



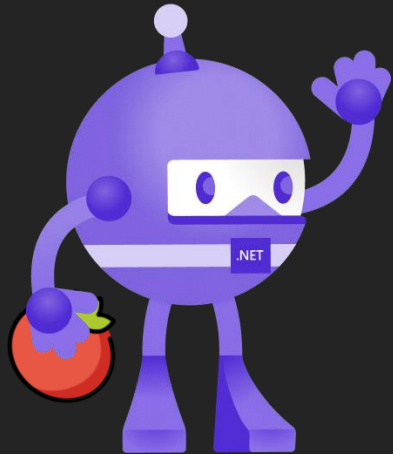
Uno Pomodoro

Peter Bull

@rogueplanetoid



About Me



Web Platform Developer using C# and ASP.NET MVC

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

github.com/rogueplanetoid

[@rogueplanetoid](https://twitter.com/rogueplanetoid)

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

What is the Uno Platform?

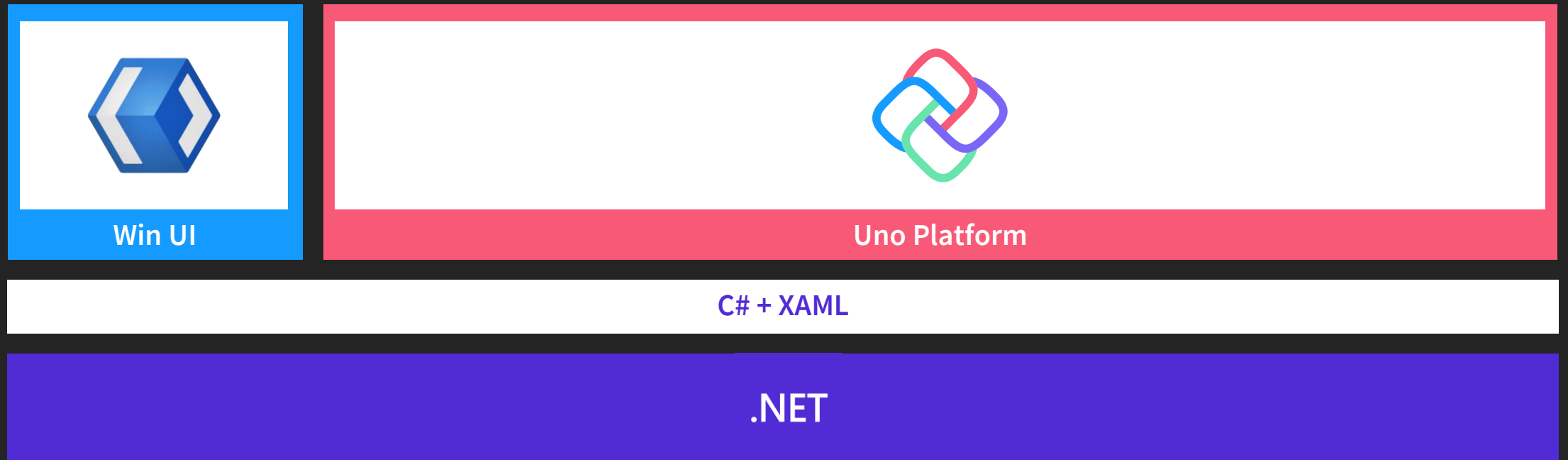


Targets



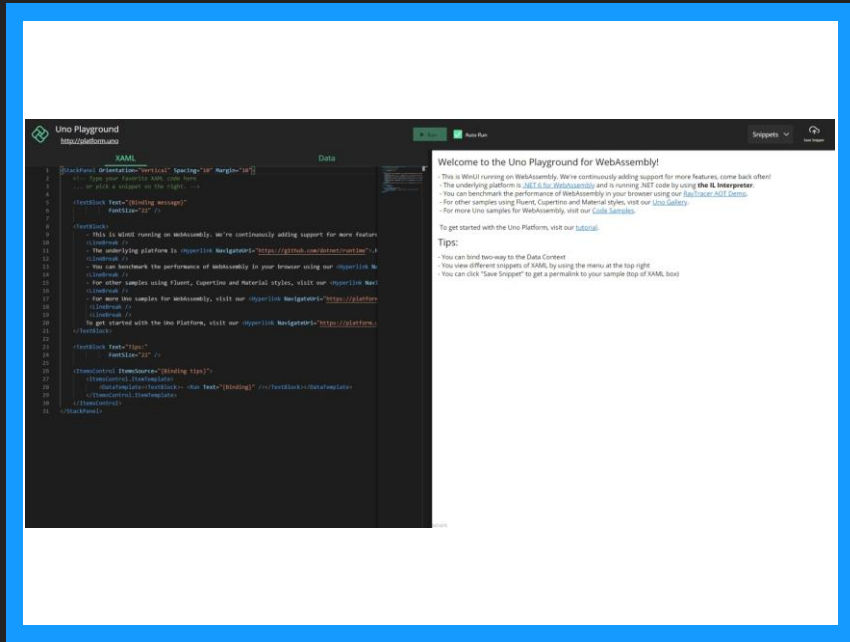
What is the Uno Platform?

Architecture

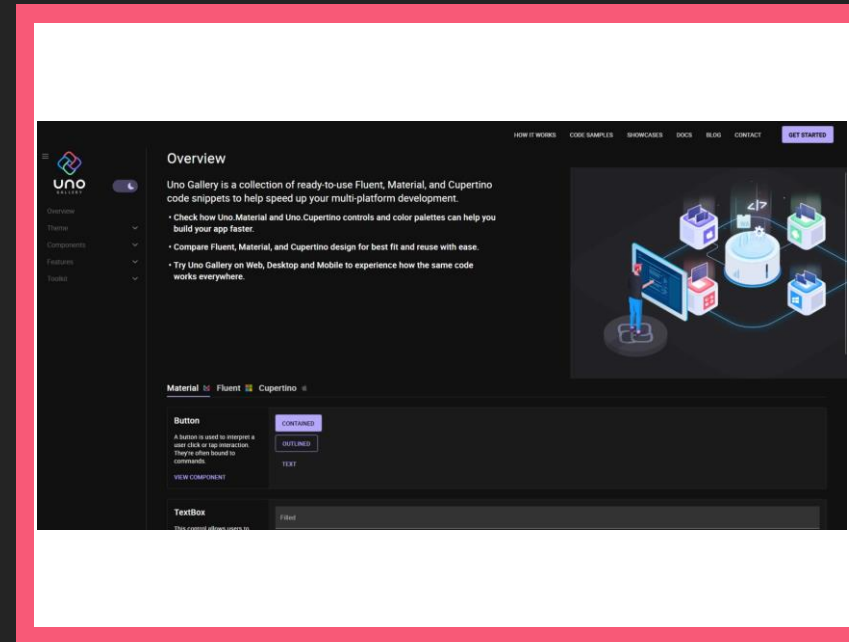


What is the Uno Platform?

Examples



playground.platform.uno



gallery.platform.uno

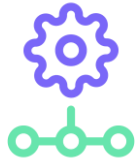
What is the Uno Platform?



Uno.Extensions



Dependency Injection



Configuration



HTTP



Logging



Serialisation



Environments



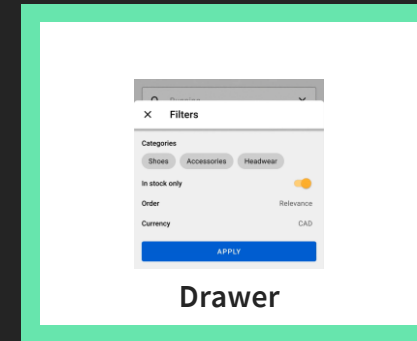
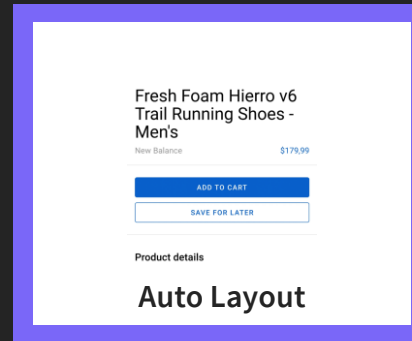
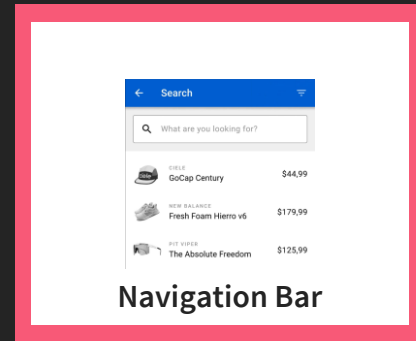
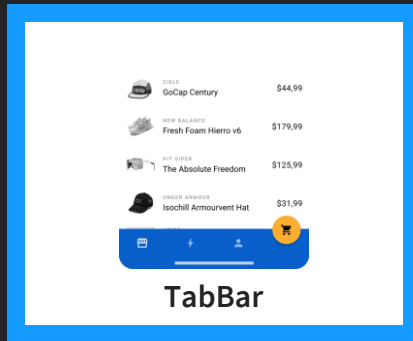
Localisation



Hosting

What is the Uno Platform?

Uno.Toolkit



What is the Uno Platform?

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

What is the Uno Platform?



Developing on Windows








|  Windows 10 / 11 |  Web |  macOS / iOS / Android |  macOS / Linux / Windows 7 |
|--|--|--|--|
|--|--|--|--|



What is the Uno Platform?



Developing on macOS

| |  Windows 10 / 11 |  Web |  macOS / iOS / Android |  macOS / Linux / Windows 7 | | | | | | |
|---|--|--|--|--|---|---|---|---|---|---|
|  | ✗ | ✗ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✗ |
|  | ✗ | ✓ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✓ | ✗ |
|  | ✗ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✗ |

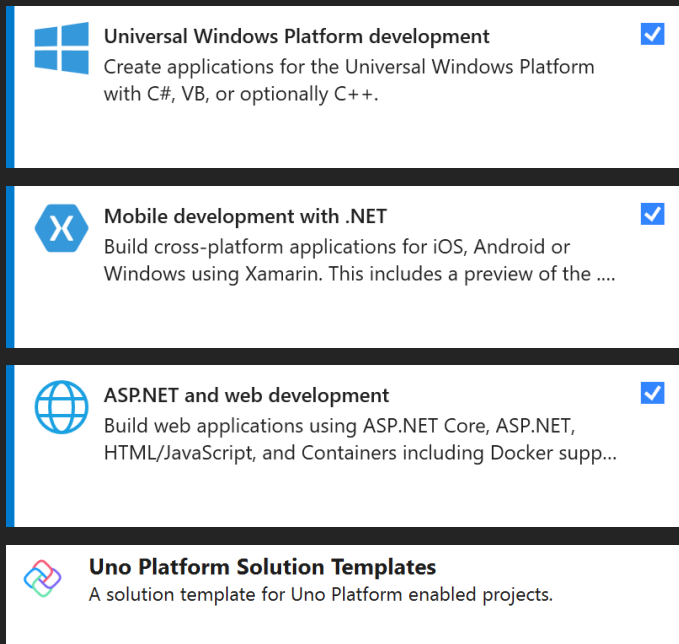
What is the Uno Platform?

Developing on Linux

| |  Windows 10 / 11 |  Web |  macOS / iOS / Android |  macOS / Linux / Windows 7 |
|--|--|--|--|--|
|  | ✗ | ✓ | ✗ ✗ ✗ | ✓ ✓ ✗ |
|  | ✗ | ✓ | ✗ ✗ ✗ | ✓ ✓ ✗ |

What is the Uno Platform?

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

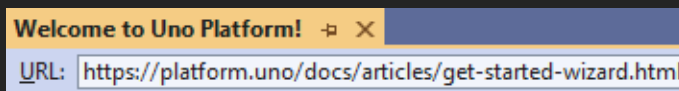
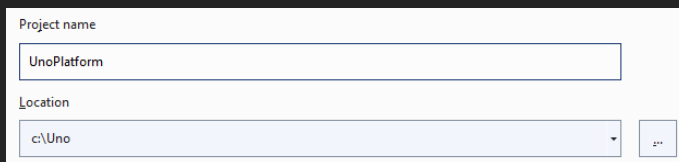
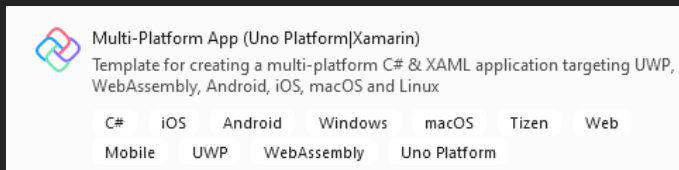
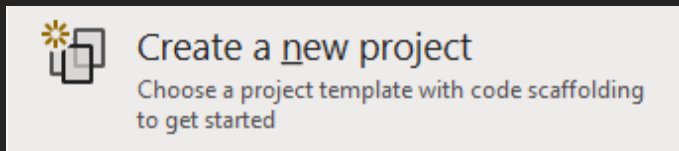
Select “ASP.NET and web development” workflow

Add Uno Platform Solution Templates extension

What is the Uno Platform?



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 Uno Platform?



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

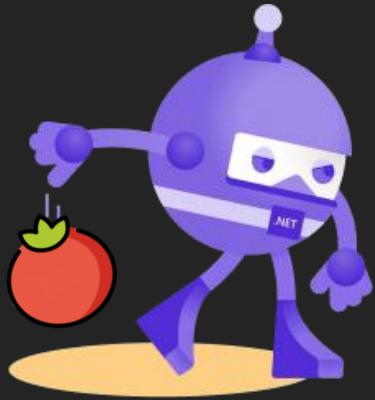
Take a long 20 - 30 min break and start again

Demo

Uno Pomodoro



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

Peter Bull

@rogueplanetoid

