Introdução ao Xamarin

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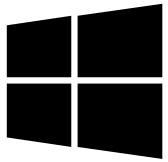
Xamarin

Mobile Development



Windows

C#
Visual Studio

Source control

Build system

Testing

Monitoring

Android

Java
Android Studio

Source control

Build system

Testing

Monitoring

iOS

Objective-C
Xcode

Source control

Build system

Testing

Monitoring

Xamarin vs Xamarin Forms

Traditional Xamarin Approach

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

A Better Model for Development

Windows Android iOS

One Language
One Toolset

Native API/Perf

Native UI/Perf

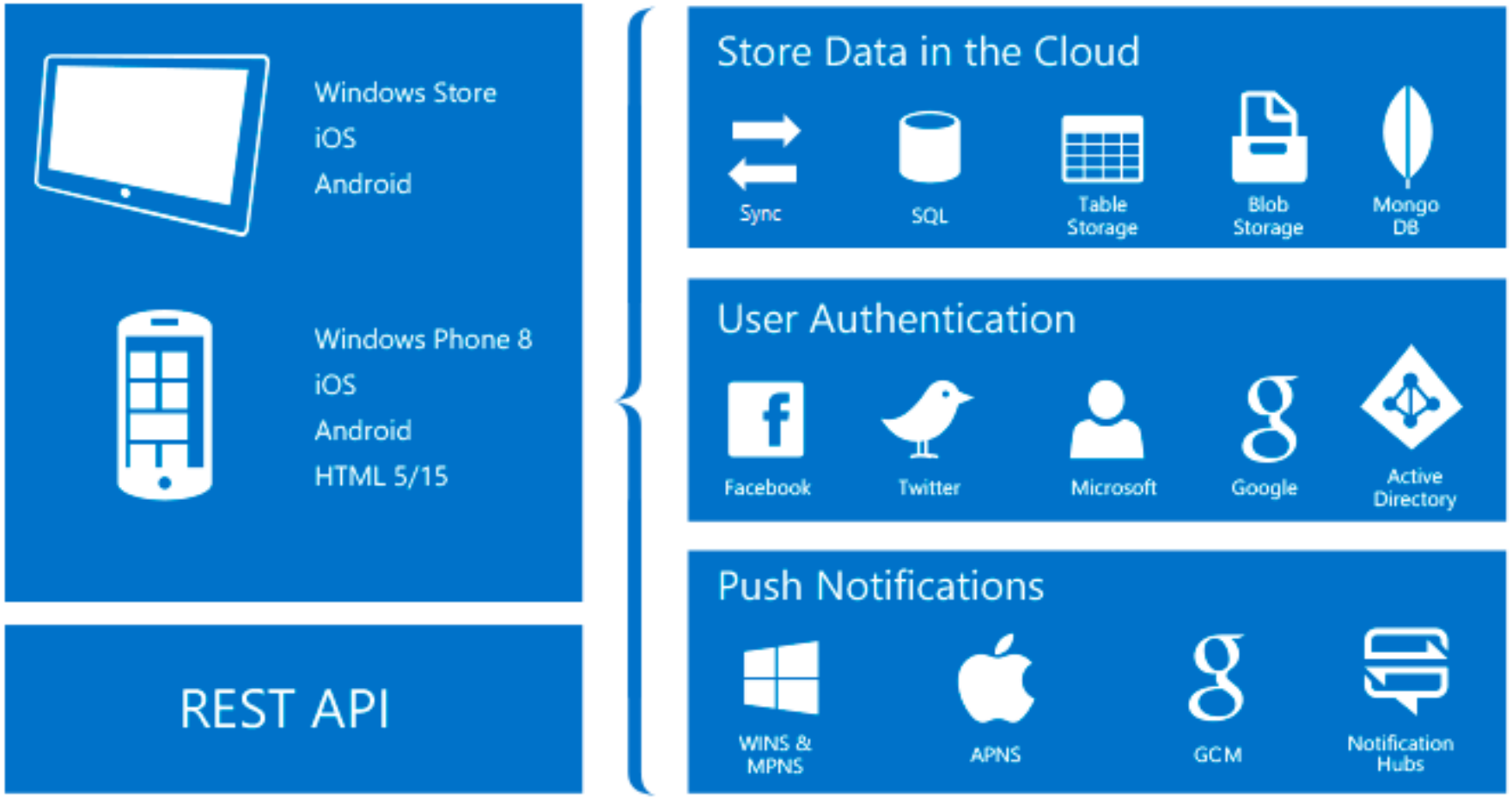
Single UI Framework

Source control Build system Testing Monitoring

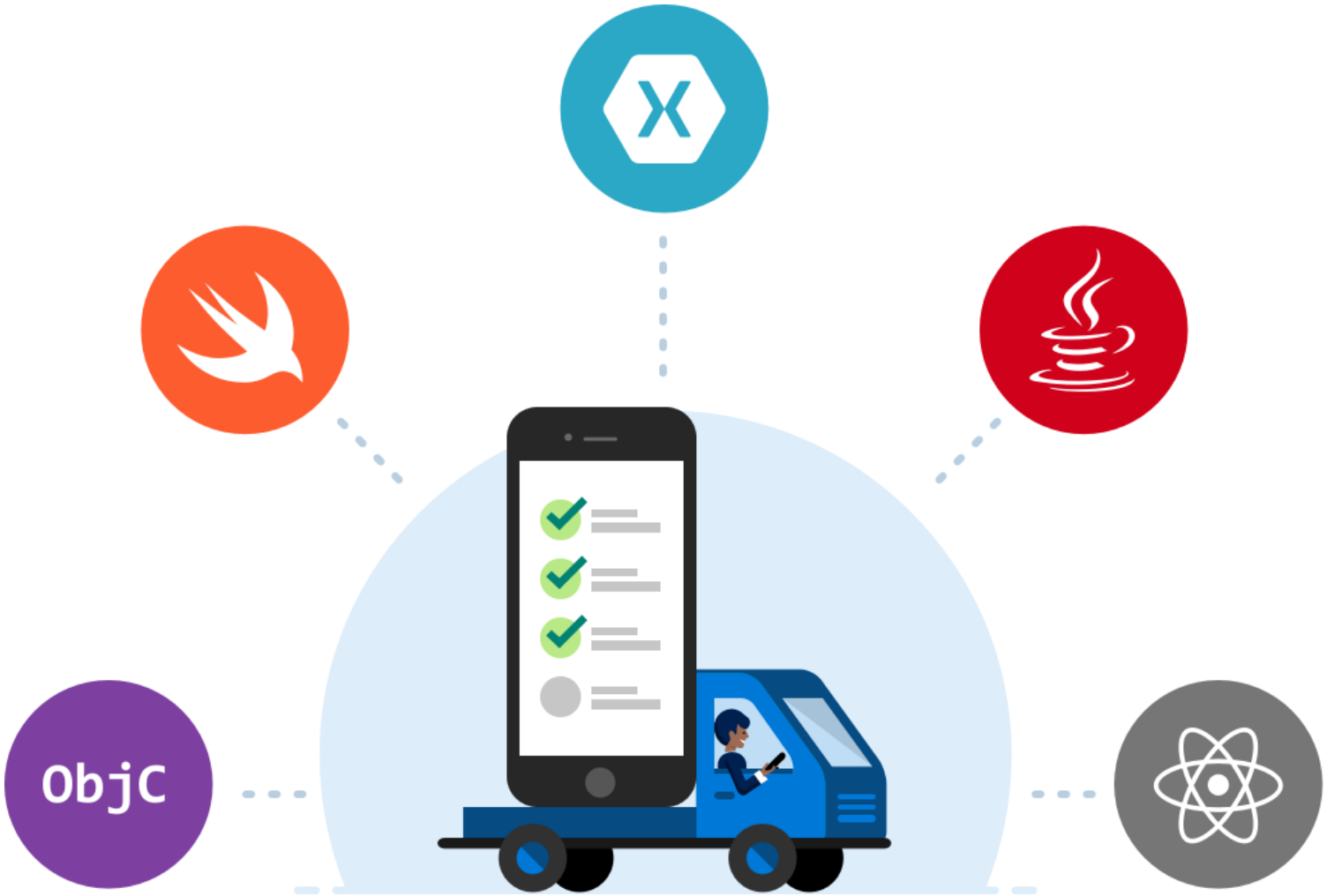
Xamarin + Azure

Mobile App e Visual Studio Mobile Center

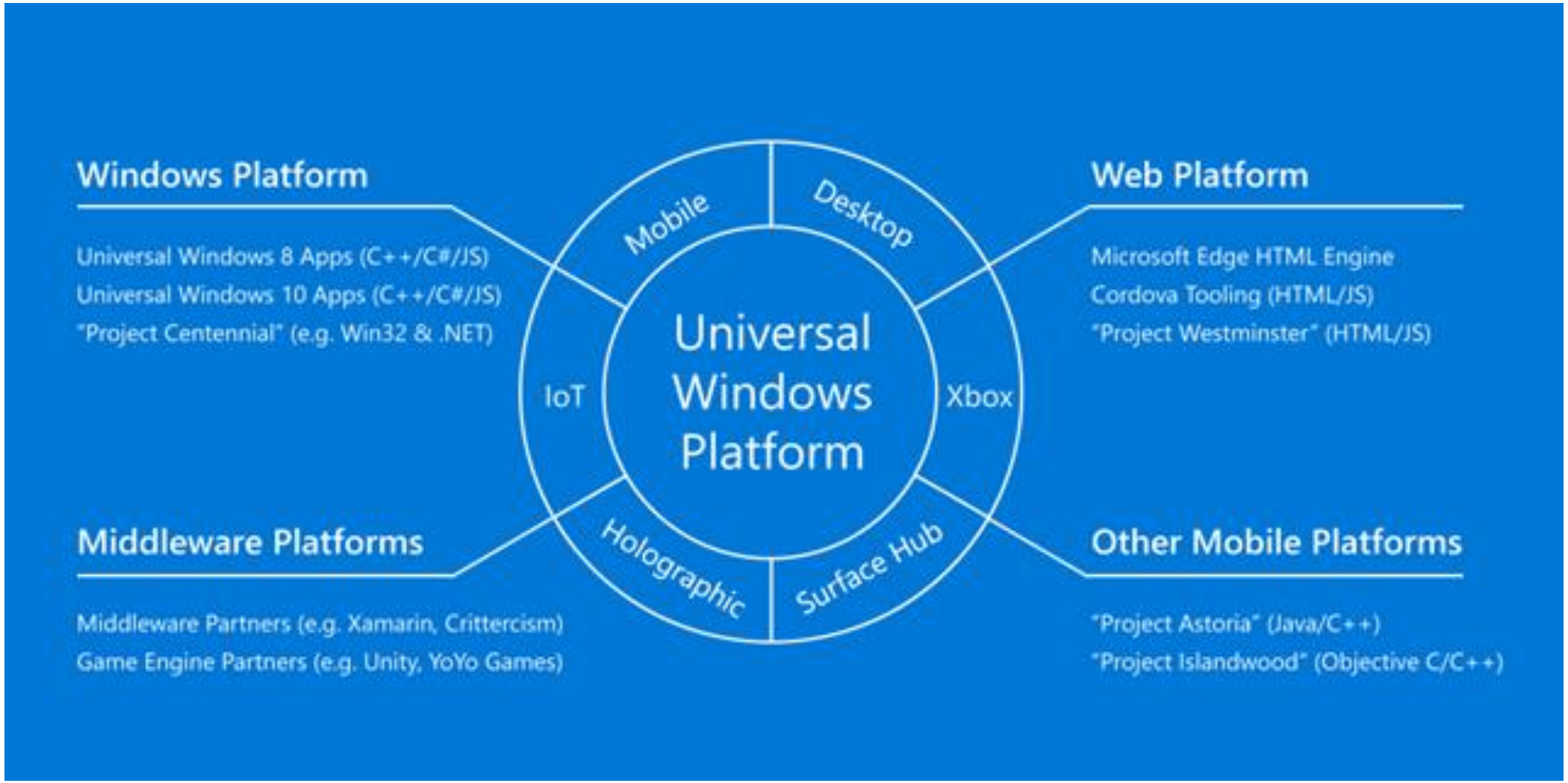
Azure Mobile App



Visual Studio Mobile Center



Xamarin + IoT


Windows Platform
Universal Windows 8 Apps (C++/C#/JS)
Universal Windows 10 Apps (C++/C#/JS)
"Project Centennial" (e.g. Win32 & .NET)
Web Platform
Microsoft Edge HTML Engine
Cordova Tooling (HTML/JS)
"Project Westminster" (HTML/JS)
Mobile
Desktop
IoT
Universal Windows Platform
Xbox
Holographic
Surface Hub
Middleware Platforms
Middleware Partners (e.g. Xamarin, Crittercism)
Game Engine Partners (e.g. Unity, YoYo Games)
Other Mobile Platforms
"Project Astoria" (Java/C++)
"Project Islandwood" (Objective C/C++)

Demo

Xamarin Forms

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