Software specifications

Chapter number	Software required (With version)	Free/Proprietary	If proprietary, can code testing be performed using a trial version	If proprietary, then cost of the software	Download links to the software	Hardware specifications	OS required
1	*A+B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B
2	*B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B
3	*B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B
4	*B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B
5	*B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B
6	*B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B

7	*B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B
8	*B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B
9	*B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B
10	*A+B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B
11	*B+C	Free/Proprietary	Yes	https://store.xamarin.com/	https://xamarin.com/products	Common Mac and Windows System	*A+B

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- A. On Mac, Xamarin Studio 5.10.1 (build 6), latest iOS SDK (Currently in version 9.2), Xcode 7.1 and requires Mac OSX 10.10.5+ (Yosemite) or 10.11 (El Capitan).
- B. On Windows, any non-Express editions of Visual Studio 2012, Visual Studio 2013, and Visual Studio 2015 (Community, Professional, and Enterprise). Visual Studio Extensions for iOS and Android.
- C. All examples will work with the Free Trial evaluation or Xamarin Starter licences. Xamarin starter is by default installed with Visual Studio 2015, and works with VS 2012, 2013, and 2015 (including Community Editions).

Detailed installation steps (software-wise)

The steps should be listed in a way that it prepares the system environment to be able to test the codes of the book.

1. Mac Setup:
    a. Download and install from Mac App Store the latest Xcode version (Currently 7.2). Or from the link, https://developer.apple.com/xcode/download/.
    b. Download and install the Xamarin tools for Mac, https://xamarin.com/download.
    c. Download and install the Xamarin Android Emulator. https://xamarin.com/android-player.
    d. Check if Android SDK 5.1.1 is installed to test your apps with this SDK, open Xamarin Studio and go to Tools | Open Android SDK Manager… check the 5.1.1 (API 22) and click Install Packages…
2. Windows Setup
    a. Download Community Edition or Enterprise Trial edition, https://www.visualstudio.com/en-us/downloads/download-visual-studio-vs.aspx.
    b. Download and install the Xamarin tools for Windows, https://xamarin.com/download.
    c. Download and install the Xamarin Android Emulator. https://xamarin.com/android-player
    d. Check if Android SDK 5.1.1 is installed to test your apps with this SDK, open Xamarin Studio and go to Tools | Open Android SDK Manager… check the 5.1.1 (API 22) and click Install Packages…