Xamarin, ServiceStack and AWS for Great Apps, Fast!

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Overview

I don't do bullets!

A taste of everything;
too much, too little time

We are going to build an app!

Ask questions as we go;
answer afterwards

Let's begin!

Xamarin

A product built on Mono;
a CLR and .NET implementation

C#

Xamarin.iOS
Xamarin.Android
Xamarin.Mac
+
Xamarin.Studio

It's compiled for iOS/Android;
not interpreted or "jitted"

Garbage collected;
co-exists with Objective-C GC

"Binds" to native API's;
P/Invoke, Selectors, JNI

XS v5.0 supports NuGet!

Brilliant!

ServiceStack

A framework for building
REST API's with .NET

Happy on Microsoft .NET;
Happy on Mono

It will delight you
with it's simplicity…and frustrate you with it's
fragmented documentation

Uses Funq;
Dependency Injection (DI)/
Inversion of Control (IOC)

Uses "Plain Old C# Objects"
(POCO's) for request/response

Plug-ins provide
tons of functionality

v4.0 is paid but still open source

Runs on Linux!

Amazon Web Services

The most mature collection
of developer cloud services

Virtual Hosting (EC2)

Email (SES)

Caching (ElastiCache)
Notifications (SNS)
Transcoding (ElasticTranscoder)
Search (CloudSearch)

Great admin console

DNS Management (Route 53)

Blob Storage (S3)

Well documented C# API's

Command line tools

Security Matters!

Other Great Tech.

mongoDB:
Fast, simple, no-SQL

redis:
Hard to pronounce,
easy to use caching server

Ubuntu:
The leading cloud platform

GitHub:
Best source code control
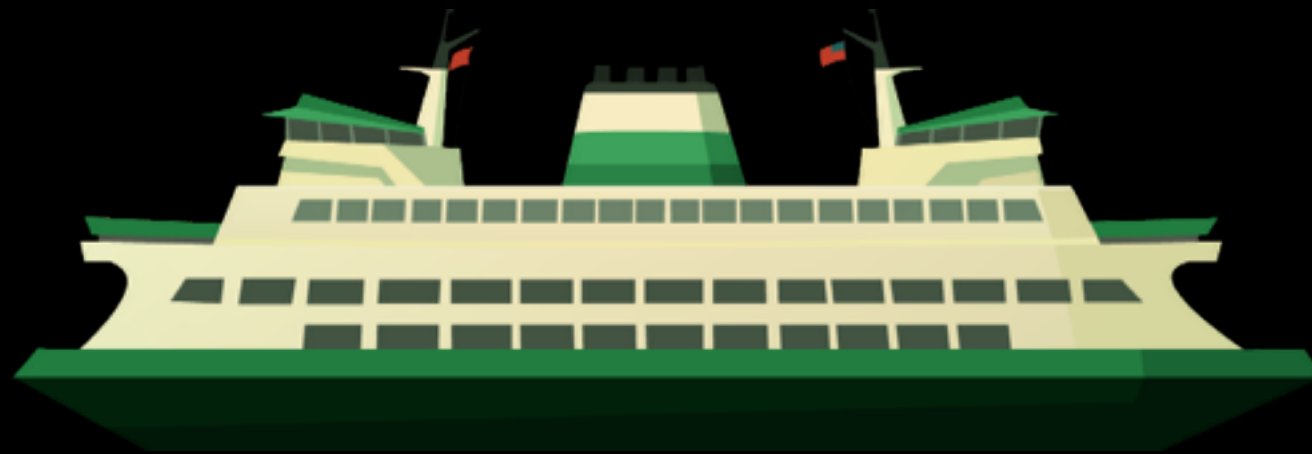
Sketch:
Vector graphics drawing

NLog:
Logging

Let's Build an App!

Quote Me!

FerryView

Washington State Ferry Schedule Travel App

Uses Xamarin & ServiceStack

Created in about 4 weeks

Available mid-May

Summary

mobile
app's

web
api's

cloud
service's

 + +

Xamarin   ServiceStack   AWS