

Setting up Your App Solution



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Agenda



An overview of the Xamarin Platform

Xamarin and Xamarin.Android

Setting up the solution



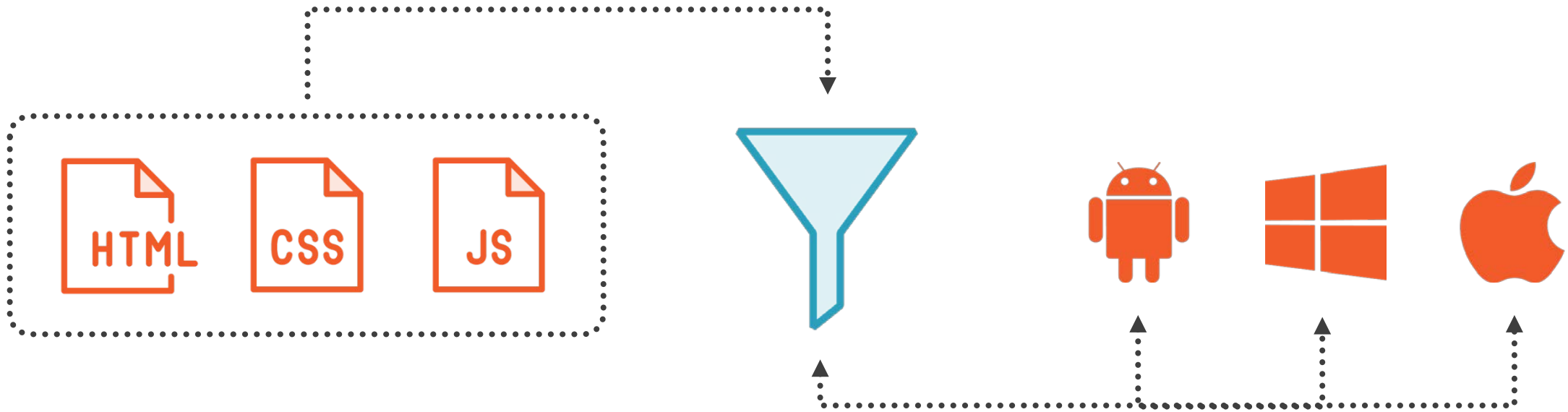
An Overview of the Xamarin Platform



Before We Knew About Xamarin...
The Silo'd Approach



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



With Xamarin, we get the
NO-COMPROMISE
approach!



Disadvantages of Xamarin



Not a Shared
UI Platform



Learning curve



Price

The Xamarin Family



Xamarin.Android



Xamarin.iOS

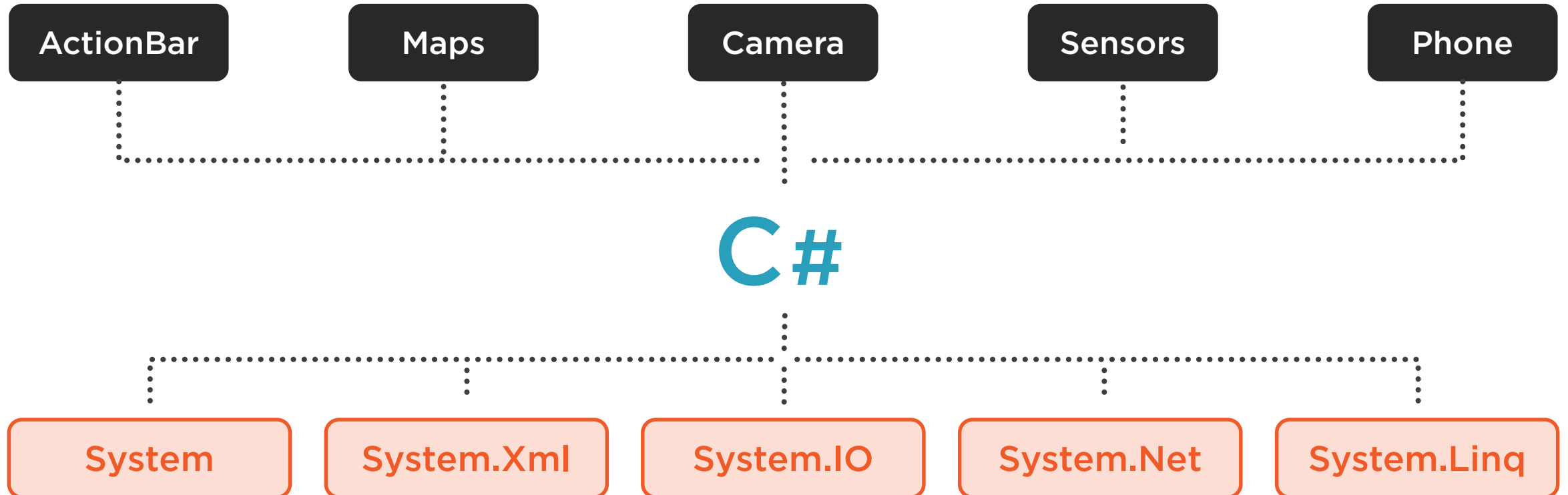


Xamarin Forms

Xamarin and Xamarin.Android



Available APIs in Xamarin.Android



Xamarin.Android Is Supported On...



Phones



Tablets



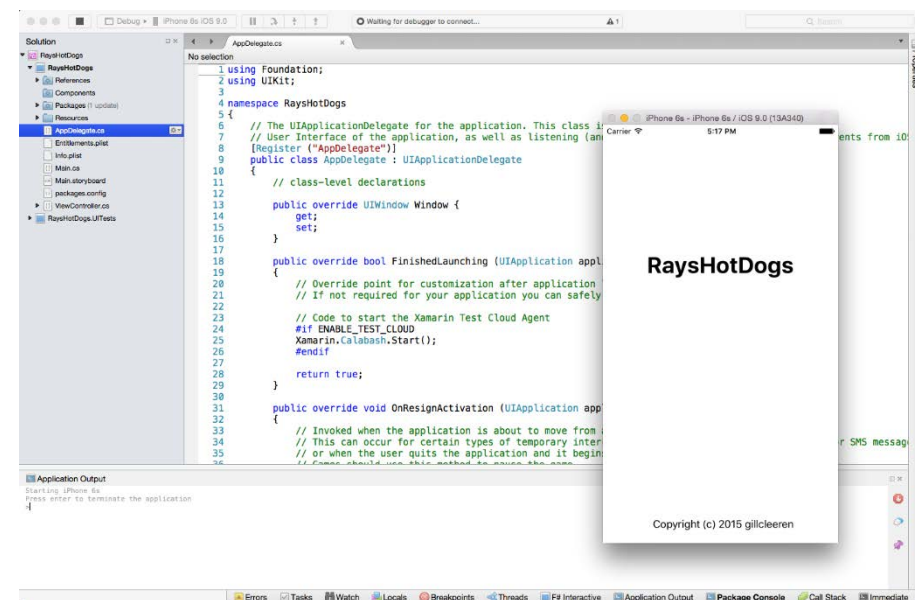
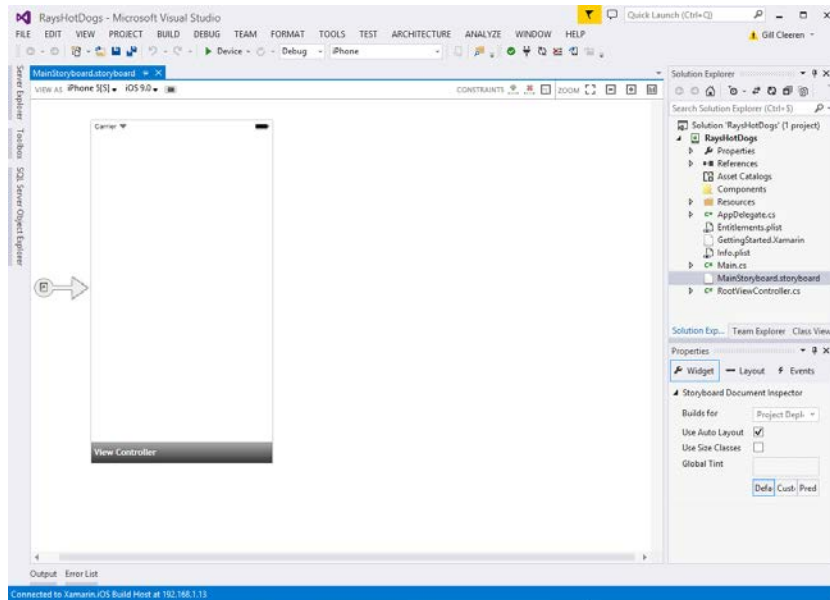
**Watches and
Wearables**



Devices



Your Choice of IDEs



Visual Studio



Xamarin Studio



Deploying Your App

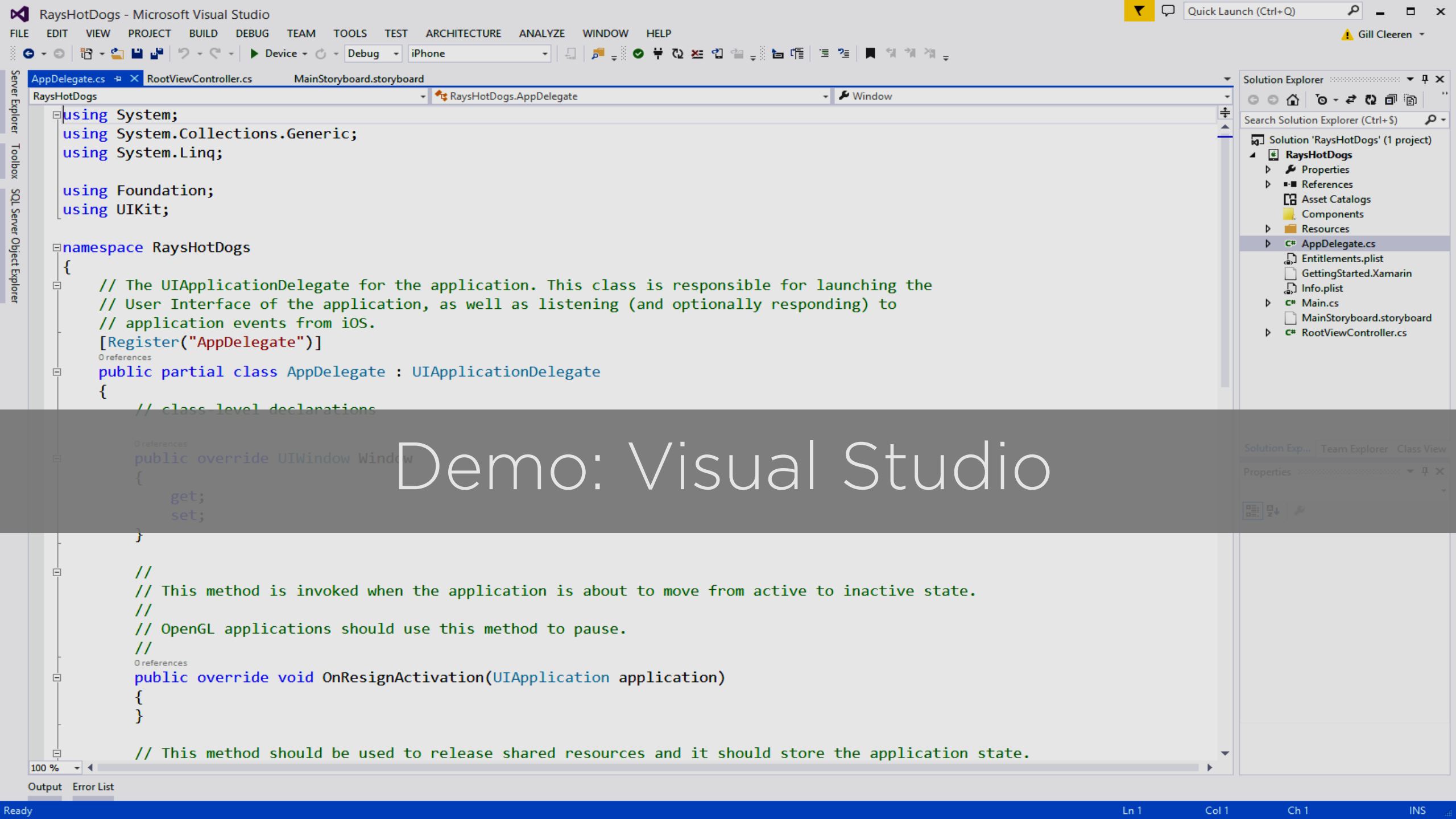
Google Play Store

Alternative Store

FTP, Email...

Your own site



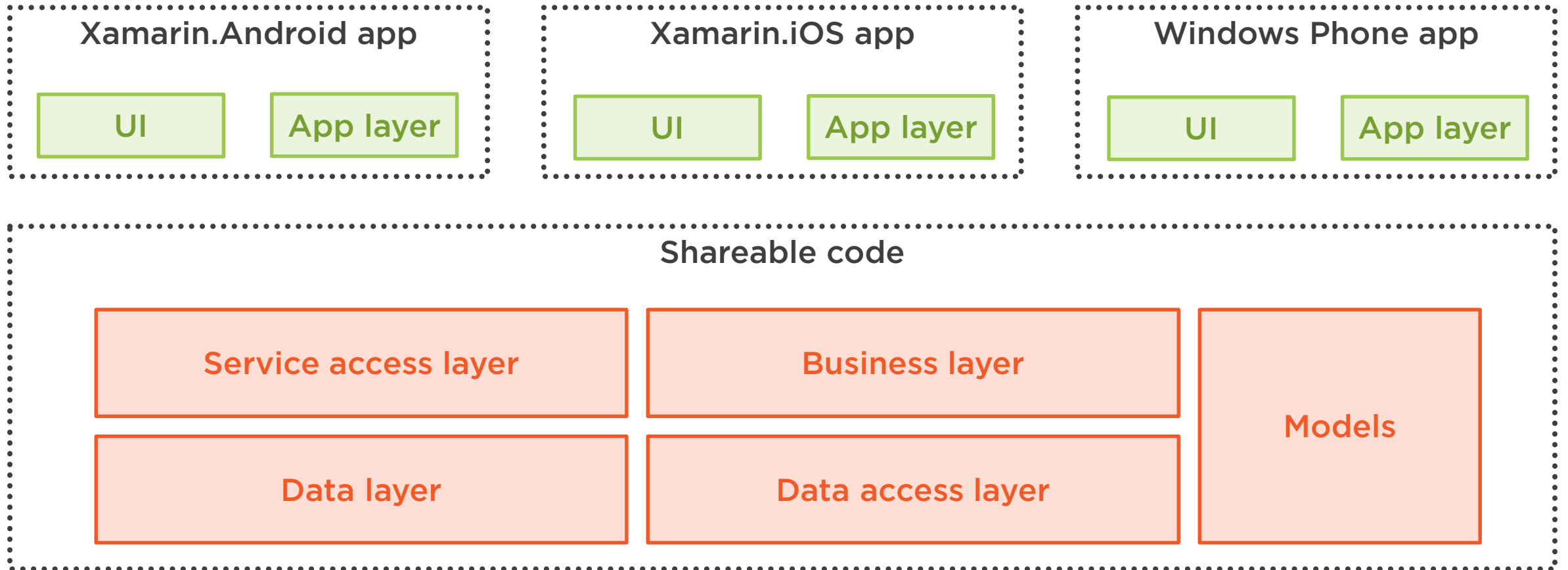


Demo: Visual Studio

Setting up the Solution



Code Sharing



60%

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



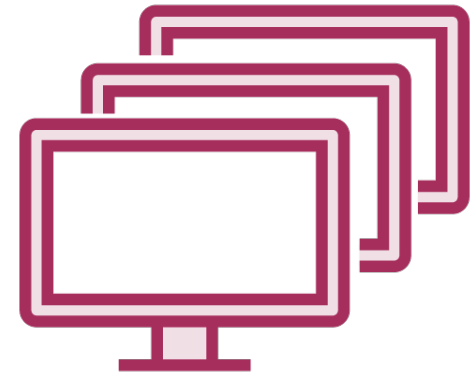
PCL (Portable Class Library)



Library shared
across platforms

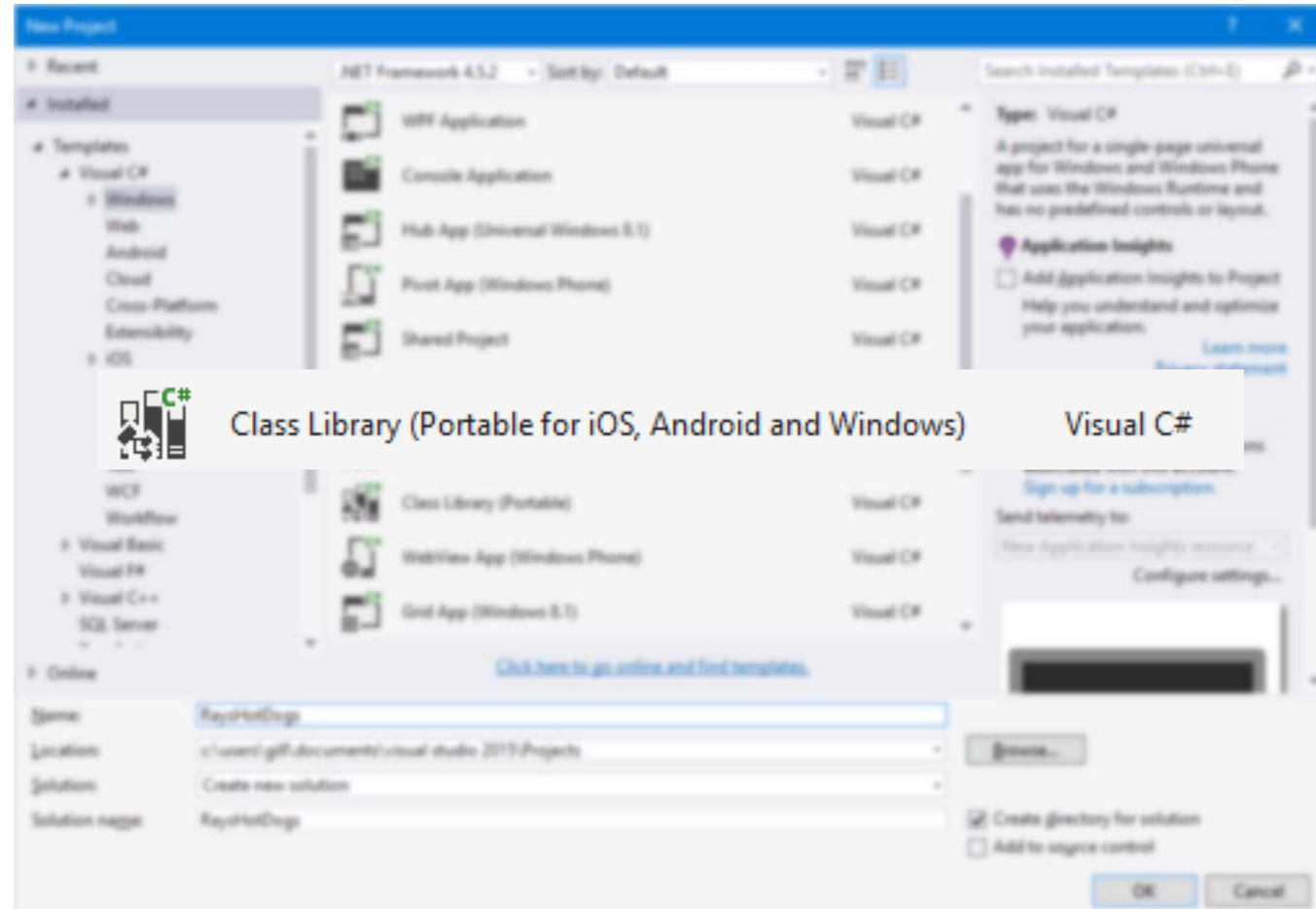


Lowest common
denominator

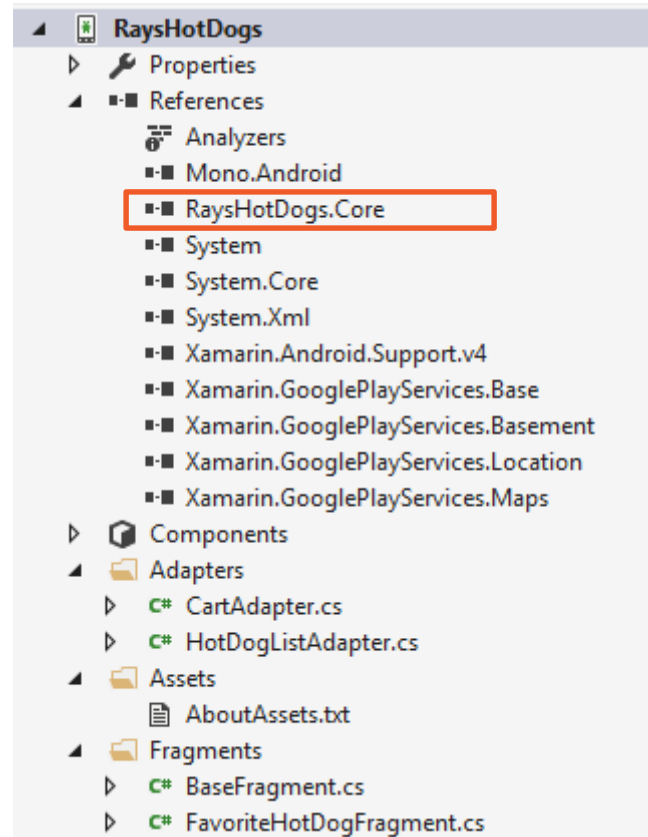


Extendable to
other platforms

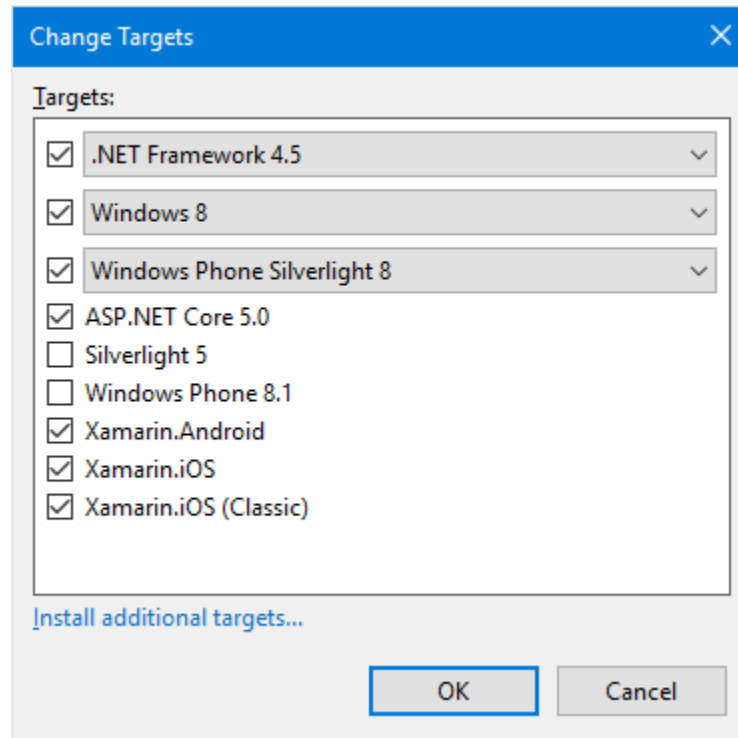
Creating a PCL



Using a PCL



Configuring a PCL



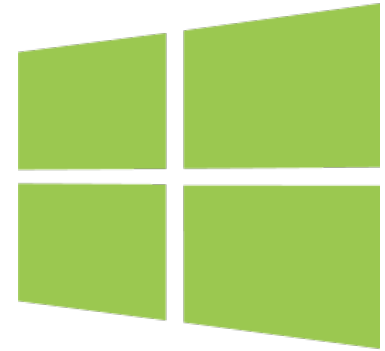
Shared Project



**Code is copied to
referencing project**



**Precompiler
statements**



**Similar to “old”
Universal Projects**

Demo

Setting up the solution



Summary



Xamarin.Android allows us to build fully native Android applications

Architecture often based on PCLs

