# Overview

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Agenda
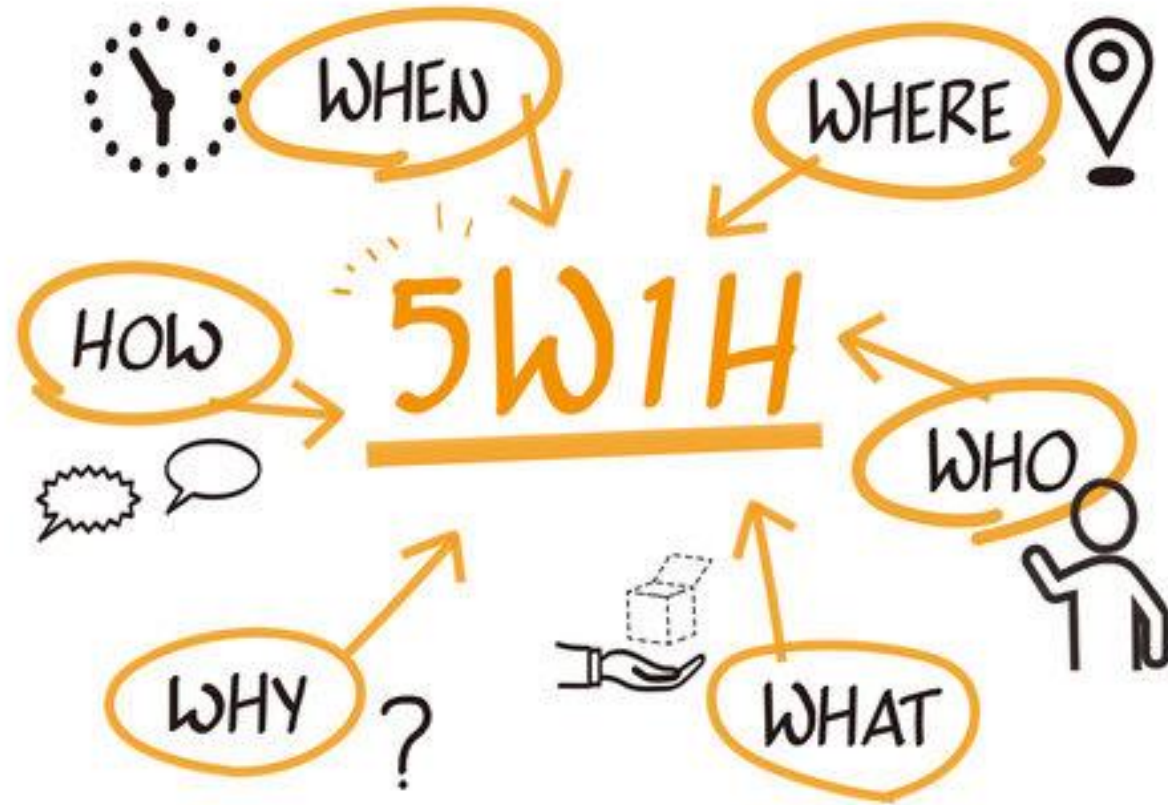
What is Uno Platform?

★**UI platform** to build apps for Windows, MacOS, Linux, iOS, Android and Web using C# and XAML (**Cross-platform** application framework)

★**Single-source codebase** solution

★**Free & open-source**

★Extends WinUI 3 & UWP capabilities to other platforms

Who is behind Uno Platform?

★Originally developed by **nventive** (https://nventive.com/en)

★Now open sourced

    ★More than 250 contributors

    ★https://github.com/unoplatform/uno

Why choose Uno Platform?

★ Efficiency

★ Consistency

★ Community

★ Open Source

★ Future-proof

Other alternatives

★ Flutter

★ React Native

★ NativeScript

★ Xamarin

★ .NET MAUI

★ Avalonia UI

Where can you develop & use?

★ Development:
  ★ Windows, Mac or Linux

★ Use:
  ★ Windows 10/11
  ★ MacOS
  ★ Android
  ★ iOS
  ★ Tizen
 ★ Linux
  ★ Web (WASM) : all modern browsers support WASM

Advantages of WASM

★ Low level code

★ AOT compilation

★ Predictable performance

★ Parallel Execution

★ Optimized for numerical calculations

★ Reduced Overhead

When should you consider Uno Platform?

★ When you want to save time and resources by maintaining a single codebase.

★ When your goal is to reach a wide audience on different platforms.

★ When you want to leverage your C# and XAML skills for cross-platform development.

How Uno Platform works
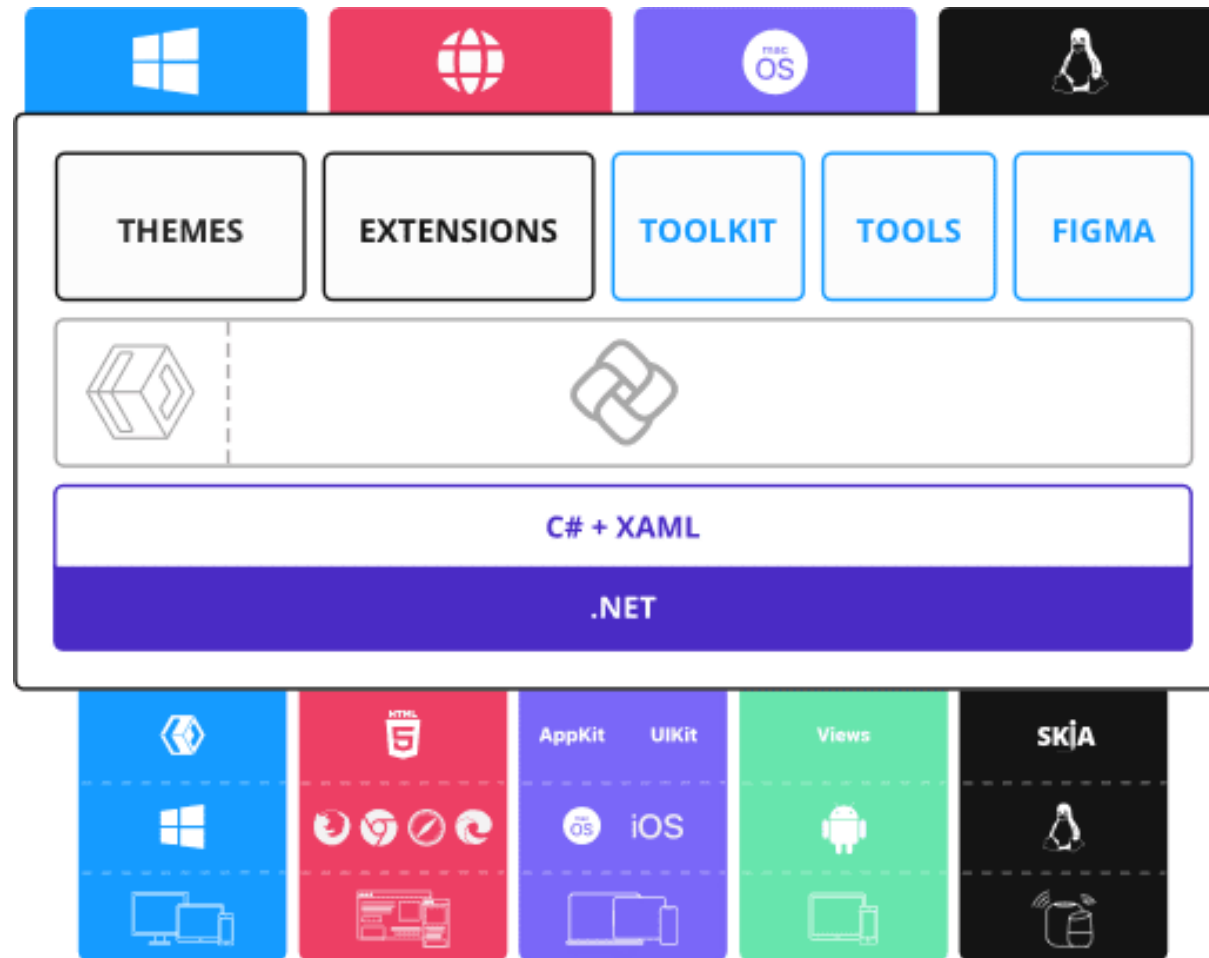
How Uno Platform works

★ Application logic using C#

★ User Interface using XAML

★ Platform-specific bindings
  ★ On Windows: Complied into a WinUI application
  ★ On non-Windows platforms: Uno.UI library reproduces WinUI API surface

★ Compilation (AOT) and code-sharing

★ Platform-specific ouput

★ Device Access and APIs
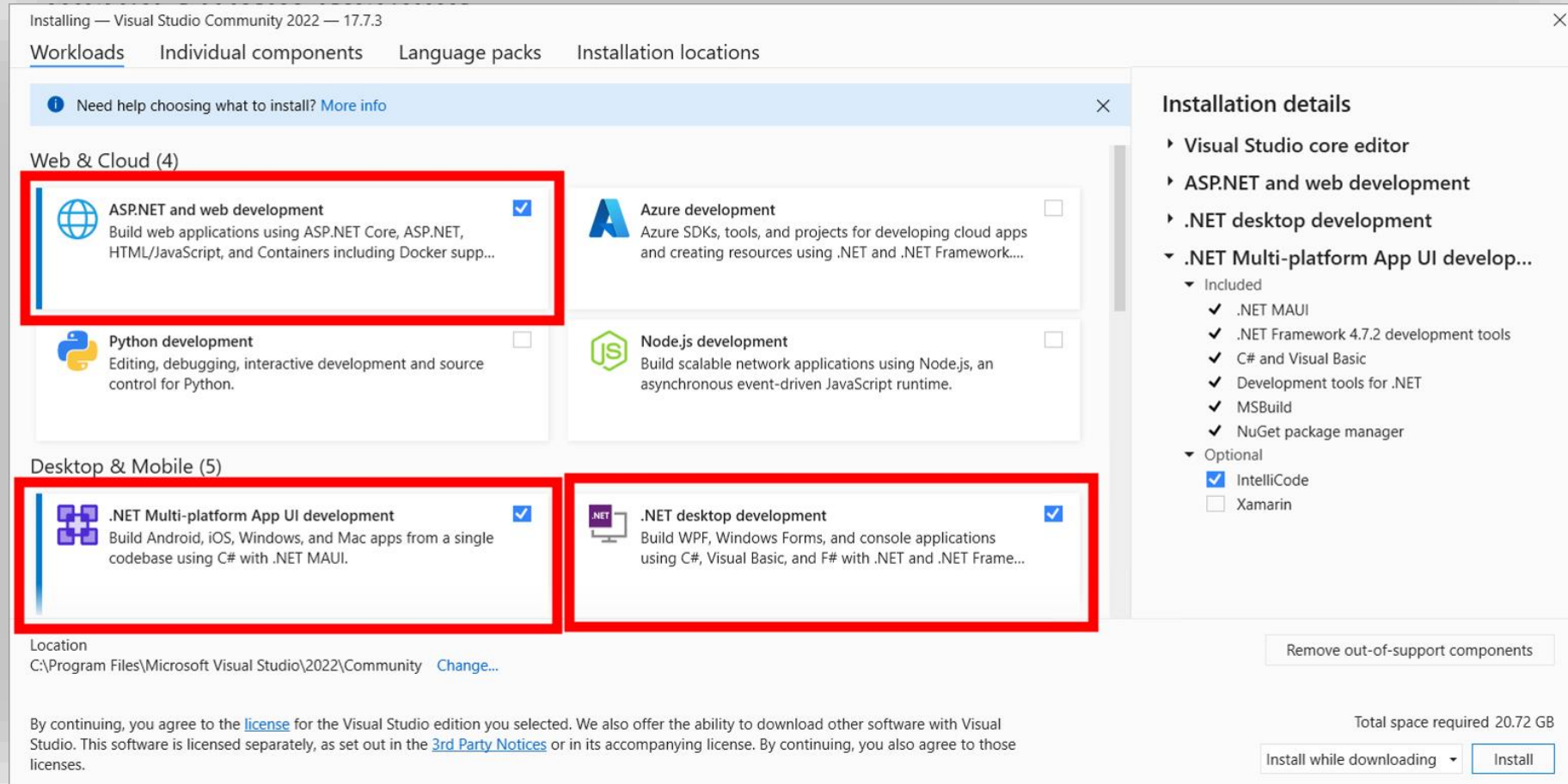
★ Testing & debugging

How to use Uno Platform?

★ Dev Environment:
- ★ Visual Studio 2022
- ★ Visual Studio Code
- ★ Visual Studio 2022 for Mac
- ★ JetBrains Rider
- ★ Linux

★ Using Uno Check

Installing in Visual Studio 2022

Finalize your environment

★ To install the tool:
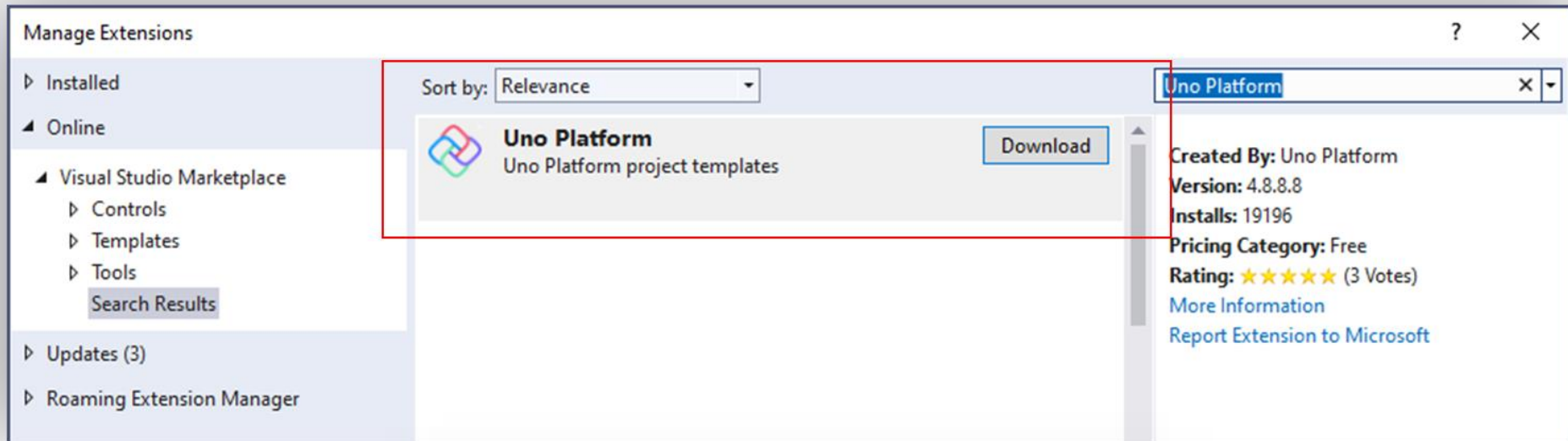
```
dotnet tool install -g uno.check
```

★ To update the tool:

```
dotnet tool update -g uno.check
```

★ Run the tool:

```
uno-check
```

Installing Solution Templates


```
.NET 7
dotnet new install Uno.Templates

.NET 6
dotnet new –i Uno.Templates
```

Uno Platform Application

Blank Template
```
dotnet new unoapp –preset=blank –o test
```

Recommended Template
```
dotnet new unoapp –preset=recommended –o test
```

Create a new project

Recent project templates

A list of your recently accessed templates will be displayed here.

Uno

All languages | All platforms | All project types

Uno Platform App

Template for creating an Uno Platform C# & XAML application that targets Windows App SDK (WinUI), WebAssembly, Android, iOS, Mac Catalyst, macOS and Linux

C# | iOS | Android | Windows | macOS | Linux | Web | Cloud
Mobile | WinUI | WebAssembly | Uno Platform

Uno Platform Library New

Template for creating a multi-platform library with the Uno Platform that targets Windows App SDK (WinUI), Android, iOS, MacCatalyst, WebAssembly and Skia.

C# | iOS | Android | Windows | macOS | Linux | Web
Cloud | Mobile | WinUI | WebAssembly | Uno Platform

Uno Platform Cross-Runtime Library New

Template for creating a cross-runtime Uno Platform library that targets Windows App SDK (WinUI), Android, iOS, MacCatalyst, Gtk, Linux Framebuffer, Wpf, and WebAssembly.

C# | iOS | Android | Windows | macOS | Linux | Web
Cloud | Mobile | WinUI | WebAssembly | Uno Platform

Uno Platform UI Tests Library New

Project template for creating multi-platform UI Tests with the Uno Platform.

C# | iOS | Android | Windows | macOS | Linux | Web

Next

Select startup type

Choose the template to use to start your project, or click Customize to make changes.

Blank

Smallest set of options, with no extra dependencies, to create an app targeting multiple platforms

.NET 7   XAML

Customize

Default

Recommended set of options to create a production-ready app targeting multiple platforms

.NET 7   XAML   MVUX

Material   Configuration

Localization   Testing

Customize

Platforms

Android   iOS   WebAssembly   Windows   macOS (Catalyst)   GTK

Create

UnoTestApp

1. **Framework**

2. Platforms

3. Presentation

4. Theme

5. Extensions

6. Projects

7. Features

8. Authentication

9. Application

.NET
6

.NET 6.0

Target .NET 6.0 (Long Term Support)

.NET
7

.NET 7.0

Target .NET 7.0 (Standard Term Support)

.NET
8

.NET 8.0

Target .NET 8.0 (Preview)

Summary

Framework

.NET 7.0

Platforms

Android, iOS, WebAssembly, macOS (Catalyst), Windows, GTK

Presentation

None

Theme

Fluent

Extensions

Blank, Console

Features

Central Package Management, PWA Manifest, Visual Studio Code Debugging

Cancel

Back

Next

Create

Demo

Q&A

Thank you!

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