Setting up Your App Solution



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Agenda



An overview of the Xamarin Platform
Xamarin and Xamarin.Android
Setting up the solution

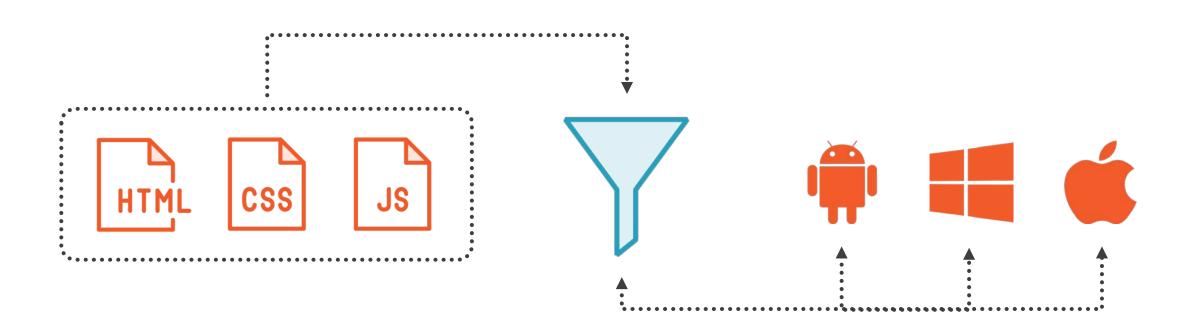


An Overview of the Xamarin Platform





Or We Could Use the Lowest Common Denominator...





Xamarin Allows Us to Target All Major Mobile Platforms Using C# and .NET



Advantages of Xamarin



Leverage your
.NET
and C#
knowledge



Native user interface



Native performance

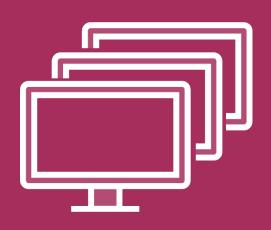


Code sharing





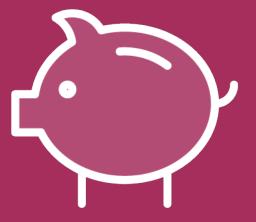
Disadvantages of Xamarin



Not a Shared UI Platform



Learning curve



Price



The Xamarin Family







Xamarin.iOS



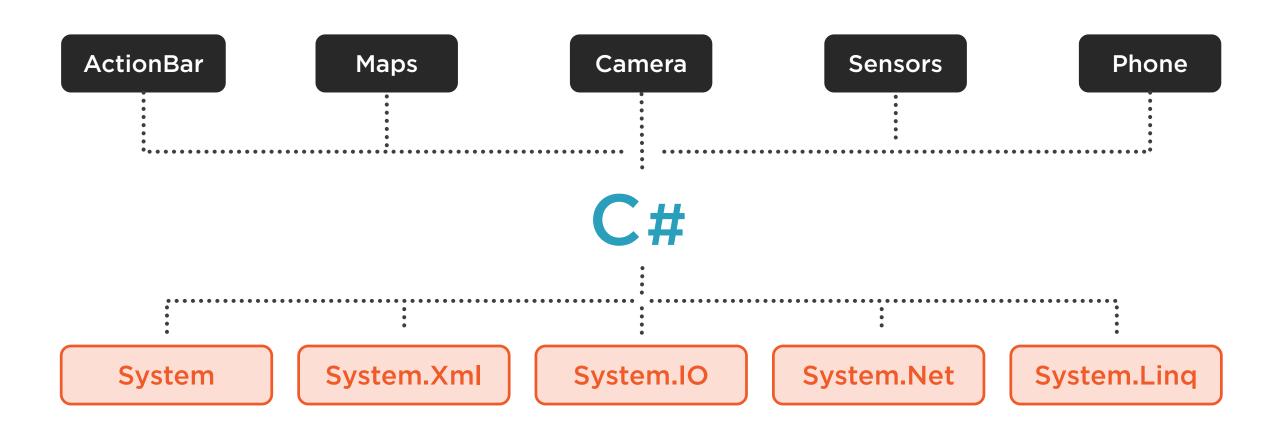
Xamarin Forms



Xamarin and Xamarin.Android



Available APIs in Xamarin.Android





Xamarin. Android Is Supported On...









Phones

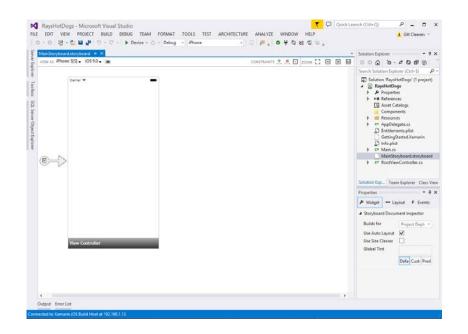
Tablets

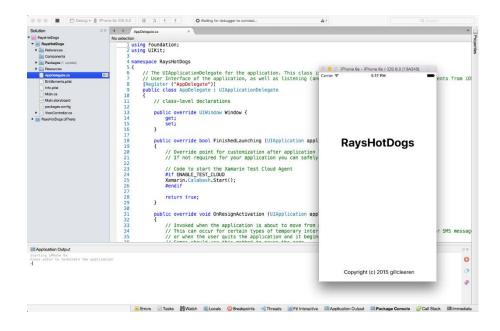
Watches and Wearables

Devices



Your Choice of IDEs





Visual Studio



Xamarin Studio



Deploying Your App

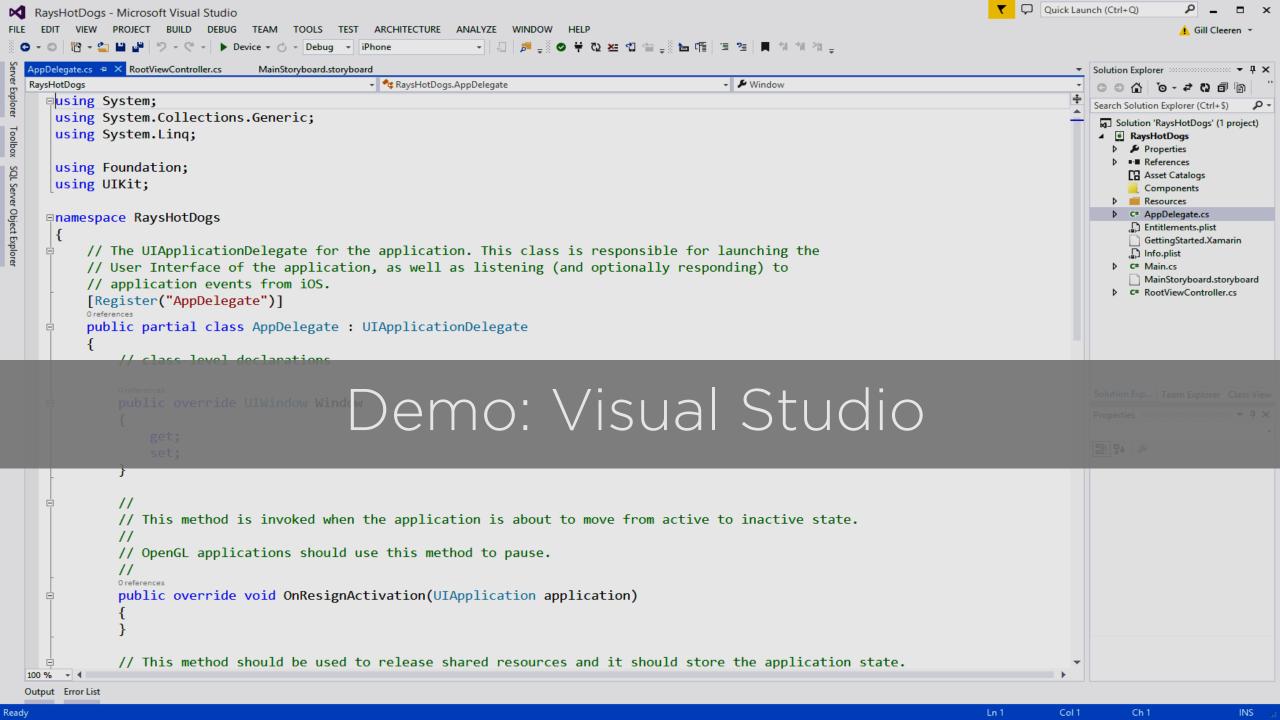
Google Play Store

Alternative Store

FTP, Email...

Your own site





Setting up the Solution



Code Sharing

Xamarin. Android app Xamarin.iOS app Windows Phone app UI App layer App layer UI UI App layer Shareable code **Business layer** Service access layer Models **Data layer** Data access layer



Average amount of code we can share in a cross-platform solution with Xamarin



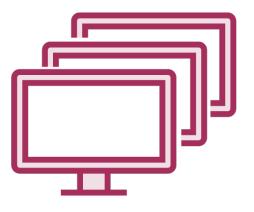
PCL (Portable Class Library)



Library shared across platforms



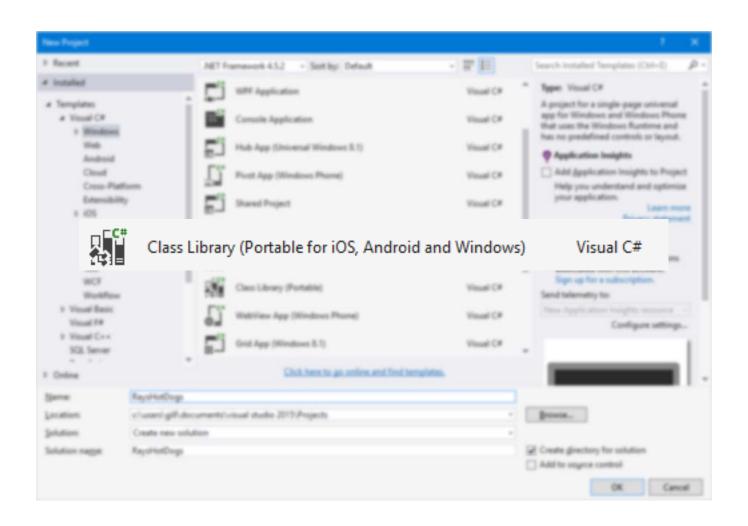
Lowest common denominator



Extendable to other platforms



Creating a PCL



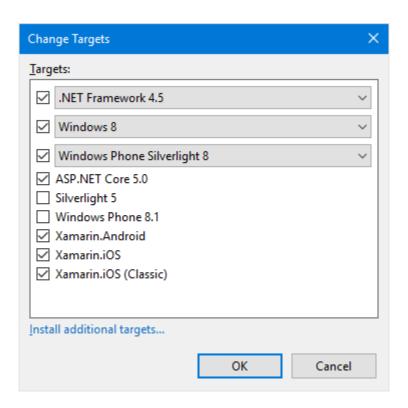


Using a PCL

▲ RaysHotDogs Properties ▲ ■-■ References Analyzers ■ ■ Mono.Android ■ · ■ RaysHotDogs.Core ■-■ System ■·■ System.Core ■·■ System.Xml ■ ■ Xamarin.Android.Support.v4 ■ ■ Xamarin.GooglePlayServices.Base ■ ■ Xamarin.GooglePlayServices.Basement ■ ■ Xamarin.GooglePlayServices.Location ■ ■ Xamarin.GooglePlayServices.Maps Adapters C# CartAdapter.cs ▶ C# HotDogListAdapter.cs AboutAssets.txt D C# BaseFragment.cs ▶ C# FavoriteHotDogFragment.cs



Configuring a PCL

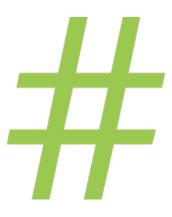




Shared Project







Precompiler statements



Similar to "old" Universal Projects





Summary



Xamarin. Android allows us to build fully native Android applications

Architecture often based on PCLs

