

On Sale - App Móvil Parte I

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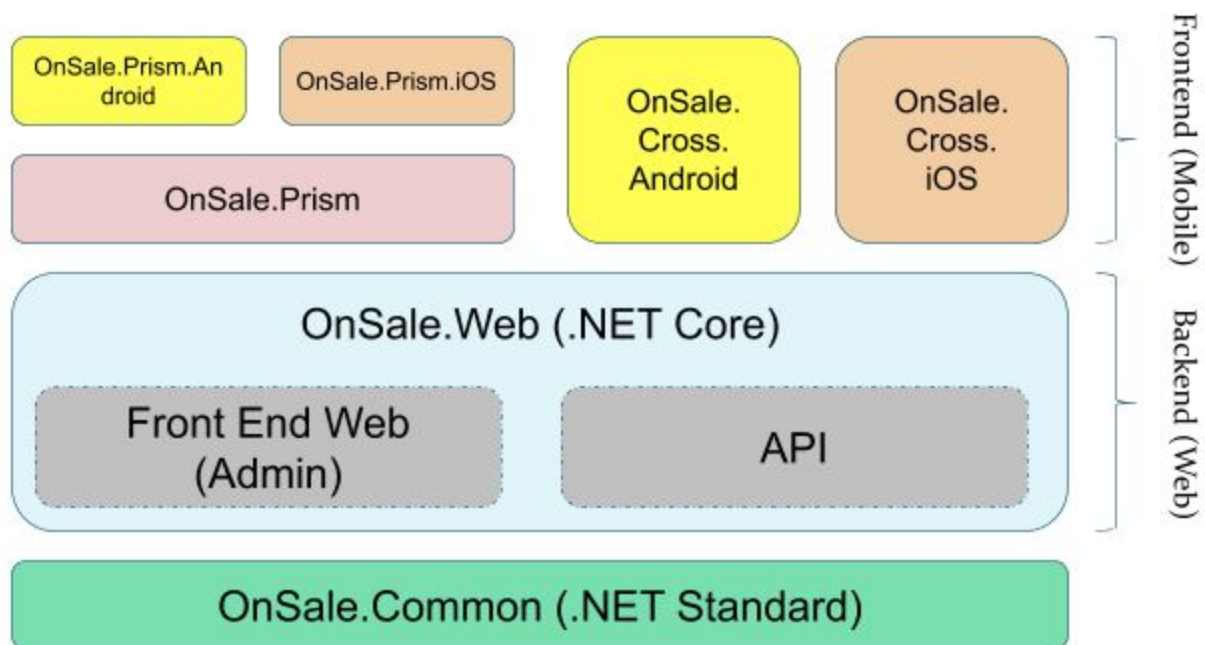
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Matriz de funcionalidad

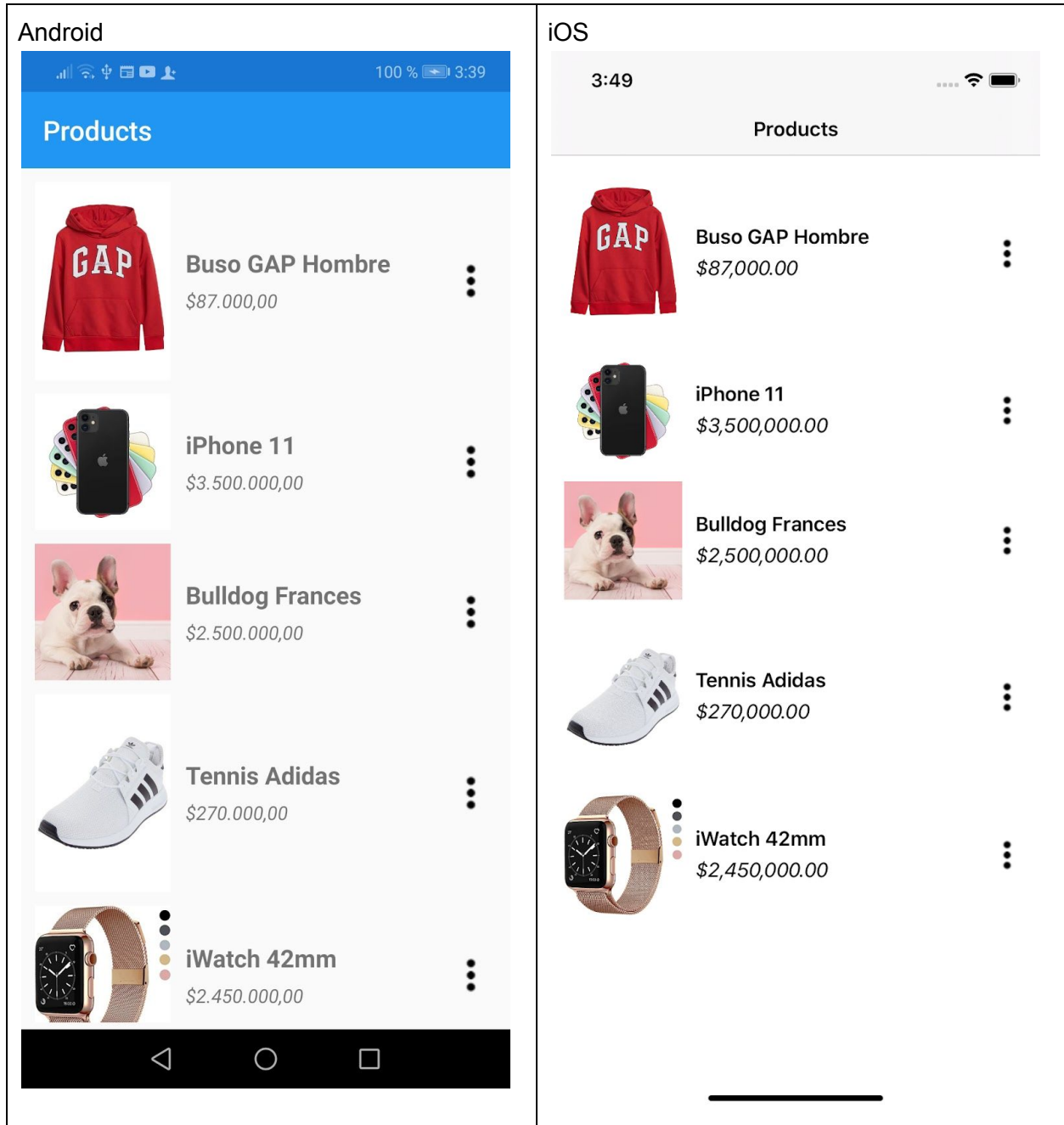
Funcionalidad	Web		App
	Admin	User	User
Login	X	X	X
Registrarse como usuario		X	X
Modificar el perfil	X	X	X
Recordar contraseña	X	X	X
Administrar administradores	X		
Administrar países, departamentos, ciudades	X		
Administrar productos	X		
Ver y buscar productos		X	X
Agregar productos al carrito de compras		X	X
Confirmar orden		X	X
Administrar los pedidos	X		
Ver estado de mis pedidos		X	X

Arquitectura



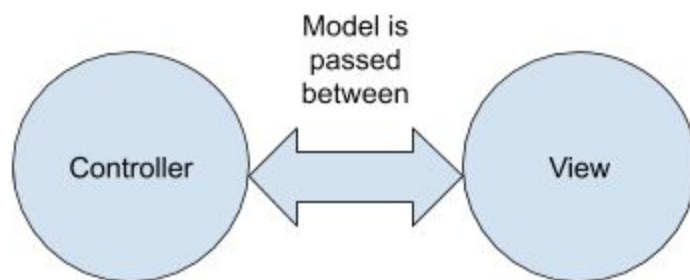
Creación de la aplicación Xamarin Forms + Prism

Vamos a crear esta primer pantalla:

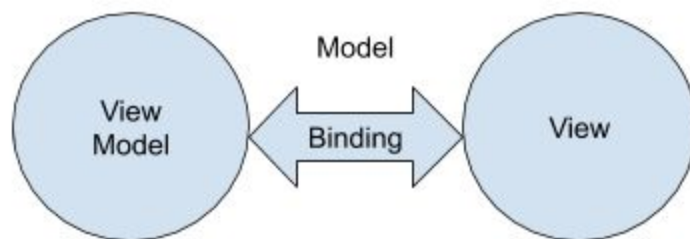


Pero primero, analicemos un poco la forma como vamos a trabajar:

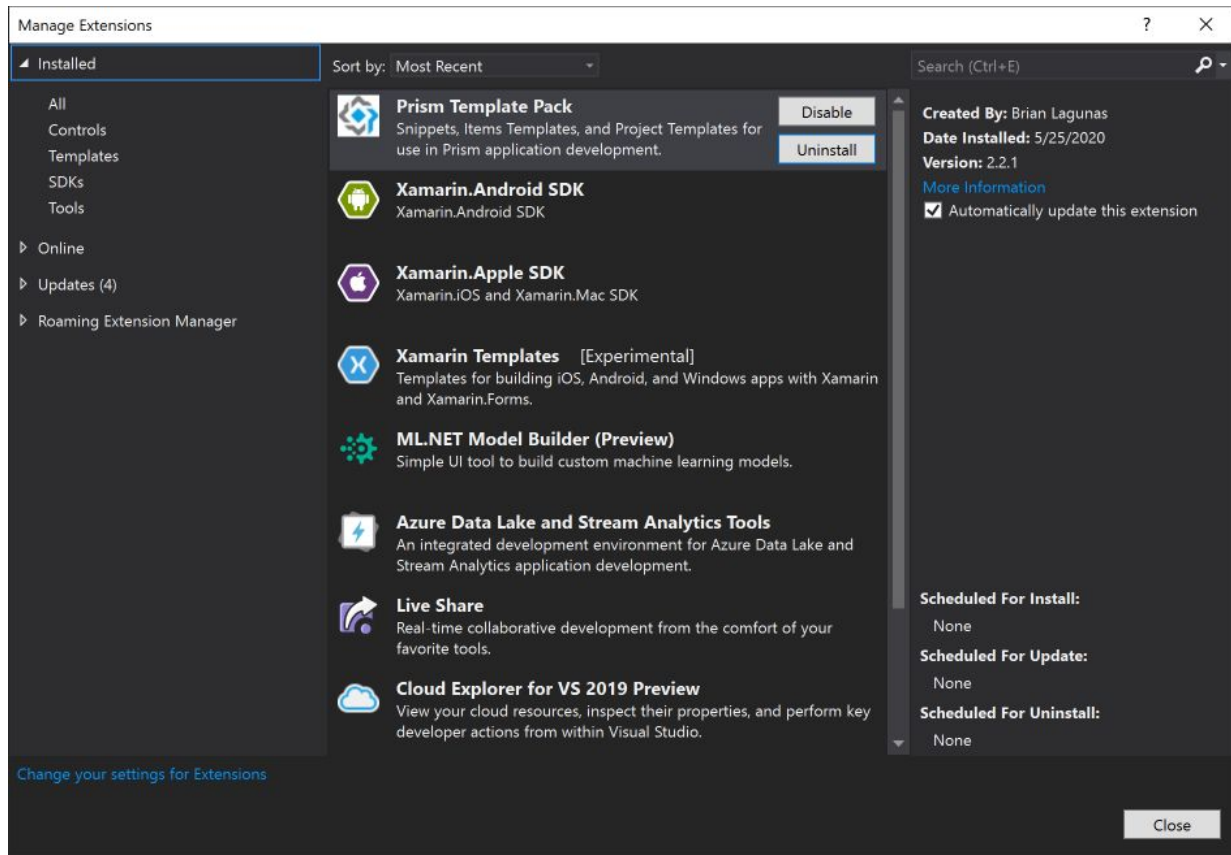
MVC - Backend



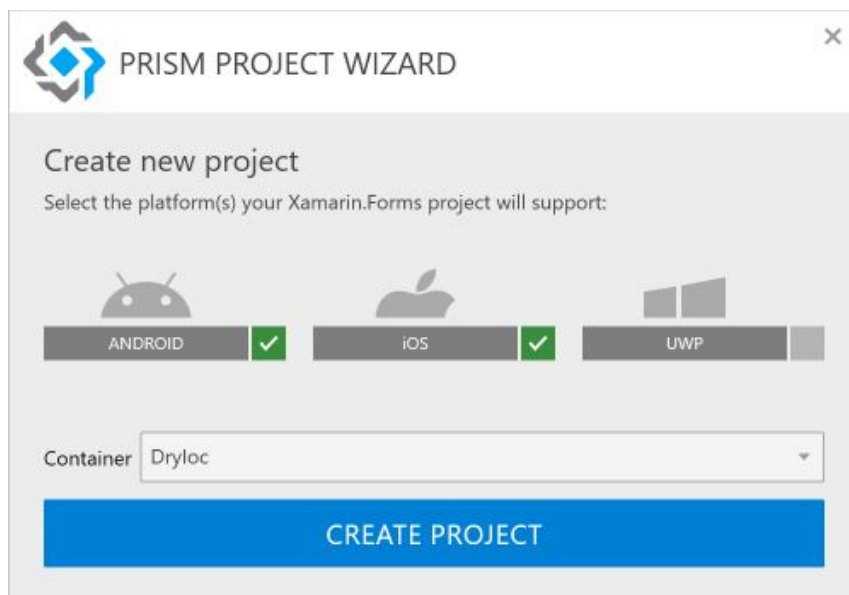
MVVM - Mobile



1. Lo primero que debes hacer es verificar que tu Visual Studio tenga instaladas las plantillas de Prism:



2. Creamos un nuevo proyecto **Prism Blank App (Xamarin.Forms)** y lo llamamos **OnSale.Prism**:



3. Verificamos que está corriendo el proyecto de **“Welcome to Xamarin Forms and Prism”**

4. Actualizamos los paquetes Nuget a las últimas versiones en los proyectos móviles.
5. Agregar el nuget **Xamarin.FFImageLoading.Forms** a los proyectos móviles.
6. Inicializar el **Xamarin.FFImageLoading.Forms** en Android:

```
global::Xamarin.Forms.Forms.Init(this, bundle);
FFImageLoading.Forms.Platform.CachedImageRenderer.Init(true);
LoadApplication(new App(new AndroidInitializer()));
```

7. Inicializar **Xamarin.FFImageLoading.Forms** en iOS:

```
global::Xamarin.Forms.Forms.Init();
FFImageLoading.Forms.Platform.CachedImageRenderer.Init();
LoadApplication(new App(new iOSInitializer()));
```

8. Adicione el ícono **ic_more_vert.png** (<https://romannurik.github.io/AndroidAssetStudio/index.html>). Para el proyecto Android en **Resources/drawable** y para iOS en **Resources**.
9. En el proyecto **Common** cree la carpeta **Responses** y dentro de esta, la clase **Response**:

```
public class Response
{
    public bool IsSuccess { get; set; }

    public string Message { get; set; }

    public object Result { get; set; }
}
```

10. En el proyecto **Common** cree la carpeta **Services** y dentro de esta creas la interfaz: **IApiService**:

```
public interface IApiService
{
    Task<Response> GetListAsync<T>(string urlBase, string servicePrefix, string controller);
}
```

11. Continuamos con la implementación de la interfaz en **ApiService**:

```
public class ApiService : IApiService
{
    public async Task<Response> GetListAsync<T>(
        string urlBase,
        string servicePrefix,
```



```

        string controller)
    {
        try
        {
            HttpClient client = new HttpClient
            {
                BaseAddress = new Uri(urlBase),
            };

            string url = $"{servicePrefix}{controller}";
            HttpResponseMessage response = await client.GetAsync(url);
            string result = await response.Content.ReadAsStringAsync();

            if (!response.IsSuccessStatusCode)
            {
                return new Response
                {
                    IsSuccess = false,
                    Message = result,
                };
            }

            List<T> list = JsonConvert.DeserializeObject<List<T>>(result);
            return new Response
            {
                IsSuccess = true,
                Result = list
            };
        }
        catch (Exception ex)
        {
            return new Response
            {
                IsSuccess = false,
                Message = ex.Message
            };
        }
    }
}

```

12. Adicionamos la inyección del servicio creado en **App.xaml.cs**:

```

protected override void RegisterTypes(IContainerRegistry containerRegistry)
{
    containerRegistry.RegisterSingleton<IAppInfo, AppInfoImplementation>();
    containerRegistry.Register<IApiService, ApiService>();
    containerRegistry.RegisterForNavigation<NavigationPage>();
    containerRegistry.RegisterForNavigation<MainPage, MainPageViewModel>();
}

```

```
}
```

13. Corrija la ruta que habíamos dejado pendiente en las imágenes:

```
[Display(Name = "Image")]
public string ImageFullPath => ImageId == Guid.Empty
    ? $"https://onsalezulu.azurewebsites.net/images/noimage.png"
    : $"https://onsale.blob.core.windows.net/users/{ImageId}";
```

14. Adicionamos un diccionario de recursos para colocar la URL de nuestro servicio en el **App.xaml**:

```
<?xml version="1.0" encoding="utf-8" ?>
<prism:PrismApplication xmlns="http://xamarin.com/schemas/2014/forms"
    xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
    xmlns:prism="http://prismlibrary.com"
    x:Class="OnSale.Prism.App">
  <Application.Resources>

    <ResourceDictionary>

      <!-- Parameters -->
      <x:String x:Key="UrlAPI">https://onsalezulu.azurewebsites.net</x:String>

    </ResourceDictionary>

  </Application.Resources>
</prism:PrismApplication>
```

15. Adicionar la **ProductsPage**:

```
<?xml version="1.0" encoding="utf-8" ?>
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"
    xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
    xmlns:prism="http://prismlibrary.com"
    prism:ViewModelLocator.AutowireViewModel="True"
    xmlns:ffimageloading="clr-namespace:FFImageLoading.Forms;assembly=FFImageLoading.Forms"
    x:Class="OnSale.Prism.Views.ProductsPage"
    Title="{Binding Title}">

  <StackLayout Padding="5">
    <CollectionView ItemsSource="{Binding Products}">
      <CollectionView.ItemsLayout>
        <GridItemsLayout Orientation="Vertical"/>
      </CollectionView.ItemsLayout>
      <CollectionView.ItemTemplate>
```

```

        <DataTemplate>
            <Grid>
                <Grid.ColumnDefinitions>
                    <ColumnDefinition Width="Auto" />
                    <ColumnDefinition Width="*" />
                    <ColumnDefinition Width="Auto" />
                </Grid.ColumnDefinitions>
                <ffimageloading:CachedImage Grid.Column="0"
                    Aspect="AspectFill"
                    Source="{Binding ImageFullPath}"
                    CacheDuration= "50"
                    Margin="5"
                    RetryCount= "3"
                    RetryDelay= "600"
                    WidthRequest="100"/>
                <StackLayout Grid.Column="1"
                    VerticalOptions="Center">
                    <Label Text="{Binding Name}"
                        FontAttributes="Bold"
                        FontSize="Medium"
                        LineBreakMode="TailTruncation" />
                    <Label Text="{Binding Price, StringFormat='{0:C2}}'"
                        LineBreakMode="TailTruncation"
                        FontAttributes="Italic"
                        VerticalOptions="End" />
                </StackLayout>
                <Image Grid.Column="2"
                    Source="ic_more_vert"/>
            </Grid>
        </DataTemplate>
    </CollectionView.ItemTemplate>
</CollectionView>
</StackLayout>

</ContentPage>

```

16. Modificamos la **ProductsPageViewModel**:

```

public class ProductsPageViewModel : ViewModelBase
{
    private readonly INavigationService _navigationService;
    private readonly IApiService _apiService;
    private ObservableCollection<Product> _products;

    public ProductsPageViewModel(INavigationService navigationService, IApiService
    apiService) : base(navigationService)
    {
        _navigationService = navigationService;
    }
}

```

```

        _apiService = apiService;
        Title = "Products";
        LoadProductsAsync();
    }

    public ObservableCollection<Product> Products
    {
        get => _products;
        set => SetProperty(ref _products, value);
    }

    private async void LoadProductsAsync()
    {
        if (Connectivity.NetworkAccess != NetworkAccess.Internet)
        {
            await App.Current.MainPage.DisplayAlert("Error", "Check the internet connection.",
"Accept");
            return;
        }

        string url = App.Current.Resources["UrlAPI"].ToString();
        Response response = await _apiService.GetListAsync<Product>(
            url,
            "/api",
            "/Products");

        if (!response.IsSuccess)
        {
            await App.Current.MainPage.DisplayAlert(
                "Error",
                response.Message,
                "Accept");
            return;
        }

        List<Product> myProducts = (List<Product>)response.Result;
        Products = new ObservableCollection<Product>(myProducts);
    }
}

```

17. Modificamos la página de inicio para que inicie por el **ProductsPage**, para ello modificamos el **App.xaml.cs**:

```

protected override async void OnInitialized()
{
    InitializeComponent();

    await NavigationService.NavigateAsync($"NavigationPage/{nameof(ProductsPage)}");
}

```

```
}
```

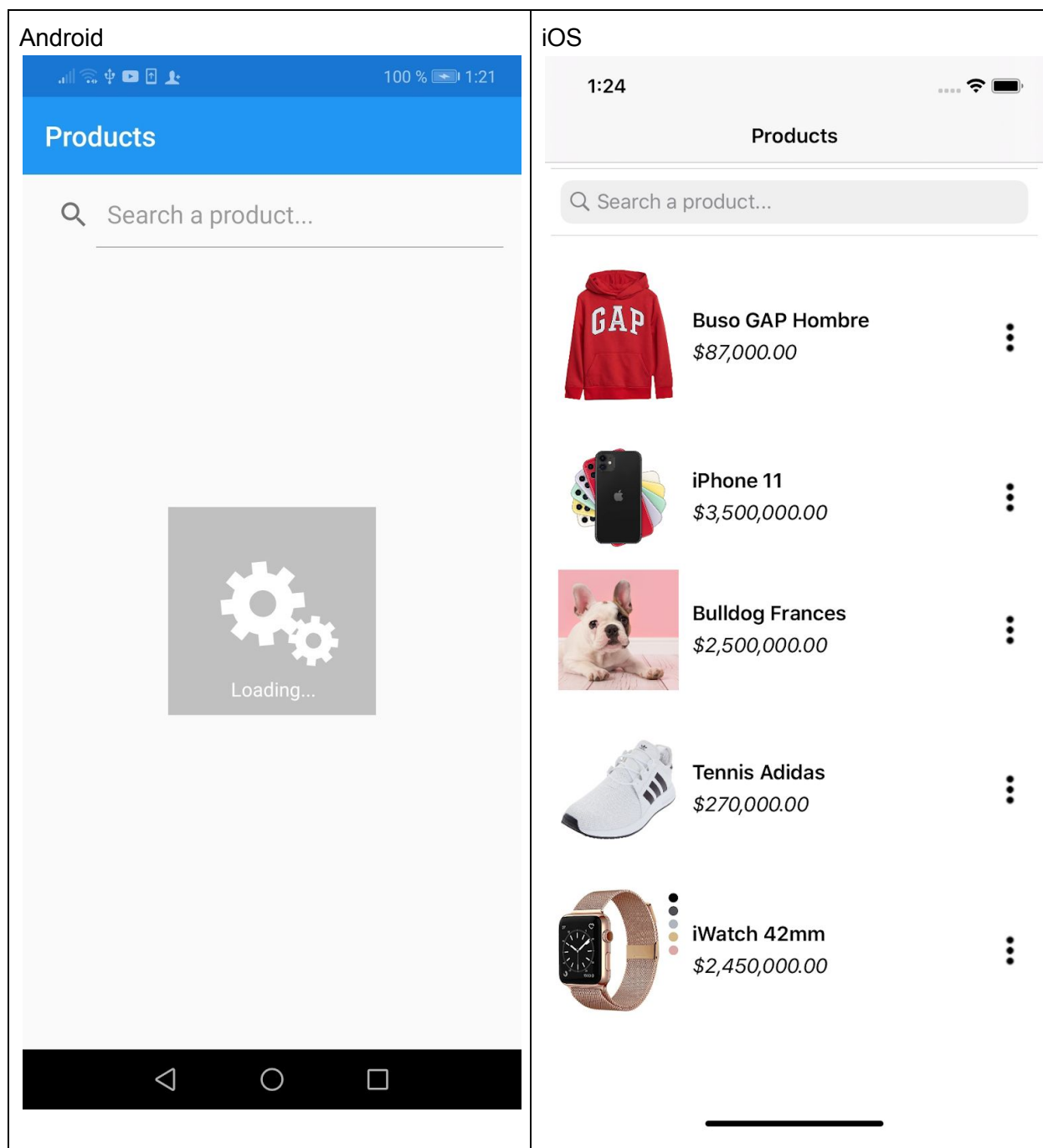
18. Modificamos el **AndroidManifest** en Android para solicitarle permiso al SO de verificar el estado de la conexión a internet:

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    android:versionCode="1" android:versionName="1.0" package="com.companynname.appname"
    android:installLocation="auto">
    <uses-sdk android:minSdkVersion="21" android:targetSdkVersion="29" />
    <uses-permission android:name="android.permission.INTERNET" />
    <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
    <application android:label="OnSale.Prism.Android"
        android:icon="@mipmap/ic_launcher"></application>
</manifest>
```

19. Probamos.

Mejorar la pantalla con un indicador de actividad y una búsqueda

Vamos a implementar estas mejoras:



20. Primero debes obtener una licencia de **Syncfusion** en la página:

<https://www.syncfusion.com/account/downloads>.

21. Adicione el NuGet **Syncfusion.Xamarin.SfBusyIndicator** a todos los proyectos móviles.

22. Adicione su licencia en **App.xaml.cs**:

```
protected override async void OnInitialized()
{
    SyncfusionLicenseProvider.RegisterLicense("MjExMTY0QDMxMzcyZTM0MmUzMEc1K2xKbkh
    rV2RmMHByRXF6YUJDQIQ3RkxLZ3hxOVlyMHY0T1RiSUFEZUk9");
    InitializeComponent();
    await NavigationService.NavigateAsync($"NavigationPage/{nameof(ProductsPage)}");
}
```

23. Modificar el **MainActivity**:

```
global::Xamarin.Forms.Forms.Init(this, bundle);
new SfBusyIndicatorRenderer();
FFImageLoading.Forms.Platform.CachedImageRenderer.Init(true);
LoadApplication(new App(new AndroidInitializer()));
```

24. Modificar el **AppDelegate**:

```
global::Xamarin.Forms.Forms.Init();
FFImageLoading.Forms.Platform.CachedImageRenderer.Init();
new SfBusyIndicatorRenderer();
LoadApplication(new App(new iOSInitializer()));
```

25. Modificar la **ProductsPage**:

```
<?xml version="1.0" encoding="utf-8" ?>
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"
    xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
    xmlns:prism="http://prismlibrary.com"
    prism:ViewModelLocator.AutowireViewModel="True"
    xmlns:ffimageloading="clr-namespace:FFImageLoading.Forms;assembly=FFImageLoading.For
    ms"
    xmlns:ios="clr-namespace:Xamarin.Forms.PlatformConfiguration.iOSSpecific;assembly=Xamari
    n.Forms.Core"
    ios:Page.UseSafeArea="true"
```

```

xmlns:busyindicator="clr-namespace:Syncfusion.SfBusyIndicator.XForms;assembly=Syncfusion
.SfBusyIndicator.XForms"
    x:Class="OnSale.Prism.Views.ProductsPage"
    Title="{Binding Title}">

    <AbsoluteLayout>
        <StackLayout AbsoluteLayout.LayoutBounds="0,0,1,1"
            AbsoluteLayout.LayoutFlags="All"
            Padding="5">
            <CollectionView ItemsSource="{Binding Products}">
...
        </CollectionView>
    </StackLayout>
    <busyindicator:SfBusyIndicator AnimationType="Gear"
        AbsoluteLayout.LayoutBounds=".5,.5,.5,.5"
        AbsoluteLayout.LayoutFlags="All"
        BackgroundColor="Silver"
        HorizontalOptions="Center"
        TextColor="White"
        IsBusy="{Binding IsRunning}"
        Title="Loading..."
        VerticalOptions="Center"
        ViewBoxWidth="80"
        ViewBoxHeight="80" />
</AbsoluteLayout>

</ContentPage>

```

26. Modificar la **ProductsPageViewModel**:

```

private readonly INavigationService _navigationService;
private readonly IApiService _apiService;
private ObservableCollection<Product> _products;
private bool _isRunning;

public ProductsPageViewModel(INavigationService navigationService, IApiService apiService) :
    base(navigationService)
{
    _navigationService = navigationService;
    _apiService = apiService;
    Title = "Products";
    LoadProductsAsync();
}

```



```

public bool IsRunning
{
    get => _isRunning;
    set => SetProperty(ref _isRunning, value);
}

public ObservableCollection<Product> Products
{
    get => _products;
    set => SetProperty(ref _products, value);
}

private async void LoadProductsAsync()
{
    if (Connectivity.NetworkAccess != NetworkAccess.Internet)
    {
        await App.Current.MainPage.DisplayAlert("Error", "Check the internet connection.",
"Accept");
        return;
    }

    IsRunning = true;
    string url = App.Current.Resources["UrlAPI"].ToString();
    Response response = await _apiService.GetListAsync<Product>(
        url,
        "/api",
        "/Products");
    IsRunning = false;

    if (!response.IsSuccess)
    ...

```

27. Probamos.

28. Ahora vamos con la barra de búsqueda. Modificar la **ProductsPage**:

```

...
<StackLayout AbsoluteLayout.LayoutBounds="0,0,1,1"
    AbsoluteLayout.LayoutFlags="All"
    Padding="5">
    <SearchBar Placeholder="Search a product..."
        SearchCommand="{Binding SearchCommand}"

```

```

        Text="{Binding Search}"/>
        <CollectionView ItemsSource="{Binding Products}">

```

...

29. Modificar la **ProductsPageViewModel**:

...

```

private readonly INavigationService _navigationService;
private readonly IApiService _apiService;
private ObservableCollection<Product> _products;
private bool _isRunning;
private string _search;
private List<Product> _myProducts;
private DelegateCommand _searchCommand;

```

...

```

public DelegateCommand SearchCommand => _searchCommand ?? (_searchCommand =
new DelegateCommand(ShowProducts));

```

```

public string Search
{
    get => _search;
    set
    {
        SetProperty(ref _search, value);
        ShowProducts();
    }
}

```

...

```

    _myProducts = (List<Product>)response.Result;
    ShowProducts();
}

```

```

private void ShowProducts()
{
    if (string.IsNullOrEmpty(Search))
    {
        Products = new ObservableCollection<Product>(_myProducts);
    }
    else
    {
        Products = new ObservableCollection<Product>(_myProducts
            .Where(p => p.Name.ToLower().Contains(Search.ToLower())));
    }
}

```

30. Probamos.

Navegar a otra página

Vamos a implementar navegar al detalle del producto.


Android

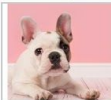



100 %

1:27

←

Bulldog Frances



Name

Bulldog Frances

Description

Bulldog Frances

Price

\$2.500.000,00

Category

Mascotas

Is Starred

☐



ADD TO CART

iOS

1:28

Products

iPhone 11

Name

iPhone 11

Description

El Apple iPhone 11 es el sucesor del iPhone Xr para el 2019. Este año el iPhone 11 llega con una pantalla de 6.1 pulgadas con resolución Liquid Retina y potenciado por un procesador Apple A13 Bionic con 64GB, 128GB o 256GB de almacenamiento interno. La cámara posterior del iPhone 11 ahora es dual, con un lente regular de 12 MP y otro gran angular de 12 MP, mientras que su cámara frontal es de 12 MP. El iPhone 11 cuenta con una batería de 3110 mAh con carga rápida, parlantes stereo con sonido Dolby Atmos, carga inalámbrica y utiliza reconocimiento de rostro Face ID para seguridad.

Price

\$3,500,000.00

Category

Tecnología

Add to cart

31. Agregamos la **ProductDetailPage**, inicialmente con este layout:

```
<?xml version="1.0" encoding="utf-8" ?>
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"
              xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
              xmlns:prism="http://prismlibrary.com"
              prism:ViewModelLocator.AutowireViewModel="True"

              xmlns:ios="clr-namespace:Xamarin.Forms.PlatformConfiguration.iOSSpecific;assembly=Xamarin.Forms.Core"
              ios:Page.UseSafeArea="true"
              x:Class="OnSale.Prism.Views.ProductDetailPage"
              Title="{Binding Title}">

</ContentPage>
```

32. Modificar la **ProductDetailPageViewModel**, inicialmente con este código:

```
public class ProductDetailPageViewModel : ViewModelBase
{
    public ProductDetailPageViewModel(INavigationService navigationService) :
    base(navigationService)
    {
        Title = "Product";
    }
}
```

33. En el proyecto **Prism** agregamos el folder **ItemViewModels** y dentro de este la clase **ProductItemViewModel**:

```
public class ProductItemViewModel : Product
{
    private readonly INavigationService _navigationService;
    private DelegateCommand _selectProductCommand;

    public ProductItemViewModel(INavigationService navigationService)
    {
        _navigationService = navigationService;
    }
}
```

```

    public DelegateCommand SelectProductCommand => _selectProductCommand ??
    (_selectProductCommand = new DelegateCommand(SelectProductAsync));

    private async void SelectProductAsync()
    {
        await _navigationService.NavigateAsync(nameof(ProductDetailPage));
    }
}

```

34. Modificamos la **ProductsPage**:

```

...
<Grid>
    <Grid.GestureRecognizers>
        <TapGestureRecognizer Command="{Binding SelectProductCommand}"/>
    </Grid.GestureRecognizers>
    <Grid.ColumnDefinitions>
...

```

35. Modificar la **ProductsPageViewModel**:

```

...
private ObservableCollection<ProductItemViewModel> _products;
...
public ObservableCollection<ProductItemViewModel> Products
{
    get => _products;
    set => SetProperty(ref _products, value);
}
...
private void ShowProducts()
{
    if (string.IsNullOrEmpty(Search))
    {
        Products = new ObservableCollection<ProductItemViewModel>(_myProducts.Select(p =>
        new ProductItemViewModel(_navigationService)
        {
            Category = p.Category,
            Description = p.Description,
            Id = p.Id,
            IsActive = p.IsActive,
            IsStarred = p.IsStarred,
            Name = p.Name,

```

```

        Price = p.Price,
        ProductImages = p.ProductImages
    })
    .ToList());
}
else
{
    Products = new ObservableCollection<ProductItemViewModel>(_myProducts.Select(p =>
new ProductItemViewModel(_navigationService)
    {
        Category = p.Category,
        Description = p.Description,
        Id = p.Id,
        IsActive = p.IsActive,
        IsStarred = p.IsStarred,
        Name = p.Name,
        Price = p.Price,
        ProductImages = p.ProductImages
    })
    .Where(p => p.Name.ToLower().Contains(Search.ToLower())))
    .ToList());
}
}

```

36. Probamos.

37. Ahora vamos a pasar el producto como parámetro. Modificamos la **ProductItemViewModel**:

```

private async void SelectProductAsync()
{
    NavigationParameters parameters = new NavigationParameters
    {
        { "product", this }
    };

    await _navigationService.NavigateAsync(nameof(ProductDetailPage), parameters);
}

```

38. Modificamos la **ProductDetailPageViewModel**:

```

private Product _product;

```

```

public ProductDetailPageViewModel(INavigationService navigationService) :
base(navigationService)
{
    Title = "Product";
}

public Product Product
{
    get => _product;
    set => SetProperty(ref _product, value);
}

public override void OnNavigatedTo(INavigationParameters parameters)
{
    base.OnNavigatedTo(parameters);

    if (parameters.ContainsKey("product"))
    {
        Product = parameters.GetValue<Product>("product");
        Title = Product.Name;
    }
}

```

39. Probamos.

40. Agruegamos el nuget **Syncfusion.Xamarin.SfRotator** en todos los proyectos prism.

41. Modificamos la **MainActivity**:

```

FFImageLoading.Forms.Platform.CachedImageRenderer.Init(true);
new SfBusyIndicatorRenderer();
new SfRotatorRenderer();
LoadApplication(new App(new AndroidInitializer()));

```

42. Modificamos el **AppDelegate**:

```

FFImageLoading.Forms.Platform.CachedImageRenderer.Init();
new SfBusyIndicatorRenderer();
new SfRotatorRenderer();
LoadApplication(new App(new iOSInitializer()));
return base.FinishedLaunching(app, options);

```

43. Modificamos la **ProductDetailPage**:

```
<?xml version="1.0" encoding="utf-8" ?>
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"
    xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
    xmlns:prism="http://prismlibrary.com"
    prism:ViewModelLocator.AutowireViewModel="True"
```

```
    xmlns:ios="clr-namespace:Xamarin.Forms.PlatformConfiguration.iOSSpecific;assembly=Xamarin.Forms.Core"
    ios:Page.UseSafeArea="true"
```

```
    xmlns:syncfusion="clr-namespace:Syncfusion.SfRotator.XForms;assembly=Syncfusion.SfRotator.XForms"
```

```
    xmlns:ffimageloading="clr-namespace:FFImageLoading.Forms;assembly=FFImageLoading.Forms"
```

```
    x:Class="OnSale.Prism.Views.ProductDetailPage"
    Title="{Binding Title}">
```

```
    <StackLayout Padding="5">
```

```
        <ScrollView>
```

```
            <StackLayout>
```

```
                <syncfusion:SfRotator EnableAutoPlay="True"
```

```
                    EnableLooping="True"
```

```
                    HeightRequest="300"
```

```
                    ItemsSource="{Binding Images}"
```

```
                    NavigationDelay="5000"
```

```
                    NavigationDirection="Horizontal"
```

```
                    NavigationStripMode="Thumbnail"
```

```
                    NavigationStripPosition="Bottom">
```

```
                <syncfusion:SfRotator.ItemTemplate>
```

```
                    <DataTemplate>
```

```
                        <ffimageloading:CachedImage Aspect="AspectFit"
```

```
                            CacheDuration="50"
```

```
                            DownsampleToViewSize="true"
```

```
                            ErrorPlaceholder="ErrorImage"
```

```
                            HeightRequest="300"
```

```
                            LoadingPlaceholder="LoaderImage"
```

```
                            RetryCount="3"
```

```
                            RetryDelay="600"
```

```
                            Source="{Binding ImageFullPath}"/>
```

```
                    </DataTemplate>
```

```
                </syncfusion:SfRotator.ItemTemplate>
```



```

</syncfusion:SfRotator>
<Grid>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="Auto"/>
    <ColumnDefinition Width="*" />
  </Grid.ColumnDefinitions>
  <Grid.RowDefinitions>
    <RowDefinition Height="Auto"/>
    <RowDefinition Height="Auto"/>
    <RowDefinition Height="Auto"/>
    <RowDefinition Height="Auto"/>
    <RowDefinition Height="Auto"/>
  </Grid.RowDefinitions>
  <Label Grid.Row="0"
    Grid.Column="0"
    FontAttributes="Bold"
    Text="Name"/>
  <Label Grid.Row="0"
    Grid.Column="1"
    Text="{Binding Product.Name}"/>
  <Label Grid.Row="1"
    Grid.Column="0"
    FontAttributes="Bold"
    Text="Description"/>
  <Label Grid.Row="1"
    Grid.Column="1"
    Text="{Binding Product.Description}"/>
  <Label Grid.Row="2"
    Grid.Column="0"
    FontAttributes="Bold"
    Text="Price"/>
  <Label Grid.Row="2"
    Grid.Column="1"
    Text="{Binding Product.Price, StringFormat='{0:C2}'}"/>
  <Label Grid.Row="3"
    Grid.Column="0"
    FontAttributes="Bold"
    Text="Category"/>
  <Label Grid.Row="3"
    Grid.Column="1"
    Text="{Binding Product.Category.Name}"/>
  <Label Grid.Row="4"
    Grid.Column="0"

```

```

                FontAttributes="Bold"
                Text="Is Starred"
                VerticalOptions="Center"/>
            <CheckBox Grid.Row="4"
                Grid.Column="1"
                HorizontalOptions="Start"
                IsEnabled="False"
                IsChecked="{Binding Product.IsStarred}"/>
        </Grid>
    </StackLayout>
</ScrollView>
<Button BackgroundColor="Navy"
    Command="{Binding AddToCartBinding}"
    CornerRadius="10"
    Text="Add to cart"
    TextColor="White"
    VerticalOptions="EndAndExpand"/>
</StackLayout>

```

```
</ContentPage>
```

44. Modificamos la **ProductDetailPageViewModel**:

```

...
private ObservableCollection<ProductImage> _images;
...
public ObservableCollection<ProductImage> Images
{
    get => _images;
    set => SetProperty(ref _images, value);
}
...
public override void OnNavigatedTo(INavigationParameters parameters)
{
    base.OnNavigatedTo(parameters);

    if (parameters.ContainsKey("product"))
    {
        Product = parameters.GetValue<Product>("product");
        Title = Product.Name;
        Images = new ObservableCollection<ProductImage>(Product.ProductImages);
    }
}

```

45. Probamos.

Multi Idioma en Xamarin Forms

1. Si no tienes el **ResX Manager Tool**, instalarlo desde:
<https://marketplace.visualstudio.com/items?itemName=TomEnglert.ResXManager>
2. En el proyecto **Prism** crear el folder **Resources** y dentro de este crear los archivos de recursos de los diferentes idiomas:

Key	#	Comment ()	Neutral	Portuguese [pt]	Spanish [es]
Accept	0		Accept	Aceitar	Aceptar
ConnectionError	1		Check the internet connection.	Verifique a ligação com a Internet.	Compruebe la conexión a Internet
Error	2		Error	Erro	Error

Ingles

```
<data name="Error" xml:space="preserve">
  <value>Error</value>
</data>
<data name="ConnectionError" xml:space="preserve">
  <value>Check the internet connection.</value>
</data>
<data name="Accept" xml:space="preserve">
  <value>Accept</value>
</data>
```

Español

```
<data name="Error" xml:space="preserve">
  <value>Error</value>
</data>
<data name="ConnectionError" xml:space="preserve">
  <value>Compruebe la conexión a Internet</value>
</data>
<data name="Accept" xml:space="preserve">
  <value>Aceptar</value>
</data>
```

Portuguez

```
<data name="Error" xml:space="preserve">
  <value>Erro</value>
</data>
<data name="Accept" xml:space="preserve">
  <value>Aceitar</value>
</data>
```

```
<data name="ConnectionError" xml:space="preserve">
  <value>Verifique a ligação com a Internet.</value>
</data>
```

3. En el proyecto **Common** cree el folder **Helpers**, dentro de este crear la interfaz **ILocalize**.

```
public interface ILocalize
{
    CultureInfo GetCurrentCultureInfo();

    void SetLocale(CultureInfo ci);
}
```

4. En el proyecto **Prism** cree el folder **Helpers**, dentro de este crear la clase **PlatformCulture**

```
public class PlatformCulture
{
    public string PlatformString { get; private set; }

    public string LanguageCode { get; private set; }

    public string LocaleCode { get; private set; }

    public PlatformCulture(string platformCultureString)
    {
        if (string.IsNullOrEmpty(platformCultureString))
        {
            throw new ArgumentException("Expected culture identifier", "platformCultureString"); //
in C# 6 use nameof(platformCultureString)
        }

        PlatformString = platformCultureString.Replace("_", "-"); // .NET expects dash, not
underscore
        int dashIndex = PlatformString.IndexOf("-", StringComparison.Ordinal);
        if (dashIndex > 0)
        {
            string[] parts = PlatformString.Split('-');
            LanguageCode = parts[0];
            LocaleCode = parts[1];
        }
        else
        {
            LanguageCode = PlatformString;
            LocaleCode = "";
        }
    }
}
```

```

    }

    public override string ToString()
    {
        return PlatformString;
    }
}

```

5. En el proyecto **Prism** en la carpeta **Helpers** adicione la clase **Languages**:

```

public static class Languages
{
    static Languages()
    {
        CultureInfo ci = DependencyService.Get<ILocalize>().GetCurrentCultureInfo();
        Resource.Culture = ci;
        Culture = ci.Name;
        DependencyService.Get<ILocalize>().SetLocale(ci);
    }

    public static string Culture { get; set; }

    public static string Accept => Resource.Accept;

    public static string ConnectionError => Resource.ConnectionError;

    public static string Error => Resource.Error;
}

```

6. Implemente la interface en **iOS** en la carpeta **Implementations**.

```

[assembly: Dependency(typeof(OnSale.Prism.iOS.Implementations.Localize))]
namespace OnSale.Prism.iOS.Implementations
{
    public class Localize : ILocalize
    {
        public CultureInfo GetCurrentCultureInfo()
        {
            string netLanguage = "en";
            if (NSLocale.PreferredLanguages.Length > 0)
            {
                string pref = NSLocale.PreferredLanguages[0];
                netLanguage = iOSToDotnetLanguage(pref);
            }
            // this gets called a lot - try/catch can be expensive so consider caching or something
            CultureInfo ci = null;
            try
            {

```

```

        ci = new System.Globalization.CultureInfo(netLanguage);
    }
    catch (CultureNotFoundException)
    {
        // iOS locale not valid .NET culture (eg. "en-ES" : English in Spain)
        // fallback to first characters, in this case "en"
        try
        {
            string fallback = ToDotnetFallbackLanguage(new PlatformCulture(netLanguage));
            ci = new CultureInfo(fallback);
        }
        catch (CultureNotFoundException)
        {
            // iOS language not valid .NET culture, falling back to English
            ci = new CultureInfo("en");
        }
    }
    return ci;
}

```

```

public void SetLocale(CultureInfo ci)
{
    Thread.CurrentThread.CurrentCulture = ci;
    Thread.CurrentThread.CurrentUICulture = ci;
}

```

```

private string iOSToDotnetLanguage(string iOSLanguage)
{
    string netLanguage = iOSLanguage;
    //certain languages need to be converted to CultureInfo equivalent
    switch (iOSLanguage)
    {
        case "ms-MY": // "Malaysian (Malaysia)" not supported .NET culture
        case "ms-SG": // "Malaysian (Singapore)" not supported .NET culture
            netLanguage = "ms"; // closest supported
            break;
        case "gsw-CH": // "Schwiizertüütsch (Swiss German)" not supported .NET culture
            netLanguage = "de-CH"; // closest supported
            break;
        // add more application-specific cases here (if required)
        // ONLY use cultures that have been tested and known to work
    }
}

```

```

    return netLanguage;
}

```

```

private string ToDotnetFallbackLanguage(PlatformCulture platCulture)
{

```

```

        string netLanguage = platCulture.LanguageCode; // use the first part of the identifier (two
chars, usually);
        switch (platCulture.LanguageCode)
        {
            case "pt":
                netLanguage = "pt-PT"; // fallback to Portuguese (Portugal)
                break;
            case "gsw":
                netLanguage = "de-CH"; // equivalent to German (Switzerland) for this app
                break;
            // add more application-specific cases here (if required)
            // ONLY use cultures that have been tested and known to work
        }

        return netLanguage;
    }
}
}

```

7. Adicione la lista de idiomas al **info.plist**.

```

<key>CFBundleLocalizations</key>
<array>
    <string>es</string>
    <string>pt</string>
</array>
<key>CFBundleDevelopmentRegion</key>
<string>en</string>

```

8. Implemente la interfaz en **Android** en la carpeta **Implementations**.

```

[assembly: Dependency(typeof(OnSale.Prism.Droid.Implementations.Localize))]
namespace OnSale.Prism.Droid.Implementations
{
    public class Localize : ILocalize
    {
        public CultureInfo GetCurrentCultureInfo()
        {
            string netLanguage = "en";
            Java.Util.Locale androidLocale = Java.Util.Locale.Default;
            netLanguage = AndroidToDotnetLanguage(androidLocale.ToString().Replace("_", "-"));
            // this gets called a lot - try/catch can be expensive so consider caching or something
            CultureInfo ci = null;
            try
            {
                ci = new CultureInfo(netLanguage);
            }
            catch (CultureNotFoundException)
            {
            }
        }
    }
}

```

```

    {
        // iOS locale not valid .NET culture (eg. "en-ES" : English in Spain)
        // fallback to first characters, in this case "en"
        try
        {
            string fallback = ToDotnetFallbackLanguage(new PlatformCulture(netLanguage));
            ci = new CultureInfo(fallback);
        }
        catch (CultureNotFoundException)
        {
            // iOS language not valid .NET culture, falling back to English
            ci = new CultureInfo("en");
        }
    }
    return ci;
}

```

```

public void SetLocale(CultureInfo ci)
{
    Thread.CurrentThread.CurrentCulture = ci;
    Thread.CurrentThread.CurrentUICulture = ci;
}

```

```

private string AndroidToDotnetLanguage(string androidLanguage)
{
    string netLanguage = androidLanguage;
    //certain languages need to be converted to CultureInfo equivalent
    switch (androidLanguage)
    {
        case "ms-BN": // "Malaysian (Brunei)" not supported .NET culture
        case "ms-MY": // "Malaysian (Malaysia)" not supported .NET culture
        case "ms-SG": // "Malaysian (Singapore)" not supported .NET culture
            netLanguage = "ms"; // closest supported
            break;
        case "in-ID": // "Indonesian (Indonesia)" has different code in .NET
            netLanguage = "id-ID"; // correct code for .NET
            break;
        case "gsw-CH": // "Schwiizertüütsch (Swiss German)" not supported .NET culture
            netLanguage = "de-CH"; // closest supported
            break;
        // add more application-specific cases here (if required)
        // ONLY use cultures that have been tested and known to work
    }
    return netLanguage;
}

```

```

private string ToDotnetFallbackLanguage(PlatformCulture platCulture)
{

```



```

        string netLanguage = platCulture.LanguageCode; // use the first part of the identifier (two
chars, usually);
        switch (platCulture.LanguageCode)
        {
            case "gsw":
                netLanguage = "de-CH"; // equivalent to German (Switzerland) for this app
                break;
                // add more application-specific cases here (if required)
                // ONLY use cultures that have been tested and known to work
        }
        return netLanguage;
    }
}

```

9. Modificar la **ProductsPageViewModel**:

```

private async void LoadProductsAsync()
{
    if (Connectivity.NetworkAccess != NetworkAccess.Internet)
    {
        await App.Current.MainPage.DisplayAlert(Languages.Error, Languages.ConnectionError,
Languages.Accept);
        return;
    }

    IsRunning = true;
    string url = App.Current.Resources["UrlAPI"].ToString();
    Response response = await _apiService.GetListAsync<Product>(
        url,
        "/api",
        "/Products");
    IsRunning = false;

    if (!response.IsSuccess)
    {
        await App.Current.MainPage.DisplayAlert(Languages.Error, response.Message,
Languages.Accept);
        return;
    }

    _myProducts = (List<Product>)response.Result;
    ShowProducts();
}

```

10. Ahora vamos a traducir los literales directamente en el XAML adicionamos la clase **TranslateExtension** in folder **Helpers** en el proyecto **Prism**:

```

[ContentProperty("Text")]
public class TranslateExtension : IMarkupExtension
{
    private readonly CultureInfo ci;
    private const string ResourceId = "OnSale.Prism.Resources.Resource";
    private static readonly Lazy<ResourceManager> ResMgr =
        new Lazy<ResourceManager>(() => new ResourceManager(
            ResourceId,
            typeof(TranslateExtension).GetTypeInfo().Assembly));

    public TranslateExtension()
    {
        ci = DependencyService.Get<ILocalize>().GetCurrentCultureInfo();
    }

    public string Text { get; set; }

    public object ProvideValue(IServiceProvider serviceProvider)
    {
        if (Text == null)
        {
            return "";
        }

        string translation = ResMgr.Value.GetString(Text, ci);

        if (translation == null)
        {
            #if DEBUG
                throw new ArgumentException(
                    string.Format(
                        "Key '{0}' was not found in resources '{1}' for culture '{2}'.",
                        Text, ResourceId, ci.Name), "Text");
            #else
                translation = Text; // returns the key, which GETS DISPLAYED TO THE USER
            #endif
        }

        return translation;
    }
}

```

11. Completamos los literales:

Ingles

```

<data name="Loading" xml:space="preserve">
    <value>Loading...</value>

```

```

</data>
<data name="SearchProduct" xml:space="preserve">
  <value>Search a product...</value>
</data>
<data name="Name" xml:space="preserve">
  <value>Name</value>
</data>
<data name="Description" xml:space="preserve">
  <value>Description</value>
</data>
<data name="Price" xml:space="preserve">
  <value>Price</value>
</data>
<data name="Category" xml:space="preserve">
  <value>Category</value>
</data>
<data name="IsStarred" xml:space="preserve">
  <value>Is Starred</value>
</data>
<data name="AddToCart" xml:space="preserve">
  <value>Add to cart</value>
</data>
<data name="Product" xml:space="preserve">
  <value>Product</value>
</data>
<data name="Products" xml:space="preserve">
  <value>Products</value>
</data>

```

Español

```

<data name="Loading" xml:space="preserve">
  <value>Cargando...</value>
</data>
<data name="SearchProduct" xml:space="preserve">
  <value>Buscar un producto...</value>
</data>
<data name="Name" xml:space="preserve">
  <value>Nombre</value>
</data>
<data name="Description" xml:space="preserve">
  <value>Descripción</value>
</data>
<data name="Price" xml:space="preserve">
  <value>Precio</value>
</data>
<data name="Category" xml:space="preserve">
  <value>Categoría</value>

```

```

</data>
<data name="IsStarred" xml:space="preserve">
  <value>Tiene estrellas</value>
</data>
<data name="AddToCart" xml:space="preserve">
  <value>Agregar al carro</value>
</data>
<data name="Product" xml:space="preserve">
  <value>Producto</value>
</data>
<data name="Products" xml:space="preserve">
  <value>Productos</value>
</data>

```

Portuguez

```

<data name="SearchProduct" xml:space="preserve">
  <value>Pesquisar Produto...</value>
</data>
<data name="Name" xml:space="preserve">
  <value>Nome</value>
</data>
<data name="Description" xml:space="preserve">
  <value>Descrição</value>
</data>
<data name="Price" xml:space="preserve">
  <value>Preço</value>
</data>
<data name="Category" xml:space="preserve">
  <value>Categoria</value>
</data>
<data name="IsStarred" xml:space="preserve">
  <value>É Estrelado</value>
</data>
<data name="AddToCart" xml:space="preserve">
  <value>Adicionar ao carrinho</value>
</data>
<data name="Product" xml:space="preserve">
  <value>Produto</value>
</data>
<data name="Products" xml:space="preserve">
  <value>Produtos</value>
</data>

```

12. Adicione los nuevos literales en la clase **Languages**:

```
public static string Loading => Resource.Loading;
```

```

public static string SearchProduct => Resource.SearchProduct;

public static string Name => Resource.Name;

public static string Description => Resource.Description;

public static string Price => Resource.Price;

public static string Category => Resource.Category;

public static string IsStarred => Resource.IsStarred;

public static string AddToCart => Resource.AddToCart;

public static string Product => Resource.Product;

public static string Products => Resource.Products;

```

13. Modificar la **ProductsPage**:

```

<?xml version="1.0" encoding="utf-8" ?>
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"
    xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
    xmlns:prism="http://prismlibrary.com"
    prism:ViewModelLocator.AutowireViewModel="True"

    xmlns:ffimageloading="clr-namespace:FFImageLoading.Forms;assembly=FFImageLoading.Forms"

    xmlns:ios="clr-namespace:Xamarin.Forms.PlatformConfiguration.iOSSpecific;assembly=Xamarin.Forms.Core"
        ios:Page.UseSafeArea="true"

    xmlns:busyindicator="clr-namespace:Syncfusion.SfBusyIndicator.XForms;assembly=Syncfusion.SfBusyIndicator.XForms"
        xmlns:i18n="clr-namespace:OnSale.Prism.Helpers"
        x:Class="OnSale.Prism.Views.ProductsPage"
        Title="{Binding Title}">

    <AbsoluteLayout>
        <StackLayout AbsoluteLayout.LayoutBounds="0,0,1,1"
            AbsoluteLayout.LayoutFlags="All"
            Padding="5">
            <SearchBar Placeholder="{i18n:Translate SearchProduct}"
                SearchCommand="{Binding SearchCommand}"
                Text="{Binding Search}"/>
            <CollectionView ItemsSource="{Binding Products}">
                <CollectionView.ItemsLayout>

```

```

        <GridItemsLayout Orientation="Vertical"/>
    </CollectionView.ItemsLayout>
    <CollectionView.ItemTemplate>
        <DataTemplate>
            <Grid>
                <Grid.GestureRecognizers>
                    <TapGestureRecognizer Command="{Binding
SelectProductCommand}"/>
                </Grid.GestureRecognizers>
                <Grid.ColumnDefinitions>
                    <ColumnDefinition Width="Auto" />
                    <ColumnDefinition Width="*" />
                    <ColumnDefinition Width="Auto" />
                </Grid.ColumnDefinitions>
                <ffimageloading:CachedImage Grid.Column="0"
                    Aspect="AspectFill"
                    Source="{Binding ImageFullPath}"
                    CacheDuration= "50"
                    Margin="5"
                    RetryCount= "3"
                    RetryDelay= "600"
                    WidthRequest="100"/>
                <StackLayout Grid.Column="1"
                    VerticalOptions="Center">
                    <Label Text="{Binding Name}"
                        FontAttributes="Bold"
                        FontSize="Medium"
                        LineBreakMode="TailTruncation" />
                    <Label Text="{Binding Price, StringFormat='{0:C2}}'"
                        LineBreakMode="TailTruncation"
                        FontAttributes="Italic"
                        VerticalOptions="End" />
                </StackLayout>
                <Image Grid.Column="2"
                    Source="ic_more_vert"/>
            </Grid>
        </DataTemplate>
    </CollectionView.ItemTemplate>
</CollectionView>
</StackLayout>
<busyindicator:SfBusyIndicator AnimationType="Gear"
    AbsoluteLayout.LayoutBounds=".5,.5,.5,.5"
    AbsoluteLayout.LayoutFlags="All"
    BackgroundColor="Silver"
    HorizontalOptions="Center"
    TextColor="White"
    IsBusy="{Binding IsRunning}"
    Title="{i18n:Translate Loading}"

```



```

                RetryCount= "3"
                RetryDelay= "600"
                Source="{Binding ImageFullPath}"/>
            </DataTemplate>
        </syncfusion:SfRotator.ItemTemplate>
    </syncfusion:SfRotator>
    <Grid>
        <Grid.ColumnDefinitions>
            <ColumnDefinition Width="Auto"/>
            <ColumnDefinition Width="*" />
        </Grid.ColumnDefinitions>
        <Grid.RowDefinitions>
            <RowDefinition Height="Auto"/>
            <RowDefinition Height="Auto"/>
            <RowDefinition Height="Auto"/>
            <RowDefinition Height="Auto"/>
            <RowDefinition Height="Auto"/>
        </Grid.RowDefinitions>
        <Label Grid.Row="0"
            Grid.Column="0"
            FontAttributes="Bold"
            Text="{i18n:Translate Name}"/>
        <Label Grid.Row="0"
            Grid.Column="1"
            Text="{Binding Product.Name}"/>
        <Label Grid.Row="1"
            Grid.Column="0"
            FontAttributes="Bold"
            Text="{i18n:Translate Description}"/>
        <Label Grid.Row="1"
            Grid.Column="1"
            Text="{Binding Product.Description}"/>
        <Label Grid.Row="2"
            Grid.Column="0"
            FontAttributes="Bold"
            Text="{i18n:Translate Price}"/>
        <Label Grid.Row="2"
            Grid.Column="1"
            Text="{Binding Product.Price, StringFormat='{0:C2}}"/>
        <Label Grid.Row="3"
            Grid.Column="0"
            FontAttributes="Bold"
            Text="{i18n:Translate Category}"/>
        <Label Grid.Row="3"
            Grid.Column="1"
            Text="{Binding Product.Category.Name}"/>
        <Label Grid.Row="4"
            Grid.Column="0"

```



```

        FontAttributes="Bold"
        Text="{i18n:Translate IsStarred}"
        VerticalOptions="Center"/>
    <CheckBox Grid.Row="4"
        Grid.Column="1"
        HorizontalOptions="Start"
        IsEnabled="False"
        IsChecked="{Binding Product.IsStarred}"/>
</Grid>
</StackLayout>
</ScrollView>
<Button BackgroundColor="Navy"
    Command="{Binding AddToCartBinding}"
    CornerRadius="10"
    Text="{i18n:Translate AddToCart}"
    TextColor="White"
    VerticalOptions="EndAndExpand"/>
</StackLayout>
</ContentPage>

```

15. Modificar la **ProductsPageViewModel**:

```

public ProductsPageViewModel(INavigationService navigationService, IApiService apiService) :
    base(navigationService)
{
    _navigationService = navigationService;
    _apiService = apiService;
    Title = Languages.Products;
    LoadProductsAsync();
}

```

16. Modificar la **ProductDetailPageViewModel**:

```

public ProductDetailPageViewModel(INavigationService navigationService) :
    base(navigationService)
{
    Title = Languages.Product;
}

```

17. Probar.

Adicionando colores y estilos

Como buenos desarrolladores somos terribles combinando colores. Recomendando esta pagina para encontrar combinaciones de colores que son aprobadas por profesionales:

<https://color.adobe.com/es/explore>

Para mi caso escojo estos colores y le damos un role a cada color.

Color Background / Color Font Inverse	Color Secondary	Color Primary	Color Danger / Color Accent	Color Font
#D9D9D9	#8C8C8C	#3E518C	#73221A	#0D0D0D

Un color puede tener varios roles.

1. Adicionamos estos colores al diccionario de recursos:

```
<ResourceDictionary>
```

```
<!-- Parameters -->
```

```
<x:String x:Key="UrlAPI">https://onsaleprepweb.azurewebsites.net</x:String>
```

```
<!-- Colors -->
```

```
<Color x:Key="ColorBackground">#D9D9D9</Color>
```

```
<Color x:Key="ColorPrimary">#3E518C</Color>
```

```
<Color x:Key="ColorSecondary">#8C8C8C</Color>
```

```
<Color x:Key="ColorDanger">#73221A</Color>
```

```
<Color x:Key="ColorAccent">#73221A</Color>
```

```
<Color x:Key="ColorFont">#0D0D0D</Color>
```

```
<Color x:Key="ColorFontInverse">#D9D9D9</Color>
```

```
</ResourceDictionary>
```

2. Adicionamos esta propiedad a todas las Pages:

```
BackgroundColor="{StaticResource ColorBackground}"
```

3. Modificamos el archivo **styles.xml** en **Android**:

```
<?xml version="1.0" encoding="utf-8" ?>
<resources>

<style name="MainTheme" parent="MainTheme.Base">
</style>
<!-- Base theme applied no matter what API -->
<style name="MainTheme.Base" parent="Theme.AppCompat.Light.DarkActionBar">
  <!--If you are using revision 22.1 please use just windowNoTitle. Without android:-->
  <item name="windowNoTitle">true</item>
  <!--We will be using the toolbar so no need to show ActionBar-->
  <item name="windowActionBar">false</item>
  <!-- Set theme colors from
http://www.google.com/design/spec/style/color.html#color-color-palette -->
  <!-- colorPrimary is used for the default action bar background -->
  <item name="colorPrimary">#3E518C</item>
  <!-- colorPrimaryDark is used for the status bar -->
  <item name="colorPrimaryDark">#3E518C</item>
  <!-- colorAccent is used as the default value for colorControlActivated
  which is used to tint widgets -->
  <item name="colorAccent">#73221A</item>
  <!-- You can also set colorControlNormal, colorControlActivated
  colorControlHighlight and colorSwitchThumbNormal. -->
  <item name="windowActionModeOverlay">true</item>

  <item name="android:datePickerDialogTheme">@style/AppCompatDialogStyle</item>
</style>

<style name="AppCompatDialogStyle" parent="Theme.AppCompat.Light.Dialog">
  <item name="colorAccent">#73221A</item>
</style>
</resources>
```

4. Adicionamos estos estilos al diccionario de recursos:

```
<!-- Styles -->
<Style TargetType="Button">
  <Setter Property="BackgroundColor" Value="{StaticResource ColorPrimary}" />
  <Setter Property="HorizontalOptions" Value="FillAndExpand" />
  <Setter Property="TextColor" Value="{StaticResource ColorFontInverse}" />
</Style>
```

```

<Style TargetType="Label">
  <Setter Property="TextColor" Value="{StaticResource ColorFont}" />
</Style>

<Style x:Key="SecondaryButton" TargetType="Button">
  <Setter Property="BackgroundColor" Value="{StaticResource ColorSecondary}" />
</Style>

<Style x:Key="DangerButton" TargetType="Button">
  <Setter Property="BackgroundColor" Value="{StaticResource ColorDanger}" />
</Style>

```

5. Modify the **ProductsPage**:

```

<busyindicator:SfBusyIndicator AnimationType="Gear"
    AbsoluteLayout.LayoutBounds=".5,.5,.5,.5"
    AbsoluteLayout.LayoutFlags="All"
    BackgroundColor="{StaticResource ColorAccent}"
    HorizontalOptions="Center"
    TextColor="{StaticResource ColorFontInverse}"
    IsBusy="{Binding IsRunning}"
    Title="{i18n:Translate Loading}"
    VerticalOptions="Center"
    ViewBoxWidth="80"
    ViewBoxHeight="80" />

```

6. Probamos.

Adicionando Icono & Splash

Android

1. Adicione una imagen para el Splash en la carpeta **drawable**, las dimensiones deben ser: 480 x 800 pixels o su equivalente. Para nuestro ejemplo vamos a usar: **onsale_splash.png**.
2. Adicione estas líneas a **styles.xml**.

```

</style>
<style name="Theme.Splash" parent="android:Theme">

```

```

        <item name="android:windowBackground">@drawable/onsale_splash</item>
        <item name="android:windowNoTitle">true</item>
    </style>
</resources>

```

3. En el proyecto Android adicione el **SplashActivity**.

```

[Activity(Theme = "@style/Theme.Splash", MainLauncher = true, NoHistory = true)]
public class SplashActivity : Activity
{
    protected override void onCreate(Bundle bundle)
    {
        base.onCreate(bundle);
        System.Threading.Thread.Sleep(1800);
        StartActivity(typeof(MainActivity));
    }
}

```

4. Modifique el **MainActivity** para cambiar la propiedad **MainLauncher** a **false**.

```

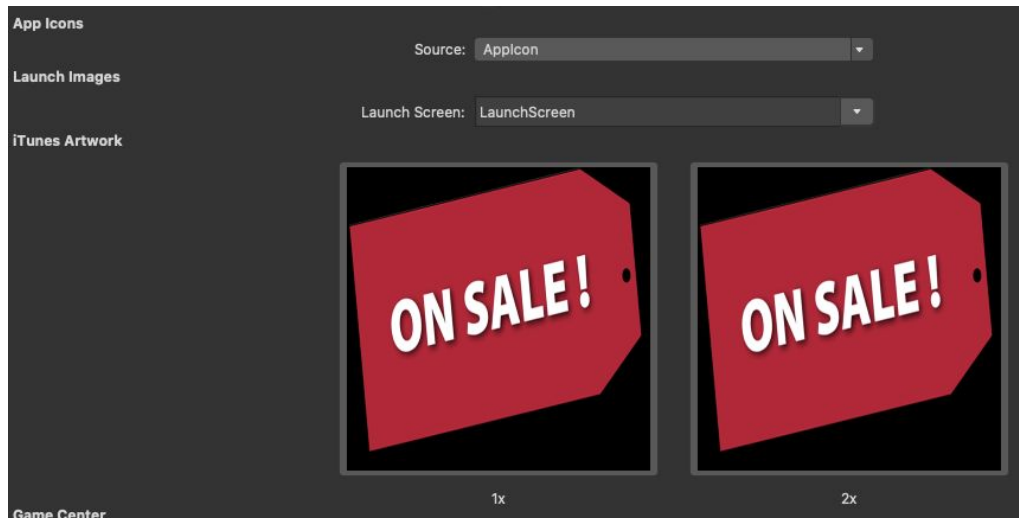
[Activity(Label = "On Sale", Icon = "@mipmap/ic_launcher", Theme = "@style/MainTheme",
MainLauncher = false, ConfigurationChanges = ConfigChanges.ScreenSize |
ConfigChanges.Orientation)]

```

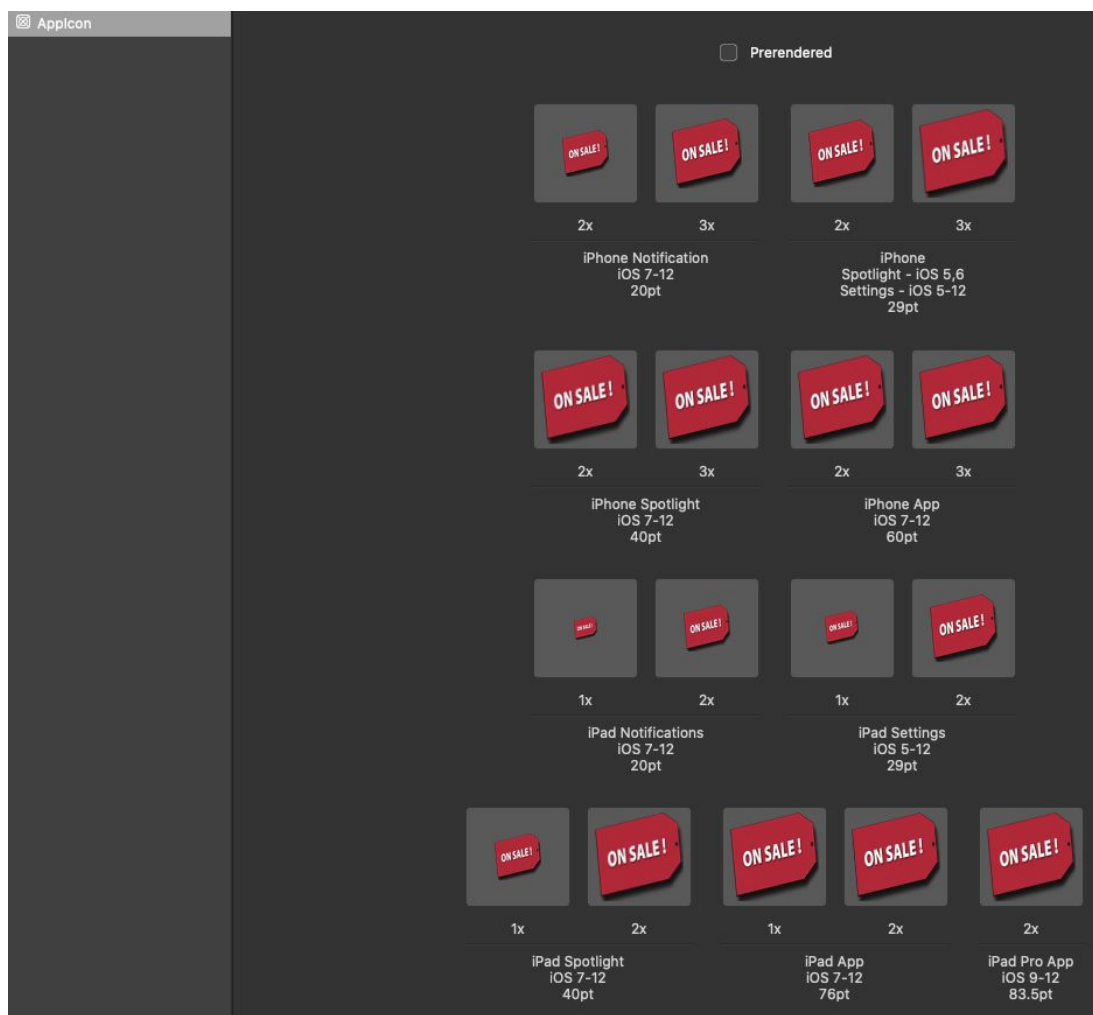
5. Probamos.
6. Ahora vamos a cambiar el ícono de la aplicación. Vamos a <https://romannurik.github.io/AndroidAssetStudio/> y personalizamos el ícono de la aplicación.
7. Cambiamos el nombre de la aplicación en propiedades del proyecto y probamos.

iOS

1. Agregamos la imagen del Splash en **Resources**.
2. Generamos los íconos en los tamaños de iOS en <https://makeappicon.com>
3. Editamos el info.plist y cambiamos el nombre de la aplicación y los íconos para mostrar en tienda, debes de asegurarte que App Icons sea Source: Applcon:

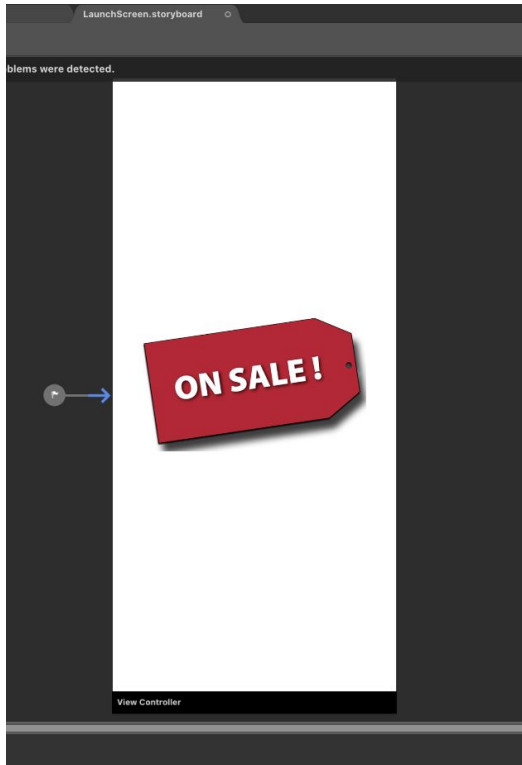


4. Editamos los **Assets.xcassets** y colocamos los iconos correctos:



5. Probamos.

6. Ahora vamos con el Splash, editamos el **LaunchScreen.storyboard**:

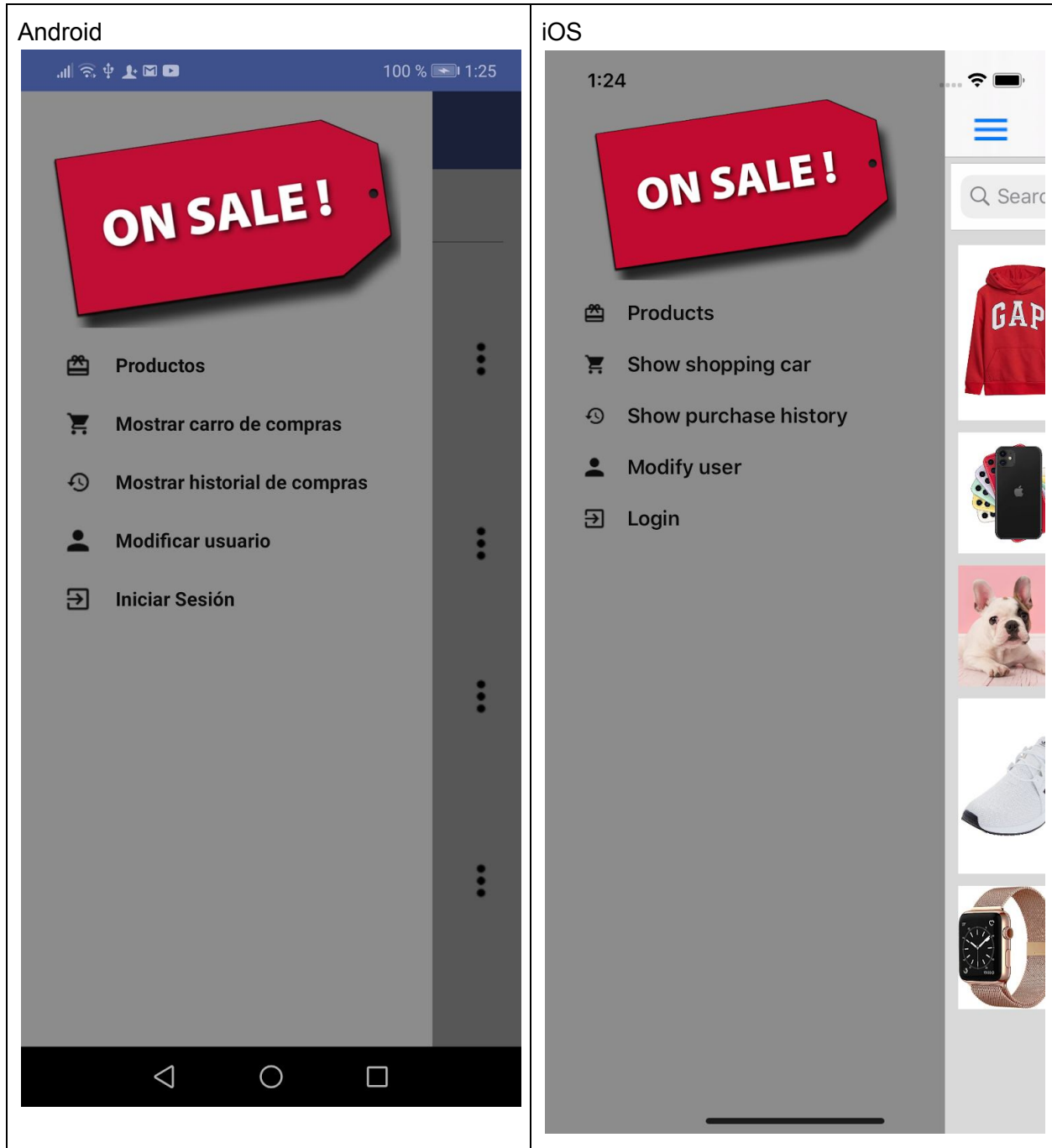


7. En el info.plist colocamos como **Main Interface** al **LaunchScreen**.

8. Probamos.

Adicionando una master detail

Vamos a implementar un menú a nuestra aplicación



1. Agregar los siguientes literales:

Inglés

```

<data name="Login" xml:space="preserve">
  <value>Login</value>
</data>
<data name="ModifyUser" xml:space="preserve">
  <value>Modify user</value>
</data>
<data name="ShowPurchaseHistory" xml:space="preserve">
  <value>Show purchase history</value>
</data>
<data name="ShowShoppingCar" xml:space="preserve">
  <value>Show shopping car</value>
</data>

```

Español

```

<data name="Login" xml:space="preserve">
  <value>Iniciar Sesión</value>
</data>
<data name="ModifyUser" xml:space="preserve">
  <value>Modificar usuario</value>
</data>
<data name="ShowPurchaseHistory" xml:space="preserve">
  <value>Mostrar historial de compras</value>
</data>
<data name="ShowShoppingCar" xml:space="preserve">
  <value>Mostrar carro de compras</value>
</data>

```

Portuguez

```

<data name="Login" xml:space="preserve">
  <value>Conecte-se</value>
</data>
<data name="ModifyUser" xml:space="preserve">
  <value>Modificar usuário</value>
</data>
<data name="ShowPurchaseHistory" xml:space="preserve">
  <value>Mostrar histórico de compras</value>
</data>
<data name="ShowShoppingCar" xml:space="preserve">
  <value>Mostrar carro de compras</value>

```

```
</data>
```

2. Modificar **Languages**:

```
public static string Login => Resource.Login;
```

```
public static string ShowShoppingCar => Resource.ShowShoppingCar;
```

```
public static string ShowPurchaseHistory => Resource.ShowPurchaseHistory;
```

```
public static string ModifyUser => Resource.ModifyUser;
```

3. En el proyecto **Common** crea la carpeta **Models** y dentro de esta crea la clase **Menu**:

```
public class Menu
{
    public string Icon { get; set; }

    public string Title { get; set; }

    public string PageName { get; set; }

    public bool IsLoginRequired { get; set; }
}
```

4. Creamos la **LoginPage** inicialmente con este diseño:

```
<?xml version="1.0" encoding="utf-8" ?>
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"
    xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
    xmlns:prism="http://prismlibrary.com"
    prism:ViewModelLocator.AutowireViewModel="True"

    xmlns:ios="clr-namespace:Xamarin.Forms.PlatformConfiguration.iOSSpecific;assembly=Xamarin.Forms.Core"
    ios:Page.UseSafeArea="true"
    x:Class="OnSale.Prism.Views.LoginPage"
    BackgroundColor="{StaticResource ColorBackground}"
    Title="{Binding Title}">

</ContentPage>
```

5. Modificamos la **LoginPageViewModel** por:

```
public class LoginPageViewModel : ViewModelBase
{
    public LoginPageViewModel(INavigationService navigationService) : base(navigationService)
    {
        Title = Languages.Login;
    }
}
```

6. Adicione el ícono **ic_action_menu** para la master detail.

7. Creamos la **OnSaleMasterDetailPage**:

```
<?xml version="1.0" encoding="utf-8" ?>
<MasterDetailPage xmlns="http://xamarin.com/schemas/2014/forms"
    xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
    xmlns:prism="http://prismlibrary.com"
    prism:ViewModelLocator.AutowireViewModel="True"
    x:Class="OnSale.Prism.ViewModels.OnSaleMasterDetailPage">
```

```
    <MasterDetailPage.Master>
        <ContentPage BackgroundColor="{StaticResource ColorSecondary}"
            IconImageSource="ic_action_menu"
            Title="Menu">
```

```
            <ContentPage.Padding>
                <OnPlatform x:TypeArguments="Thickness">
                    <On Platform="Android, UWP">0</On>
                    <On Platform="iOS">0,20,0,0</On>
                </OnPlatform>
            </ContentPage.Padding>
```

```
            <StackLayout Padding="20">
                <Image HeightRequest="150"
                    Source="onsale"/>
                <ListView BackgroundColor="Transparent"
                    ItemsSource="{Binding Menus}"
                    HasUnevenRows="True"
                    SeparatorVisibility="None">
                    <ListView.ItemTemplate>
                        <DataTemplate>
                            <ViewCell>
```

```

        <Grid>
            <Grid.GestureRecognizers>
                <TapGestureRecognizer Command="{Binding
SelectMenuCommand}"/>
            </Grid.GestureRecognizers>
            <Grid.ColumnDefinitions>
                <ColumnDefinition Width="Auto"></ColumnDefinition>
                <ColumnDefinition Width="*"></ColumnDefinition>
            </Grid.ColumnDefinitions>
            <Image Grid.Column="0"
                HeightRequest="32"
                Margin="5"
                Source="{Binding Icon}"
                WidthRequest="32"/>
            <Label Grid.Column="1"
                FontAttributes="Bold"
                VerticalOptions="Center"
                Text="{Binding Title}"/>
        </Grid>
    </ViewCell>
</DataTemplate>
</ListView.ItemTemplate>
</ListView>
</StackLayout>
</ContentPage>
</MasterDetailPage.Master>

</MasterDetailPage>

```

8. Creamos la **MenuItemViewModel**:

```

public class MenuItemViewModel : Menu
{
    private readonly INavigationService _navigationService;
    private DelegateCommand _selectMenuCommand;

    public MenuItemViewModel(INavigationService navigationService)
    {
        _navigationService = navigationService;
    }

    public DelegateCommand SelectMenuCommand => _selectMenuCommand ??
(_selectMenuCommand = new DelegateCommand(SelectMenuAsync));

```

```

private async void SelectMenuAsync()
{
    await
_navigationService.NavigateAsync($"{nameof(OnSaleMasterDetailPage)}/NavigationPage/{PageName}");
}
}

```

9. Adicione las páginas con los layout y las viewmodel básicos: **ShowCarPage**, **ShowHistoryPage**, **ModifyUserPage**
10. Adicione los íconos que aparecen en el menú: **ic_card_giftcard**, **ic_shopping_cart**, **ic_history**, **ic_person**, **ic_exit_to_app**.
11. Modifique la **OnSaleMasterDetailPageViewModel**:

```

public class OnSaleMasterDetailPageViewModel : ViewModelBase
{
    private readonly INavigationService _navigationService;

    public OnSaleMasterDetailPageViewModel(INavigationService navigationService) :
base(navigationService)
    {
        _navigationService = navigationService;
        LoadMenus();
    }

    public ObservableCollection<MenuItemViewModel> Menus { get; set; }

    private void LoadMenus()
    {
        List<MenuItem> menus = new List<MenuItem>
        {
            new MenuItem
            {
                Icon = "ic_card_giftcard",
                PageName = $"{nameof(ProductsPage)}",
                Title = Languages.Products
            },
            new MenuItem
            {
                Icon = "ic_shopping_cart",
                PageName = $"{nameof(ShowCarPage)}",

```

```

        Title = Languages.ShowShoppingCar
    },
    new Menu
    {
        Icon = "ic_history",
        PageName = $"{nameof(ShowHistoryPage)}",
        Title = Languages.ShowPurchaseHistory,
        IsLoginRequired = true
    },
    new Menu
    {
        Icon = "ic_person",
        PageName = $"{nameof(ModifyUserPage)}",
        Title = Languages.ModifyUser,
        IsLoginRequired = true
    },
    new Menu
    {
        Icon = "ic_exit_to_app",
        PageName = $"{nameof(LoginPage)}",
        Title = Languages.Login
    }
};

Menus = new ObservableCollection<MenuItemViewModel>(
    menus.Select(m => new MenuItemViewModel(_navigationService)
    {
        Icon = m.Icon,
        PageName = m.PageName,
        Title = m.Title,
        IsLoginRequired = m.IsLoginRequired
    }).ToList());
}
}

```

12. Cambiamos el inicio de la aplicación en el **App.xaml.cs**:

```

protected override async void OnInitialized()
{

```

```

    SyncfusionLicenseProvider.RegisterLicense("MzAxMjQ2QDMxMzgyZTMzMmUzMEEwd1VtbUdCVDIHdm1HYjhKNDBUNVh2WE4zdU1DMjFkY3BmNDZ6SXJXM2s9");
    InitializeComponent();

```

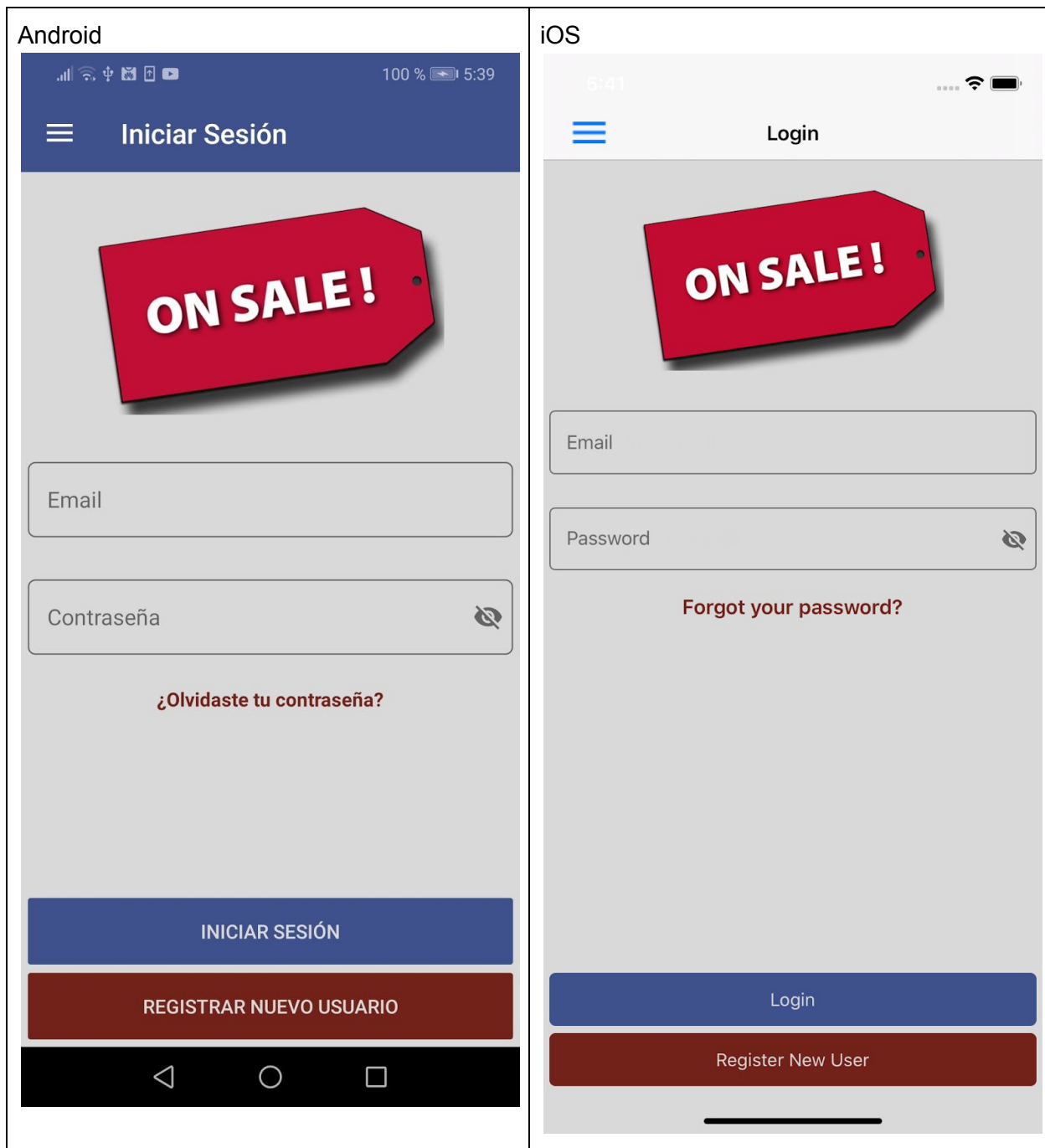
await

```
NavigationService.NavigateAsync($"{nameof(OnSaleMasterDetailPage)}/NavigationPage/{nameof(ProductsPage)}");  
}
```

13. Probemos.

Login

Vamos a implementar la opción de Login.



1. Agregamos los siguientes literales:

Ingles

```

<data name="Email" xml:space="preserve">
  <value>Email</value>
</data>
<data name="EmailPlaceholder" xml:space="preserve">
  <value>Enter your email...</value>
</data>
<data name="EmailError" xml:space="preserve">
  <value>You must enter a valid email.</value>
</data>
<data name="Password" xml:space="preserve">
  <value>Password</value>
</data>
<data name="PasswordPlaceholder" xml:space="preserve">
  <value>Enter your password...</value>
</data>
<data name="PasswordError" xml:space="preserve">
  <value>You must enter your password.</value>
</data>
<data name="ForgotPassword" xml:space="preserve">
  <value>Forgot your password?</value>
</data>
<data name="Register" xml:space="preserve">
  <value>Register New User</value>
</data>
<data name="LoginError" xml:space="preserve">
  <value>Email or password wrong</value>
</data>
<data name="Logout" xml:space="preserve">
  <value>Logout</value>
</data>

```

Español

```

<data name="Email" xml:space="preserve">
  <value>Email</value>
</data>
<data name="EmailPlaceholder" xml:space="preserve">
  <value>Enter your email...</value>
</data>
<data name="EmailError" xml:space="preserve">
  <value>You must enter a valid email.</value>
</data>
<data name="Password" xml:space="preserve">
  <value>Password</value>
</data>
<data name="PasswordPlaceholder" xml:space="preserve">

```

```

    <value>Enter your password...</value>
  </data>
  <data name="PasswordError" xml:space="preserve">
    <value>You must enter your password.</value>
  </data>
  <data name="ForgotPassword" xml:space="preserve">
    <value>Forgot your password?</value>
  </data>
  <data name="Register" xml:space="preserve">
    <value>Register New User</value>
  </data>
  <data name="LoginError" xml:space="preserve">
    <value>Correo electrónico o contraseña incorrectos.</value>
  </data>
  <data name="Logout" xml:space="preserve">
    <value>Cerrar sesión</value>
  </data>

```

Portuguez

```

<data name="Email" xml:space="preserve">
  <value>Email</value>
</data>
<data name="EmailPlaceHolder" xml:space="preserve">
  <value>Digite seu e-mail...</value>
</data>
<data name="EmailError" xml:space="preserve">
  <value>Você deve inserir um e-mail válido.</value>
</data>
<data name="Password" xml:space="preserve">
  <value>Senha</value>
</data>
<data name="PasswordPlaceHolder" xml:space="preserve">
  <value>Coloque sua senha...</value>
</data>
<data name="PasswordError" xml:space="preserve">
  <value>Você deve inserir sua senha.</value>
</data>
<data name="ForgotPassword" xml:space="preserve">
  <value>Você esqueceu sua senha?</value>
</data>
<data name="Register" xml:space="preserve">
  <value>Registrar Novo Usuário</value>
</data>
<data name="LoginError" xml:space="preserve">
  <value>Email ou senha incorretos.</value>
</data>
<data name="Logout" xml:space="preserve">

```

```
<value>Fazer logoff</value>
</data>
```

2. Modificamos **Languages**:

```
public static string Email => Resource.Email;

public static string EmailError => Resource.EmailError;

public static string EmailPlaceHolder => Resource.EmailPlaceHolder;

public static string Password => Resource.Password;

public static string PasswordError => Resource.PasswordError;

public static string PasswordPlaceHolder => Resource.PasswordPlaceHolder;

public static string ForgotPassword => Resource.ForgotPassword;

public static string LoginError => Resource.LoginError;

public static string Logout => Resource.Logout;
```

3. Agregamos el Nuget **Syncfusion.Xamarin.Core** a todos los proyectos Prism.

4. Inicializar el renderer para iOS en el **AppDelegate**:

```
new SfBusyIndicatorRenderer();
new SfRotatorRenderer();
SfTextInputLayoutRenderer.Init();
LoadApplication(new App(new iOSInitializer()));
```

5. Modificamos la **LoginPage**:

```
<?xml version="1.0" encoding="utf-8" ?>
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"
             xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
             xmlns:prism="http://prismlibrary.com"
             prism:ViewModelLocator.AutowireViewModel="True"

             xmlns:ios="clr-namespace:Xamarin.Forms.PlatformConfiguration.iOSSpecific;assembly=Xamarin.Forms.Core"
             ios:Page.UseSafeArea="true"

             xmlns:busyindicator="clr-namespace:Syncfusion.SfBusyIndicator.XForms;assembly=Syncfusion.SfBusyIndicator.XForms"
             xmlns:i18n="clr-namespace:OnSale.Prism.Helpers"
```

```
xmlns:inputLayout="clr-namespace:Syncfusion.XForms.TextInputLayout;assembly=Syncfusion.
Core.XForms"
```

```
    x:Class="OnSale.Prism.Views.LoginPage"
    BackgroundColor="{StaticResource ColorBackground}"
    Title="{Binding Title}">
```

```
<AbsoluteLayout>
    <StackLayout AbsoluteLayout.LayoutBounds="0,0,1,1"
        AbsoluteLayout.LayoutFlags="All"
        Padding="5">
        <ScrollView>
            <StackLayout>
                <Image HeightRequest="150"
                    Margin="20"
                    Source="onsale"/>
```

```
                <StackLayout VerticalOptions="CenterAndExpand">
                    <inputLayout:SfTextInputLayout Hint="{i18n:Translate Email}"
                        ContainerType="Outlined">
                        <Entry Placeholder="{i18n:Translate EmailPlaceHolder}"
                            Keyboard="Email"
                            Text="{Binding Email}" />
                    </inputLayout:SfTextInputLayout>
```

```
                <inputLayout:SfTextInputLayout Hint="{i18n:Translate Password}"
                    EnablePasswordVisibilityToggle="true"
                    ContainerType="Outlined">
                    <Entry Placeholder="{i18n:Translate PasswordPlaceHolder}"
                        IsPassword="True"
                        Text="{Binding Password}" />
                </inputLayout:SfTextInputLayout>
            </StackLayout>
```

```
                <Label FontAttributes="Bold"
                    HorizontalOptions="Center"
                    Text="{i18n:Translate ForgotPassword}"
                    TextColor="{StaticResource ColorAccent}"
                    VerticalOptions="CenterAndExpand">
                    <Label.GestureRecognizers>
                        <TapGestureRecognizer Command="{Binding ForgotPasswordCommand}" />
                    </Label.GestureRecognizers>
                </Label>
```

```
            </StackLayout>
        </ScrollView>
        <StackLayout VerticalOptions="EndAndExpand">
            <Button Command="{Binding LoginCommand}"
```

```

        IsEnabled="{Binding IsEnabled}"
        Text="{i18n:Translate Login}"/>
    <Button Command="{Binding RegisterCommand}"
        IsEnabled="{Binding IsEnabled}"
        Text="{i18n:Translate Register}"
        Style="{StaticResource DangerButton}"/>
</StackLayout>
</StackLayout>
<busyindicator:SfBusyIndicator AnimationType="Gear"
    AbsoluteLayout.LayoutBounds=".5,.5,.5,.5"
    AbsoluteLayout.LayoutFlags="All"
    BackgroundColor="{StaticResource ColorAccent}"
    HorizontalOptions="Center"
    TextColor="{StaticResource ColorFontInverse}"
    IsBusy="{Binding IsRunning}"
    Title="{i18n:Translate Loading}"
    VerticalOptions="Center"
    ViewBoxWidth="80"
    ViewBoxHeight="80" />
</AbsoluteLayout>

</ContentPage>

```

6. Modificamos la **LoginPageViewModel**:

```

public class LoginPageViewModel : ViewModelBase
{
    private bool _isRunning;
    private bool _isEnabled;
    private string _password;
    private DelegateCommand _loginCommand;
    private DelegateCommand _registerCommand;
    private DelegateCommand _forgotPasswordCommand;

    public LoginPageViewModel(INavigationService navigationService) : base(navigationService)
    {
        Title = Languages.Login;
        IsEnabled = true;
    }

    public DelegateCommand LoginCommand => _loginCommand ?? (_loginCommand = new
    DelegateCommand(LoginAsync));

    public DelegateCommand RegisterCommand => _registerCommand ?? (_registerCommand
    = new DelegateCommand(RegisterAsync));

```

```
public DelegateCommand ForgotPasswordCommand => _forgotPasswordCommand ??
(_forgotPasswordCommand = new DelegateCommand(ForgotPasswordAsync));
```

```
public bool IsRunning
{
    get => _isRunning;
    set => SetProperty(ref _isRunning, value);
}
```

```
public bool IsEnabled
{
    get => _isEnabled;
    set => SetProperty(ref _isEnabled, value);
}
```

```
public string Email { get; set; }
```

```
public string Password
{
    get => _password;
    set => SetProperty(ref _password, value);
}
```

```
private async void LoginAsync()
{
    if (string.IsNullOrEmpty(Email))
    {
        await App.Current.MainPage.DisplayAlert(
            Languages.Error,
            Languages.EmailError,
            Languages.Accept);
        return;
    }
}
```

```
    if (string.IsNullOrEmpty>Password))
    {
        await App.Current.MainPage.DisplayAlert(
            Languages.Error,
            Languages.PasswordError,
            Languages.Accept);
        return;
    }
}
```

```
private void ForgotPasswordAsync()
{
    //TODO: Pending
}
```

```
private void RegisterAsync()
{
    //TODO: Pending
}
```

7. Probamos las validaciones básicas. Luego continuamos con la lógica del login, como necesitamos almacenar el usuario logueado vamos a agregar un nuget para almacenar estos valores en persistencia. También vamos a necesitar el método para obtener el token.

8. Adicionamos la clase **TokenRequest** en **Common.Requets**:

```
public class TokenRequest
{
    public string Username { get; set; }

    public string Password { get; set; }
}
```

9. Adicionar la clase **UserResponse** en **Common.Responses**:

```
public class UserResponse
{
    public string Id { get; set; }

    public string Email { get; set; }

    public string PhoneNumber { get; set; }

    public string Document { get; set; }

    public string FirstName { get; set; }

    public string LastName { get; set; }

    public string Address { get; set; }

    public Guid ImageId { get; set; }

    public string ImageFullPath => ImageId == Guid.Empty
        ? $"https://onsalezulu.azurewebsites.net/images/noimage.png"
        : $"https://onsale.blob.core.windows.net/users/{ImageId}";

    public UserType UserType { get; set; }
```

```

public City City { get; set; }

public string FullName => $"{FirstName} {LastName}";

public string FullNameWithDocument => $"{FirstName} {LastName} - {Document}";
}

```

10. Adicionamos la clase **TokenResponse** en **Common**

```

public class TokenResponse
{
    public string Token { get; set; }

    public UserResponse User { get; set; }

    public DateTime Expiration { get; set; }

    public DateTime ExpirationLocal => Expiration.ToLocalTime();
}

```

11. Adicionamos este método a la interfaz **IApiService**:

```

Task<Response> GetTokenAsync(string urlBase, string servicePrefix, string controller,
TokenRequest request);

```

12. Adicionamos la implementación en el **ApiService**:

```

public async Task<Response> GetTokenAsync(string urlBase, string servicePrefix, string
controller, TokenRequest request)
{
    try
    {
        string requestString = JsonConvert.SerializeObject(request);
        StringContent content = new StringContent(requestString, Encoding.UTF8,
"application/json");
        HttpClient client = new HttpClient
        {
            BaseAddress = new Uri(urlBase)
        };

        string url = $"{servicePrefix}{controller}";
        HttpResponseMessage response = await client.PostAsync(url, content);
        string result = await response.Content.ReadAsStringAsync();

        if (!response.IsSuccessStatusCode)
        {
            return new Response

```



```

        {
            IsSuccess = false,
            Message = result,
        };
    }

    TokenResponse token = JsonConvert.DeserializeObject<TokenResponse>(result);
    return new Response
    {
        IsSuccess = true,
        Result = token
    };
}
catch (Exception ex)
{
    return new Response
    {
        IsSuccess = false,
        Message = ex.Message
    };
}
}
}

```

13. Adicionar el NuGet **Xam.Plugins.Settings** en **Common**.

14. Adicionar la clase **Settings** en **Common.Helpers**:

```

public static class Settings
{
    private const string _token = "token";
    private const string _isLogin = "isLogin";
    private static readonly string _stringDefault = string.Empty;
    private static readonly bool _boolDefault = false;

    private static ISettings AppSettings => CrossSettings.Current;

    public static string Token
    {
        get => AppSettings.GetValueOrDefault(_token, _stringDefault);
        set => AppSettings.AddOrUpdateValue(_token, value);
    }

    public static bool IsLogin
    {
        get => AppSettings.GetValueOrDefault(_isLogin, _boolDefault);
    }
}

```

```

        set => AppSettings.AddOrUpdateValue(_isLogin, value);
    }
}

```

15. En **Common** creamos la carpeta **Helpers** y dentro de esta la clase **Settings**:

```

public static class Settings
{
    private const string _token = "token";
    private const string _isLogin = "isLogin";
    private static readonly string _stringDefault = string.Empty;
    private static readonly bool _boolDefault = false;

    private static ISettings AppSettings => CrossSettings.Current;

    public static string Token
    {
        get => AppSettings.GetValueOrDefault(_token, _stringDefault);
        set => AppSettings.AddOrUpdateValue(_token, value);
    }

    public static bool IsLogin
    {
        get => AppSettings.GetValueOrDefault(_isLogin, _boolDefault);
        set => AppSettings.AddOrUpdateValue(_isLogin, value);
    }
}

```

16. Modificamos la **LoginPageViewModel**:

```

public class LoginPageViewModel : ViewModelBase
{
    private readonly INavigationService _navigationService;
    private readonly IApiService _apiService;
    private bool _isRunning;
    private bool _isEnabled;
    private string _password;
    private DelegateCommand _loginCommand;
    private DelegateCommand _registerCommand;
    private DelegateCommand _forgotPasswordCommand;

    public LoginPageViewModel(INavigationService navigationService, IApiService apiService)
        : base(navigationService)
    {
        _navigationService = navigationService;
        _apiService = apiService;
        Title = Languages.Login;
    }
}

```

```

        IsEnabled = true;
    }

    public DelegateCommand LoginCommand => _loginCommand ?? (_loginCommand = new
    DelegateCommand(LoginAsync));

    public DelegateCommand RegisterCommand => _registerCommand ?? (_registerCommand
    = new DelegateCommand(RegisterAsync));

    public DelegateCommand ForgotPasswordCommand => _forgotPasswordCommand ??
    (_forgotPasswordCommand = new DelegateCommand(ForgotPasswordAsync));

    public bool IsRunning
    {
        get => _isRunning;
        set => SetProperty(ref _isRunning, value);
    }

    public bool IsEnabled
    {
        get => _isEnabled;
        set => SetProperty(ref _isEnabled, value);
    }

    public string Email { get; set; }

    public string Password
    {
        get => _password;
        set => SetProperty(ref _password, value);
    }

    private async void LoginAsync()
    {
        if (string.IsNullOrEmpty(Email))
        {
            await App.Current.MainPage.DisplayAlert(
                Languages.Error,
                Languages.EmailError,
                Languages.Accept);
            return;
        }

        if (string.IsNullOrEmpty>Password))
        {
            await App.Current.MainPage.DisplayAlert(
                Languages.Error,
                Languages.PasswordError,

```

```

        Languages.Accept);
    return;
}

    IsRunning = true;
    IsEnabled = false;

    if (Connectivity.NetworkAccess != NetworkAccess.Internet)
    {
        IsRunning = false;
        IsEnabled = true;
        await App.Current.MainPage.DisplayAlert(Languages.Error,
Languages.ConnectionError, Languages.Accept);
        return;
    }

    string url = App.Current.Resources["UrlAPI"].ToString();
    TokenRequest request = new TokenRequest
    {
        Password = Password,
        Username = Email
    };

    Response response = await _apiService.GetTokenAsync(url, "api",
"/Account/CreateToken", request);
    IsRunning = false;
    IsEnabled = true;

    if (!response.IsSuccess)
    {
        await App.Current.MainPage.DisplayAlert(Languages.Error, Languages.LoginError,
Languages.Accept);
        Password = string.Empty;
        return;
    }

    TokenResponse token = (TokenResponse)response.Result;
    Settings.Token = JsonConvert.SerializeObject(token);
    Settings.IsLogin = true;

    IsRunning = false;
    IsEnabled = true;

    await
_navigationService.NavigateAsync($"{nameof(OnSaleMasterDetailPage)}/NavigationPage/{na
meof(ProductsPage)}");
    Password = string.Empty;
}

```

```

private void ForgotPasswordAsync()
{
    //TODO: Pending
}

private void RegisterAsync()
{
    //TODO: Pending
}
}

```

17. Modificamos la **OnSaleMasterDetailPage**:

```

<Image HeightRequest="150"
        Source="onsale"/>
<Label FontAttributes="Bold"
        FontSize="Large"
        Text="{Binding User.FullName}"/>
<ListView BackgroundColor="Transparent"
        ItemsSource="{Binding Menus}"
        HasUnevenRows="True"
        SeparatorVisibility="None">

```

18. Modificamos la **OnSaleMasterDetailPageViewModel**:

```

...
private UserResponse _user;
...
public OnSaleMasterDetailPageViewModel(INavigationService navigationService) :
    base(navigationService)
{
    _navigationService = navigationService;
    LoadMenus();
    LoadUser();
}

public UserResponse User
{
    get => _user;
    set => SetProperty(ref _user, value);
}
...
private void LoadUser()
{
    if (Settings.IsLogin)
    {

```

```

        TokenResponse token =
JsonConvert.DeserializeObject<TokenResponse>(Settings.Token);
        User = token.User;
    }
}
...
new Menu
{
    Icon = "ic_exit_to_app",
    PageName = $"{nameof(LoginPage)}",
    Title = Settings.IsLogin ? Languages.Logout : Languages.Login
}

```

19. Modificamos la **MenuItemViewModel**:

```

private async void SelectMenuAsync()
{
    if (PageName == nameof(LoginPage) && Settings.IsLogin)
    {
        Settings.IsLogin = false;
        Settings.Token = null;
    }

    await
_navigationService.NavigateAsync($"/{nameof(OnSaleMasterDetailPage)}/NavigationPage/{PageName}");
}

```

20. Probemos lo que llevamos.

21. Ahora mostremos la foto del usuario en el menú. Adicione el nuget **Xamarin.FFImageLoading.Transformations** en todos los proyectos Prism.

22. Modificamos la **OnSaleMasterDetailPage**:

```

xmlns:fftransformations="clr-namespace:FFImageLoading.Transformations;assembly=FFImageLoading.Transformations"
...
<StackLayout Padding="20">
    <StackLayout Orientation="Horizontal">
        <Image HeightRequest="80"
            Source="onsale"/>
        <ffimageloading:CachedImage Aspect="AspectFill"
            Source="{Binding User.ImageFullPath}"
            CacheDuration="50"
            HeightRequest="100"
            Margin="5"

```

```
                RetryCount= "3"  
                RetryDelay= "600"  
                WidthRequest="100">  
        <ffimageloading:CachedImage.Transformations>  
        <fftransformations:CircleTransformation />  
        </ffimageloading:CachedImage.Transformations>  
    </ffimageloading:CachedImage>  
</StackLayout>  
<Label FontAttributes="Bold"  
        FontSize="Large"  
        Text="{Binding User.FullName}"/>
```

23. Probamos.