Trick or Treat – Xamarin.Forms Cheat Sheet

**TrickOrTreatForms.cs**

public App()  
{  
    MainPage = new NavigationPage(new MainPage());  
}

**MainPage.xaml.cs**

public MainPage()  
{  
    InitializeComponent();  
    Title = "Halloween";  
}  
  
public async void Random\_Clicked(object sender, EventArgs e)  
{  
    await Navigation.PushAsync(new ResultPage());  
}

**MainPage.xaml**

<Grid>  
    <Image Source="background.jpg" Aspect="AspectFill"/>  
    <Button Text="Trick or Treat?" VerticalOptions="Center" x:Name="btnRandom" Clicked="Random\_Clicked"/>  
</Grid>

**ResultPage.xaml**

<Grid>  
    <Image x:Name="imgBackground" Source="trickBackground.jpg" Aspect="AspectFill"/>  
    <Label x:Name="lblResult" Text="Trick!" VerticalOptions="Center" HorizontalOptions="Center" />  
</Grid>

**ResultPage.xaml.cs**

public ResultPage()  
{  
    InitializeComponent();  
    Title = "Result";  
    var isTreat = Random.IsTreat();  
    var resultText = Random.TrickTreatText(isTreat);  
    lblResult.Text = resultText;  
    if (isTreat)  
        imgBackground.Source = ImageSource.FromFile("treatBackground.jpg");  
    else  
        imgBackground.Source = ImageSource.FromFile("trickBackground.jpg");  
    var implementation = DependencyService.Get<ISpeechSynth>();  
    implementation.SpeakText(resultText);  
}

**ISpeechSynth.cs**

public interface ISpeechSynth  
{  
    void SpeakText(string text);  
}

**SpeechSynth\_Android.cs**

[assembly: Xamarin.Forms.Dependency (typeof (SpeechSynth\_Android))] // above namespace

public class SpeechSynth\_Android : Java.Lang.Object, ISpeechSynth, TextToSpeech.IOnInitListener  
{  
    TextToSpeech speaker;  
    string toSpeak;  
  
    public SpeechSynth\_Android() {}  
  
    public void SpeakText(string text)  
    {  
        toSpeak = text;  
        speaker = new TextToSpeech(Forms.Context, this);  
    }  
  
    public void OnInit(OperationResult status)  
    {  
        if (status.Equals (OperationResult.Success))  
        {  
            var dict = new Dictionary<string,string>();  
            speaker.Speak(toSpeak, QueueMode.Flush, dict);  
        }   
    }  
}

**SpeechSynth\_IOS.cs**

[assembly: Xamarin.Forms.Dependency (typeof (SpeechSynth\_iOS))] // above namespace

public class SpeechSynth\_iOS : ISpeechSynth  
{  
    public SpeechSynth\_iOS() {}  
  
    public void SpeakText(string text)  
    {  
        var speechSynthesizer = new AVSpeechSynthesizer ();  
        var speechUtterance = new AVSpeechUtterance(text);  
        speechSynthesizer.SpeakUtterance (speechUtterance);  
    }  
}