building **iOS** applications
with **Xamarin** and **C#**

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Prerequisites

- Mac ($599 Mac Mini)

- Apple Developer Account ($99)

- Xamarin.iOS (FREE or $299)

- ~$1000 initial investment

Xamarin.iOS / MonoTouch

- Truly Native - Ahead of Time Compilation

- Mono runtime - Garbage Collection, Managed

- C# Bindings for Obj-C SDK

- .NET 4.5 - Async/Await

- Shiny new Microsoft partnership

CocoaTouch

- UIView - Like a View, almost every UI object derives this

- UIViewController - Like a Page or Window

  - ViewDidLoad, ViewWillAppear, ViewDidAppear

  - ViewWillDisappear, ViewDidDisappear

- UINavigationController - Handles back stack / Navigation between UIViewController's

Live Coding Demo