



# Creating iOS & Android apps in .NET Using Xamarin

[Your Name]

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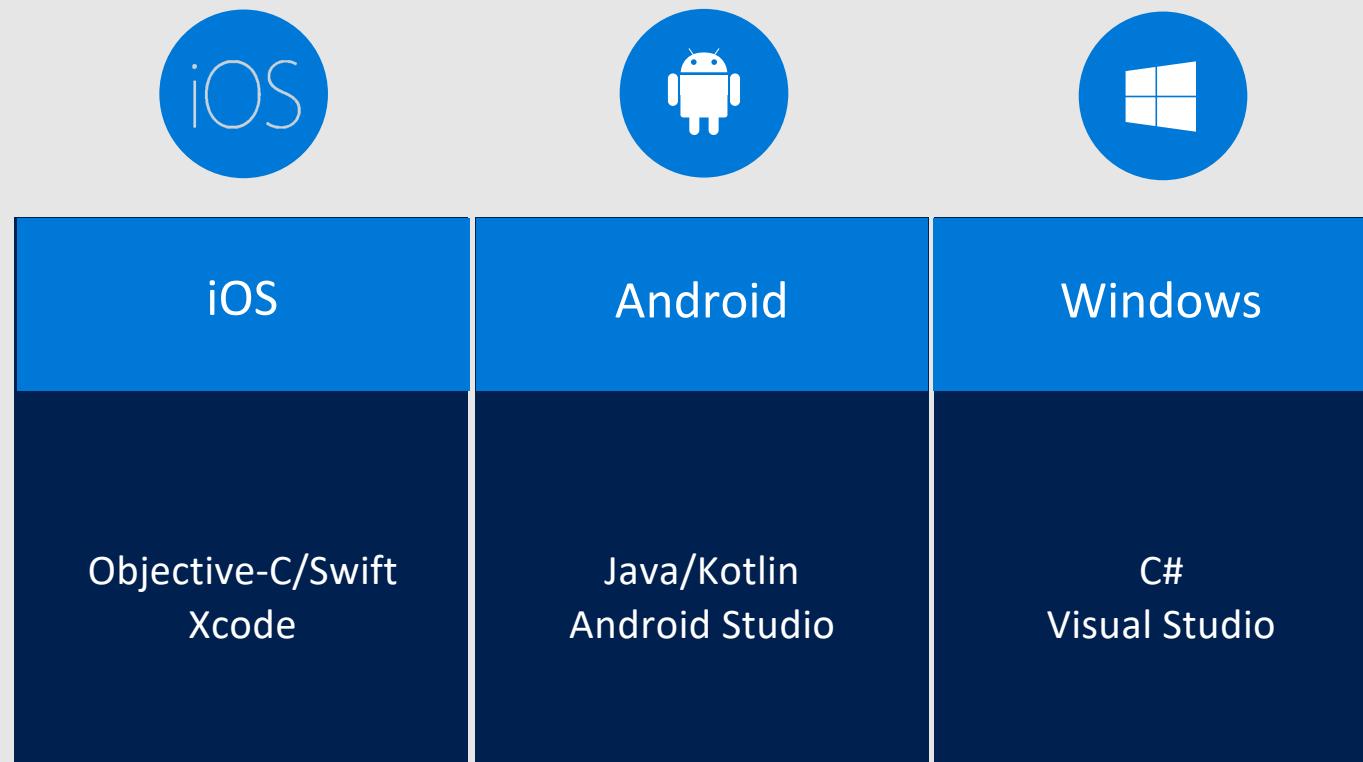
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# The History of Architecting Mobile Apps



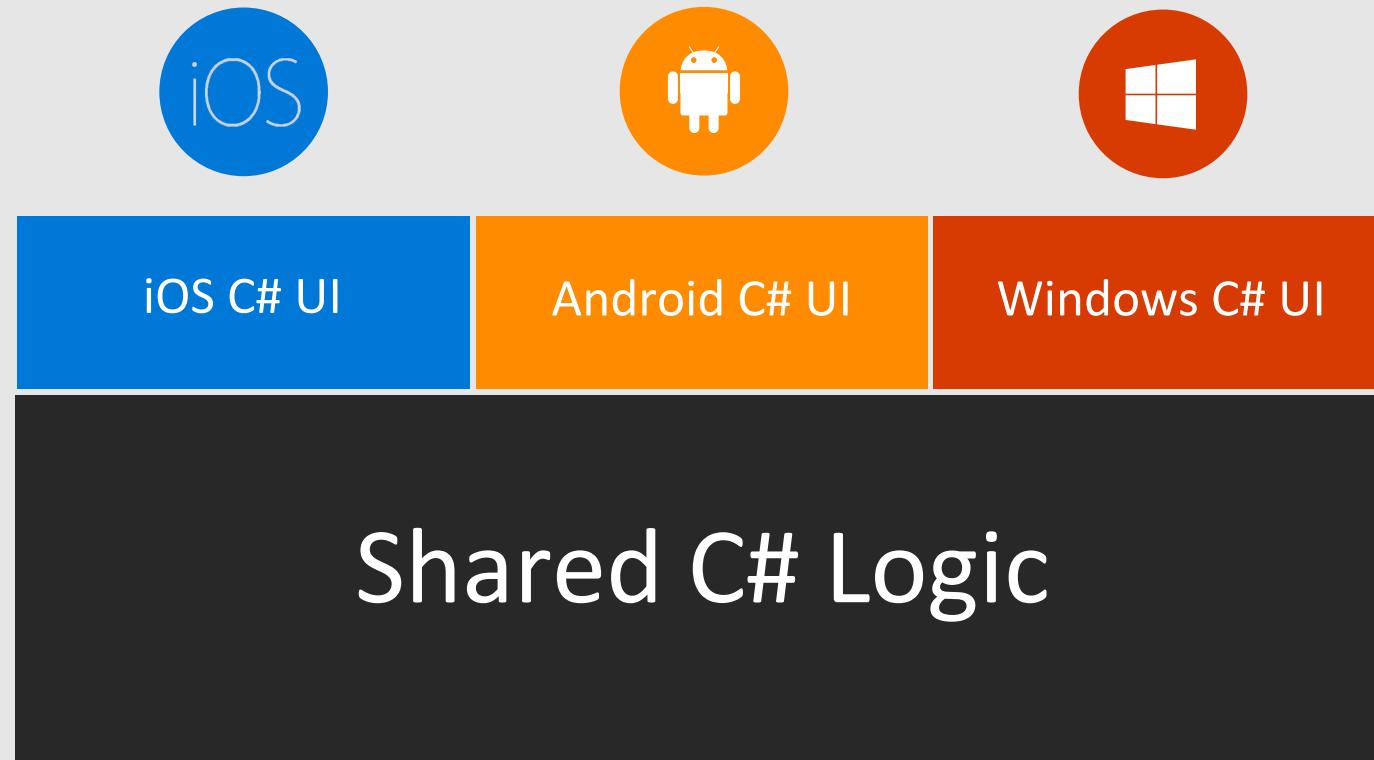
# Silo approach



No shared code • Many languages and development environments • Multiple teams



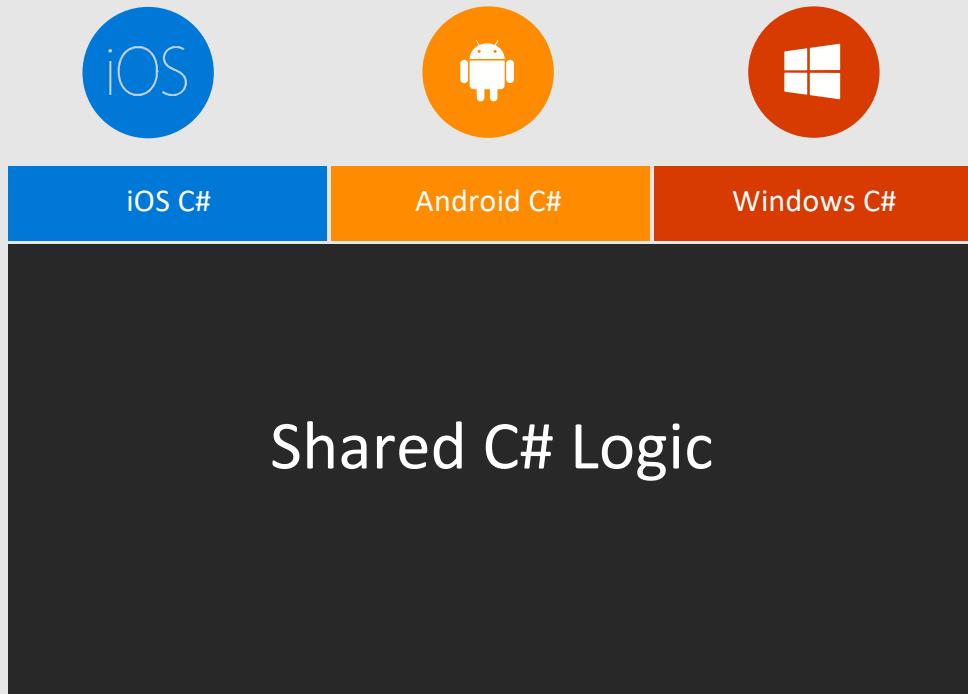
# Xamarin's unique approach



Shared C# codebase • 100% native API access • High performance



# Xamarin



3 Native User Interfaces  
Shared App Logic



**Everything you can do  
in Objective-C, Swift, Java or Kotlin  
can be done in C# with Xamarin**



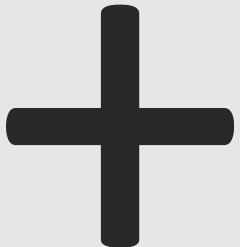
# Mono Runtime

Open Source .NET Runtime

- Allows .NET to run on Linux
- Founded in 2004
- Converging with .NET Core in .NET 5



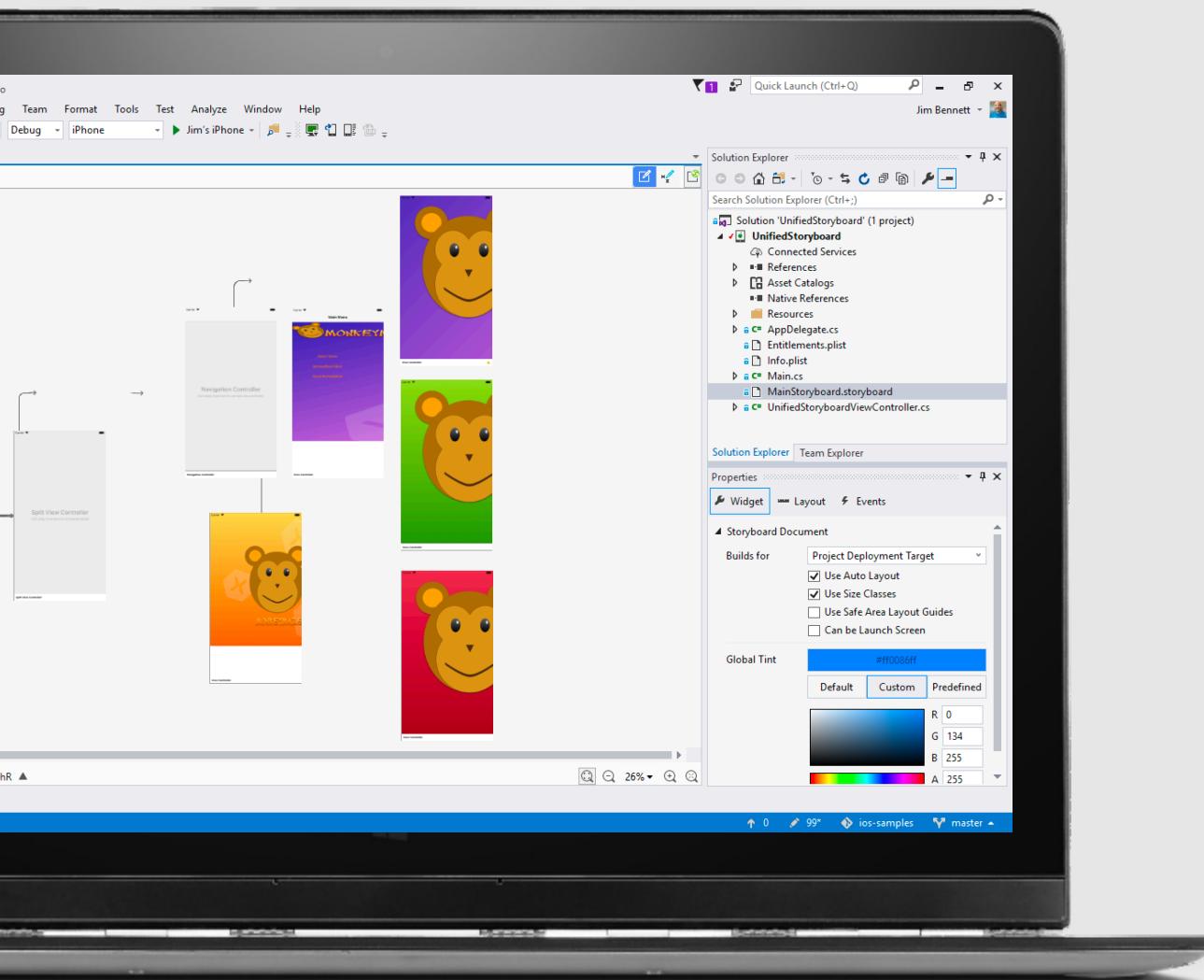
# Open Source



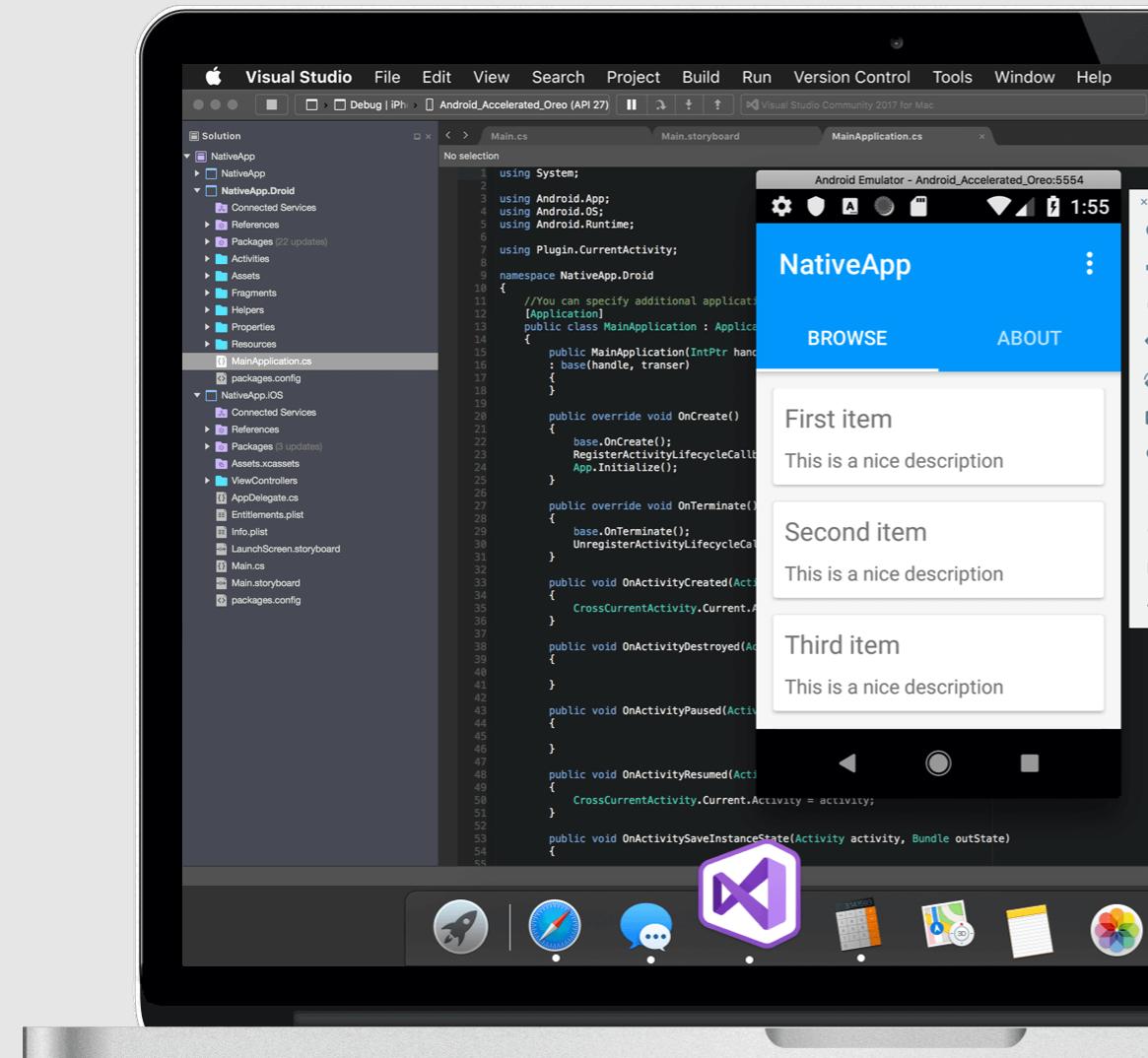
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# Visual Studio (PC)



# Visual Studio for Mac



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# Demo

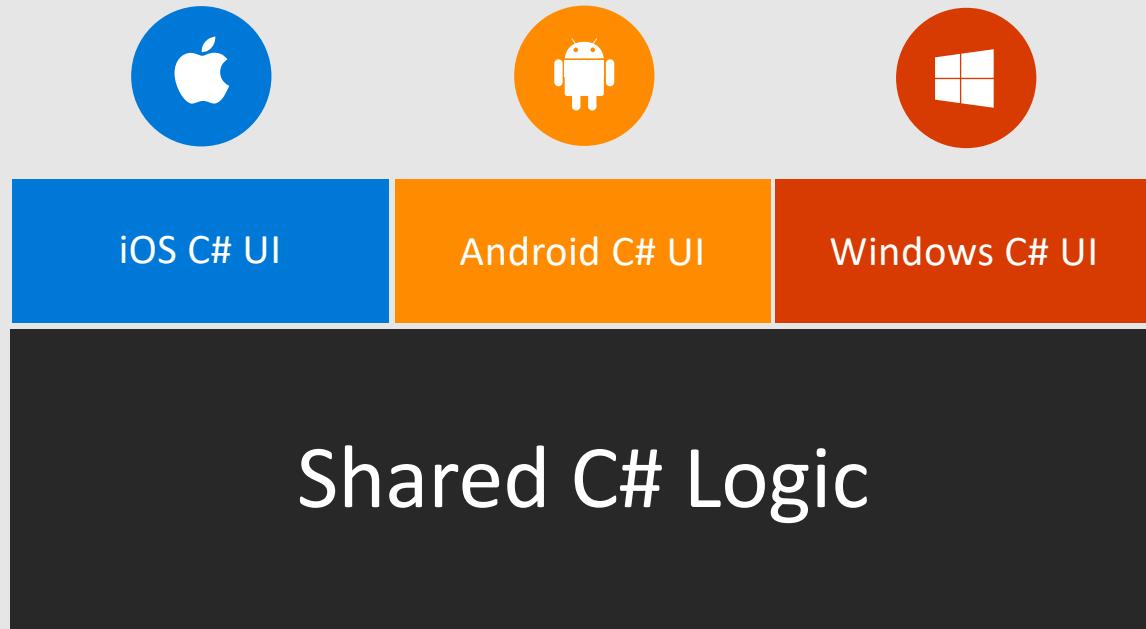
Xamarin.iOS  
Xamarin.Android



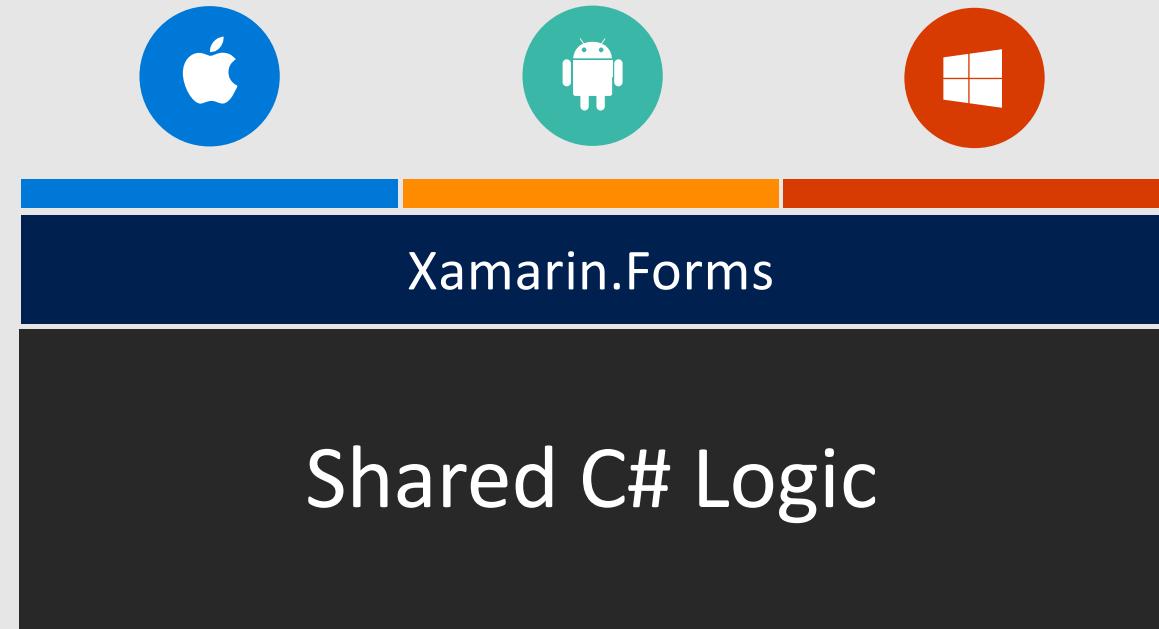
# Sharing User Interface



# Xamarin + Xamarin.Forms



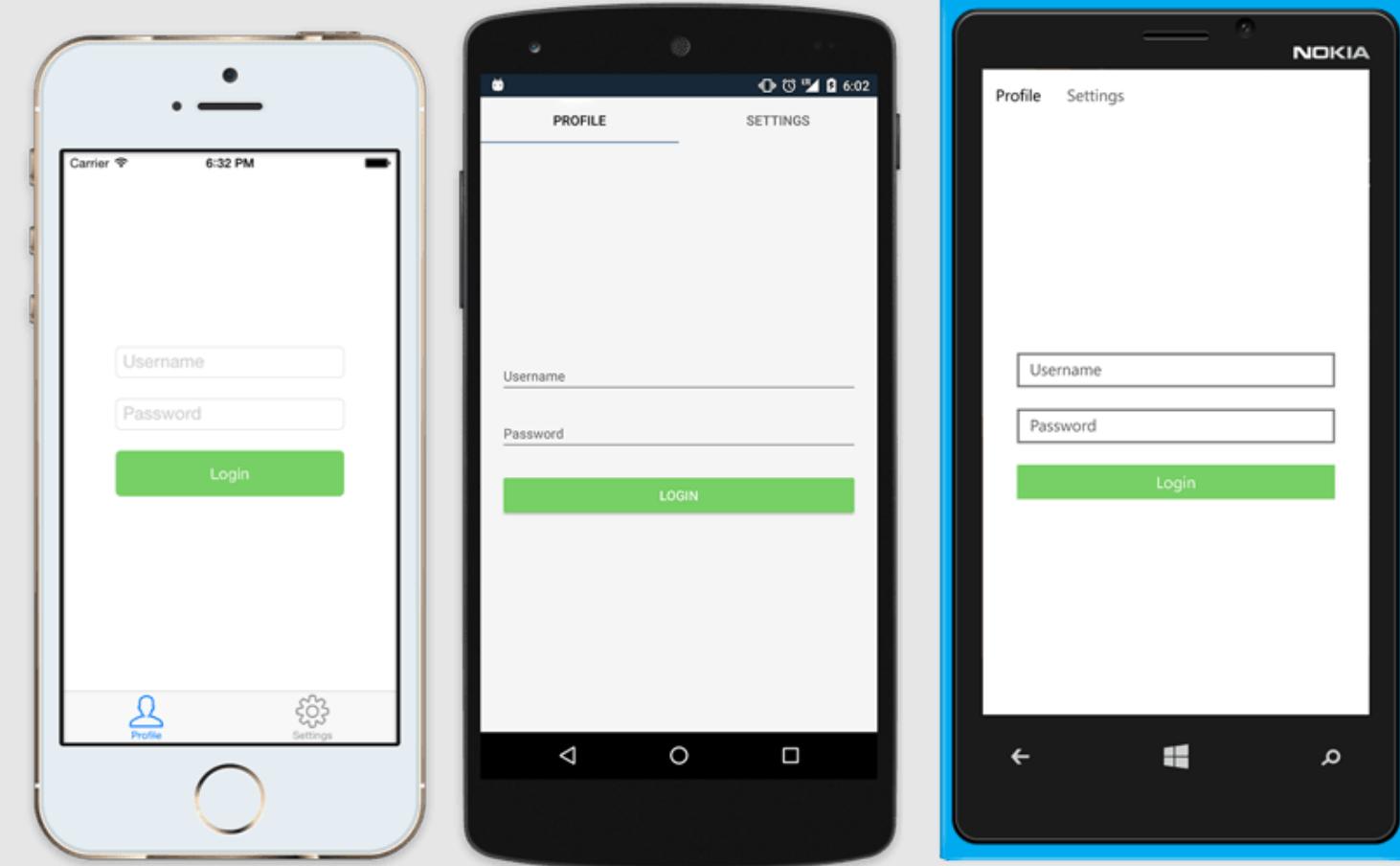
Traditional Xamarin approach



With Xamarin.Forms:  
More code-sharing, all native



# Native UI from shared code



```
public class App : Application
{
    public App()
    {
        var usernameEntry = new Entry
        {
            Placeholder = "Username"
        };
        var passwordEntry = new Entry
        {
            Placeholder = "Password"
        };
        var loginButton = new Button
        {
            Text = "Login",
            BackgroundColor = Color.FromHex("77D065")
        };

        var stackLayout = new StackLayout
        {
            Spacing = 20,
            Padding = 20,
            VerticalOptions = LayoutOptions.Center
        };
        stackLayout.Children.Add(usernameEntry);
        stackLayout.Children.Add(passwordEntry);
        stackLayout.Children.Add(loginButton);

        var profilePage = new ContentPage
        {
            Title = "Profile",
            IconImageSource = "Profile.png",
            Content = stackLayout
        };

        var settingsPage = new ContentPage
        {
            Title = "Settings",
            IconImageSource = "Settings.png"
        };

        var tabbedPage = new TabbedPage();
        tabbedPage.Children.Add(profilePage);
        tabbedPage.Children.Add(settingsPage);

        MainPage = tabbedPage;
    }
}
```



# Demo

Xamarin.Forms

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# Quick Review

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# Xamarin

## Native Mobile Development in .NET

- Wraps 100% of iOS and Android APIs
- Powered by the Mono Runtime



# Xamarin.Forms

## Shared UI Code

- Runs on top of Xamarin



# Microsoft Learn



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The image shows a smartphone displaying a Microsoft Learn learning path page. The page title is "Build mobile apps with Xamarin.Forms". It includes a thumbnail for the course, a duration of "8 hr 35 min remaining", and a learning path with 1 of 10 modules. The course uses C# and Visual Studio to create mobile apps. Prerequisites listed are Visual Studio 2019 (any edition) and Familiarity with C# and .NET. Below the main course, there are two more course cards: "Create a mobile app with Xamarin." and "Introduction to Xamarin.Android".

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Docs / Learn / Browse / Build mobile apps with Xamarin.Forms

## Build mobile apps with Xamarin.Forms

8 hr 35 min remaining • Learning Path • 1 of 10 modules

Beginner Developer Visual Studio Xamarin.Forms

Use C# and Visual Studio to create apps that run on iOS, Android, and Windows.

Prerequisites:

- Visual Studio 2019 (any edition)
- Familiarity with C# and .NET

Modules in this learning path

**Create a mobile app with Xamarin.**  
59 min • Module • 6 Units  
Use Visual Studio with Xamarin.Forms to create mobile apps. No previous experience necessary. [More Info](#)

**Overview ▾**

**Introduction to Xamarin.Android**  
59 min remaining • Module • 0 of 9 units completed  
Create fully native Android apps to take full advantage of the Android platform. [More Info](#)

# Microsoft Learn

- Interactive, step-by-step exercises
- Quizzes + Achievements



# Demo

<https://microsoft.com/learn>



# Thank You

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