# There and back again



@juanlaube

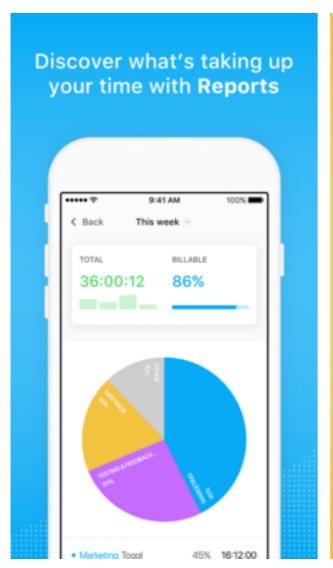
XamarinUY - 9/11/2018

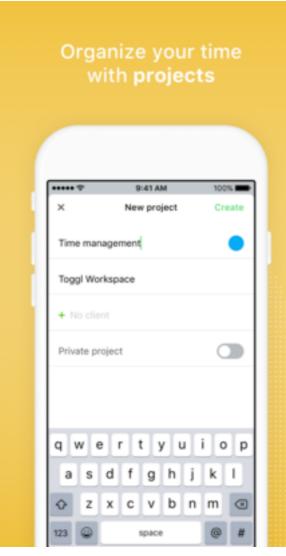
### About me

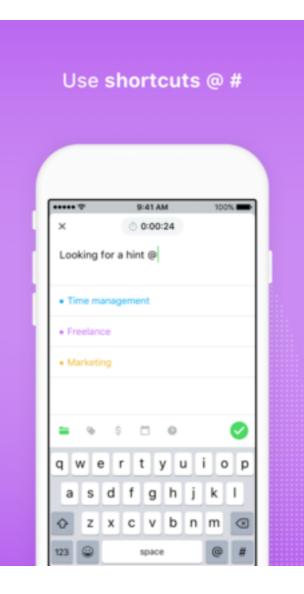
- Mobile developer at togg!
- Former teacher at UCU
- **UCU** alumni

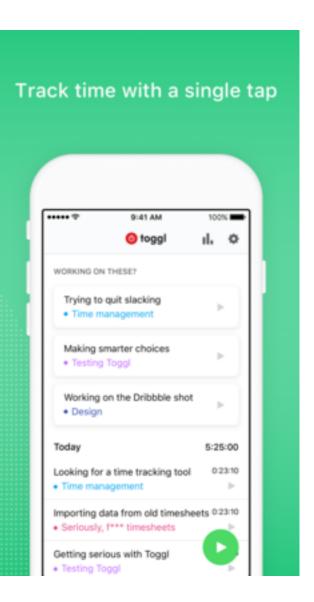


# toggl

















- **31.000**
- **5.000**



- **ઁ** ★★★☆

#### Crash free users

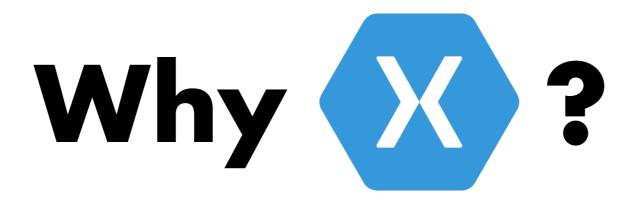
- **98.53**%
- **92.22%**

### The team

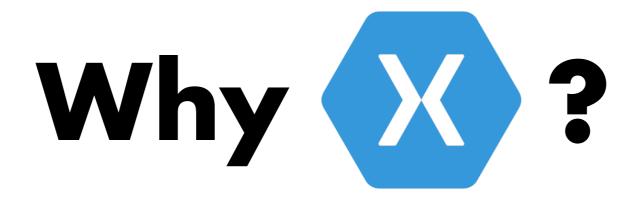
- 100% remote
- 1 2 members
- multiplatform



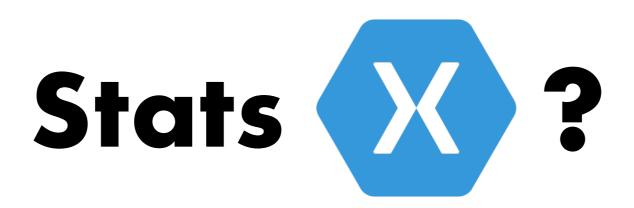




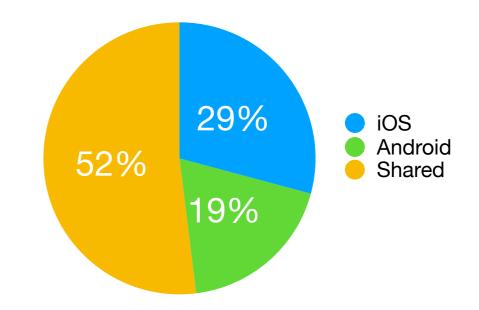




- X Cross platform
- Runs native code
- Provides native user experience
- Language maturity
- Awesome libraries like MvvmCross



- **5** Shared code: 24.407 LoC
- **13.706 (64%)**
- **8.853** (73%)



- **Tests**
- **32.467 LoC**
- **3**967 tests

# The good

- Easy to transition from other languages
- ☑ If you know CocoaTouch or Android then you're 80% done\*
- Maturity of C#, plus F# looks promising
- Third party libraries
- MvvmCross is 👍

The other 20% is the hardest part 💗

You still need to know CocoaTouch and Android 💖

Documentation !?

MvvmCross can be ©

Hiring 🗎



## <rant>

# 



# Visual Studio for Mac

is



# 

# </rant>

## What do I miss from ?



- "how do I ... in C#?" double thinking
- ightharpoonup I can express intention better
- **№** I still prefer Swift ¬\\_(ツ)\_/¬
- **©** FOMO

### What I don't miss?

- Constant changes in the language
- Rewriting the app every year
- Lack of ABI



- There's no silver bullet
- Use what works for you **and** your team
- Reat products are built by people, not by a particular technology
- Get out of your comfort zone

## Thanks!



### Resources

- http://toggl.com/
- http://github.com/toggl/mobileapp
- http://toggl.com/jobs/
- William's blog post