Forms + XAML Hands on Outline

# XAML & Xamrin.Forms

## What Is Xamarin Forms

## Pages available in Xamarin.Forms (Examples: *ContentPage, MasterDetailPage, NavigationPage, TabbedPage, CarouselPage*)

## Layouts available In Xamarin.Forms (Examples: *StackLayout, AbsoluteLayout, RelativeLayout, GridLayout, ContentView, ScrollView*)

## Views available in Xamarin.Forms (Examples: *Button, DatePicker, Label, ListView, Picker, ProgressBar*)

## Cells available in Xamarin.Forms (Examples: *EntryCell, SwitchCell, TextCell, ImageCell*)

## Traditional ways to build Forms apps

## Where does XAML come from?

## Why Use XAML over Code behind

## Breakdown of a XAML File

## XAML Syntax

## Building a layout in XML

## OnPlatform and when to use it

## Attached Properties

## Using XAMAL’s Built in Resource Dictionary

## Resource Dictionary hierarchy

# Hands on Lab

# XAML + Data Binding + Xamarin.Forms & Wrap-up

## Data Binding + XAML + Forms

## Bindings with List Views or Collections

## What’s next?

## Q & A