

# Welcome To San Diego Xamarin User Group Kick-Off

March 12th, 2015



**Seamgen**  
@Seamgen

By utilizing [#Xamarin](#) we build for [#iOS](#),  
[#Android](#), [#Windows](#) & [#Mac](#) with a single,  
shared C# codebase. [Seamgen.com/work](http://Seamgen.com/work)



7:00 PM - 10 Mar 2015

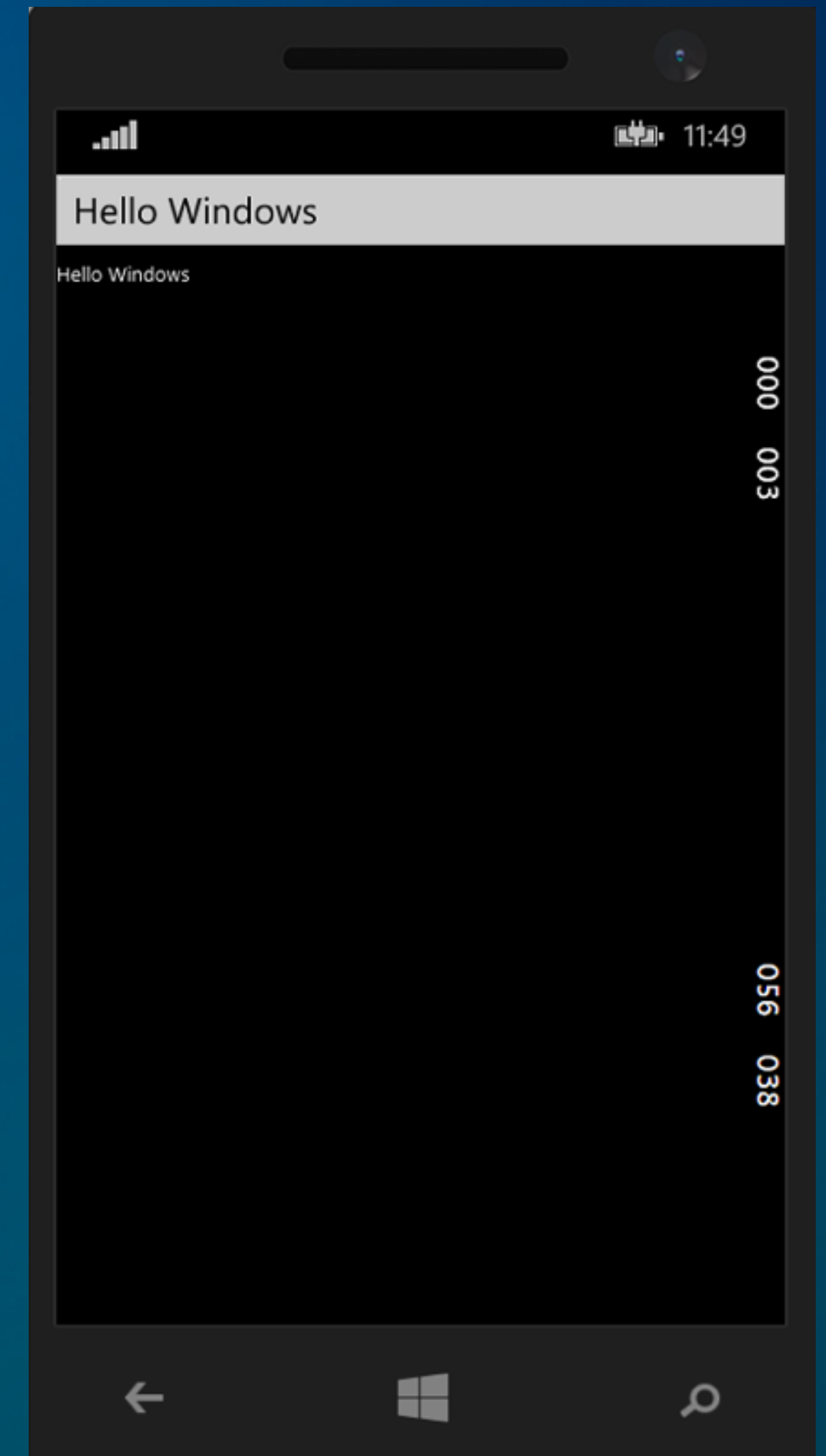
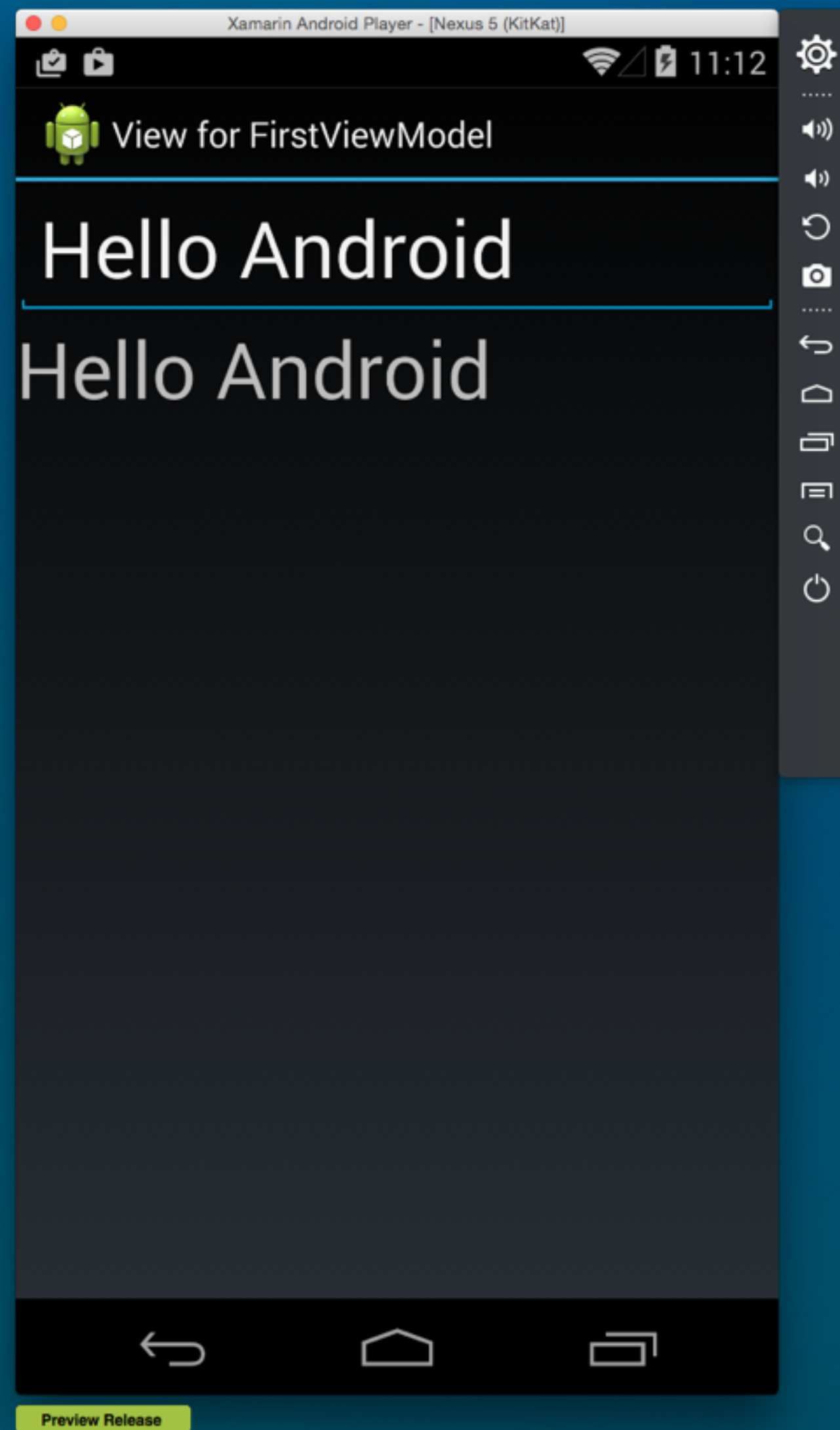
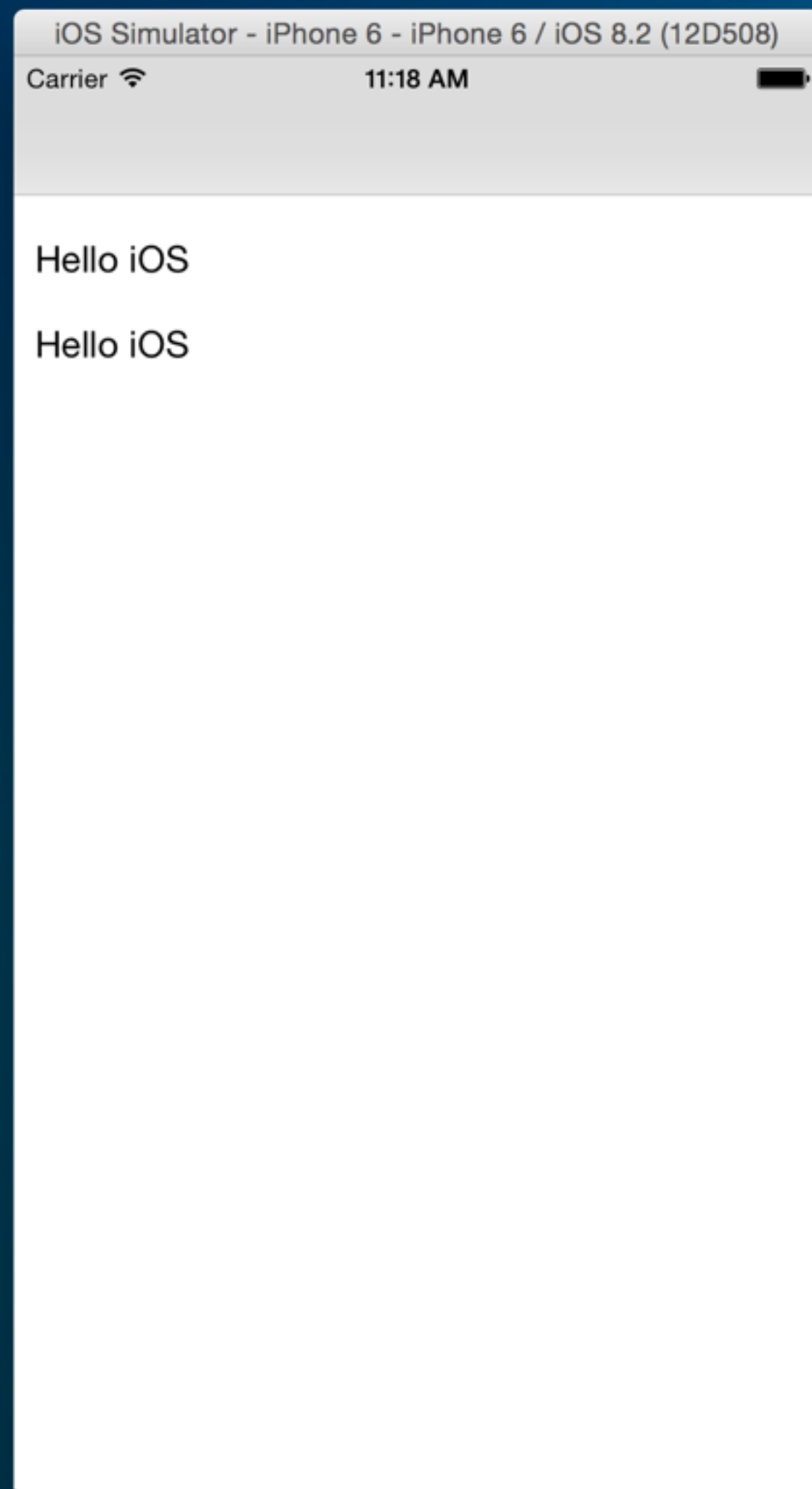
# Agenda

1. Lets build an Awesome App
2. Cross Platform Solution Management
3. Pros/Cons
4. Demo
5. Q&A
6. Bonus



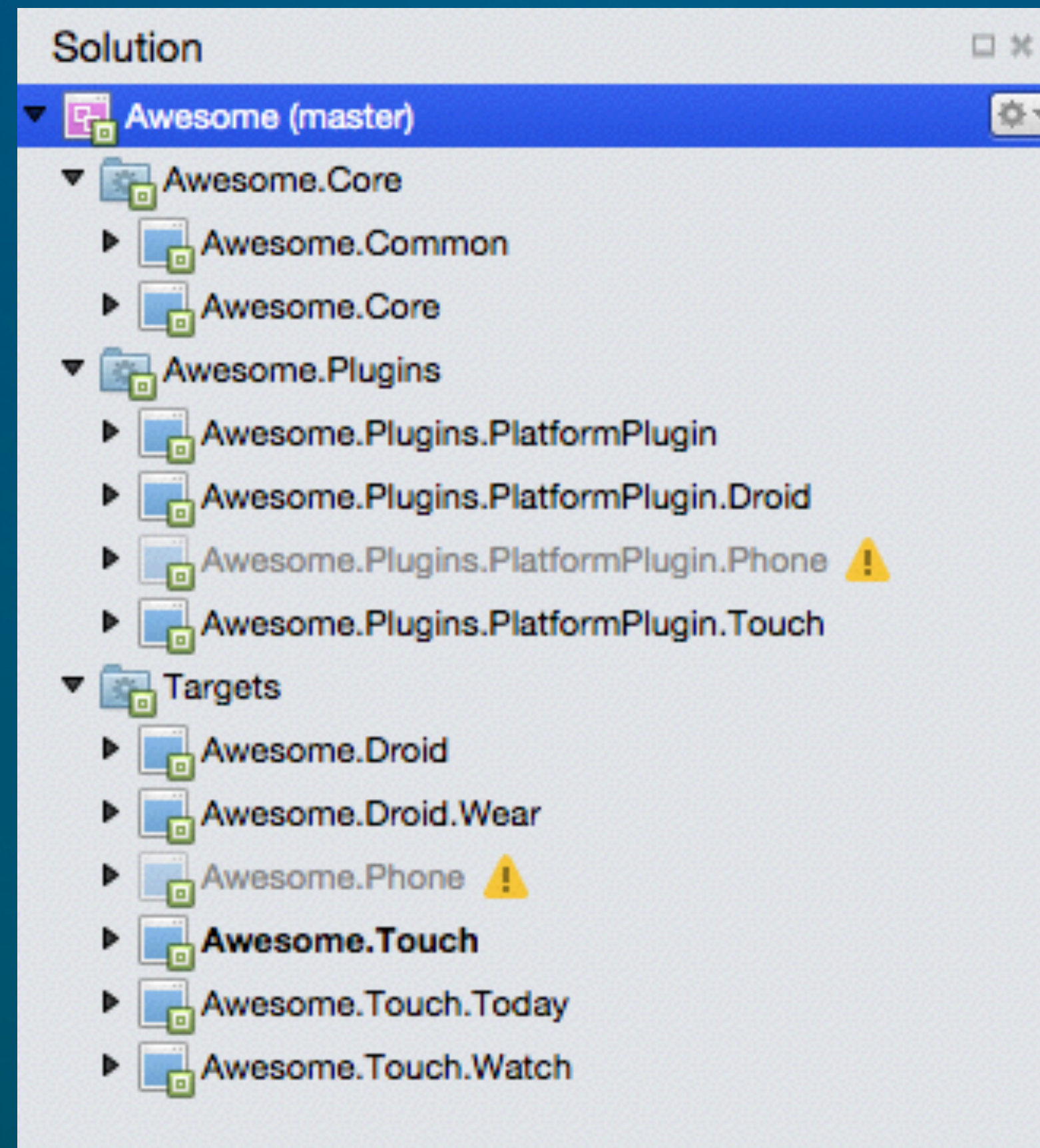
# Awesome App

- Cross-Platform
  - iOS
  - Android
  - Windows Phone
- Mvvm (cross)
- IoC



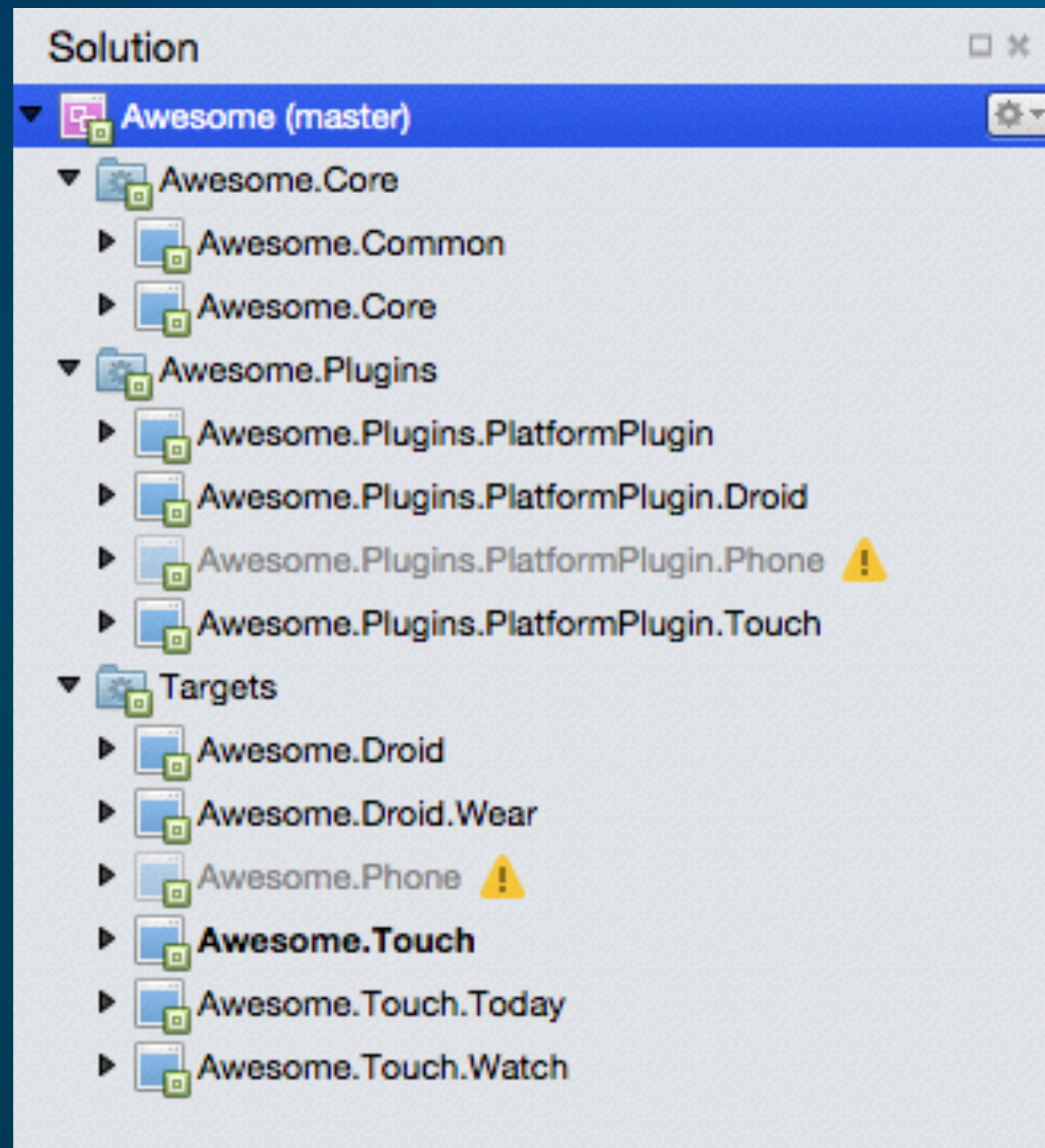


# Solution Management

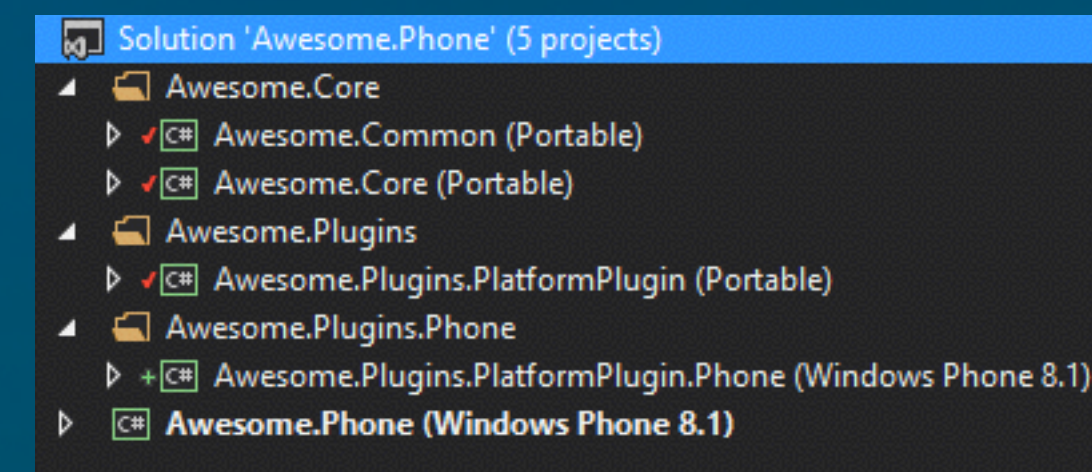
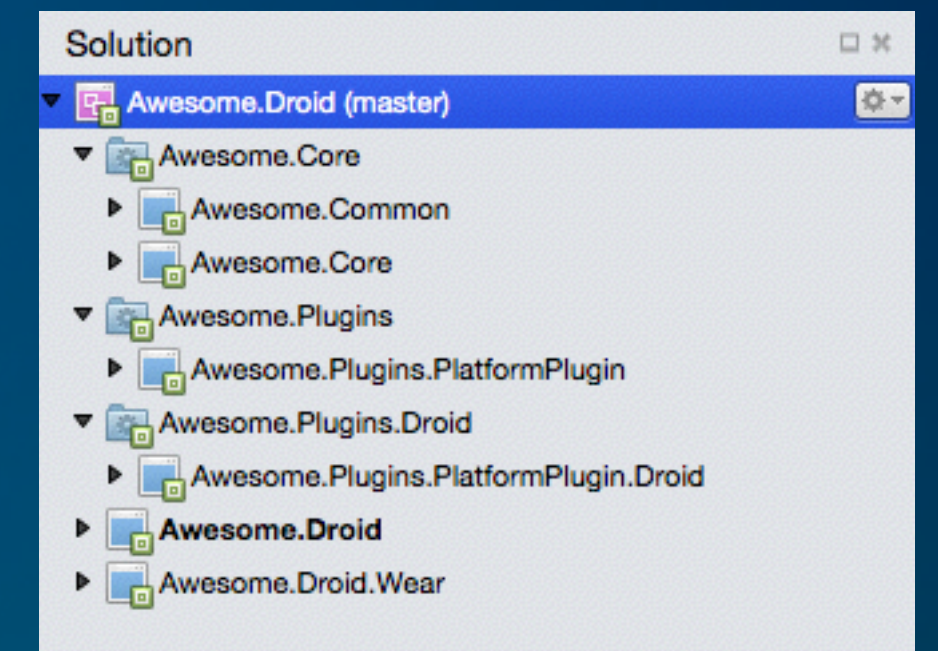
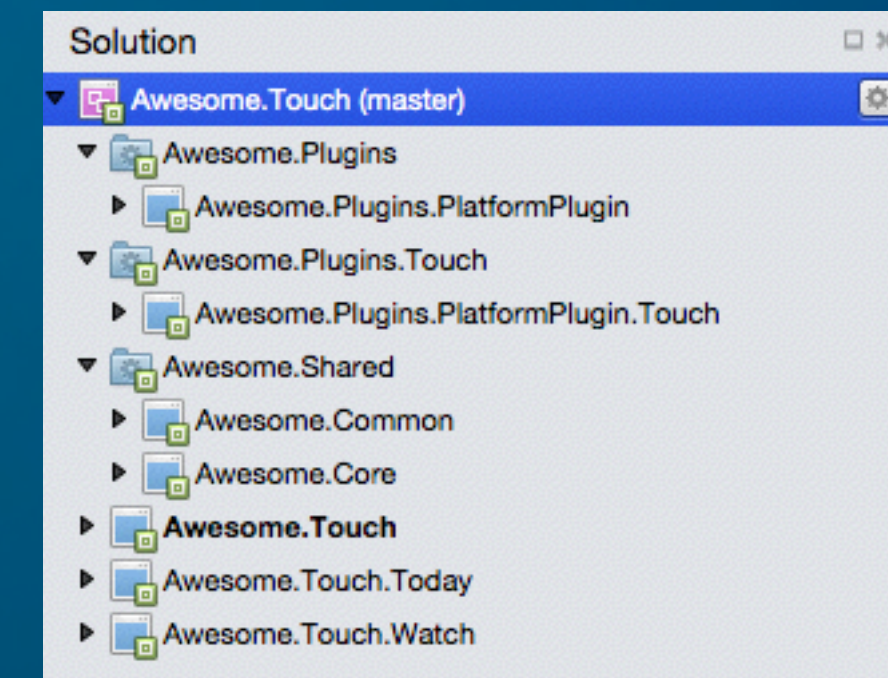




# Solution Management



VS





# Pros

- Common Code + 1 Platform
- IDE Loading Times





Microsoft Visual Studio

Preparing Solution...





# Pros

- Common Code + 1 Platform
- IDE Loading Times
- IDE Debugging

# #WTD?



## (What The Debugger?)



# Pros

- Common Code + 1 Platform
- IDE Loading Times
- IDE Debugging
- Source Control

# Cons

- Many Solutions
- Adding Common Code To Many Solutions

# Demo Time



# Questions ?

# Bonus



[gonemobile.io](http://gonemobile.io)



[soundcloud.com/xamarin-podcast](https://soundcloud.com/xamarin-podcast)



# Next XSD-UG

- April 9th, 2015 (Second Thursday in a Month)
- Same Place / Same Time

# Thank You

[seamgen.com/blog](https://seamgen.com/blog)

[github.com/seamgen/awesome](https://github.com/seamgen/awesome)