XAMARIN.FORMS

Writing one app to rule all your platforms

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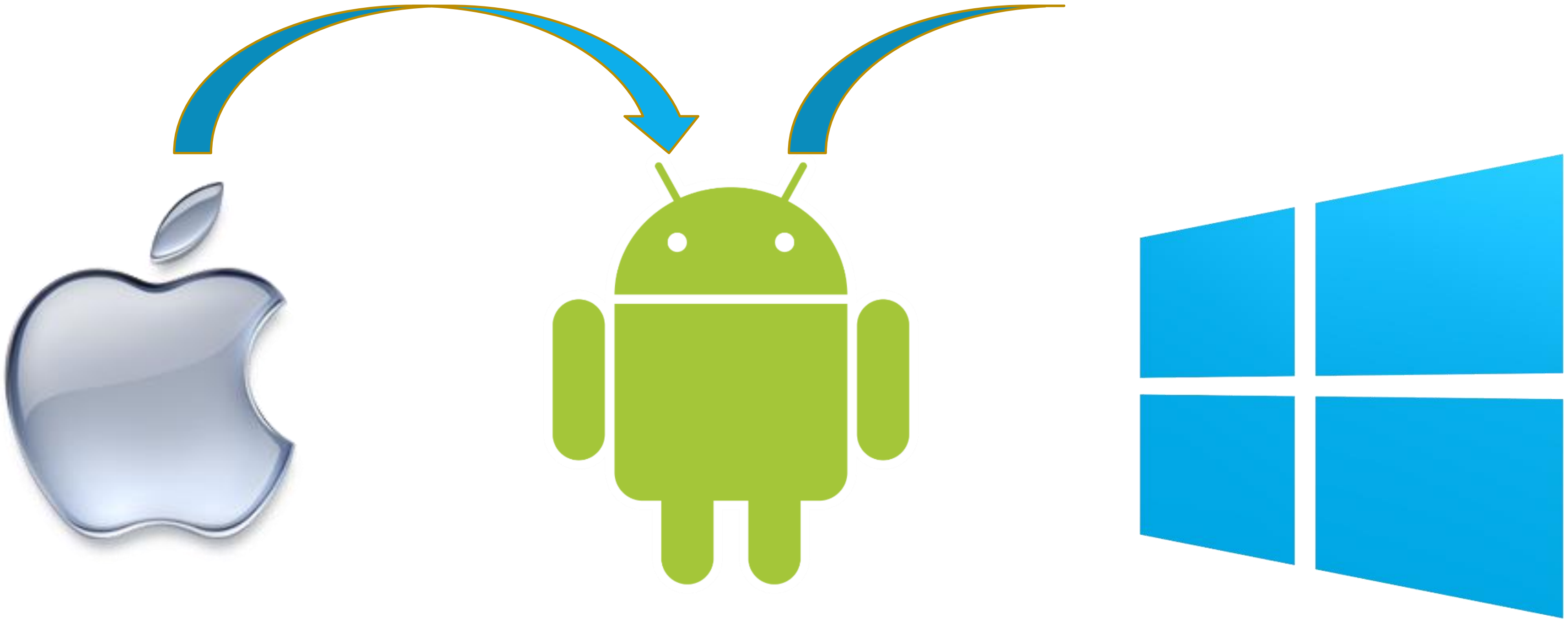
MVP Microsoft® Most Valuable Professional

DUANE & LISA'S DIVING ADVENTURES EST. 2015

XAMARIN.FORMS

Native UIs for iOS, Android, and Windows
from a shared .NET codebase

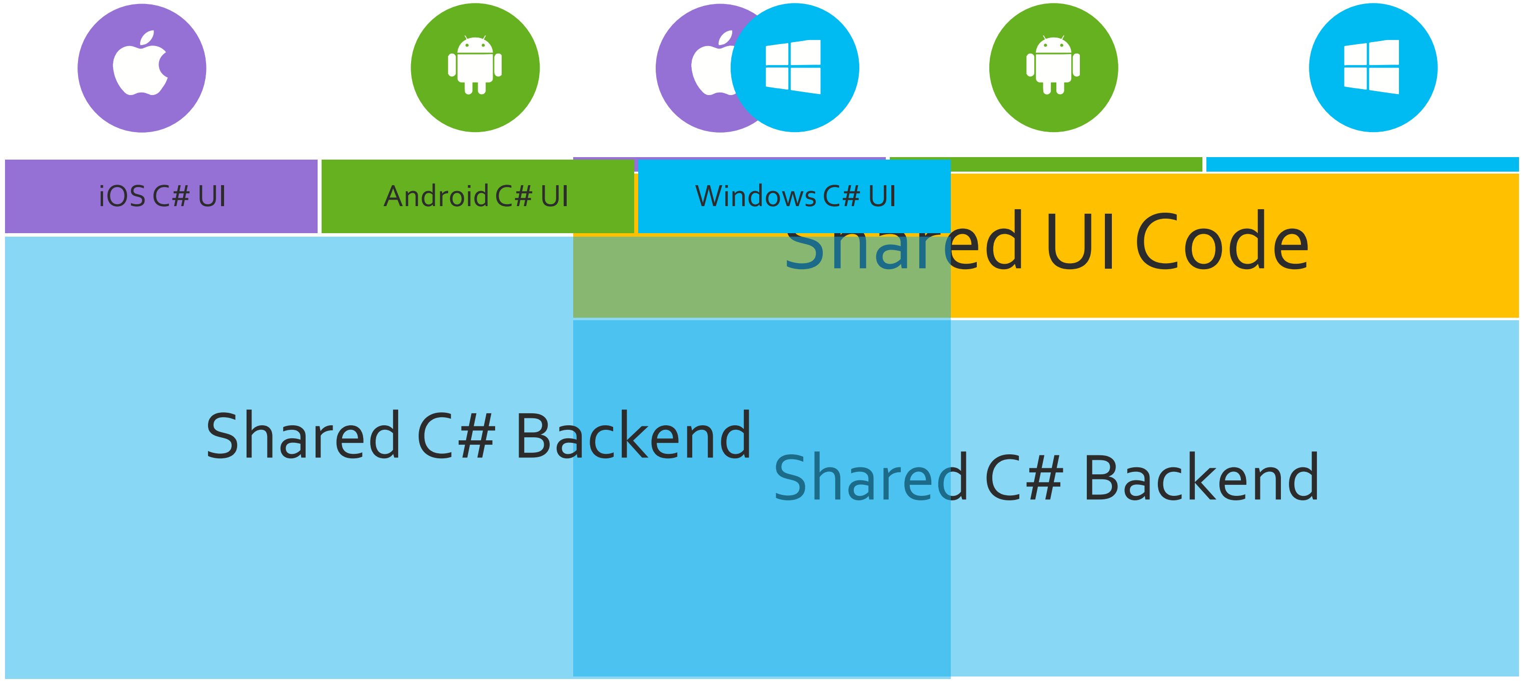
TRADITIONAL APP DEVELOPMENT



HYBRID APPS

Quick development with common codebase,
but some limitations.

NATIVE APPS, WRITTEN IN .NET & C#



Traditional Xamarin Approach

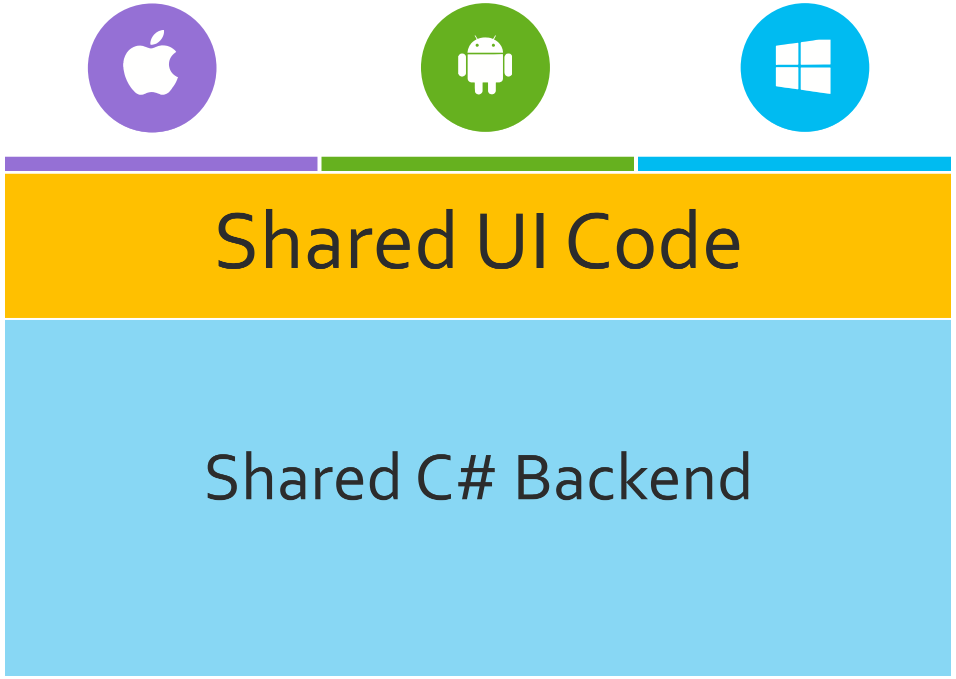
With Xamarin.Forms:
More code-sharing, all native

XAMARIN FORMS

So you can concentrate [on] doing the 60-70% but you always have to spend some time writing the UI for that platform and Xamarin.Forms will help you [do] the extra 30% in a breeze

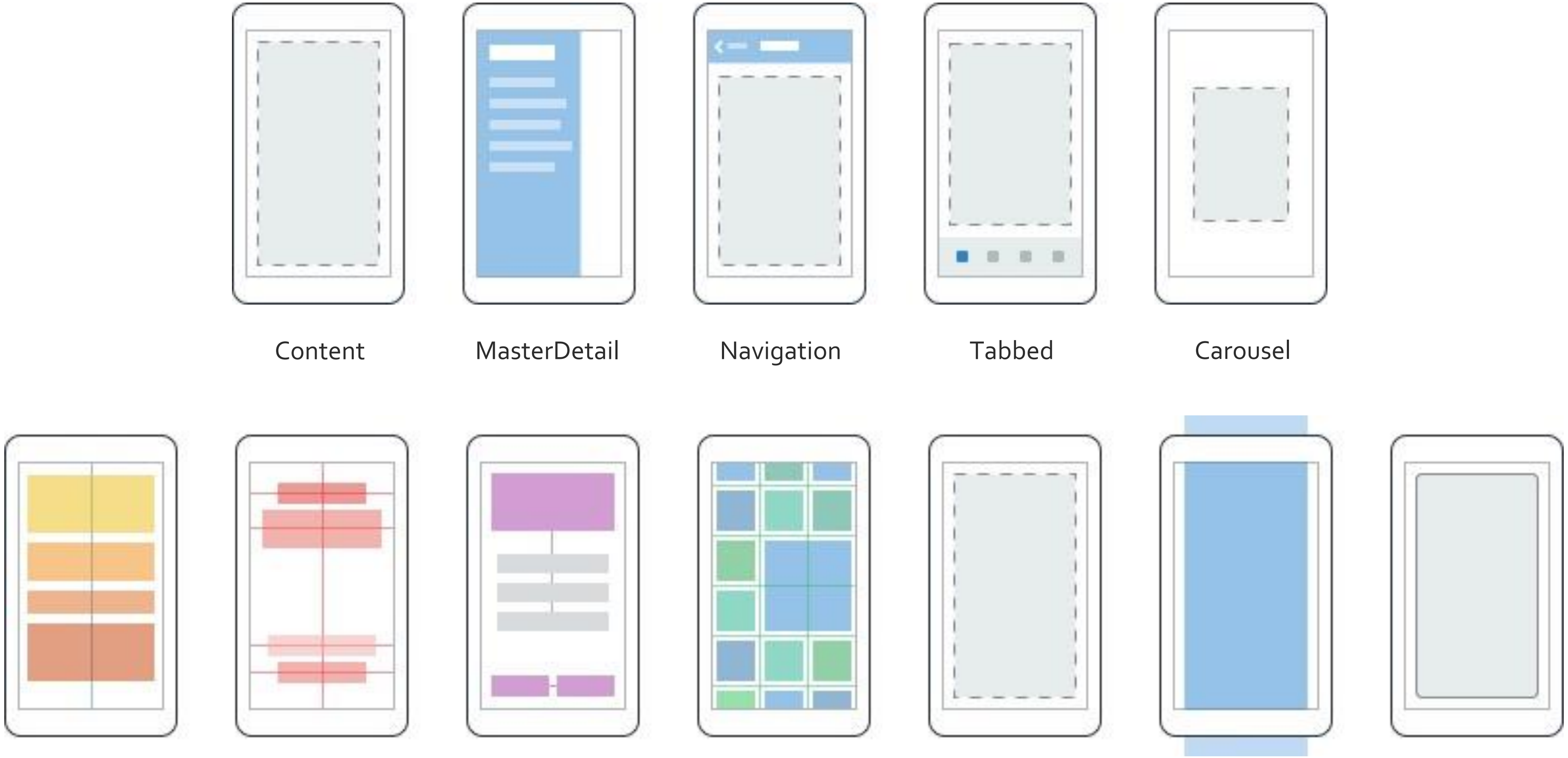
-Lino Tadros, .NET Rocks #1042

BAKED-IN FEATURES



- ✓ 40+ Pages, layouts, and controls
  (Build from code behind or XAML)
- ✓ Two-way data binding
- ✓ Navigation
- ✓ Animation API
- ✓ Dependency Service
- ✓ Messaging Center

PAGES & LAYOUTS



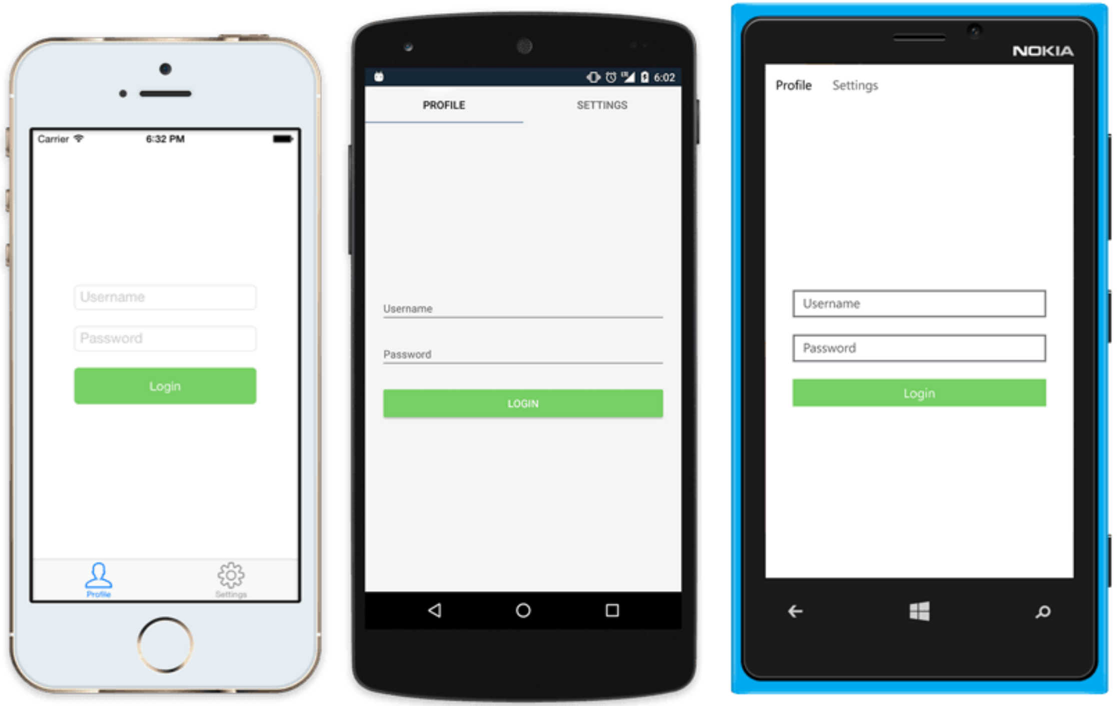
Content MasterDetail Navigation Tabbed Carousel

Stack Absolute Relative Grid ContentView ScrollView Frame

CONTROLS

- ActivityIndicator
- BoxView
- Button
- DatePicker
- Editor
- Entry
- Image
- Label
- ListView
- Map
- OpenGLView
- Picker
- ProgressBar
- SearchBar
- Slider
- Stepper
- TableView
- TimePicker
- WebView
- EntryCell
- ImageCell
- SwitchCell
- TextCell
- ViewCell

COMMON XAML – NATIVE UI



```
<?xml version  "1.0" encoding  "UTF-8"?>
<TabbedPage xmlns  "http://xamarin.com/schemas/2014/forms
      xmlns:x  "http://schemas.microsoft.com/winfx/2009/xaml"
      x:Class  "MyApp.MainPage">
<TabbedPage.Children>
<ContentPage Title  "Profile" Icon  "Profile.png">
  <StackLayout Spacing  "20" Padding  "20"
         VerticalOptions  "Center">
    <Entry Placeholder  "Username"
       Text  "{Binding Username}"/>
    <Entry Placeholder  "Password"
       Text  "{Binding Password}"
       IsPassword  "true"/>
    <Button Text  "Login" TextColor  "White"
        BackgroundColor  "#77D065"
        Command  "{Binding LoginCommand}"/>
  </StackLayout>
</ContentPage>
<ContentPage Title  "Settings" Icon  "Settings.png">
  <!-- Settings -->
</ContentPage  >
</TabbedPage.Children>
</TabbedPage>
```

XAMARIN.FORMS XAML

So that's the big thing is that your expressing what your intent is with the XAML but its rendered with the native UI of the tool.

-Carl Franklin, .NET Rocks #1042

GETTING STARTED

DEMO TIME

FUTURE OF XAMARIN FORMS 3.0

- Performance
  - layout compression
  - Fast Renderers
- Features
  - FlexLayout (flowing and adaptive layouts) think CSS FlexBox
  - ListView Improvements
    - Fast loading (no cells), direct item insertion
  - Standardized Renderer API
  - One time binding
  - XAMLX improvements
  - CSS-Like Styling
  - Visual State Manager
  - Better Adaptive layout (mirror UWP relative layout)
  - Embedding
    - more easily use XF content page in non-XF app
    - Maybe embed XF in native (non-Xamarin) app
- New Backends
  - Tizen
  - WPF
  - GTK#
  - macOS

RESOURCES

Github.com/duanenewman/talks

- Video
  - The Xamarin Show (Channel 9) – aka.ms/XamarinShow
  - Xamarin Evolve – evolve.xamarin.com

- Code
  - James Montemagno - github.com/JamesMontemagno
  - Xamarin Samples - github.com/xamarin/xamarin-forms-samples

THANK YOU!

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