



Xamarin Evolve 2014

Developing Mobile Apps

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Agenda

1. Running Xamarin applications
2. Explore how Xamarin works
3. Building an application
4. Distributing your application



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Demo

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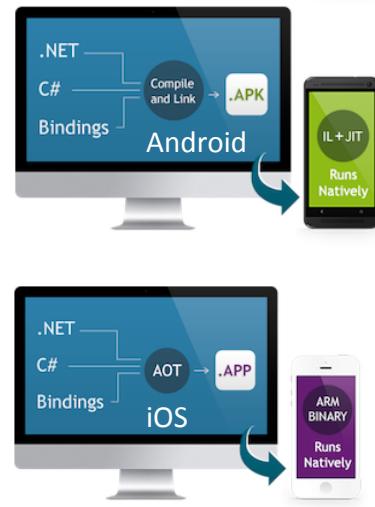
How does Xamarin work?

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Build + Execution Model

Build process utilizes Apple and Google tool chain to create **100% native applications**

- Xamarin.Android uses JIT compilation to execute code at runtime
- Xamarin.iOS uses "Ahead-of-Time" (AOT) compilation to create ARMx binary
- Can use both native and .NET libraries directly in your code



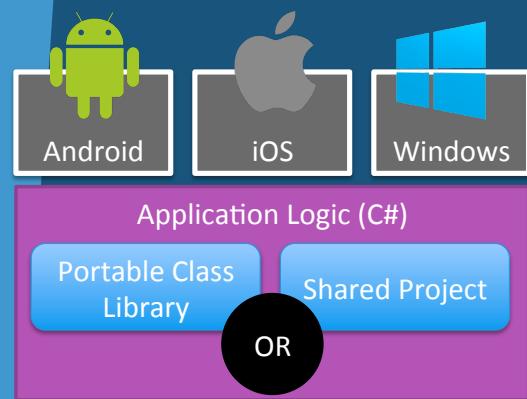
Building an Application

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Traditional Approach

UI is **platform-specific** and **tuned** to the platform, so it looks and feels natural

Application logic is **C#** and is **potentially sharable**



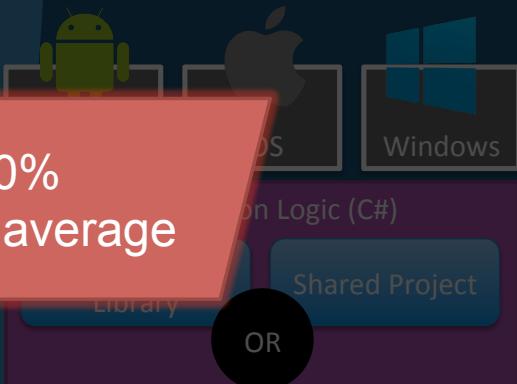
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Traditional Approach

UI is platform specific and tuned to the platform

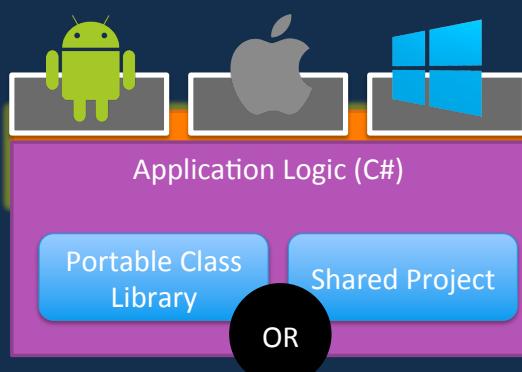
Application logic potentially shared

~75% to 80%
shared code on average

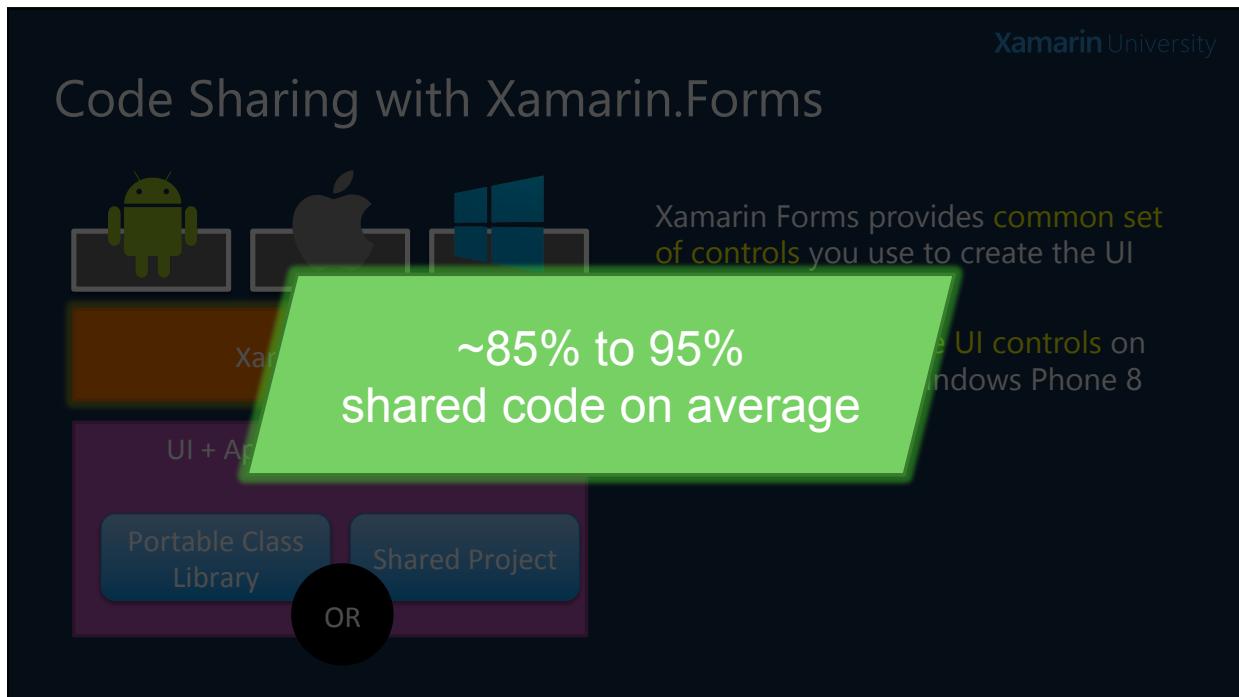
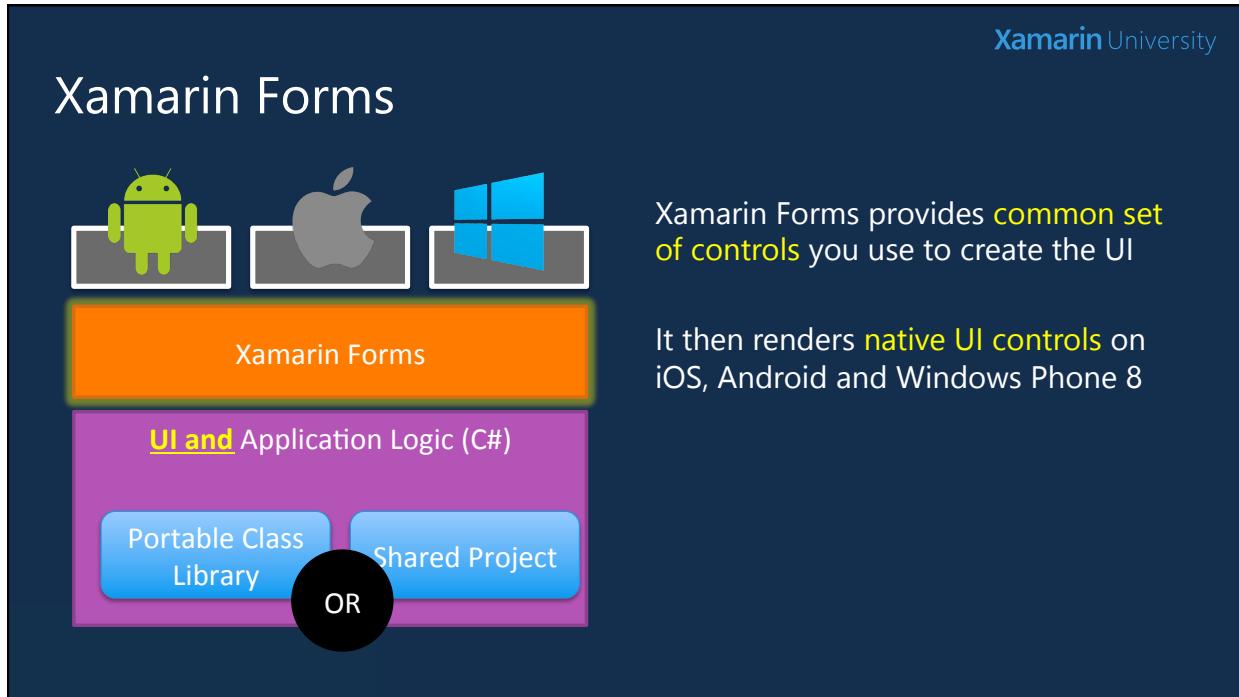


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Xamarin Forms



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Demo

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Distribution

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Distributing your app

Xamarin applications are distributed just like applications built with native tools

- ✓ **iOS:** App Store, Enterprise, Ad-Hoc
- ✓ **Android:** Google Play, Amazon Marketplace, .apk distribution
- ✓ **Windows:** Windows Marketplace

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Summary

1. Running Xamarin applications
2. Explore how Xamarin works
3. Building an application
4. Distributing your application

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Questions?

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