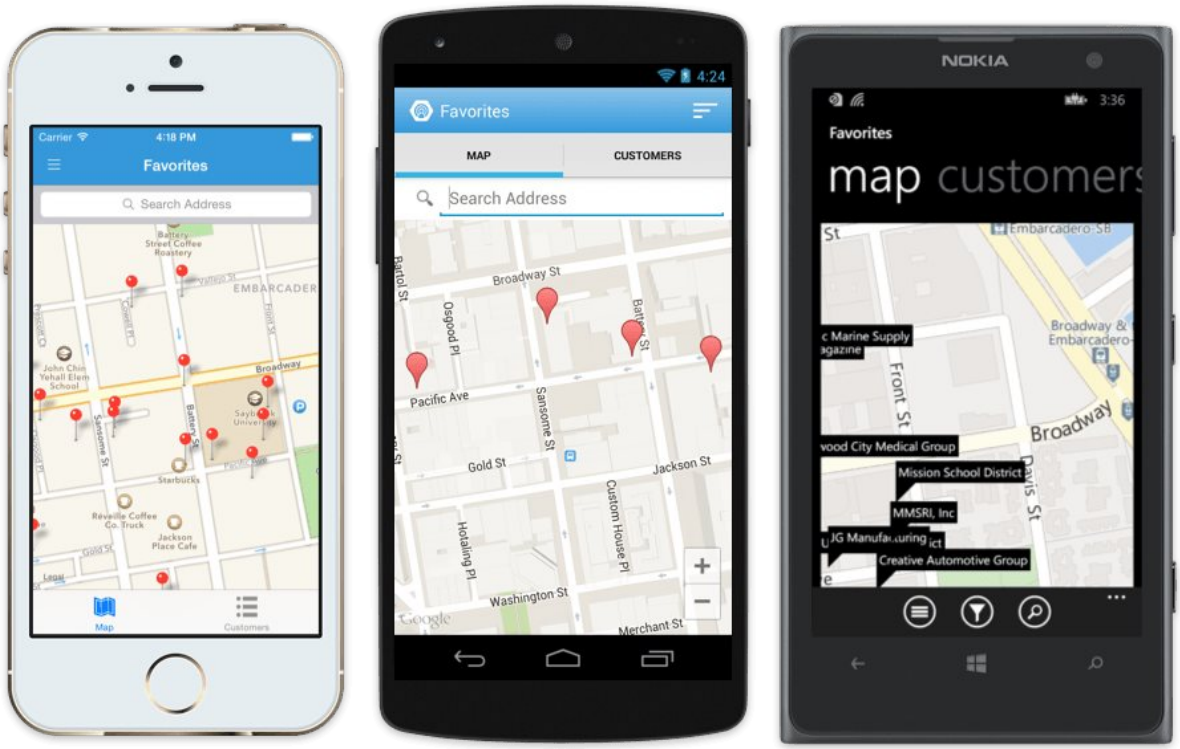
Xamarin.Forms Control Gallery

Overview

Xamarin.Forms is a cross-platform, natively backed UI toolkit abstraction that allows developers to create user interfaces that can be shared across Android, iOS, and Windows Phone. The UIs use the native controls of the target platform. This means applications can use Portable Class Libraries or Shared Projects to house this shared code, and then make platform specific applications that will consume the shared code.

This article serves as a reference showing many of the classes available for use with Xamarin.Forms, and is accompanied by the FormsGallery sample, which demonstrates the use of each control in an application. Each class listed also contains a description of its ability, and a corresponding screenshot from each platform. Clicking on each class will navigate you to the relevant class in the API Documentation. Clicking on each screenshot will show you the relevant source for each image.

For more information on using Xamarin.Forms, refer to the Introduction to Xamarin.Forms documentation.



Requirements

Xamarin.Forms applications can be written for the following mobile operating systems:

- Android 4.0 or higher
- iOS 6.1 or higher
- Windows Phone 8 (using Visual Studio)

Xamarin.Forms also requires the Windows Phone Toolkit for some of its controls (such as the DatePicker) and animations.

It is assumed that the developer has familiarity with Portable Class Libraries and Shared Projects.

Pages, Layouts, Views and Cells

There are four main classes used to create the User Interface of a Xamarin.Forms application known as Page, Layout, View and Cell. At runtime each control will be mapped to its native control, which is what will be rendered. These are covered in the following pages:

- **Pages**
- **Layouts**
- **Views**
- **Cells**