

Getting Started with Xamarin.Forms

Getting started with cross-platform user interfaces

For an overview of the installation and setup practices that apply to cross-platform development, see the [Xamarin.Forms requirements](#) and our [cross-platform installation](#) docs.

Getting Started Series

[Requirements](#)

Overview of the platform requirements for Xamarin.Forms-developed apps, and the minimum system requirements for developing with Xamarin.Forms in Xamarin Studio and Visual Studio.

[Hello, Xamarin.Forms](#)

The first part of this guide provides an introduction to developing a Xamarin.Forms application using Xamarin Studio or Visual Studio, and enables you to gain an understanding of the fundamentals of application development using Xamarin.Forms. Topics covered include the tools, concepts, and steps required to build and deploy a Xamarin.Forms application.

[Hello, Xamarin.Forms Multiscreen](#)

The second part of this guide extends the previously created application by introducing navigation to a second page, and enables you to develop a deeper understanding of Xamarin.Forms application structure and functionality. Topics covered include data binding and performing navigation.

Introduction To Xamarin.Forms

This document discusses what Xamarin.Forms is and some of the key concepts for developing applications, including [view and layouts](#), the [ListView](#) control, [data binding](#) and [navigation](#).