

Xamarin.Android: Getting Started

COURSE INTRODUCTION



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Overview



What's in this course?

Exploring the finished application

Understanding Xamarin.Android

Preparing your machine



What's in This Course?



Course Overview



Understand the concepts of Xamarin.Android



Build a fully working application



Learn how to interact with native device features



Deploy an application to the store



What I Assume You Know

C#

Basic Android concepts



Exploring the Finished Application





The Scenario: Bethany's Pie Shop

- List screen
- Detail screen
- Navigation
- Remote data access
- Native features
 - Email
 - Map



Demo



Looking at the finished application



Understanding Xamarin.Android



Xamarin

Allows us to build native mobile applications for the major mobile platforms, leveraging C# and .NET knowledge.

Code-sharing will bring down development effort.



The Xamarin Family

Xamarin.Android

Xamarin.iOS

Xamarin.Forms

Native Xamarin

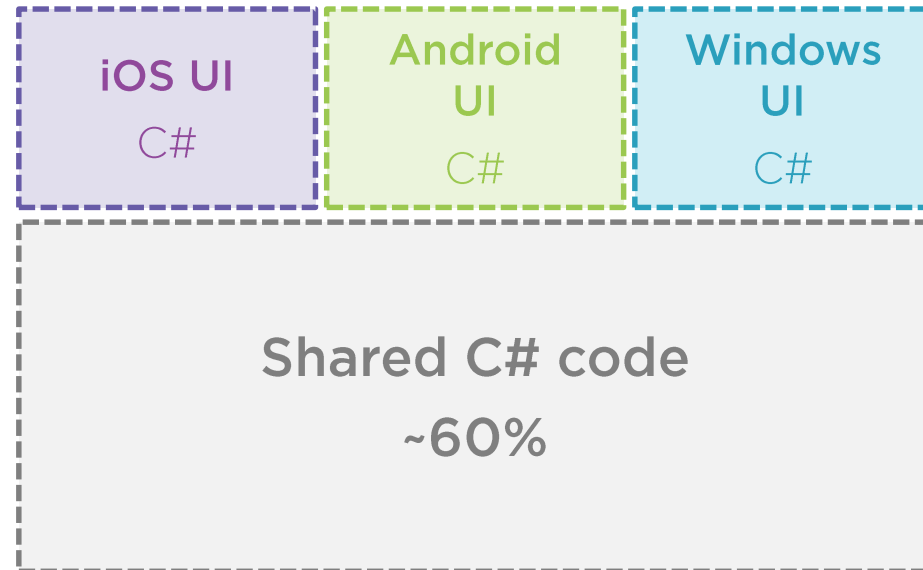


Xamarin.Android

Part of the Xamarin family targeting all devices that run Android



Typical Approach with Native Xamarin



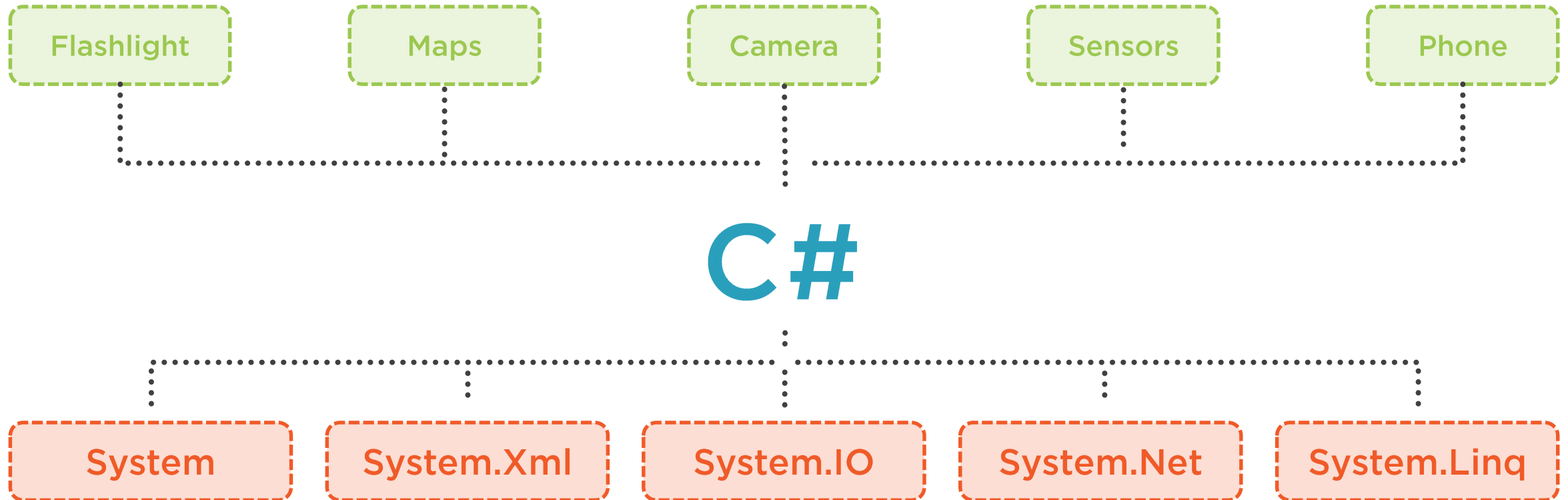


Code-sharing

- .NET Standard
- Shared Projects
- PCLs are deprecated

Non-platform specific code

C# and Xamarin



The Role of Mono

Base Class Library

**Mono Class
Library**

Mono Runtime



Building Xamarin Apps for Android



C#
UI
Logic



Compile



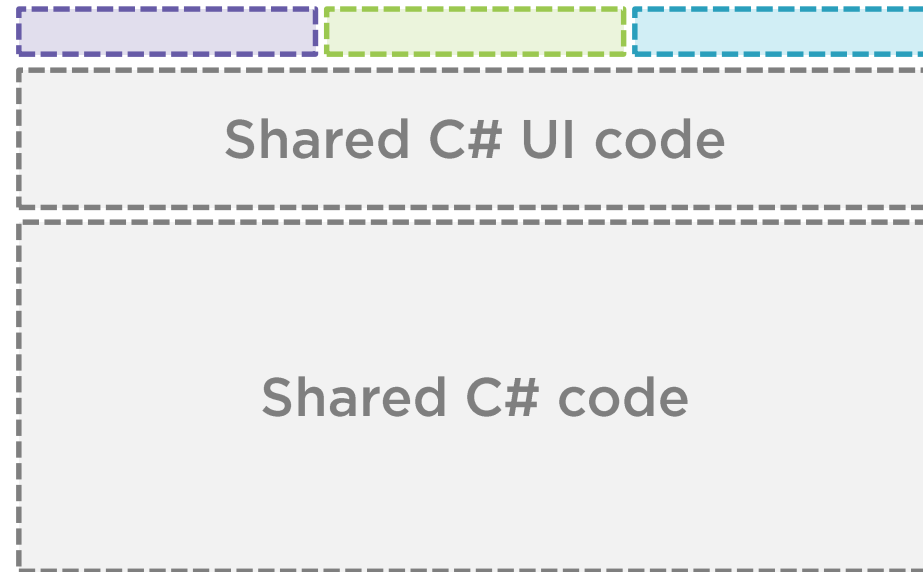
**Google
Play**



**Android
Device**



Comparing with Xamarin.Forms



Comparing the Different Technologies

Xamarin.Android

Native app

Easy support for every Android feature

UI-heavy apps built with ease

Native UI knowledge required

Performance

Xamarin.Forms

Native app

Supported but more work

“Simple” Uis, perfect for LOB apps

Shared UI, lower development time

Sometimes slower



Xamarin: The Big Picture

by Gill Cleeren

This course shows you the building blocks of Xamarin, Microsoft's solution for building mobile applications that run on any device and on any platform, and you will be able to decide whether or not it's something for you to invest in.



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Course Overview



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Introduction



4m 41s



Hello Xamarin



22m 57s



The Xamarin Ecosystem



54m 11s



Expand all

Course author



Gill Cleeren

Gill Cleeren is a solution architect, author, and trainer in mobile and web technologies. He's also a Microsoft Regional Director and MVP. He lives in Tienen, Belgium.

Course info

Level Beginner

Rating ★★★★★ (29)

My rating ★★★★★

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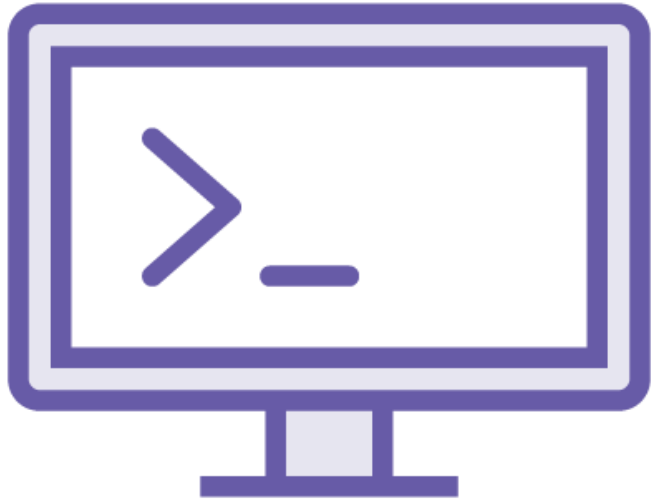
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Preparing Your Machine



Building Xamarin.Android Apps



Windows

Visual Studio

Support for Android, iOS,
and Windows development



Mac

Visual Studio for Mac

Support for Android and iOS apps



On the PC
Visual Studio
Xamarin
Emulator or device



On the Mac
Visual Studio for Mac
Xamarin
Emulator or device



A Word on Emulators

Hyper-V

HAXM

GenyMotion

Device



Demo



Installing the right tools and SDKs

Looking at the development environment





Up next:
Exploring your first
Xamarin.Android project

