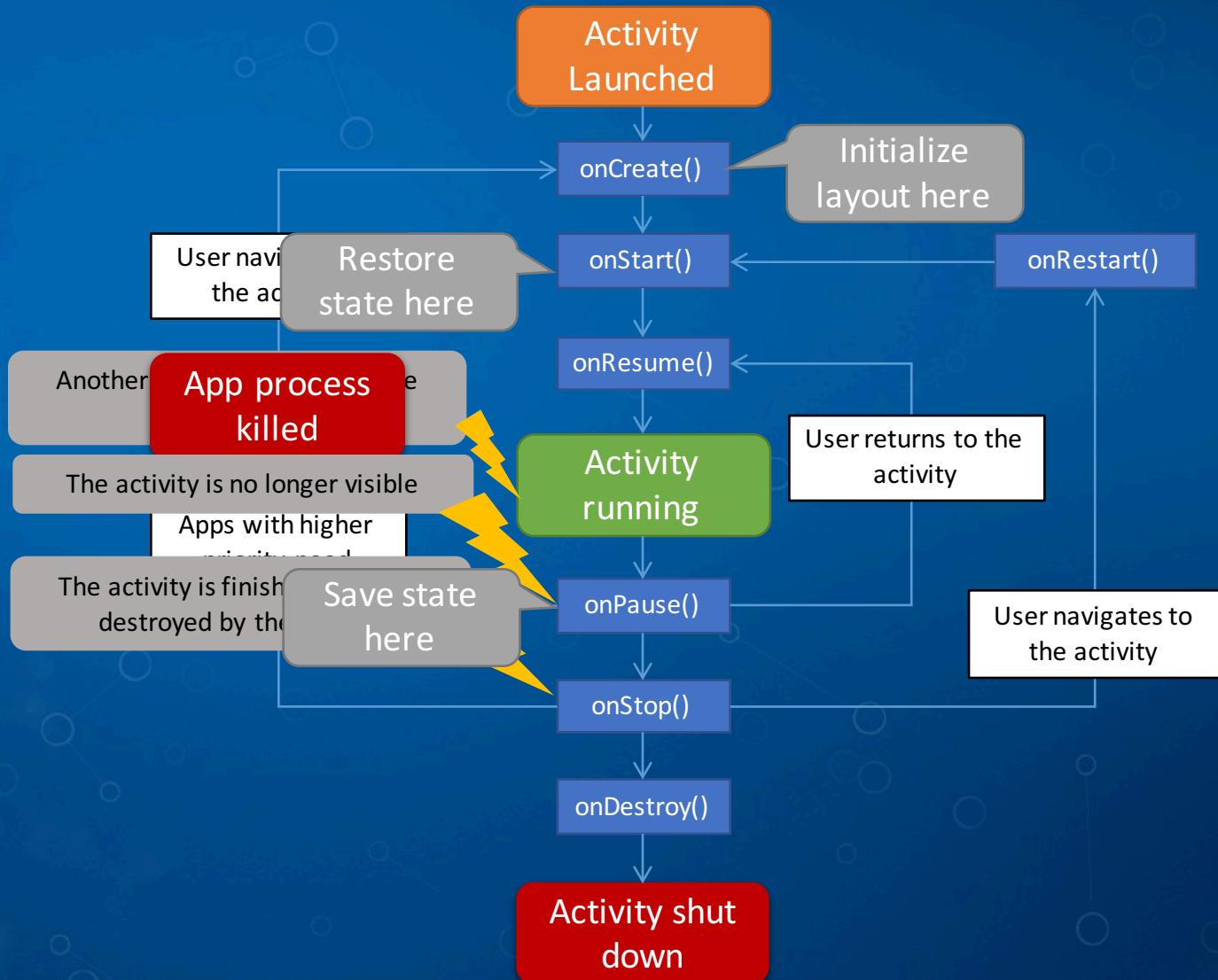
App development



Demo Xamarin.Android



Activity lifecycle



Demo Activity Lifecycle





Hands on