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Mastering Xamarin.Forms - Second Edition [Book] Mastering Xamarin.Forms - Second Edition. This repo contains the code from Mastering Xamarin.Forms - Second Edition by Ed Snider. About the book. Mastering Xamarin.Forms is a step-by-step, code-rich guide that will walk you through building a real-world mobile app with Xamarin.Forms from start to finish. Starting with an app built with the basics of the Xamarin.Forms toolkit, you will go through several advanced topics to create a solution architecture rich with the benefits of good design. ...

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Mastering Xamarin UI Development Mastering Xamarin.Forms, Third Edition is one of the few Xamarin books structured around the development of a simple app from start to finish, beginning with a basic Xamarin.Forms app and going step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices.

Mastering Xamarin.Forms eBook by Ed Snider | Rakuten Kobo Xamarin.Forms Projects - Second Edition - Free PDF Download July 5, 2020 Xamarin.Forms Projects, 2nd Edition: Learn to build cross-platform mobile apps using the latest features in Xamarin.Forms 4 with the help of a series of projects including apps for real-time chatting, AR games, location-tracking, weather, photo galleries, and much more [...]

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Mastering Xamarin UI Development - Second Edition Mastering Xamarin.Forms The Third Edition is a great book for both seasoned Xamarin developers and beginners just starting a Xamarin.Forms project. It is a great resource for many techniques needed to solve the complex problems of Xamarin.Forms application development. Mastering Xamarin.Forms - Third Edition. Author: Ed Snider

Build rich, maintainable multiplatform native mobile apps with Xamarin.Forms About This Book Build an effective mobile app architecture with the Xamarin.Forms toolkit Maximize the testability, flexibility, and overall quality of your Xamarin.Forms mobile app This step-by-step tutorial is packed with real-world scenarios and solutions to build professional grade mobile apps with Xamarin.Forms Who This Book Is For This book is intended for C# developers who are familiar with the Xamarin platform and the Xamarin.Forms toolkit. If you have already started working with Xamarin.Forms and want to take your app to the next level and make it more maintainable, testable, and flexible, then this book is for you. What You Will Learn Find out how, when, and why you should use architecture patterns and get best practices with Xamarin.Forms Implement the Model-View-ViewModel (MVVM) pattern and data-binding in Xamarin.Forms mobile apps Extend the Xamarin.Forms navigation API with a custom ViewModel-centric navigation service Leverage the inversion of control and dependency injection patterns in Xamarin.Forms mobile apps Work with online and offline data in Xamarin.Forms mobile apps Test both business logic and user interface code in Xamarin.Forms mobile apps Use platform-specific APIs to build rich custom user interfaces in Xamarin.Forms mobile apps Explore how to improve mobile app quality with analytics and crash reporting using Xamarin Insights In Detail Discover how to extend and build upon the components of the Xamarin.Forms toolkit to develop an effective, robust mobile app architecture. Starting with an app built with the basics of the Xamarin.Forms toolkit, we'll go step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices. We'll start by introducing a core separation between the app's user interface and the app's business logic by applying the MVVM pattern and data binding. Discover how to extend and build upon the components of the Xamarin.Forms toolkit to develop an effective, robust mobile app architecture. Starting with an app built with the basics of the Xamarin.Forms toolkit, we'll go step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices. We'll start by introducing a core separation between the app's user interface and the app's business logic by applying the MVVM pattern and data binding. Then we will focus on building out a layer of plugin-like services that handle platform-specific utilities such as navigation, geo-location, and the camera, as well as how to use these services with inversion of control and dependency injection. Next we'll connect the app to a live web-based API and set up offline synchronization. Then, we'll dive into testing the app—both the app logic through unit tests and the user interface using Xamarin's UITest framework. Finally, we'll integrate Xamarin Insights for monitoring usage and bugs to gain a proactive edge on app quality. Style and approach This easy-to-follow, code-rich guide will walk you through building a real-world Xamarin.Forms mobile app from start to finish. Each chapter builds upon the app by applying new advanced functionalities, design patterns, and best practices.

Discover how to extend and build upon the components of the Xamarin.Forms toolkit to develop an effective, robust mobile app architecture. Starting with an app built with the basics of the Xamarin.Forms toolkit, you'll go step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices. You'll start by introducing a core separation between the app's user interface and its business logic by applying the MVVM pattern and data-binding. Then you focus on building out a layer of plugin-like services that handle platform-specific utilities such as navigation and geo-location, and on how to loosely use these services in the app with inversion of control and dependency injection. Next you connect the app to a live web-based API and set up offline synchronization. Then, you delve into testing the app logic through unit tests. Finally, you set up Visual Studio App Center for monitoring usage and bugs to gain a proactive edge on app quality.

New edition of the bestselling guide to building an effective mobile app architecture with Xamarin.Forms 4 that maximizes the overall quality of apps. Key Features Updated for Xamarin.Forms 4 Packed with real-world scenarios and solutions to help you build professional grade mobile apps with Xamarin.Forms Includes design patterns and best practice techniques that every mobile developer should know Book Description Discover how to extend and build upon the components of the most recent version of Xamarin.Forms to develop an effective, robust mobile app architecture. This new edition features Xamarin.Forms 4 updates, including CollectionView and RefreshView, new coverage of client-side validation, and updates on how to implement user authentication. Mastering Xamarin.Forms, Third Edition is one of the few Xamarin books structured around the development of a simple app from start to finish, beginning with a basic Xamarin.Forms app and going step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices. This book introduces a core separation between the app's user interface and the app's business logic by applying the MVVM pattern and data binding, and then focuses on building a layer of plugin-like services that handle platform-specific utilities such as navigation and geo-location, as well as how to loosely use these services in the app with inversion of control and dependency injection. You ' ll connect the app to a live web-based API and set up offline synchronization before testing the app logic through unit testing. Finally, you will learn how to add monitoring to your Xamarin.Forms projects to track crashes and analytics and gain a proactive edge on quality. What you will learn Find out how, when, and why to use architecture patterns and best practices with Xamarin.Forms Implement the Model-View-ViewModel (MVVM) pattern and data binding in Xamarin.Forms mobile apps Incorporate client-side validation in Xamarin.Forms mobile apps Extend the Xamarin.Forms navigation API with a custom ViewModel-centric navigation service Leverage the inversion of control and dependency injection patterns in Xamarin.Forms mobile apps Work with online and offline data in Xamarin.Forms mobile apps Use platform-specific APIs to build rich custom user interfaces in Xamarin.Forms mobile apps Explore how to monitor mobile app quality using Visual Studio App Center Who this book is for This book is intended for .NET developers who are familiar with Xamarin mobile application development and the open source Xamarin.Forms toolkit. If you have already started working with Xamarin.Forms and want to take your app to the next level, making it more maintainable, testable and flexible, then this book is for you.

Discover how to extend and build upon the components of the Xamarin.Forms toolkit to develop an effective, robust mobile app architecture. Starting with an app built with the basics of the Xamarin.Forms toolkit, you'll go step by step through several advanced topics to create a solution architecture rich with the benefits of good design. ...

Xamarin.Forms Projects is a project-based guide that enables you to build effective mobile applications from the ground up using seven real-world examples. Starting with simpler projects to help you get up and running with the framework, the book explores all the components of Xamarin.Forms and takes you through to building complex projects ...

Learn how to build stunning, maintainable, cross-platform mobile application user interfaces using *C# 7* with the power of both the Xamarin and Xamarin.Forms frameworks. Key Features Build effective native and cross-platform user interfaces using the Xamarin frameworks for iOS and Android, as well as Xamarin.Forms Maximize the testability, flexibility, and overall quality of your Xamarin mobile apps Step-by-Steps guide that is packed with real-world scenarios and solutions, to build professional grade mobile apps and games for the iOS and Android platforms, using *C# 7* Book Description This book will provide you with the knowledge and practical skills that are required to develop real-world Xamarin and Xamarin.Forms applications. You ' ll learn how to create native Android app that will interact with the device camera and photo gallery, and then create a native iOS sliding tiles game. You will learn how to implement complex UI layouts and create customizable control elements based on the platform, using XAML and *C# 7* code to interact with control elements within your XAML ContentPages. You ' ll learn how to add location-based features by your apps by creating a LocationService class and using the Xam.Plugin.Geolocator cross-platform library, that will be used to obtain the current device location. Next, you ' ll learn how to work with and implement animations and visual effects within your UI using the PlatformEffects API, using *C#* code. At the end of this book, you ' ll learn how to integrate Microsoft Azure App Services and use the Twitter APIs within your app. You will work with the Razor Templating Engine to build a book library HTML5 solution that will use a SQLite.net library to store, update, retrieve, and delete information within a local SQLite database. Finally, you will learn how to write unit tests using the NUnit and UITest frameworks. What you will learn Downloading and Installing the Visual Studio for Mac IDE Overview and Understanding of the Xamarin Mobile Platform Understand the MVVM architectural pattern and how to implement this with your apps Build a NavigationService class to enable navigation between your ViewModels Implement Data-Binding to control elements within your XAML pages and ViewModels Create and Implement Xamarin.Forms Animations within your applications Work with the Microsoft Azure App Services Platform and the Facebook SDK Who this book is for This book is intended for readers who have experience using at least the *C#* 6.0 programming language and interested in learning how to create stunning native, and cross-platform user interfaces for the iOS and Android platforms using the Xamarin and Xamarin.Forms frameworks using *C# 7*.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in *C#* and XAML that maps to native controls on these three platforms.

Xamarin Mobile Application Development is a hands-on Xamarin.Forms primer and a cross-platform reference for building native Android, iOS, and Windows Phone apps using *C#* and .NET. This book explains how to use Xamarin.Forms, Xamarin.Android, and Xamarin.iOS to build business apps for your customers and consumer apps for Google Play and the iTunes App Store. Learn how to leverage Xamarin.Forms for cross-platform development using the most common UI pages, layouts, views, controls, and design patterns. Combine these with platform-specific UI to craft a visually stunning and highly interactive mobile user experience. Use Xamarin.Forms to data bind your UI to both data models and to view models for a Model-View-ViewModel (MVVM) implementation. Use this book to answer the important question: Is Xamarin.Forms right for my project? Platform-specific UI is a key concept in cross-platform development, and Xamarin.Android and Xamarin.iOS are the foundation of the Xamarin platform. Xamarin Mobile Application Development will cover how to build an Android app using Xamarin.Android and an iOS app using Xamarin.iOS while sharing a core code library. SQLite is the database-of-choice for many Xamarin developers. This book will explain local data access techniques using SQLite.NET and ADO.NET. Build a mobile data access layer (DAL) using SQLite and weigh your options for web services and enterprise cloud data solutions. This book will show how organize your Xamarin code into a professional-grade application architecture. Explore solution-building techniques from starter-to-enterprise to help you decouple your functional layers, manage your platform-specific code, and share your cross-platform classes for code reuse, testability, and maintainability. Also included are 250+ screenshots on iOS, Android, and Windows Phone and 200+ *C#* code examples with downloadable *C#* and XAML versions available from Apress.com. This comprehensive recipe and reference book addresses one of the most important and vexing problems in the software industry today: How do we effectively design and develop cross-platform mobile applications?

This book is your path to getting started with Xamarin Forms. It covers a lot of hot mobile features such as augmented reality (AR) and machine learning (ML) as well as more basic topics, giving you tips and advice on what development environment to strive for.

.NET 5 is a unified framework from Microsoft's cross-platform toolset that includes ASP.NET Core and Xamarin for mobile development. With this book, you'll understand .NET 5 and how to develop mobile apps with Xamarin. You'll explore Microsoft Azure cloud services, advanced app features, and how to manage and maintain your mobile apps effectively.