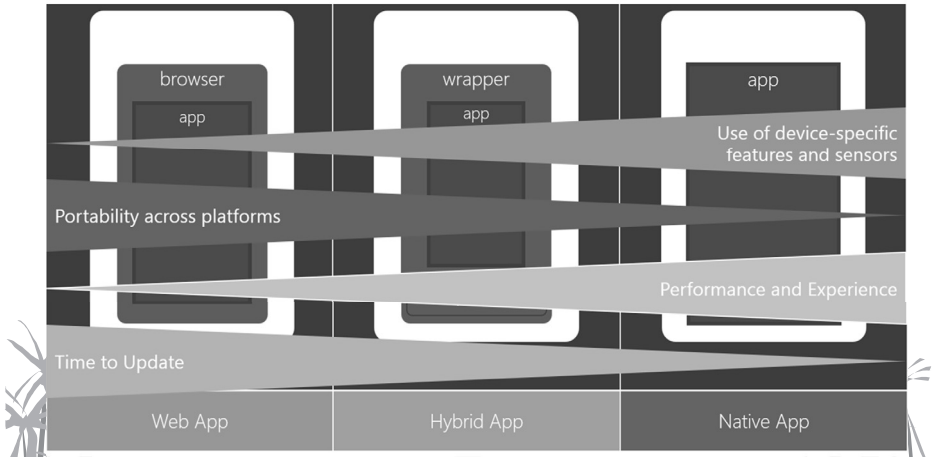
Intro to Xamarin

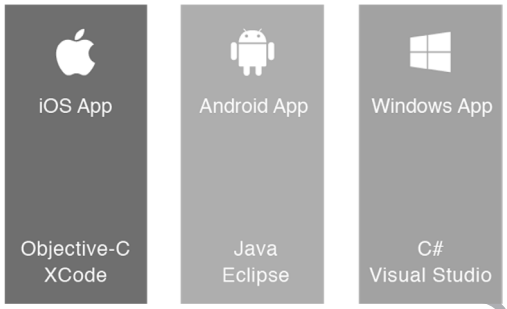
Architecture Tools

Application types



Supporting the platforms

- **Expensive to staff multiple platform-specific teams**
- **Expensive to maintain multiple code bases**
- **Slows innovation**



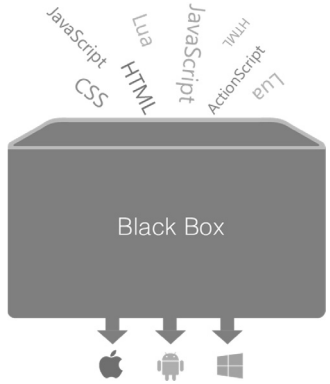
Hybrid approach

Poor user experience

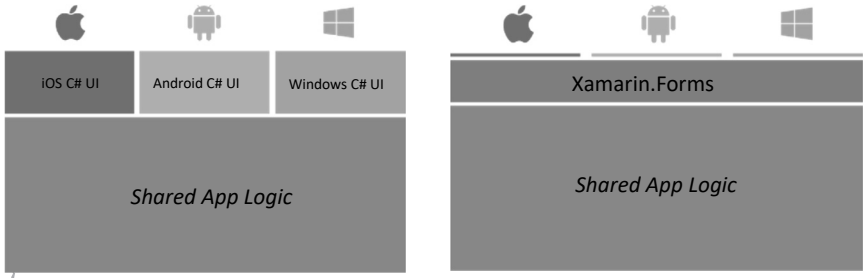
- **API coverage**
- **Performance**

High abandonment rates

Wasted investment



Xamarin Approach



Traditional

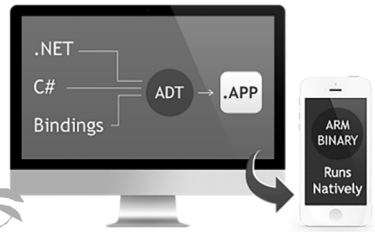
Xamarin.Forms

Xamarin

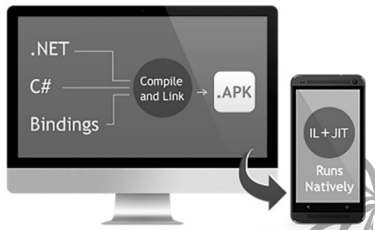
Xamarin exposes 100% of the native APIs for iOS, Android and Windows

Native Performance

Xamarin.iOS does full Ahead Of Time (AOT) compilation to produce an ARM binary for Apple's App Store.



Xamarin.Android takes advantage of Just In Time (JIT) compilation on the Android device.



Native APIs Support

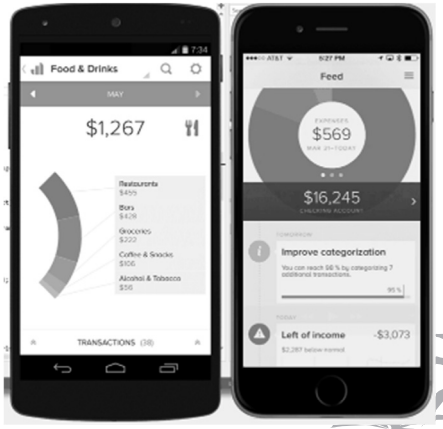
Same day support:

iOS 7, iOS 7.1, iOS 8, iOS 9, iOS 10

Also:

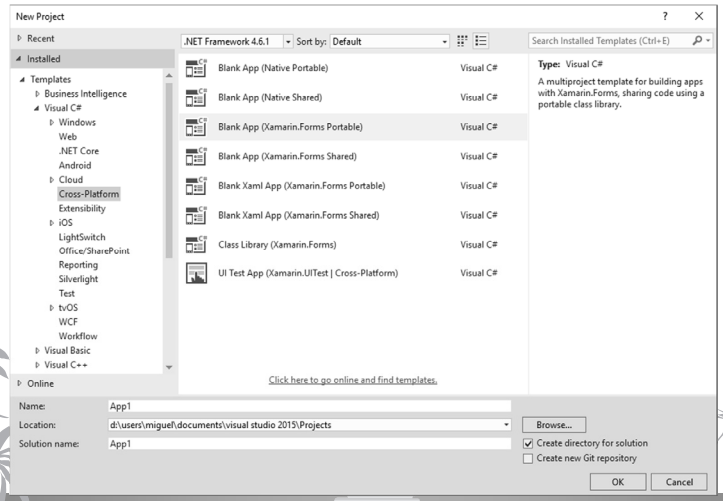
- Google Glass
- Android Wear
- Amazon Fire TV
- Outros…

Actual Apps in Xamarin

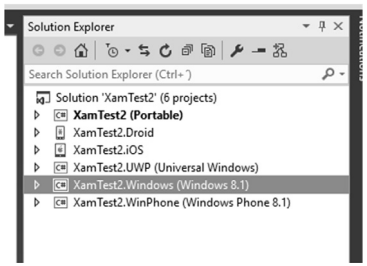


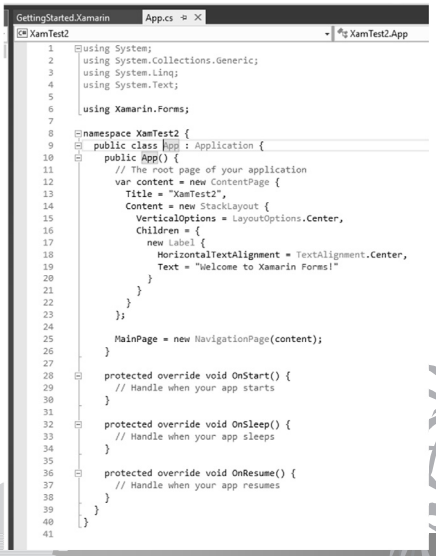
Tools and Projects

Visual Studio and Windows



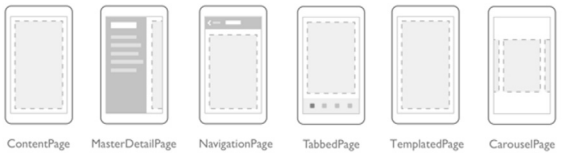
Projects



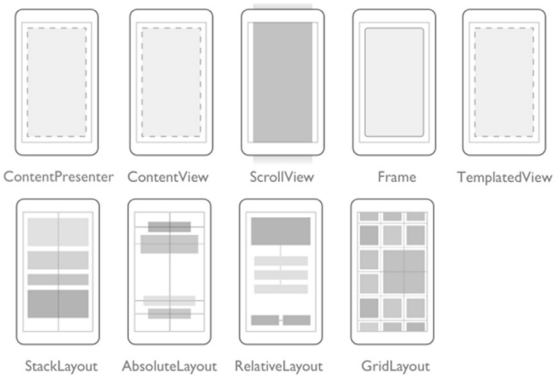


Xamarin.Forms

Pages



Layouts



Views

ActivityIndicator, BoxView, Button, DatePicker, Editor, Entry, Image, Label, ListView, Picker, ProgressBar, SearchBar, Slider, Stepper, Switch, TableView, TimePicker, WebView

Cells

EntryCell, SwitchCell, TextCell, ImageCell

Docs

Creating Mobile Apps with Xamarin.Forms

The first edition of Charles Petzold's book *Creating Mobile Apps with Xamarin.Forms* is available as a free download to help you get started with Xamarin.Forms!

Xamarin.Forms for Windows

Check out Xamarin.Forms running on Windows! Add projects that run on Windows 8.1, Windows Phone 8.1, and the Universal Windows Platform to your existing Xamarin.Forms solutions.

Documentation

http://developer.xamarin.com