

1. Record Nr.	UNINA9910338009503321
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Titolo	Building Xamarin.Forms Mobile Apps Using XAML : Mobile Cross-Platform XAML and Xamarin.Forms Fundamentals / / by Dan Hermes, Nima Mazloumi
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2019
ISBN	9781484240304 1484240308
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XXVIII, 426 p. 117 illus.)
Disciplina	004.165
Soggetti	Microsoft software Microsoft .NET Framework Mobile computing Programming languages (Electronic computers) Microsoft and .NET Mobile Computing Programming Languages, Compilers, Interpreters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	1: Building Apps Using Xamarin -- 2: Building Xamarin.Forms Apps Using XAML -- 3: UI Design Using Layouts -- 4: Styles, Themes and CSS -- 5: User Interaction Using Controls -- 6: Making a Scrollable List -- 7: Navigation -- 8: Custom Renderers, Effects, and Native Views -- 9: Data Access with SQLite and Data Binding.
Sommario/riassunto	Leverage Xamarin.Forms to build iOS and Android apps using a single, cross-platform approach. This book is the XAML companion to the C# guide Xamarin Mobile Application Development. You'll begin with an overview of Xamarin.Forms, then move on to an in-depth XAML (eXtensible Application Markup Language) primer covering syntax, namespaces, markup extensions, constructors, and the XAML standard. XAML provides both the power of decoupled UI development and the direct use of Xamarin.Forms elements. Explore the core of the Xamarin.Forms mobile app UI: using layouts and FrameLayouts to position controls and views to design and build screens, formatting your UI

using resource dictionaries, styles, themes and CSS, then coding user interactions with behaviors, commands, and triggers. You'll see how to use XAML to build sophisticated, robust cross-platform mobile apps and help your user get around your app using Xamarin.Forms navigation patterns. Building Xamarin.Forms Mobile Apps Using XAML explains how to bind UI to data models using data binding and using the MVVM pattern, and how to customize UI elements for each platform using industry-standard menus, effects, custom renderers, and native view declaration. .
