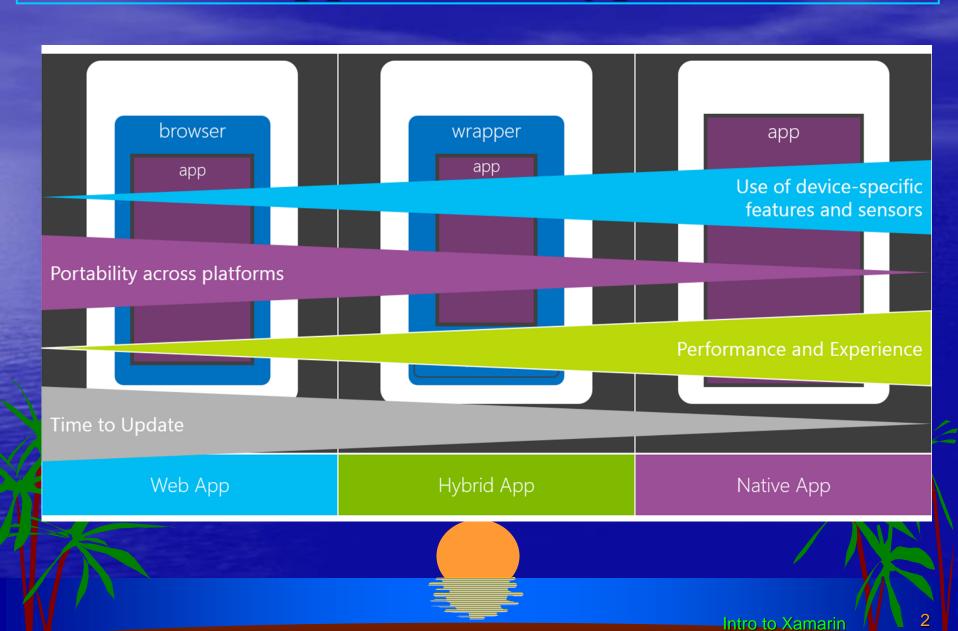


Application types



Supporting the platforms

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



Objective-C XCode



Java Eclipse



Windows App

C# Visual Studio



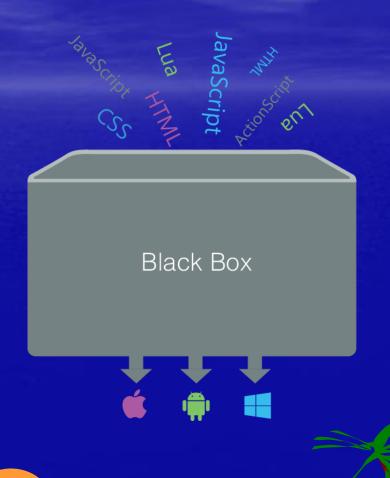
Hybrid approach

Poor user experience

- API coverage
- Performance

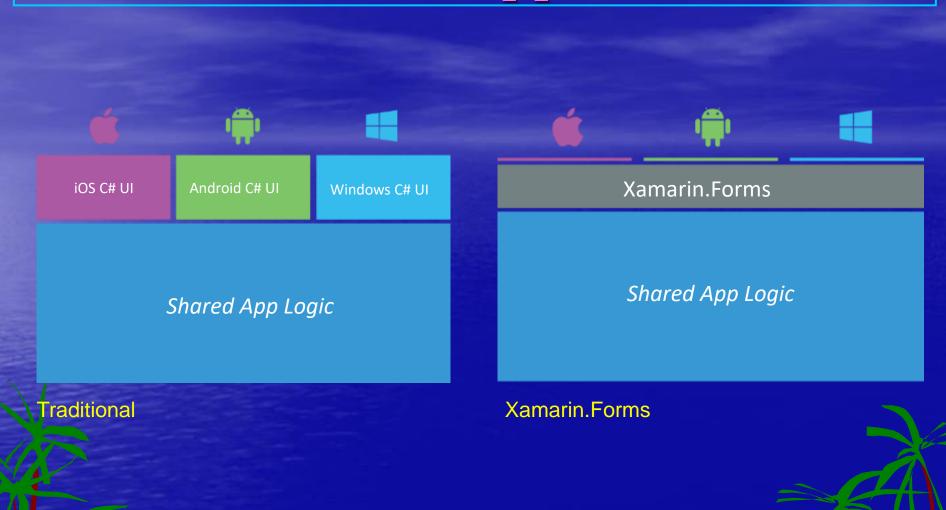
High abandonment rates

Wasted investment





Xamarin Approach



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

September

18

Same day support: ios 7, ios 7.1, ios 8, ios 9, ios 10







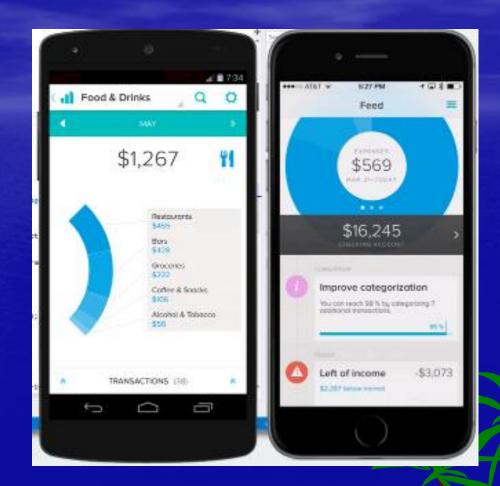
Also:

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



Actual Apps in Xamarin

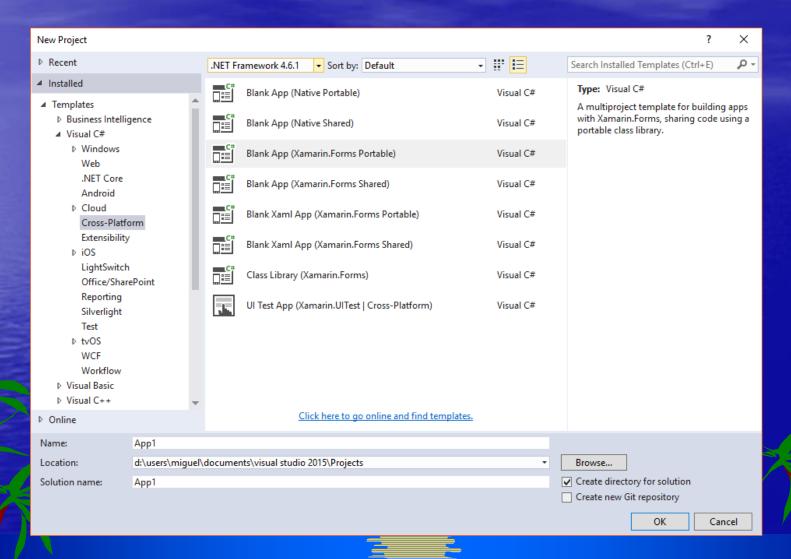




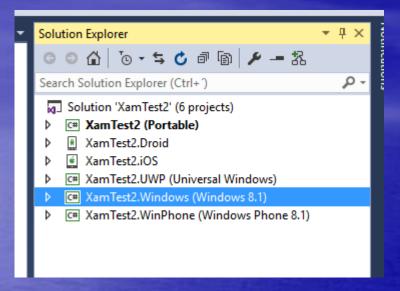


Tools and Projects

Visual Studio and Windows

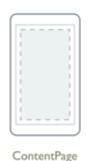


Projects



```
GettingStarted.Xamarin
                         App.cs + ×
C# XamTest2
                                                              XamTest2.App
           □using System;
             using System.Collections.Generic;
      2
      3
             using System.Linq;
             using System.Text;
      5
             using Xamarin.Forms;
      8
           □ namespace XamTest2 {
              public class App : Application {
                 public App() {
                   // The root page of your application
     11
     12
                   var content = new ContentPage {
     13
                     Title = "XamTest2",
     14
                     Content = new StackLayout {
                       VerticalOptions = LayoutOptions.Center,
     15
                       Children = {
     16
     17
                         new Label {
                           HorizontalTextAlignment = TextAlignment.Center,
     18
                           Text = "Welcome to Xamarin Forms!"
     19
     20
     21
     22
     23
                   };
     24
     25
                   MainPage = new NavigationPage(content);
     26
     27
     28
                 protected override void OnStart() {
     29
                   // Handle when your app starts
     30
     31
     32
                 protected override void OnSleep() {
     33
                   // Handle when your app sleeps
     34
     35
     36
                 protected override void OnResume() {
     37
                   // Handle when your app resumes
     38
     39
     40
```

Xamarin.Forms











Master Detail Page

NavigationPage

TabbedPage

TemplatedPage

CarouselPage

Pages



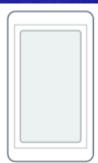
ContentPresenter



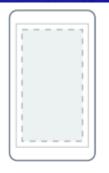
ContentView



ScrollView



Frame



TemplatedView

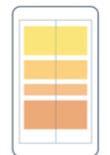
Views

Layouts

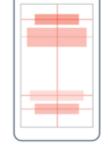
ActivityIndicator, BoxView, Button, DatePicker, Editor, Entry, Image, Label, ListView, Picker, ProgressBar, SearchBar, Slider, Stepper, Switch, TableView, TimePicker, WebView

Cells

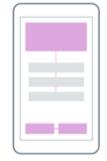
EntryCell, SwitchCell, TextCell, **ImageCell**



StackLayout



AbsoluteLayout



RelativeLayout



GridLayout

Docs

Creating Mobile Apps with Xamarin.Forms



The first edition of Charles Petzold's book *Creating Mobile Apps with Xamarin.Forms* is <u>available as a free download</u> 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

