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Collana	Expert's Voice
Disciplina	004
Soggetti	Mobile computing Computer programming Programming languages (Electronic computers) Mobile Computing Programming Techniques Programming Languages, Compilers, Interpreters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Contents at a Glance; Contents; Foreword; Additional Foreword; About the Author; About the Technical Reviewer; Acknowledgments; Introduction; Chapter 1: Mobile Development Using Xamarin; What Is Xamarin?; Wrapped Native APIs; Development Environments; UI Designers; What's Old: Familiar C# and .NET Techniques; What's New: Mobile Development Techniques; Mobile UI; Xamarin.Forms and Platform-Specific UI; Mobile UI Design; Xamarin.Forms Custom Renderers; Data Access Layer; Local Data Access Using SQLite; Data Binding; Cross-platform Development; Summary; Chapter 2: Building Mobile User Interfaces Understanding Xamarin.Forms Xamarin.Forms Solution Architecture; Understanding the Platform-Specific UI Approach; Platform-specific UI Solution Architecture; Xamarin.Android; Xamarin.iOS; Windows Phone SDK; Choosing Xamarin.Forms or a Platform-Specific UI; Use Both Approaches with Custom Renderers; Exploring the Elements of Mobile UIs; Using the Xamarin.Forms UI; Page; Layout; View; Creating a Xamarin.Forms Solution; Xamarin.Forms Shared Code; Application

Lifecycle Methods: OnStart, OnSleep, and OnResume; Building Pages Using ContentPage; Xamarin.Android; Xamarin.iOS; Windows Phone Application  
Core LibrarySetting the App's Main Page; Adding Xamarin.Forms Views; Label View; Placing Views Using StackLayout; Background Color and Font Color; Using Fonts; Using Platform-Specific Fonts; Button View; Setting View Alignment and Size: HorizontalOptions and VerticalOptions; Justification with LayoutOptions; AndExpand Pads with Space; Entry View for Text Input; BoxView; Image View; Source Property; Local Images; Image Sizing: Aspect Property; Making an Image Clickable with a GestureRecognizer; Finalizing the StackLayout; ScrollView; Assigning the ContentPage.Content Property  
Padding Around the Entire PageCODE COMPLETE: Adding Xamarin.Forms Views; Summary; Chapter 3: UI Design Using Layouts; Understanding Custom Controls; Using Xamarin.Forms Layouts; StackLayout; Padding Around the Entire Layout; Stacking with Vertical Orientation; Stacking with Horizontal Orientation; Nesting Layouts; Expanding and Padding Views by Using LayoutOptions; CODE COMPLETE: StackLayout; RelativeLayout; Setting View Location and Size; Using Constraints; Absolute Location and Size; RelativeToParent Constraint; RelativeToView Constraint; CODE COMPLETE: RelativeLayout; AbsoluteLayout  
Creating Bounding Objects with SetLayoutBoundsSetting Location and Size by Using Rectangles; Setting Location by Using Points; Binding to the Bounding Object by Using SetLayoutFlags; Binding Location; Binding Size; Binding Both Location and Size; CODE COMPLETE: AbsoluteLayout; Grid; Sizing Rows and Columns; Sizing to Fit Views; Setting Exact Size; Expanding Views to Fit Available Space; Expanding Views Proportionally; Creating Multicell Views; Spanning Columns; Spanning Rows; Padding Between Cells; CODE COMPLETE: Grid; ContentView; CODE COMPLETE: ContentView; Frame; Using Android Layouts  
LinearLayout

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## Sommario/riassunto

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?

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