

# Building Your First Xamarin.Android App from Start to Store

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## COURSE OVERVIEW



**Gill Cleeren**

ARCHITECT

@gillcleeren   [www.snowball.be](http://www.snowball.be)



# Agenda



**Course overview**

**What We Will Be Building**



# You'll Learn More About...

**Xamarin &  
Xamarin.Android**

**Creation of a  
Real-world  
Application**

**Activities & Views**

**List Views**

**Integration with  
the Android OS**

**Store Deployment**



# Assumptions for This Course



You have knowledge  
of **C#**



At a basic level, you  
are familiar with  
**Android**



You want to **leverage**  
what you know

# Xamarin Licenses



**Business Edition (30 day trial)**



**Starter Edition**



# Getting Started on Windows

**Go to [xamarin.com/download](https://xamarin.com/download)**

**Register your free account**

**Follow the installation**

- Android SDK + Emulators
- Xamarin Plug-in for Visual Studio
- Xamarin Studio



# Getting Started on Mac

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**Register your free account**

**Follow the installation**

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# Emulator Options

**Genymotion**  
(Windows/Mac)

**Xamarin Android Player**  
(Windows)

**Hyper-V Emulator**  
(Windows)

**Google Emulators**  
(Windows/Mac)





<http://gicl.me/androidhyperv>





# What We Will Be Building

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## Ray's Hot Dogs

- Android application
- View a list of available hot dogs
- View details of a hot dog
- Ordering via the app
- Map of store location
- Take a selfie with Ray

# Demo

Taking a Look at the  
Completed Application







Let's get started!