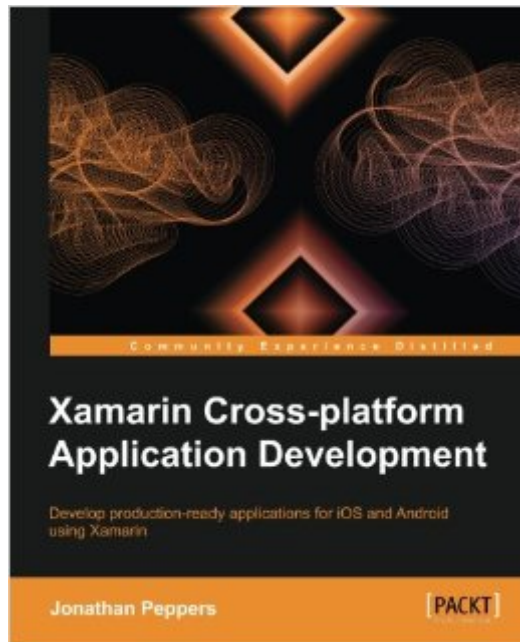


The book was found

Xamarin Crossplatform Application Development



Synopsis

Develop productionready applications for iOS and Android using XamarinAbout This Book Write native iOS and Android applications with Xamarin Add native functionality to your apps such as push notifications, camera, and GPS location Learn various strategies for cross-platform development Who This Book Is ForThis book is for C# developers who are interested in mobile application development. If you have experience with desktop or web applications, this book will serve as a great tool to give you a head start with cross-platform development.What You Will Learn Familiarize yourself with Apple's MVC design pattern Understand the Android activity lifecycle Share C# code across platforms Implement a web service with Azure Mobile Services Deploy and debug your application on mobile devices Call native Objective-C or Java libraries from C# Use Xamarin.Mobile for camera, contacts, and location Submit your app to the Apple App Store and Google Play In DetailDeveloping a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on both iOS and Android, whilst leveraging the best native features of both. Xamarin's tools help solve this requirement by giving developers a single toolset to target both platforms. "Xamarin Cross-platform Application Development" is a step-by-step guide for building professional applications for iOS and Android. The book walks you through building a chat application, complete with a backend web service and native features such as GPS location, camera, and push notifications. This book begins with iOS and Android application fundamentals, then moves on to sharing code, and eventually digs deeper into native functionality. By the end of the book, readers will have successfully built a cross-platform application ready for submitting to app stores. You will gain an in-depth knowledge about the concepts of building cross platform applications. "Xamarin Cross-platform Application Development" also covers native iOS and Android APIs, unit testing, building a real web service with Windows Azure, push notifications, interacting with the camera and GPS, leveraging Java and Objective-C libraries, and finally app store submission. Towards the end of the book you will feel confident in developing your own Xamarin applications. "Xamarin Cross-platform Application Development" will teach you everything you need to know to develop an end-to-end, cross-platform solution with Xamarin.

Book Information

Paperback: 262 pages

Publisher: Packt Publishing (February 18, 2014)

Language: English

ISBN-10: 1849698465

ISBN-13: 978-1849698467

Product Dimensions: 7.5 x 0.6 x 9.2 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review: 3.2 out of 5 stars Â Â See all reviews Â (13 customer reviews)

Best Sellers Rank: #1,602,686 in Books (See Top 100 in Books) #38 in Â Books > Computers & Technology > Programming > Cross-platform Development #676 in Â Books > Computers & Technology > Programming > Languages & Tools > C# #1050 in Â Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development

Customer Reviews

If you're getting started in cross-platform (particularly iOS and Android) Xamarin programming, Jonathan Peppers' "Xamarin Cross-platform Application Development" might be the book for you. Structure-wise, the first two chapters provide the basics of the tools and, of course, the obligatory "Hello â |" sample app: In this case, "Hello Platform". The next 5 chapters focus largely on the development and deployment of a cross-platform "XamChat" application. There are individual chapters focusing on the iOS and Android aspects as well as a chapter on creating the cross-platform aspects. The last few chapters cover various topics common to Xamarin/mobile development (3rd party components, binding to native libraries, GPS, Camera, Contacts and app stores). One of the key benefits of Xamarin development is the opportunity for code-sharing between mobile apps (iOS, Android and Windows Phone). As Xamarin is primarily focused at Android and iOS, both Xamarin's web site and this book, provide only passing mention of WP8 development. That said, many of the techniques discussed in the book on cross-platform development, would carry over to a Windows phone app. This book has a number of strong points; It covers many of the major areas that mobile developers and Xamarin developers will run into. It covers the basics of the software needed for each platform. It covers the tools and how to use them. It discusses some of the platform-specific controls and techniques. It discusses how to use the basic facilities that most apps use (camera, GPS, etc). And it covers a lot of the details of getting your app into the iOS App Store and Google Play.

This book is openly marketed at existing, experienced C# developers so it's certainly not for beginners, and whilst I don't fall into this category the nature of projects I work in require mostly 'linear' development (Web, PHP, Perl, Python, VB etc over the years) so concepts like MVC, MVVM and in particular IOC (Inversion of Control) are newer and less clear. Thankfully this book has

resolved that through it's excellent practical examples. One area this book doesn't touch on hugely is the level of planning required for MVC applications, you can't just 'jump in and code', but that's potentially a book in itself, but what the book does very well for me, is explain the View, ViewModel, Model and Controller concepts in terms of the classes and data layers required. The book also introduces Interfaces (something I always saw as an unnecessary layer of complexity) which I now 'get' in terms of flexibility, and in particular to give the developer options in a cross platform environment. The icing on the cake is 'Inversion of Control', whilst the book doesn't particularly explain this convention in huge detail, I think it is actually to it's credit, any more and the reader will be bogged down in unnecessary detail and complexity. It basically gives us the service layer that 'glues' the application together, allowing use to create and register our ViewModels as Services and thus make them available to use throughout the app with a single line of code. I'm sure that my description is not hugely more constructive than the words in the book themselves, but the working example of the XamChat application completes it.

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