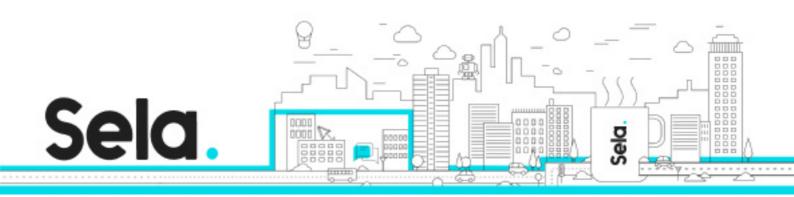XamarinWS

Xamarin Workshop

Xamarin Workshop

XamarinWS - Version: 1

🕐 1 days Course

Description:

In this workshop, 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),

Intended audience:

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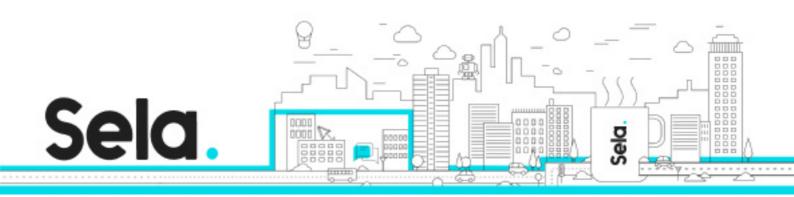
Prerequisites:

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

Objectives:

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
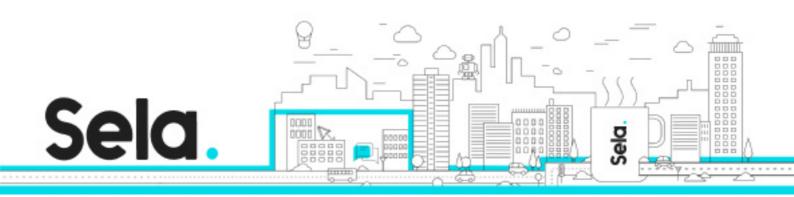
JavaScript, CSS, HTML 5 alternative

- PhoneGap/Cordoba
- Titanium
- Sencha

Xamarin approach

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

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

º Components store/open source components

º Tips, tricks and others caveats