

Working with Xamarin.Forms

Images

Images can be shared across platforms with Xamarin.Forms, they can be loaded specifically for each platform, or they can be downloaded for display.

Fonts

Xamarin.Forms provides flexible font settings that work across all platforms, with the ability to customize if required.

Colors

Defining and using colors across platforms can be tricky when each platform has its own standards and defaults. Xamarin.Forms

Pop-ups

Popping up alerts or asking simple questions is a simple one-liner in Xamarin.Forms.

Files

File handling with Xamarin.Forms can be done using embedded resources or writing against the native filesystem APIs.

Maps

Adding maps requires an additional NuGet package download and some platform-specific configuration. Maps and pin markers can be added in just a few lines of code once the configuration is done.

Local Databases

Wiring up Xamarin.Forms applications to a local SQLite database can be done using NuGet packages (for PCL-based solutions) or using the raw SQLite.Net code (for Shared Projects).

Platform Tweaks

Xamarin.Forms provides a number of methods that allow functionality and layout to be altered for each platform using the `Device` class.