



# Xamarin

Best Practices Webinar

Xamarin.Forms

# Meet the team

## Your Instructors



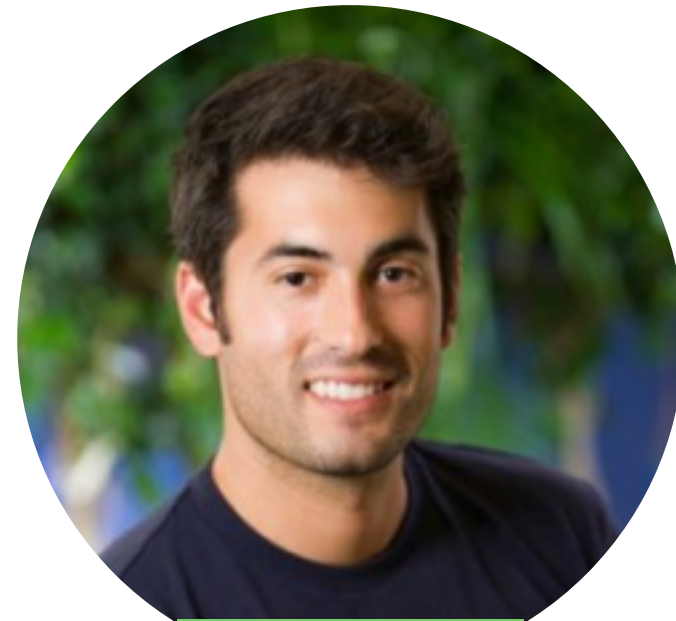
Technical

**Michael Watson**

Customer Success Engineer

Xamarin.Forms Expert

[@Threebrewmates](#)



Account

**Aaron Hill**

Customer Success Manager



**Xamarin**

# Best Practices Webinar Overview

## Today's Agenda

### Overview of Best Practices with Xamarin.Forms

- Components and NuGet
- Architecture
- Portable Class Libraries

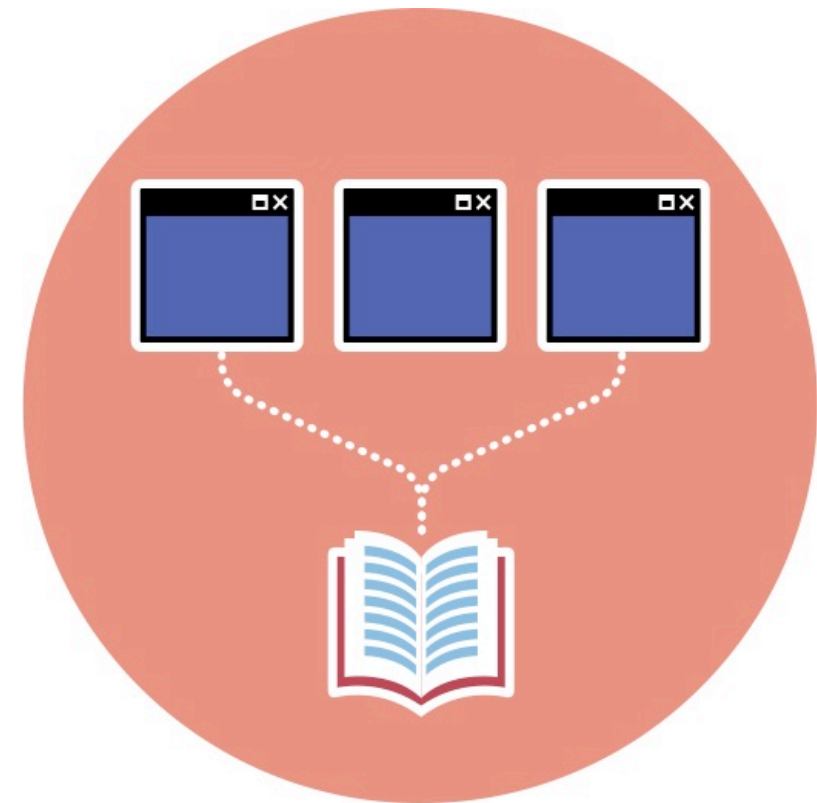
### PCL Demo with Xamarin.Forms

- How to share lists
- How to share views



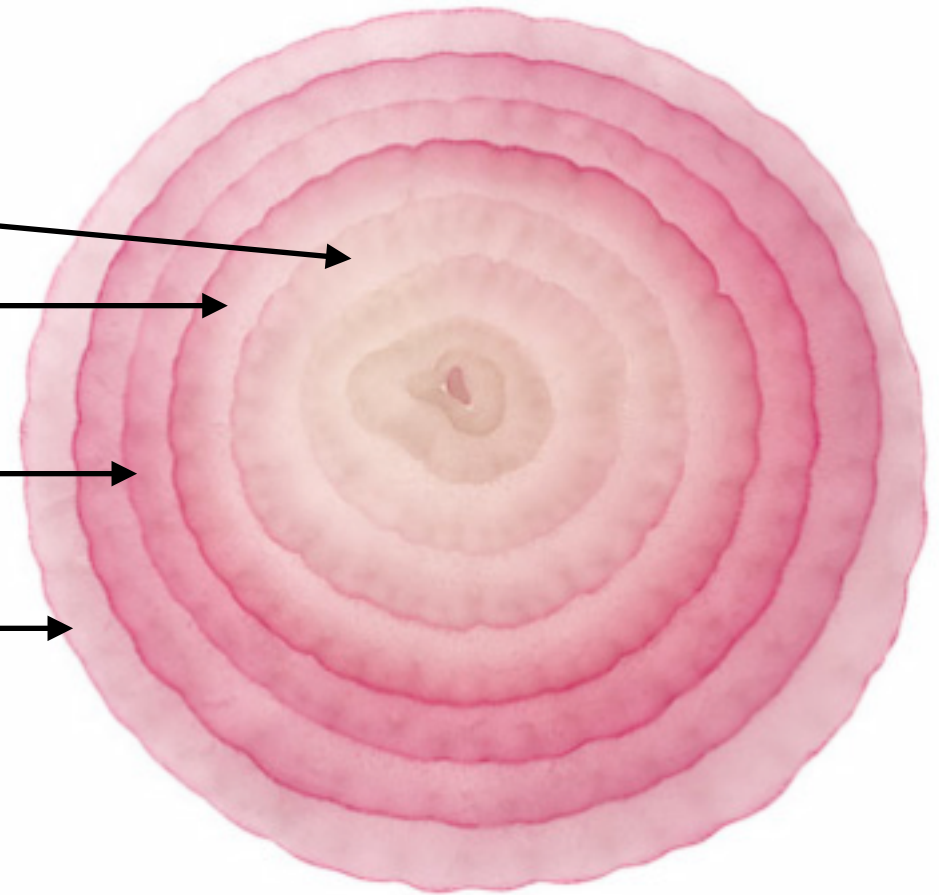
# Accelerate Mobile Development

- Component Store
- NuGet Packages



# Application Layers

- Data Layer
- Data Access Layer
- Application Layer
- User Interface (UI) Layer



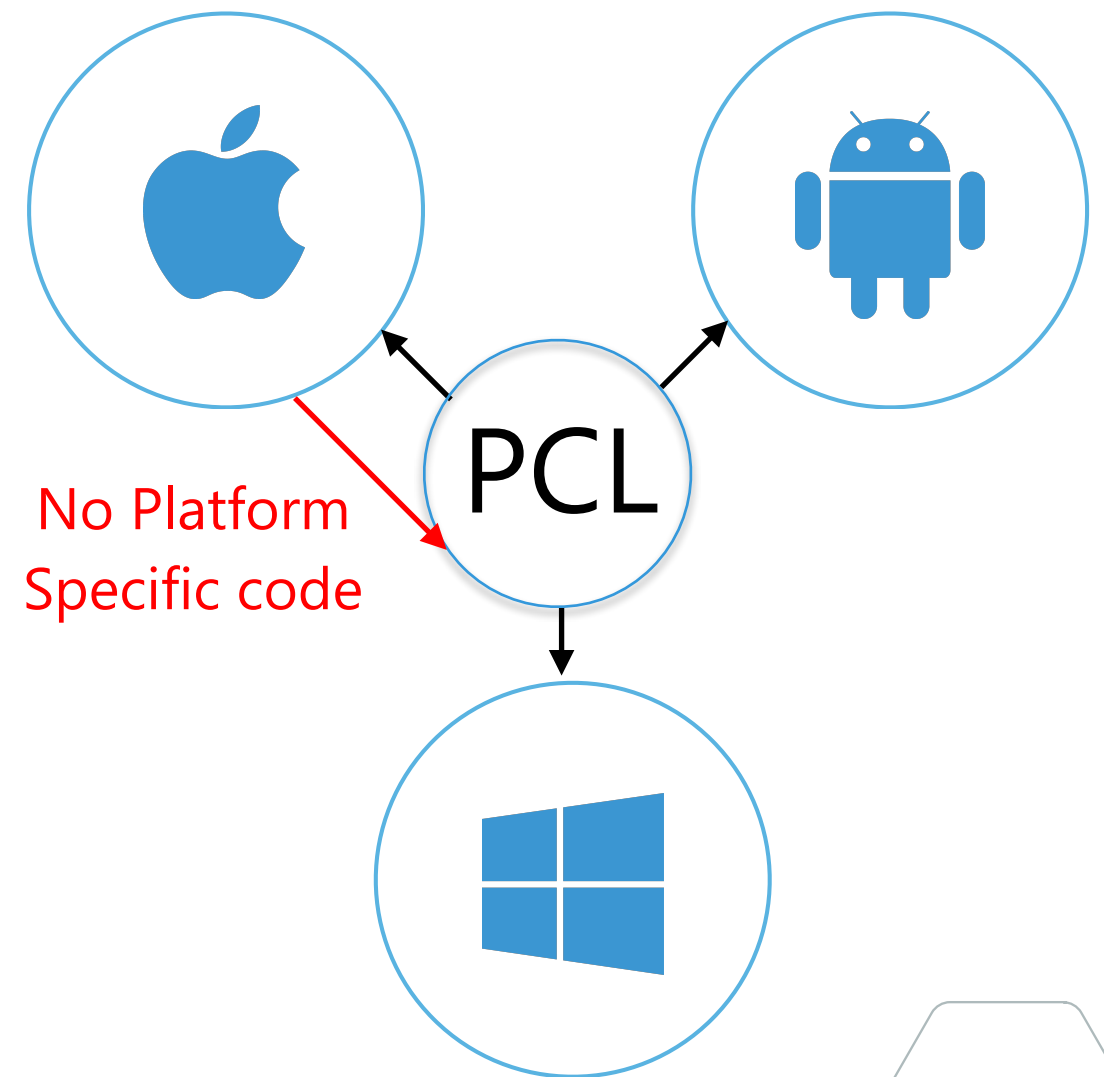
# Portable Class Libraries

## Pros:

- Centralized code sharing
- Can be easily referenced by other projects

## Cons:

- Platform specific libraries cannot be referenced



# Shared Projects

## Pros:

- Shared code can be branded based on platform (conditional compilation)
- Platform specific references can be shared

## Cons:

- Files used in referencing project are compiled into that DLL
- Refactorings that affect code inside 'inactive' compiler directives will not update code





Demo



# Resources

## Introduction to Pickles

[http://developer.xamarin.com/guides/cross-platform/application\\_fundamentals/pcl/introduction\\_to\\_portable\\_class\\_libraries/](http://developer.xamarin.com/guides/cross-platform/application_fundamentals/pcl/introduction_to_portable_class_libraries/)

## Introduction to Shared Projects

[http://developer.xamarin.com/guides/cross-platform/application\\_fundamentals/building\\_cross\\_platform\\_applications/sharing\\_code\\_options/#Shared\\_Projects](http://developer.xamarin.com/guides/cross-platform/application_fundamentals/building_cross_platform_applications/sharing_code_options/#Shared_Projects)

## Architecture Documentation

[http://developer.xamarin.com/guides/cross-platform/application\\_fundamentals/building\\_cross\\_platform\\_applications/part\\_2\\_-\\_architecture/](http://developer.xamarin.com/guides/cross-platform/application_fundamentals/building_cross_platform_applications/part_2_-_architecture/)

## BrewMate GitHub

<https://github.com/michael-watson/BrewMate>



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