

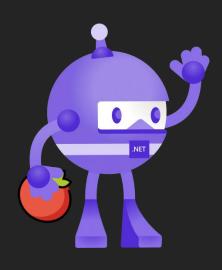
# Uno Pomodoro



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#### About Me



Web Platform Developer using C# and ASP.NET MVC

Two-decades of .NET experience with VB.NET or C#

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tutorialr.com





# What is the Uno Platform?



#### One Platform to rule them all...



Create Multi-Platform applications using C# and WinUI

Target major operating systems and browsers

Maintain pixel-perfect control everywhere

C# and XAML using your preferred IDE

Learn more at platform.uno

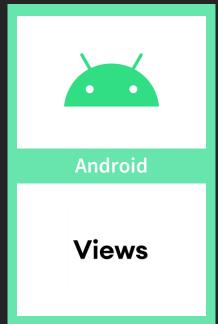


## Targets











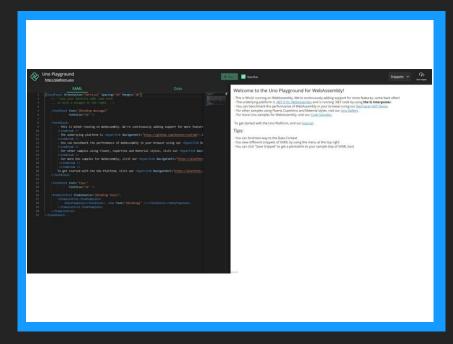


### Architecture

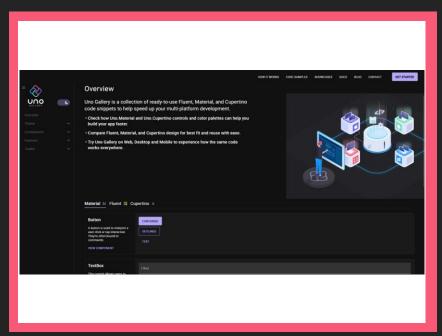




## Examples



playground.platform.uno



gallery.platform.uno

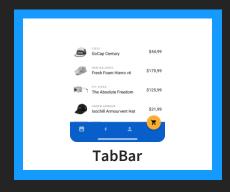


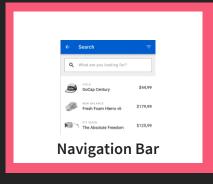
#### **Uno.Extensions**

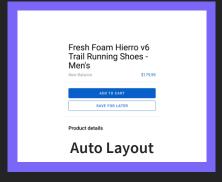


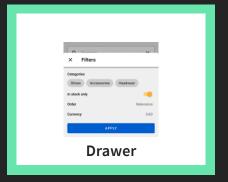


#### Uno.Toolkit











### Uno Platform for Figma



Uno Platform plugin for Figma currently in preview

From Figma designs to developer friendly XAML

Use Uno Toolkit Material components

Experience any apps before coding

Developer / Designer workflow

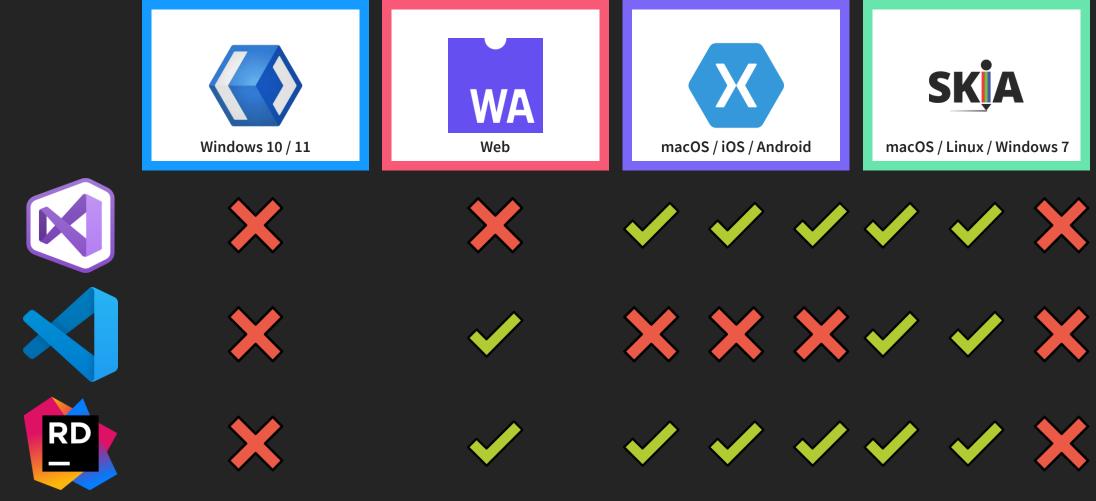


### Developing on Windows





### Developing on macOS



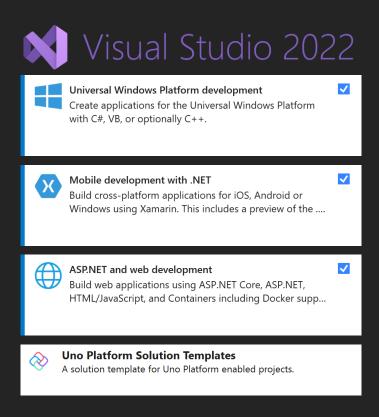


#### Developing on Linux





#### Setup on Windows



Install or Modify Installation for Visual Studio 2022 on Windows

Select "Universal Windows Platform development" workflow

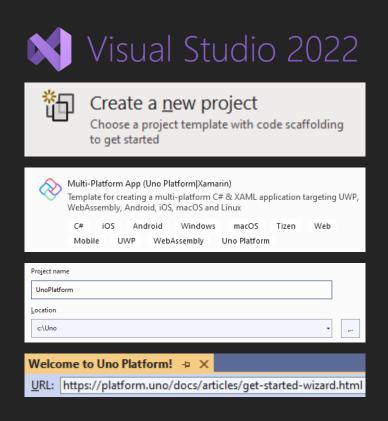
Select "Mobile development with .NET" workflow

Select "ASP.NET and web development" workflow

Add Uno Platform Solution Templates extension



#### Start on Windows



Start Visual Studio 2022

Select Create new project

Choose Multi-Platform App (Uno Platform | Xamarin)

Set the project name and location then select Create

Solution containing target projects will then be created





# What is the Pomodoro Technique?



#### I say tomato...



Pomodoro Technique was developed by Francesco Cirillo

Decide on task to do then set a timer for about 25 mins

When timer has finished take short 5 - 10 min break

Keep repeating until have done four pomodoros

Take a long 20 - 30 min break and start again

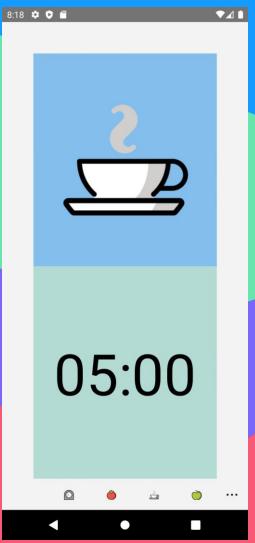


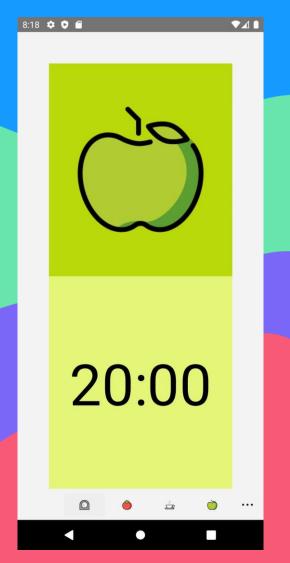
## Demo













#### Summary



Create Multi-Platform applications using C# and WinUI

Target Major Operating Systems and Browsers

Use Extensions, Toolkit or Figma Plugin

Setup and Start with Uno Platform

Pomodoro Technique





## Questions?

platform.uno gallery.platform.uno playground.platform.uno github.com/RoguePlanetoid/UnoPomodoro francescocirillo.com/pages/pomodoro-technique

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