

(note: artist's rendering ^ not actual photo!)



@credth

# Native Xamarin

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the (xplat) world is not enough



F orms,  
E ssentials,  
P lugins...

... all great, fam!

BUT....



Forms,  
Essentials,  
Plugins...

... all great, fam!

BUT....



but....



!



Picks

all day, family

BU



forms,

and

all great, fam!

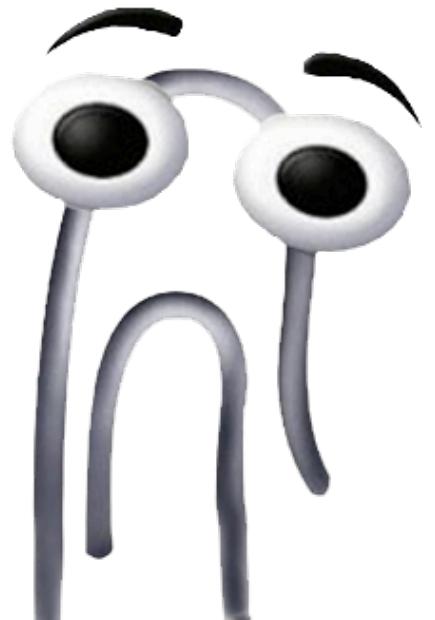
BUT...



# Sometimes, it's not enough

- api's without an available abstraction
- calling platform specific code from shared
- integrating existing native libraries / sdk's
- doing something non-standard

(^ you might be doing it wrong!)



dependency  
services



custom  
renderers

# To the code!

