**Uno Platform** is a framework that enables you to build cross-platform applications using **XAML and C#**, targeting platforms such as **iOS, Android, WebAssembly, and Windows**. [It allows you to create consistent user interfaces and share code across different platforms](https://platform.uno/docs/articles/what-is-uno.html) [1](https://platform.uno/docs/articles/what-is-uno.html).

Here are **five free reference links** where you can learn more about Uno Platform:

1. [**Uno Platform Official Documentation**](https://platform.uno/docs/articles/what-is-uno.html): Explore detailed information about Uno Platform, its features, and how to get started.
2. [**Uno Platform Supported Libraries**](https://platform.uno/docs/articles/supported-libraries.html): Discover third-party libraries that are compatible with Uno Platform, including control libraries like Windows Community Toolkit, Syncfusion, and Infragistics.
3. [**Uno.Prism on GitHub**](https://github.com/unoplatform/Uno.Prism): Uno.Prism provides support for the Prism Library, a framework for building maintainable and testable XAML applications on Uno Platform and WinUI 2.0.
4. [**Uno Platform Get Started**](https://platform.uno/): Begin your Uno Platform journey with flexible options, productivity tools, and beautiful UI components.
5. [**Uno Platform Blog**](https://platform.uno/): Stay updated with articles, tutorials, and community insights related to Uno Platform development.

Happy learning! 🚀📚