



# Introduction to Xamarin

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Saturday Morning Productions

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Edmonton Mobile Developers (iOS and Android) Meetup

# Prerequisites to Run Demos

Demo Location:

<https://github.com/saturdaymp/IntroToXamarinPresentation>

Visual Studio 2017

<https://www.visualstudio.com/>

There is a free community version and VS 2017 Should install most things you need.

To run iOS applications:

Mac (laptop or desktop)

Xcode

# Who am I? (i.e. Shameless Self Promotion)

Saturday Morning Productions - Consultant

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Edmonton .NET Users Group – Program Director

<http://edmug.net>

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SQL Saturday #710 – Speaker

<http://www.sqlsaturday.com/710/eventhome.aspx>



# Why Xamarin?

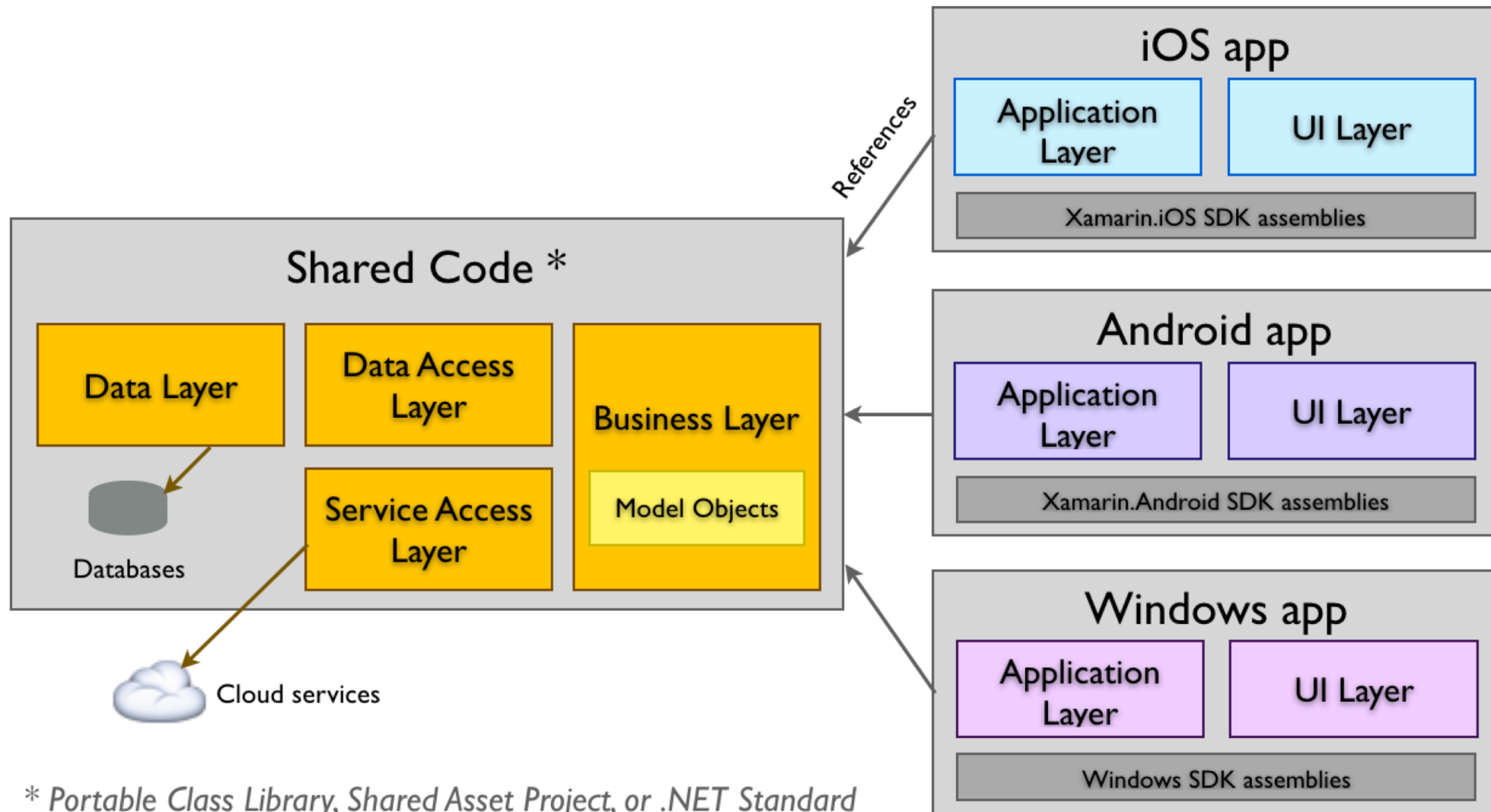
- Main reason: Share code between iOS and Android.
- Use C#. Don't have to learn Java, Script, etc.



# Quick Demos

- Welcome to Xamarin Forms demo.
- List demo.

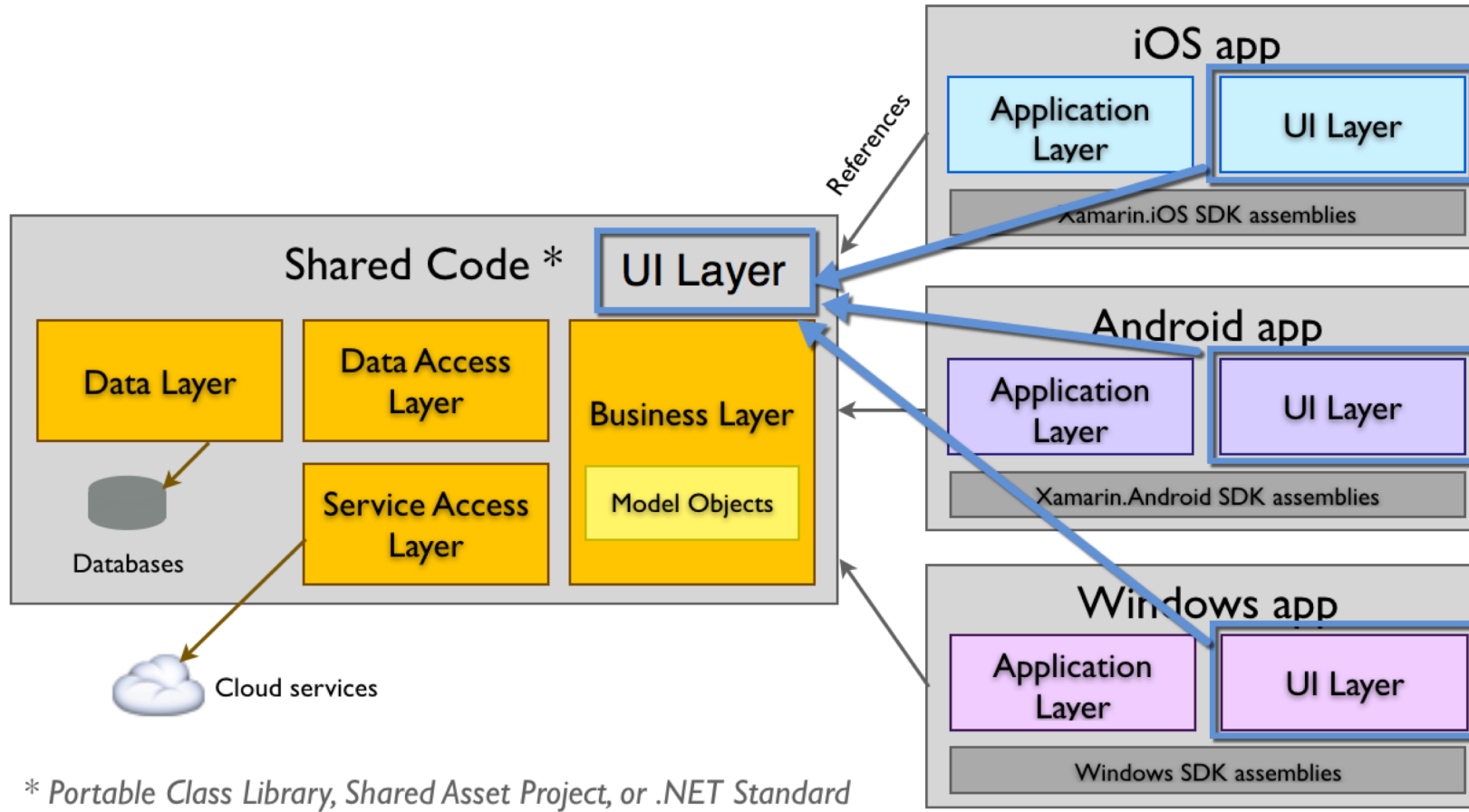
# Xamarin Architecture



# 3 Ways to Share Code

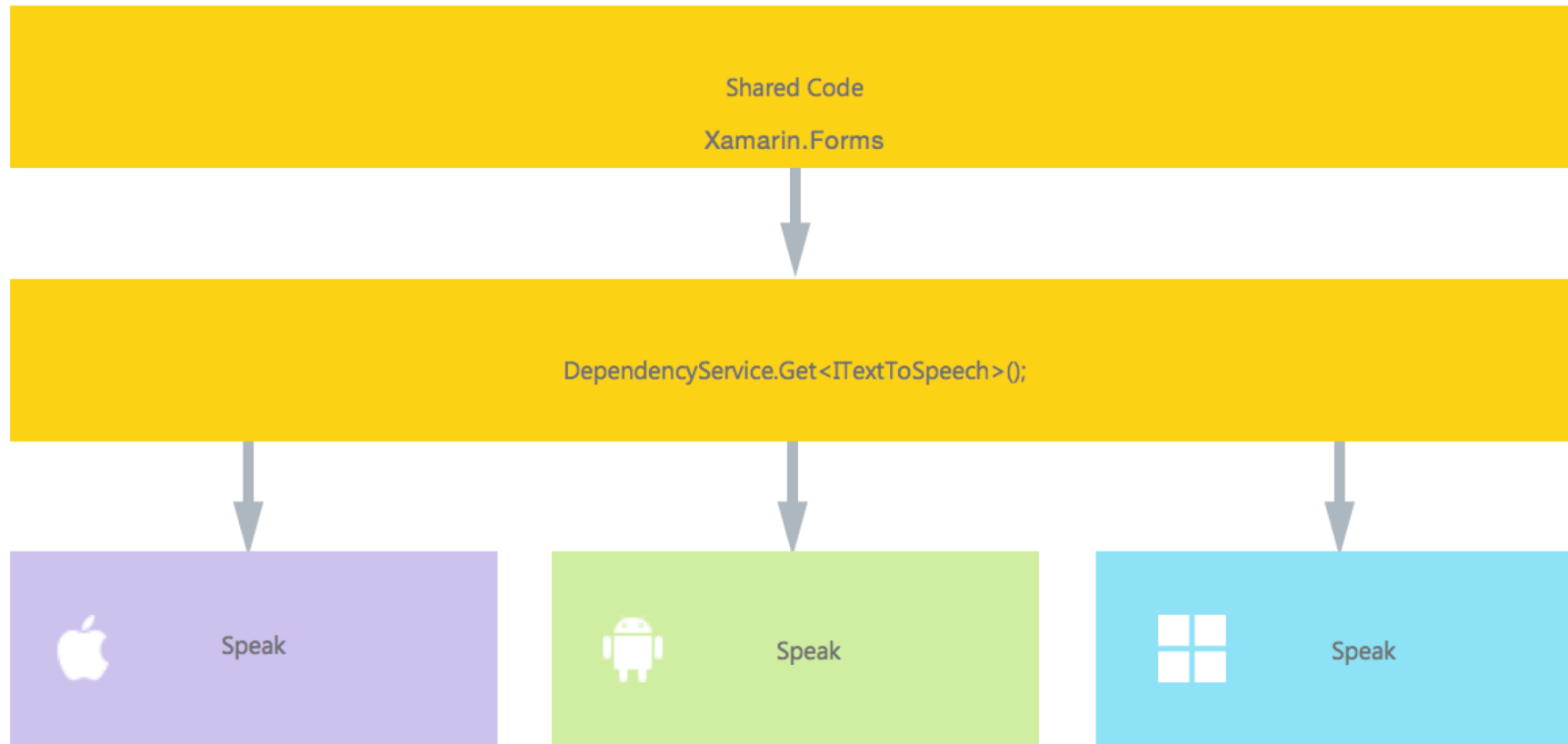
- Shared Project
  - Files compiled in application
- Portable Class Library (PCL)
  - Separate library DLL
  - Being replaced by .NET Standard Libraries
- .NET Standard Library
  - Replacement for PCL

# Xamarin Forms Architecture





# Platform Specific Code



# Text to Speech Demo

- <https://docs.microsoft.com/en-us/xamarin/xamarin-forms/app-fundamentals/dependency-service/text-to-speech>

# Start Using Xamarin

- Download Visual Studio 2017 Community (Mac, Windows):

<https://www.visualstudio.com/>

Need a Mac to compile iOS.

- Xamarin Documentation:

<https://docs.microsoft.com/en-us/xamarin/>

- Xamarin University:

<https://university.xamarin.com/>