

Tutorial

Requirements:

- Visual Studio
- Installed Xamarin.Android
- Configured emulators

1. File > New > Project->Mobile App (Xamarin.Forms)

In the **New Android App** dialog, click **Blank App** and click **OK** to create the new project with the name DefuseBomb

2. MainPage.xaml is where you define the UI for your app. You can add elements directly using XAML markup, or you can use the design tools provided by Visual Studio.

XAML markup should better for our small App. Insert 3 Buttons like the Picture below

```
<StackLayout>
  <!-- Place new controls here -->
  <Label Text="Avoid triggering the bomb!"
    HorizontalOptions="Center"
    VerticalOptions="Center" />

  <Button Text="1"
    HorizontalOptions="Center"
    VerticalOptions="CenterAndExpand"
    Clicked="ButtonClicked"/>
  <Button Text="2"
    HorizontalOptions="Center"
    VerticalOptions="CenterAndExpand"
    Clicked="ButtonClicked"/>
  <Button Text="3"
    HorizontalOptions="Center"
    VerticalOptions="CenterAndExpand"
    Clicked="ButtonClicked"/>

  <Label Text="e-Portfolie"
    HorizontalOptions="Center"
    VerticalOptions="CenterAndExpand" />
</StackLayout>
```

3. MainPage.xaml.cs is the code-behind page for MainPage.xaml. It's where you add your app logic and event handlers.

Add the Code for our Game

```
public partial class MainPage : ContentPage
{
    static string bomb = new Random().Next(1, 4).ToString();
    static int scores = 0;
    1 reference
    public MainPage()
    {
        InitializeComponent();
    }
    0 references
    async void ButtonClicked(object sender, EventArgs e) {
        Button button = sender as Button;

        //Game Over
        if (button.Text == bomb)
        {
            await DisplayAlert("Bomb Exploded", "GAME OVER", "Retry");
            bomb = new Random().Next(1, 4).ToString();
            scores = 0;
        }
        else {
            scores += 1;
            await DisplayAlert("Bomb Defused!", "Scores:" + scores, "Continue");
            bomb = new Random().Next(1, 4).ToString();
        }
    }
}
```

4. Last Step is to distribute our game
Open the Contextmenu for Android in the Project Explorer and click Archive.
After few minutes of packing you can distribute to Google Play or Ad Hoc