Xamarin



Me

- App developer since 2011
- iOS, Android, Unity development
- Founded Snapp early 2015
- Xamarin for 3+ years
- 15-20+ apps

What to expect

- Im a developer
- Hands on course
- Ask ask ask
- Lots to talk about
- Ask for more details.

- Xamarin intro
- How to Xamarin
- Cross platform
- (Xamarin.Forms)
- MVVMCross
- iOS + Android (+WP) examples

Xamarin FAQ

- Founded in May 2011
- (now) Owned by Microsoft
- 350+ employees*
- 15,000+ customers*
- Used by 1,400,000+ developers*
- C# Development for iOS and Android (and WP)



IDEs



Why C#

- You already have:
 - skills
 - tools
 - code
 - Framework
- Multi purpose language (unlike objective-C / swift)

Generics, Linq, Async and the future...

What xamarin is not

Xamarin is only part of the solution

Learn: Windows Phone

Learn: Android

• Learn: iOS

General advice:

You do have to learn the platform lifecycles and know the frameworks!

Under the hood: Xamarin bindings

```
// @interface MobilePayCancelledPayment : NSObject
[BaseType (typeof(NSObject))]
interface MobilePayCancelledPayment
        // @property (readonly, nonatomic, strong) NSString * orderId;
        [Export ("orderId", ArgumentSemantic.Strong)]
        string OrderId { get; }
        // -(instancetype)initWithOrderId:(NSString *)orderId;
        [Export ("initWithOrderId:")]
        IntPtr Constructor (string orderId);
// typedef void (^MobilePayPaymentErrorBlock)(NSError * _Nonnull);
delegate void MobilePayPaymentErrorBlock (NSError arg0);
// typedef void (^MobilePayCallbackSuccessBlock)(NSString * _Nullable, NSString * _Nullable, NSString * _Nullable);
delegate void MobilePayCallbackSuccessBlock ([NullAllowed] string arg0, [NullAllowed] string arg1, [NullAllowed] string
// typedef void (^MobilePayCallbackErrorBlock)(NSString * Nullable, int, NSString * Nullable);
delegate void MobilePayCallbackErrorBlock ([NullAllowed] string arg0, int arg1, [NullAllowed] string arg2);
// typedef void (^MobilePayCallbackCancelBlock)(NSString * _Nullable);
delegate void MobilePayCallbackCancelBlock ([NullAllowed] string arg0);
// typedef void (^MobilePayPaymentSuccessBlock)(MobilePaySuccessfulPayment * _Nullable);
delegate void MobilePayPaymentSuccessBlock ([NullAllowed] MobilePaySuccessfulPayment arg0);
```

Pricing

Build C# apps on Android, iOS, Windows, and Mac with Xamarin.



Xamarin Studio



Visual Studio

Xamarin Studio Community

FREE

A free, full-featured IDE for Mac users to create Android and iOS apps using Xamarin.

- Students
- OSS development
- Small teams

Download

Visual Studio Community

FREE

A free, full-featured and extensible IDE for Windows users to create Android and iOS apps with Xamarin, as well as Windows apps, web apps, and cloud services.

- Includes Xamarin SDK
- OSS development
- Small teams

Download VS

Visual Studio Professional

Contact us for quote

Professional developer tools and services for individual developers or small teams.

- Includes Xamarin SDK
- No usage restrictions
- Access to additional Xamarin University content
- Additional subscriber benefits

Get VS Professional

Visual Studio Enterprise

Contact us for quote

End-to-end solution for teams of any size with demanding quality and scale needs

- Includes Xamarin SDK
- Enterprise capabilities
- 25% Xamarin Test Cloud discount
- Additional subscriber benefits

Get VS Enterprise

iOS

UI

ViewModels

Services

APIs

Android UI ViewModels Services **APIs**

Windows Phone UI ViewModels Services **APIs**

Xamarin

iOS

UI

Android

UI

Windows Phone

UI

ViewModels

Services

APIs

iOS

MapKit
UIKit
iBeacon
CoreGraphics
CoreMotion

Android

Text-to-speech
ActionBar
NFC
Printing
RenderScript

Windows Phone

Microsoft.Phone

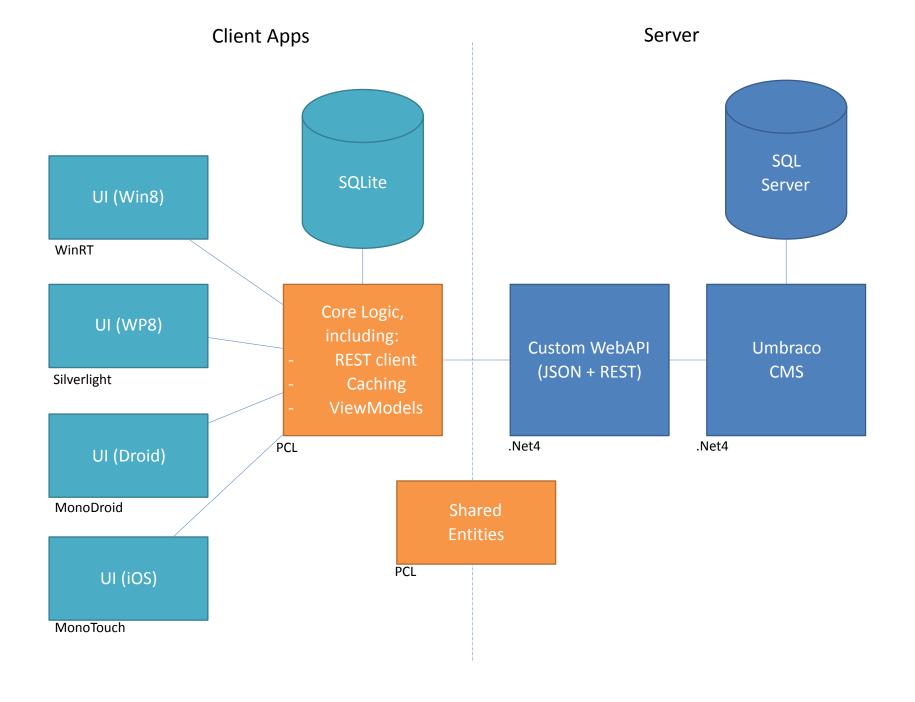
Windows.Networking

Windows.Storage

Windows.Foundation

Microsoft.Devices

System.Net
System
System.IO
System.Xml
System.Ling



DEMO: Hello World (iOS, Android + PCL)

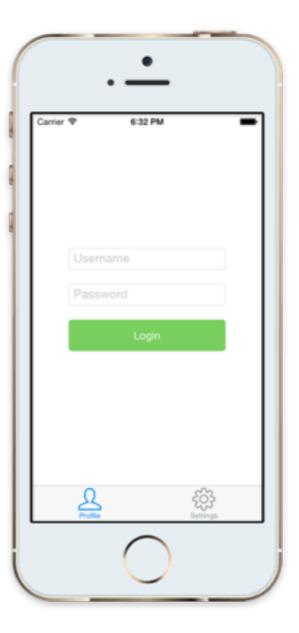
Xamarin.Forms

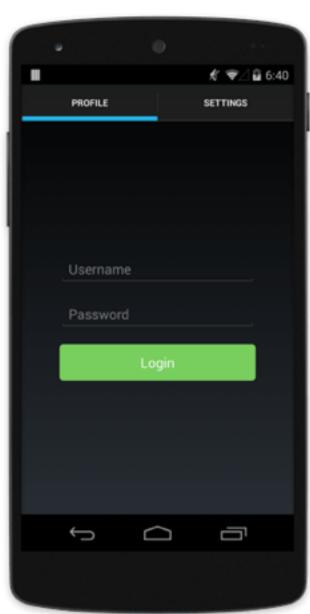
Windows Android iOS Phone UI ViewModels Services **APIs**

Xamarin.Forms

```
using Xamarin.Forms;
var profilePage = new ContentPage {
    Title = "Profile",
    Icon = "Profile.png",
    Content = new StackLayout {
        Spacing = 20, Padding = 50,
        VerticalOptions = LayoutOptions.Center,
        Children = {
            new Entry { Placeholder = "Username" },
            new Entry { Placeholder = "Password", IsPassword = true },
            new Button {
                Text = "Login",
                TextColor = Color.White,
                BackgroundColor = Color.FromHex("77D065") }}}
};
var settingsPage = new ContentPage {
    Title = "Settings",
    Icon = "Settings.png",
    (\ldots)
};
var mainPage = new TabbedPage { Children = { profilePage, settingsPage } };
```

Xamarin.Forms







Code Sharing (MVVM)

Xamarin

iOS

UI

Android

UI

Windows Phone

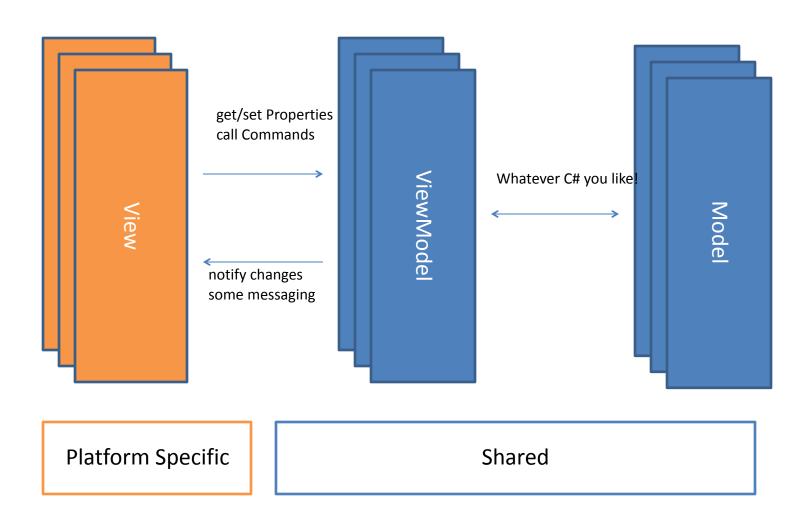
UI

ViewModels

Services

APIs

MVVM



MVVM Technical Details

- Properties
- INotifyPropertyChanged
- INotifyCollectionChanged
- Data Binding
- IValueConverter
- ICommand

MVVMCross Technical Details

- IOC Container
- Code Injection
- Centralised navigation logic
- Common view bindings
- Plugins

MVVMCross Demo (Starter pack)

"Pages" in MVVMCross

- Android: Activity (MvxActivity)
- iOS: UIViewController (MvxViewController)
- Windows: Page (MvxPhonePage/ MvxStorePage)

MVVMCross: MvxViewModel

IMvxAppStart

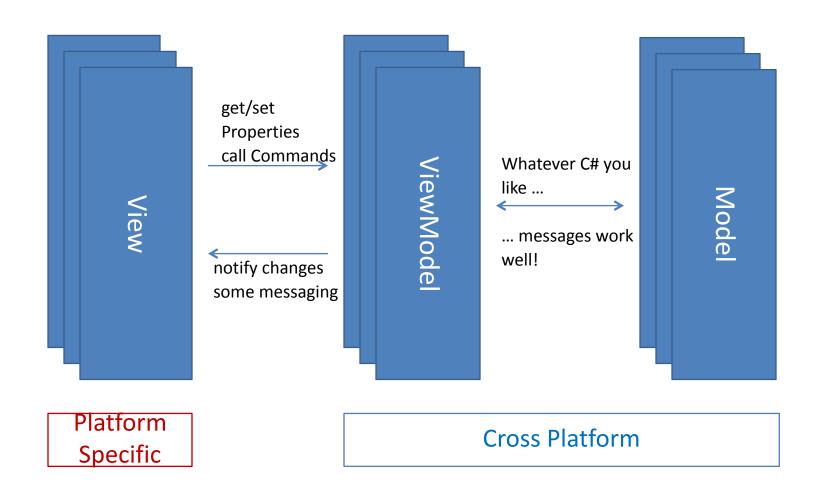
```
namespace Cirrious.MvvmCross.ViewModels
{
    public interface IMvxAppStart
    {
       void Start(object hint = null);
    }
}
```

Simple Starts

Conditional Starts

```
public class CustomStart
    : MvxNavigatingObject, IMvxAppStart
{
    public void Start(object hint = null)
    {
       var appSettings = Mvx.Resolve<IAppSettings>();
       if (!appSettings.Authenticated)
            ShowViewModel<LoginViewModel>();
       else
            ShowViewModel<HomeViewModel>();
    }
}
```

Data binding



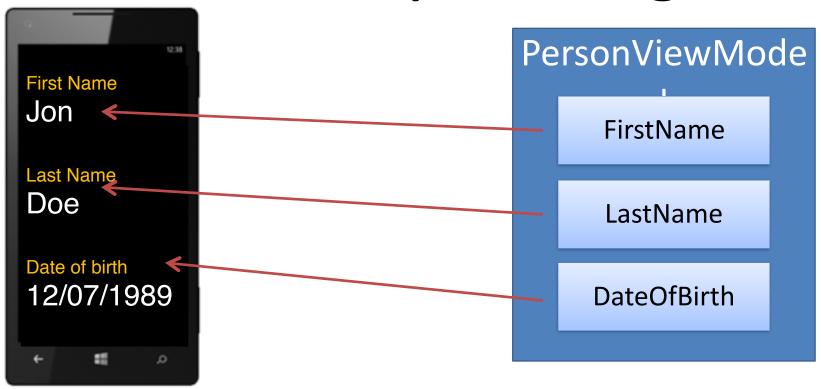
INotifyPropertyChanged

```
|namespace System.ComponentModel
{
   public interface INotifyPropertyChanged
   {
     event PropertyChangedEventHandler PropertyChanged;
   }
}
```

Typical ViewModel Property

```
private double _lng;
public double Lng
{
    get { return _lng; }
    set { _lng = value; RaisePropertyChanged(() => Lng); }
}
```

One Way Binding



UI Syntax

```
<TextBlock
Text="{Binding FirstName}" />
```

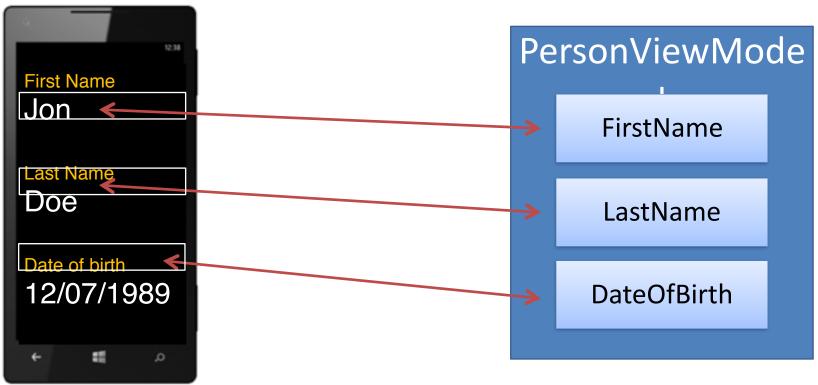


```
<TextView
android:layout_width="fill_parent"
android:layout_height="wrap_content"
local:MvxBind="Text FirstName" />
```



```
var label = new UILabel();
Add(label);
this.CreateBinding(label)
   .To<FirstViewModel>(vm => vm.FirstName)
   .Apply();
```

Two Way Binding



UI Syntax



```
<TextBlock
   Text="{Binding FirstName, Mode=TwoWay}' />
```

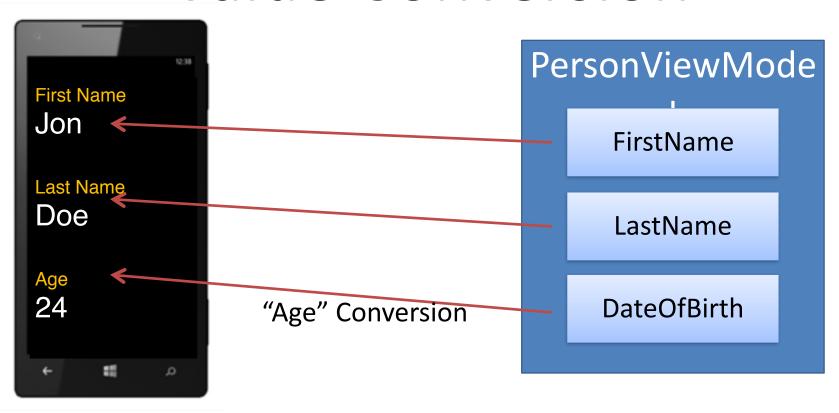


```
<TextView
android:layout_width="fill_parent"
android:layout_height="wrap_content"
local:MvxBind="Text FirstName" />
```



```
var label = new UILabel();
Add(label);
this.CreateBinding(label)
   .To<FirstViewModel>(vm => vm.FirstName)
   .Apply();
```

Value Conversion



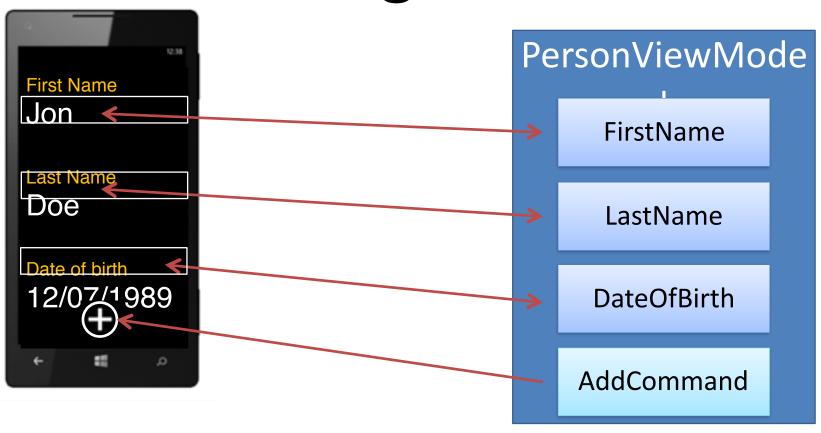
IMvxValueConverter

```
namespace Cirrious.CrossCore.Converters
    public interface IMvxValueConverter
        object Convert(
            object value,
            Type targetType,
            object parameter,
            CultureInfo culture);
        object ConvertBack(
            object value,
            Type targetType,
            object parameter,
            CultureInfo culture);
```

AgeValueConverter

```
public class AgeValueConverter
    : MvxValueConverter<DateTime, int>
    protected override int Convert(DateTime value, Type targetType,
        object parameter, System.Globalization.CultureInfo culture)
        var now = DateTime.Now;
        var years = now.Year - value.Year;
        if (now.Month > value.Month)
            years++;
        else if (now.Month == value.Month && now.Day >= value.Day)
            years++;
        return years;
```

Binding Actions



ICommand

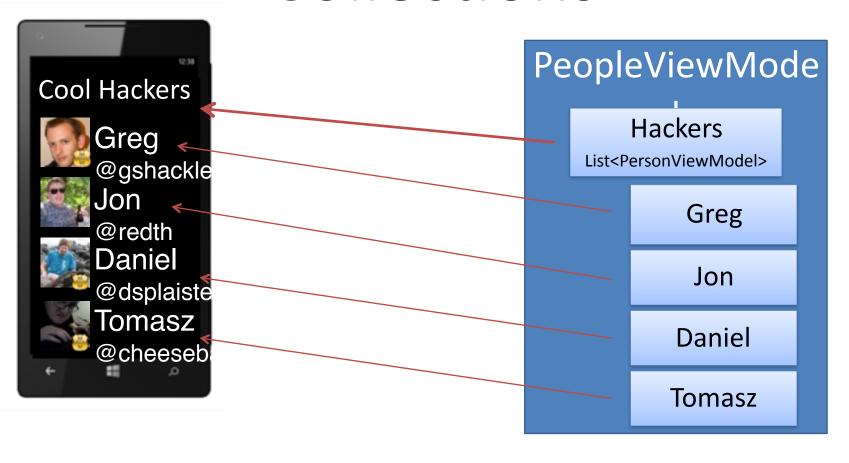
```
namespace System.Windows.Input
{
   public interface ICommand
   {
     bool CanExecute(object parameter);
     void Execute(object parameter);
     event EventHandler CanExecuteChanged;
   }
}
```

Typical ViewModel Command

```
private MvxCommand _addCommand;
public System.Windows.Input.ICommand AddCommand
{
    get
    {
        _addCommand = _addCommand ?? new MvxCommand(DoAdd);
        return _addCommand;
    }
}
private void DoAdd()
{
    // do the add
}
```

```
<Button
    Content="Add"
    Command="{Binding AddCommand}" />
<Button
     android:layout_width="fill_parent"
      android:layout_height="wrap_content"
     android:text="Add"
     local:MvxBind="Click AddCommand" />
var button = new UIButton();
Add(button);
this.CreateBinding(button)
    .To<FirstViewModel>(vm => vm.AddCommand)
    .Apply();
```

Collections



INotifyCollectionChanged

```
namespace System.Collections.Specialized
{
   public interface INotifyCollectionChanged
   {
     event NotifyCollectionChangedEventHandler CollectionChanged;
   }
}
```

ObservableCollection

```
namespace System.Collections.ObjectModel
{
   public class ObservableCollection<T> : Collection<T>, INotifyCollectionChanged, INotifyPropertyChanged
   {
      public ObservableCollection();
      public ObservableCollection(IEnumerable<T> collection);
      protected override void ClearItems();
      protected override void InsertItem(int index, T item);
      protected virtual void OnCollectionChanged(NotifyCollectionChangedEventArgs e);
      protected virtual void OnPropertyChanged(PropertyChangedEventArgs e);
      protected override void RemoveItem(int index);
      protected override void SetItem(int index, T item);
      public event NotifyCollectionChangedEventHandler CollectionChanged;
      protected event PropertyChangedEventHandler PropertyChanged;
      event PropertyChangedEventHandler INotifyPropertyChanged.PropertyChanged;
   }
}
```

ViewModel Collection Property

```
private ObservableCollection<Person> _people;
public ObservableCollection<Person> People
{
    get { return _people; }
    set { _people = value; RaisePropertyChanged(() => People); }
}
```

```
<
```



```
<Mvx.MvxListView
android:layout_width="fill_parent"
android:layout_height="fill_parent"
local:MvxBind="ItemsSource People"
local:MvxItemTemplate="@layout/item_person"
/>
```



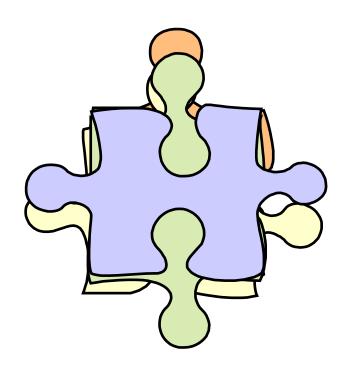
```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:local="http://schemas.android.com/apk/res-auto"
    android:orientation="horizontal"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent">
    <Mvx.MvxImageView
        android:layout width="75dp"
        android:layout height="75dp"
        local:MvxBind="ImageUrl ImageUrl" />
    <LinearLayout</pre>
        android:orientation="vertical"
        android:layout width="fill parent"
        android:layout height="fill parent">
        <TextView
            android:layout width="fill parent"
            android:layout height="wrap content"
            local:MvxBind="Text Name" />
        <TextView
            android:layout width="fill parent"
            android:layout height="wrap content"
            local:MvxBind="Text Twitter" />
    </LinearLayout>
</LinearLayout>
```



DEMO (Pictures)

http://jsonplaceholder.typicode.com/photos?_start=0&_end=30

Mvx.Register<T>





Mvx.Register<T>

RegisterSingleton

```
// immediate singleton
Mvx.RegisterSingleton<IAppSettings>(new AppSettings());
```

Lazy - RegisterSingleton

```
// lazy singleton
Mvx.RegisterSingleton<IAppSettings>(() => new AppSettings());
```

RegisterType

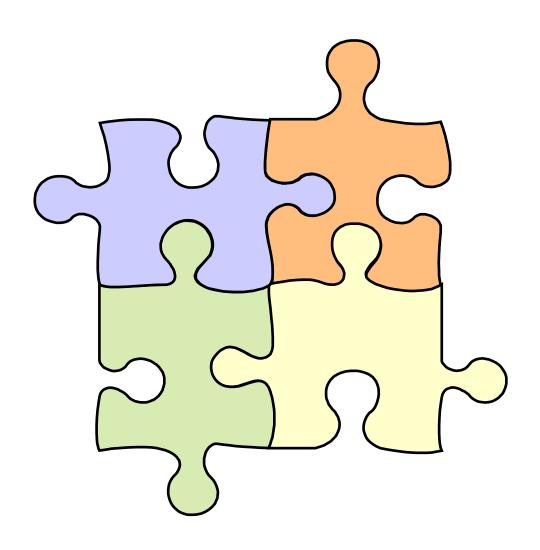
```
// instance per Resolve
Mvx.RegisterType<IAppSettings, AppSettings>();
```

Automatic Registration

```
public class App : Cirrious.MvvmCross.ViewModels.MvxApplication
{
    public override void Initialize()
    {
        CreatableTypes()
            .EndingWith("Service")
            .AsInterfaces()
            .RegisterAsLazySingleton();

        RegisterAppStart<ViewModels.FirstViewModel>();
    }
}
```

Mvx.Resolve<T>



Mvx.Resolve<T>

Resolve

```
    var settings = Mvx.Resolve<IAppSettings>();
    CanDacalization var exists = Mvx.CanResolve<IAppSettings>();
    Try var success = Mvx.TryResolve<IAppSettings>(out settings);
```

Mvx Construction

Constructor resolution

```
public class Foo
{
    private readonly IAppSettings _appSettings;

    public Foo(IAppSettings appSettings)
    {
        _appSettings = appSettings;
}
```

IoCConstruct

```
// create a Foo, resolving all constructor parameters
var foo = Mvx.IocConstruct<Foo>();
```

DEMO (Alert)