Getting Started

Key Introductory Guides to Mobile Development with Xamarin

Getting Started Series

Hello, iPhone

Estimated Completion Time: 2 hours

Once you've run through the Xamarin.iOS Installation, you're ready to create your first iOS application. This article is the third in a series of Getting Started tutorials and walks through creating a basic Xamarin.iOS application for iPhone. Along the way, we'll take a look at the Xamarin.iOS IDE of choice, Xamarin Studio, then cover creating user interfaces with Xcode 4 and Interface Builder (IB). We'll look at connecting the work that we did in Interface Builder and making it available to your code in Xamarin.iOS. Next, we'll briefly go over how to use Xamarin.iOS with Visual Studio, and cover some key differences between these two environments. Finally, you'll deploy your application and test it.

This article is aimed at developers who are familiar with C# and .NET, but who have never before built a Xamarin.iOS application.

Hello, MVC

Estimated Completion Time: 1 hour

After creating our first iPhone application using Xamarin.iOS, it's time to take a look at the Model, View, Controller (MVC) pattern in iOS and learn how to utilize it to create multi-screen applications. This tutorial introduces the MVC pattern, examines how it is utilized in iOS, and then introduces the UINavigationController – a specialized control that helps to

manage screens in a multi-screen application. Finally it walks through creating a multi-screen application utilizing the MVC pattern and the UINavigationController class.

iPad + Universal Apps

Estimated Completion Time: 1.5 hours

This is final tutorial in the Getting Started with Xamarin.iOS series. It walks through creating an iPad application, and then examines how universal applications can be created that are designed to work with both the iPad and the iPhone. Next, it walks through creating a universal application using the Universal Application Project Template, and finally, it introduces a customization to the template that allows more complex applications to be targeted to both devices.

Introduction to Xamarin.iOS for Visual Studio

Estimated Completion Time: 2 hours

This article shows how to build, and test Xamarin iOS applications using Visual Studio. It will explain how to use Visual Studio to create new iOS projects, build an iOS application and then compile, test and debug using a networked-Mac to host Apple's compiler and simulator, and Xamarin's build toolchain.

Additional Guides

Installation

This tutorial illustrates the installation paths for Xamarin.iOS on both Windows and Mac.

Offline Activation

Activating Xamarin.iOS without an internet connection.

Device Provisioning

Shows how to provision an iOS device for development.