

Android, iOS and Hybrid Applications

Mobile-Development

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- ▶ Bachelor
- ▶ Encodo Systems AG, Winterthur
- ▶ Mobile Development in Banking, Pharma, User Assistance etc.

- ▶ Name?
- ▶ Where do you work?
- ▶ What technologies are you experienced in?
- ▶ Any experience in Mobile Development?
- ▶ What do you want to learn?

GENERAL

- ▶ From 21:00 open session - questions, problems etc.
- ▶ One written exam at the end of the semester
- ▶ App that you create during this course will be rated

GENERAL

- ▶ Documentation can be found on

<https://github.com/FabrizioNiedda/hfu2020docs>

- ▶ Example code can be found on

<https://github.com/FabrizioNiedda/hfutodoapp>

- ▶ MS documentation root

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

DAY 1

- ▶ Overview Mobile Development
- ▶ Xamarin Forms basics
- ▶ Setup Xamarin Sample-App
- ▶ Cross Platform Basics
- ▶ Navigation Basics
- ▶ Document your app/idea and get it approved

DAY 2

- ▶ MVVM
- ▶ XAML for Forms
- ▶ Controls and differences to WPF
- ▶ Bindings
- ▶ Commands

DAY 3

- ▶ Dialogs
- ▶ Styling
- ▶ Inversion of Control (IOC)
- ▶ Testing

DAY 4

- ▶ Notifications

- ▶ Local

- ▶ PUSH/Remote

DAY 5

- ▶ Hybrid Applications
- ▶ Interoperability with the native part
 - ▶ Design a possible interface
 - ▶ Present your approach
- ▶ Create a small working sample

DAY 6

- ▶ Basics (Block Cyphers, PK-Infrastructure)
- ▶ Mobile Security
- ▶ Biometrics

DAY 7

- ▶ Local Databases (SQLite)
- ▶ Logging & Crashes
- ▶ Continue working on your app

DAY 8

- ▶ Written exam
- ▶ Continue working on your app
 - ▶ Short review with each one

DAY 9

- ▶ Present your apps from the project week

OVERVIEW MOBILE DEVELOPMENT

Mobile Development				
	IDE	Languages	Frameworks	Build/Deployment
Android	Android Studio Eclipse NetBeans	Java Kotlin C++	Dagger data-bind Crashlytics Google Play Service Support Library gson jdeferred	PlayStore Gradle Maven
iOS	xCode AppCode	Swift Objective-C	Alamofire CryptoSwift SwiftyJSON SwiftyRSA PromiseKit	Testflight AppStore CocoaPods
Cross	Visual Studio JB Rider WebStorm Visual Studio Code	C#/F# TypeScript/JS Dart etc. JavaScript HTML/CSS Less/Sass React/Redux Angular	React Native Ionic PhoneGap (Cordova) NativeScript	fastlane HockeyApp Artifactory Jenkins Teamcity

SETUP

- ▶ Install Visual Studio Xamarin Tools
- ▶ One of the following:
 - ▶ Setup an emulator (Android) (simulator (iOS))
 - ▶ Setup your device to allow debugging
- ▶ (Install SmartGit (<https://www.syntevo.com/smartgit/>))
- ▶ Provide me with your github username

QUESTIONS?

- ▶ Short break
- ▶ Everyone send me his username

GIT

- ▶ Pull vs Fetch
- ▶ Push vs Commit
- ▶ Local vs Remote
- ▶ Merge vs Rebase

- ▶ Demo
- ▶ Clone the "hfu2020docs" & "hfutodoapp" repository
- ▶ FabrizioNiedda is my account

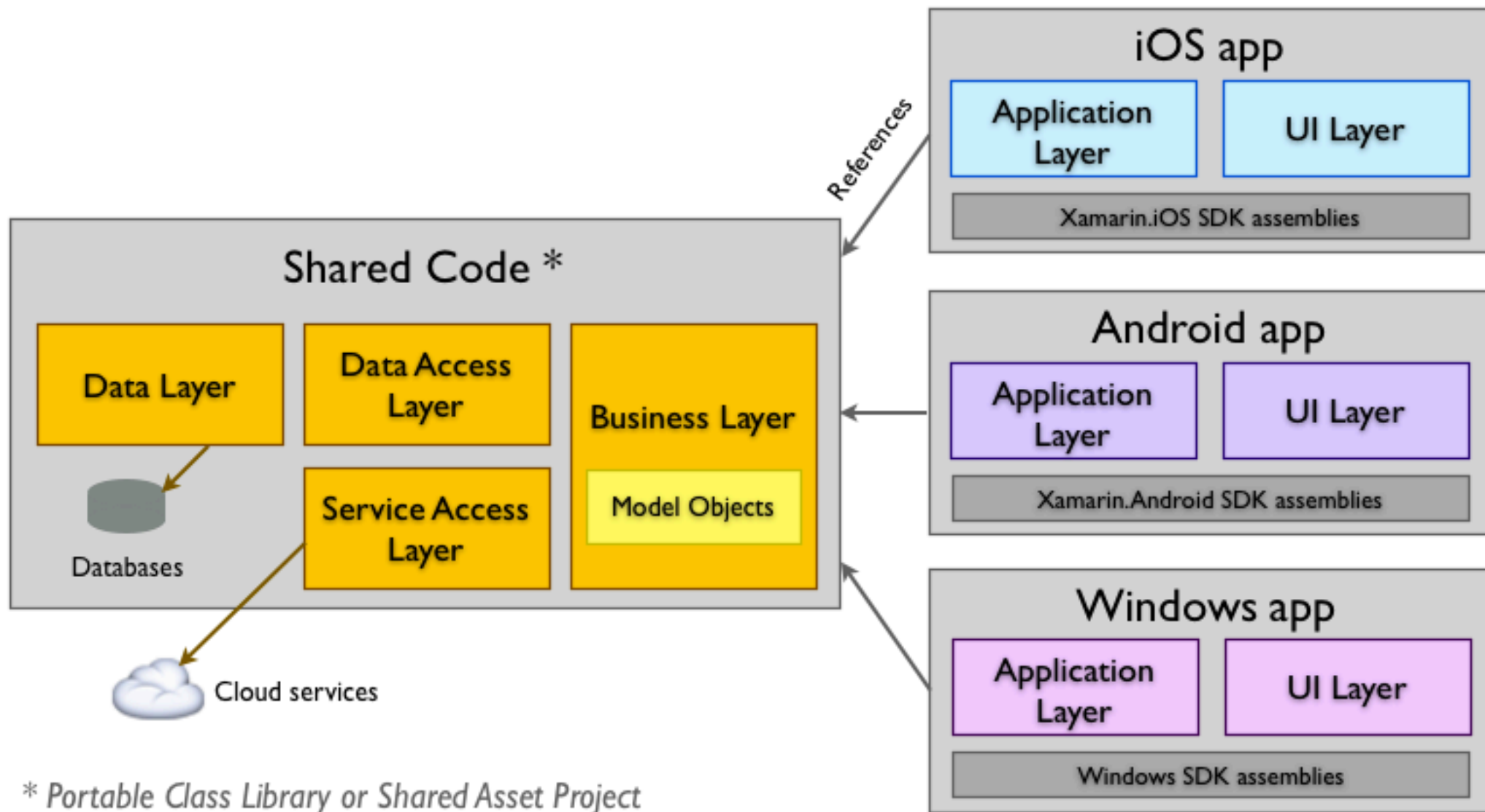
OVERVIEW

- ▶ Xamarin was created by Mono
- ▶ Use C# to develop on Android and iOS native
- ▶ Acquired and integrated by MS

OVERVIEW – XAMARIN “CLASSIC”

- ▶ Xamarin.iOS & Xamarin.Android (Classic)
 - ▶ They basically map the platform 1:1
 - ▶ Support new APIs in 24 hours
 - ▶ Share the “Core” libraries
 - ▶ No shared UI - unless you use a Hybrid approach

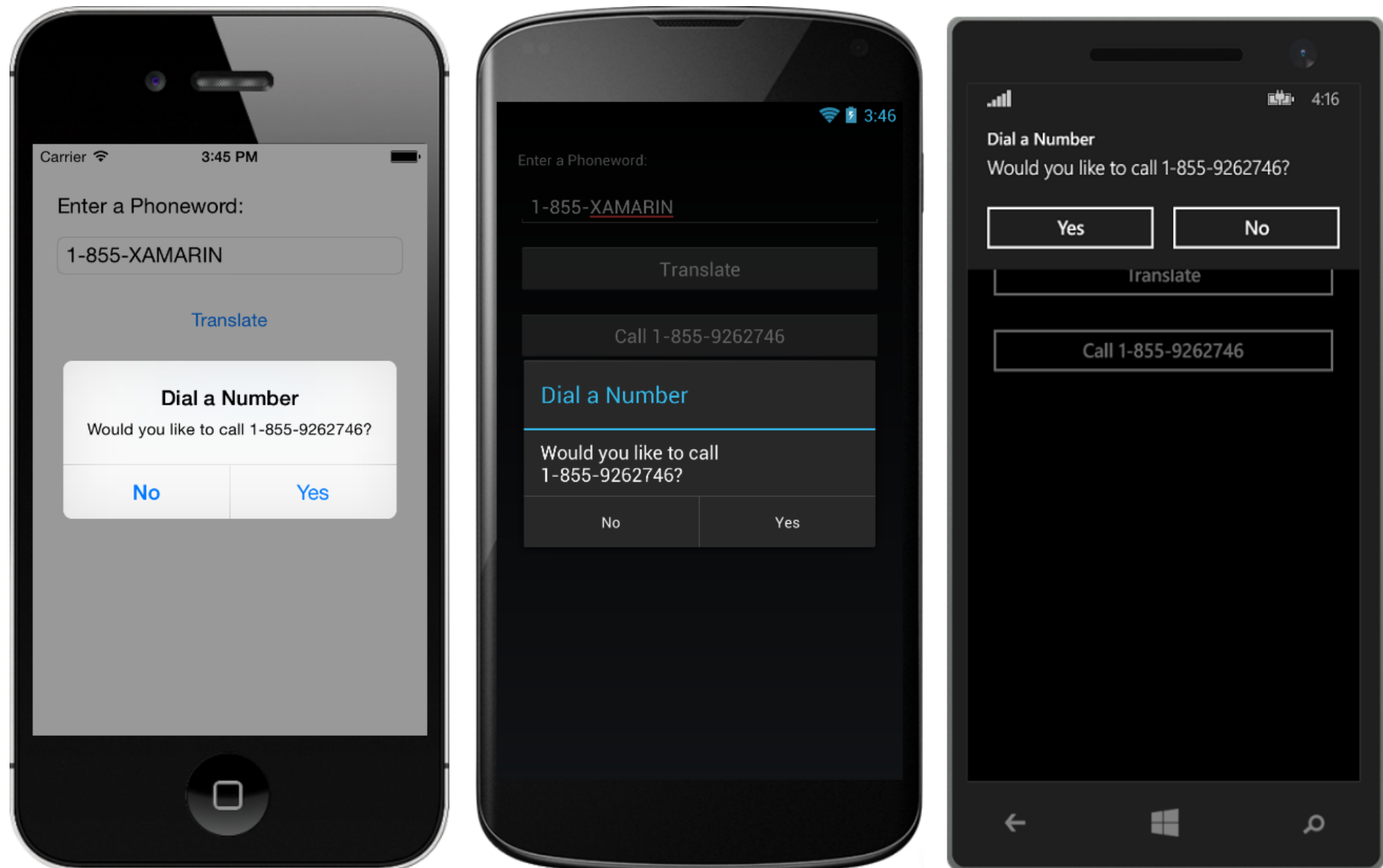
OVERVIEW – XAMARIN CLASSIC



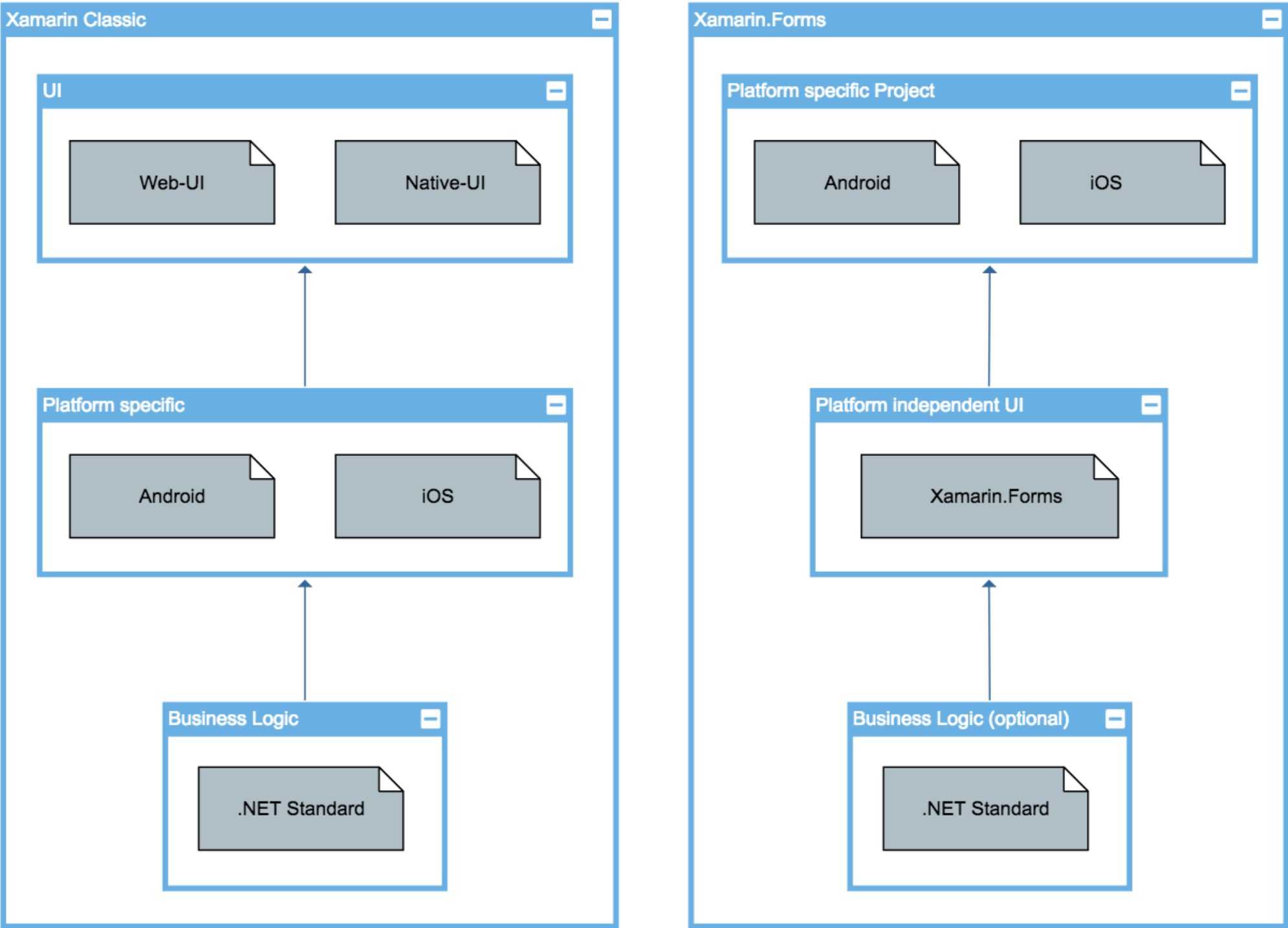
OVERVIEW – XAMARIN FORMS

- ▶ Xamarin.Forms
 - ▶ Share UI code and write it in XAML
 - ▶ Use DependencyService (IoC) to access platform features
 - ▶ Abstraction of features (Dialogs, Notifications, etc.)
 - ▶ Built in support for navigation

OVERVIEW – XAMARIN FORMS



OVERVIEW - ARCHITECTURE



.NET STANDARD

- ▶ Version 2.1 is the latest
 - ▶ The higher the version the more APIs are available
- ▶ Think of it as an "interface" it does not contain actual code
 - ▶ Mono implements .NET Standard for iOS/Android
 - ▶ .NET Framework implements it for Windows
- ▶ You can find the definitions on github

.NET STANDARD

- ▶ Some popular APIs:
 - ▶ File (System.IO)
 - ▶ Collections & LINQ
 - ▶ Task & async await
 - ▶ Http (Client) (System.NET)

CROSS PLATFORM

QUESTIONS?

CREATE A PROJECT

- ▶ Pick Xamarin.Forms (with .NET Standard)
- ▶ You'll see three projects (Shared, iOS, Android)
- ▶ Shared one is a .NET Standard project
- ▶ Walkthrough
- ▶ Everyone get it running!

XAMARIN FORMS: NAVIGATION

- ▶ Wrap your start page in a "NavigationPage"
- ▶ Push other pages on top of the Stack

```
// App.xaml.cs
MainPage = new NavigationPage(new MainPage());

// Navigate to the "ListPage"
this.Navigation.PushAsync(new ListPage());

// Pop the top view and return to the previous one.
this.Navigation.PopAsync();
```

NAVIGATION



NAVIGATION

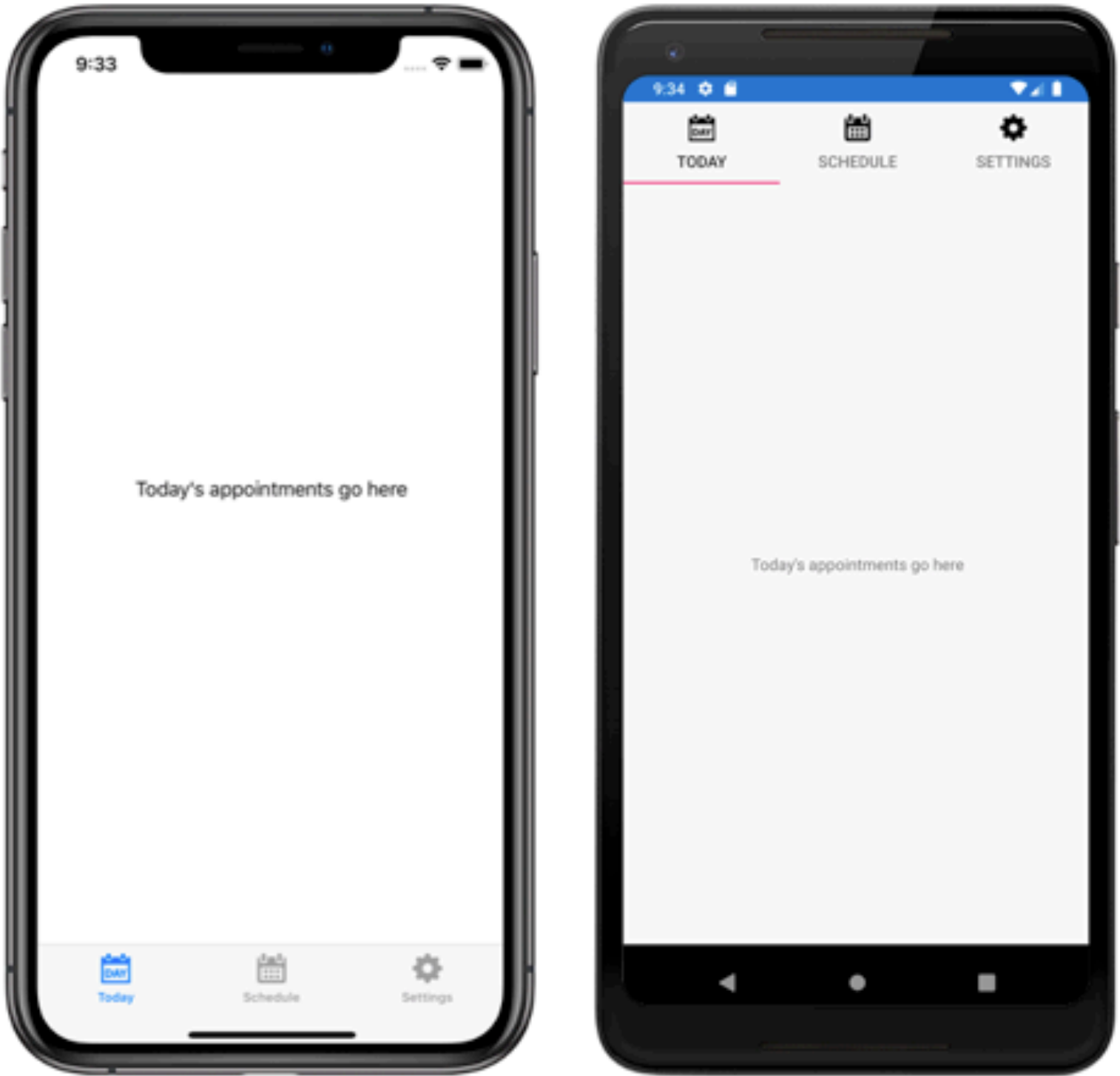
- ▶ Example
- ▶ Checkout branch "day1/navigation"

XAMARIN FORMS TABS

- ▶ Replace the Main Page with a "TabbedPage"
- ▶ Populate pages as tabs in the "TabbedPage.Children"

```
<TabbedPage
  xmlns="http://xamarin.com/schemas/2014/forms"
  xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
  xmlns:local="clr-namespace:todo"
  x:Class="todo.MainPage"
  Title="Main Page"
  SelectedTabColor="Firebrick">
  <TabbedPage.Children>
    <ContentPage Title="Tab 1" IconImageSource="schedule.png" BackgroundColor="White">
      <Button Text="Some Button" />
    </ContentPage>
    <ContentPage Title="Tab 2">
      <Button Text="Some other Button" />
    </ContentPage>
    <local:TodoListPage Title="Tab 2" />
  </TabbedPage.Children>
</TabbedPage>
```


TABS



TABS

- ▶ Example
- ▶ Checkout branch "day1/tabNavigation"

THINK ABOUT A PROJECT

- ▶ It should include
 - ▶ Notifications
 - ▶ Some login scenario
 - ▶ Alerts (Yes/No Dialog)
 - ▶ Some input fields
 - ▶ A list or something similar
- ▶ TODO-App for example

SETUP THE APPLICATION LAYERS

- ▶ Setup the necessary navigation pages
- ▶ Push to github
- ▶ Invite me to your project
- ▶ Test the navigation

ADDITIONAL TASKS

- ▶ Check out the Master-Detail pattern

<https://docs.microsoft.com/en-us/xamarin/xamarin-forms/app-fundamentals/navigation/master-detail-page>

- ▶ Check out the Carousel

<https://docs.microsoft.com/en-us/xamarin/xamarin-forms/app-fundamentals/navigation/carousel-page>