

# Sela.

Xamarin

## Developing Cross-Platform Mobile Applications in C# using Xamarin and MvvmCross

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# Developing Cross-Platform Mobile Applications in C# using Xamarin and MvvmCross

Xamarin - Version: 1

 2 days Course

## Description:

In this 2 days course, you will learn how to create a mobile app that target all major platforms from scratch, or by using an existing C# code-base. Understand the advantages in developing cross-platform that looks and feels like native apps, in addition to cross-platform architecture, reusable components, and a lot of technical tidbits for those who are walking the cross-platform road.

Demos will be based on all platforms (iOS, Android, Windows Phone), Exercises will be based on Android and Windows Phone.

## Intended audience:

This course intended for Android, iOS, and Windows Phone developers with C# experience, or .Net client-side developers that are getting into the mobile platform

## Prerequisites:

Strong knowledge of C# 4 and above, working experience with XAML and Mvvm pattern.

## Objectives:

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Know the advantages in Native Cross-platform development

Understand and experience Xamarin offering

Gain hands-on experience architecting and developing Cross-platform application

## Topics:

### Mobile Market Review

- Market share
- Guidelines for choosing the platform of choice based on popularity

### iOS vs Android vs Windows (Phone\Store)

- Technological differences
- Development tools

### JavaScript, CSS, HTML 5 alternative

- PhoneGap/Cordova
- Titanium
- Sencha

### Xamarin approach

- Company overview
- Technological advantages
- Development tools
- API Coverage

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## The magic behind

- iOS compilation and linking
- Android compilation and linking
- JIT vs AOT compilation

## Cross-Platform Application Architecture

- Abstractions
- Cross platform application layers

## Code-Sharing 'tactics'

- Partial classes
- File Linking
- Portable class library

## Mvvm-cross

- Mvvm as a pattern
- Mvvm in a cross platform application

◻ Components store/open source components

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◦ Tips, tricks and others caveats