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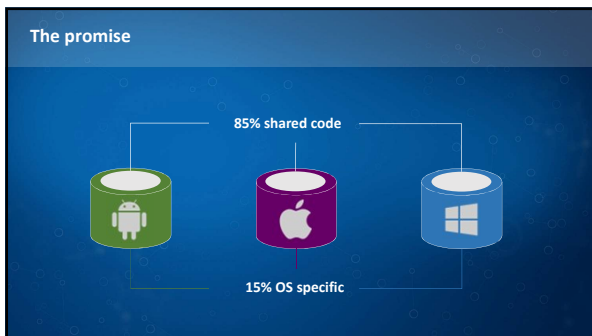
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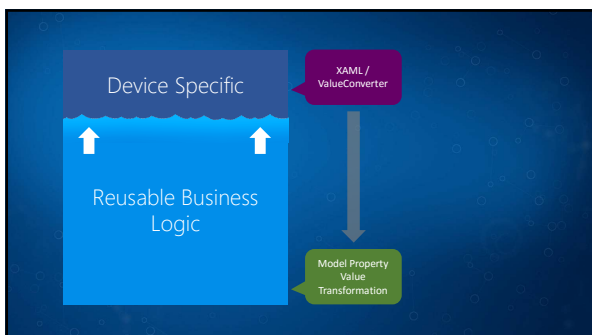
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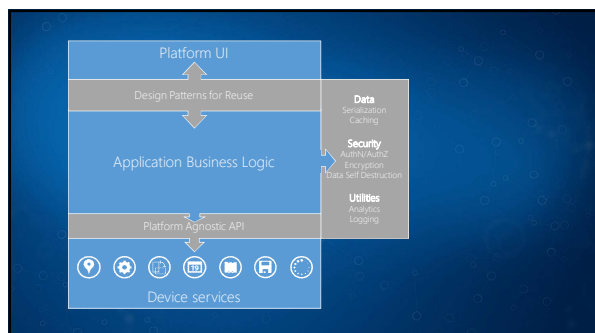
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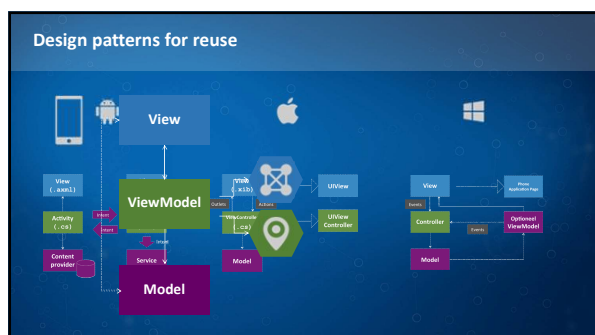
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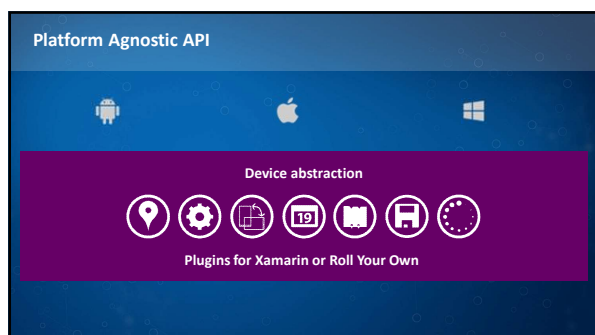
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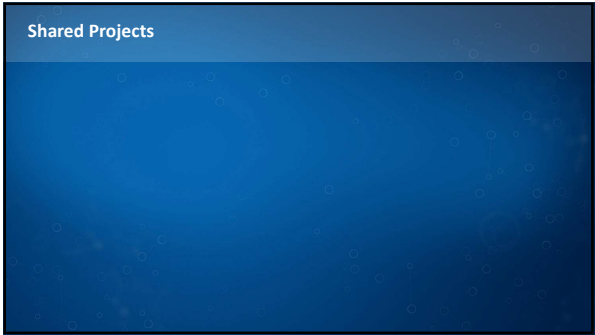
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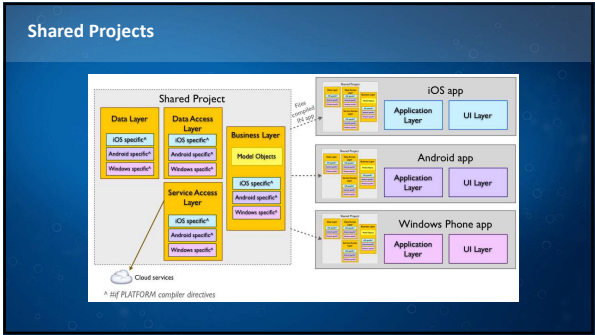
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Shared Projects

- Always access to platform api's
- Hard to test
- Gets hacky quickly

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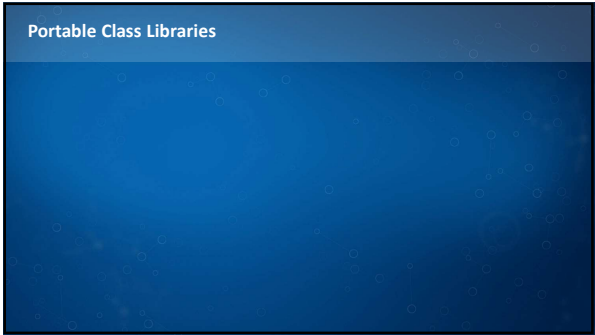
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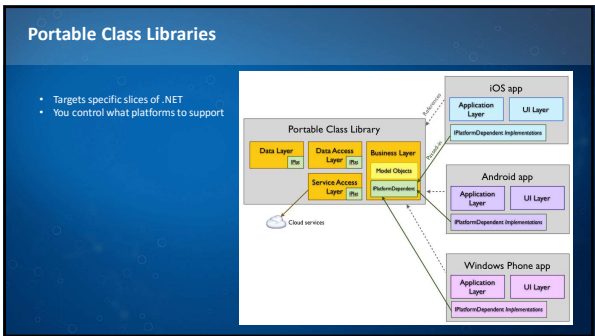
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Dependency injection 101

A.cs PCLExample

```
class A
{
    public void DoSomething()
    {
        // Resolve IA, and use it
        ServiceContainer.Resolve<IB>().DoSomething()
    }
}
```

B.cs PCLExample.Android

```
public class B : IB
{
    public void DoSomething()
    {
        // Do something Android specific
    }
}
```

B.cs PCLExample.iOS

```
public class B : IB
{
    public void DoSomething()
    {
        // Do something iOS specific
    }
}
```

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PCL Profiles – pick the one for you

Profile 78 (.NET 4.5, Windows 8.0, Windows Phone Silverlight 8.0)  
Async/Await  
Works out of the box  
Very good Xamarin compatibility  
This is Xamarin's current preferred profile, but that will likely change to 259 in the future

Change Target Frameworks

Target Frameworks

☒ .NET Framework 4.5

☐ Silverlight 4 and higher

☒ Windows Phone 8

☒ .NET for Windows Store apps

☒ Xamarin.Android

☒ Xamarin.iOS

☐ Mono 3.0

[Install additional frameworks...](#)

OK

Cancel

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.NET Platform Standard

<http://tinyurl.com/hdji3ry>

New standard to build on PCL

Platform standard is binary, meaning new platforms will be able to run older .NET platform standard libraries

No restriction to only run on selected platforms

Not YET Available

Standard Library

Platform Standard

Platform Assemblies

Platform Standard

Platform Assemblies

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