Quick answers to common problems

Xamarin Mobile Development for Android Cookbook

Over 80 hands-on recipes to unleash the full potential of Xamarin in the development and monetization of feature-packed, real-world Android apps

Matthew Leibowitz

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Xamarin Mobile Development for Android Cookbook Matthew Leibowitz,2015-11-24 Over 80 hands on recipes to unleash full potential for Xamarin in development and monetization of feature packed real world Android appsAbout This Book Create a number of Android applications using the Xamarin Android platform Extensively integrate your Android devices with other Android devices to enhance your app creation experience A comprehensive guide packed with real world scenarios and pro level practices and techniques to help you build successful Android appsWho This Book Is ForIf you are a Xamarin developer who wants to create complete Android applications with Xamarin then this book is ideal for you No prior knowledge of Android development is needed however a basic knowledge of C and NET would be useful What You Will Learn Install and use Xamarin Android with Xamarin Studio and Visual Studio Design an app s user interface for multiple device configurations Store and protect data in databases files and on the cloud Utilize lists and collections to present data to the user Communicate across the network using NFC or Bluetooth Perform tasks in the background and update the user with notifications Capture and play multimedia such as video and audio with the camera Implement In App Billing and Expansion Files and deploy to the storeIn DetailXamarin is used by developers to write native iOS Android and Windows apps with native user interfaces and share code across multiple platforms not just on mobile devices but on Windows Mac OS X and Linux Developing apps with Xamarin Android allows you to use and re use your code and your skills on different platforms making you more productive in any development Although it s not a write once run anywhere framework Xamarin provides native platform integration and optimizations There is no middleware Xamarin Android talks directly to the system taking your C and F code directly to the low levels This book will provide you with the necessary knowledge and skills to be part of the mobile development era using C Covering a wide range of recipes such as creating a simple application and using device features effectively it will be your companion to the complete application development cycle Starting with installing the necessary tools you will be guided on everything you need to develop an application ready to be deployed You will learn the best practices for interacting with the device hardware such as GPS NFC and Bluetooth Furthermore you will be able to manage multimedia resources such as photos and videos captured with the device camera and so much more By the end of this book you will be able to create Android apps as a result of learning and implementing pro level practices techniques and solutions This book will ascertain a seamless and successful app building experience Style and approachThis book employs a step by step approach to Android app creation explained in a conversational and easy to follow style A wide range of examples are listed to ensure a complete understanding of how to deploy competent apps on the Android market

Xamarin Mobile Development for Android Cookbook Matthew Leibowitz,2015-11-24 Over 80 hands on recipes to unleash full potential for Xamarin in development and monetization of feature packed real world Android apps About This Book Create a number of Android applications using the Xamarin Android platform Extensively integrate your Android

devices with other Android devices to enhance your app creation experience A comprehensive guide packed with real world scenarios and pro level practices and techniques to help you build successful Android apps Who This Book Is For If you are a Xamarin developer who wants to create complete Android applications with Xamarin then this book is ideal for you No prior knowledge of Android development is needed however a basic knowledge of C and NET would be useful What You Will Learn Install and use Xamarin Android with Xamarin Studio and Visual Studio Design an app s user interface for multiple device configurations Store and protect data in databases files and on the cloud Utilize lists and collections to present data to the user Communicate across the network using NFC or Bluetooth Perform tasks in the background and update the user with notifications Capture and play multimedia such as video and audio with the camera Implement In App Billing and Expansion Files and deploy to the store In Detail Xamarin is used by developers to write native iOS Android and Windows apps with native user interfaces and share code across multiple platforms not just on mobile devices but on Windows Mac OS X and Linux Developing apps with Xamarin Android allows you to use and re use your code and your skills on different platforms making you more productive in any development Although it s not a write once run anywhere framework Xamarin provides native platform integration and optimizations There is no middleware Xamarin Android talks directly to the system taking your C and F code directly to the low levels This book will provide you with the necessary knowledge and skills to be part of the mobile development era using C Covering a wide range of recipes such as creating a simple application and using device features effectively it will be your companion to the complete application development cycle Starting with installing the necessary tools you will be guided on everything you need to develop an application ready to be deployed You will learn the best practices for interacting with the device hardware such as GPS NFC and Bluetooth Furthermore you will be able to manage multimedia resources such as photos and videos captured with the device camera and so much more By the end of this book you will be able to create Android apps as a result of learning and implementing pro level practices techniques and solutions This book will ascertain a seamless and successful app building experience Style and approach This book employs a step by step approach to Android app creation explained in a conversational and easy to follow style A wide range of examples are listed to ensure a complete understanding of how to deploy competent apps on the Android market

Xamarin Cross-Platform Development Cookbook George Taskos,2016-03-28 A recipe based practical guide to get you up and running with Xamarin cross platform developmentAbout This Book Gain the skills and expertise to create test and deploy native mobile applications in the three major mobile app stores that share up to 95% of the same code Learn development techniques that will allow you to use and create custom layouts for each platform cross platform UI Gain the knowledge needed to become more efficient in testing deploying and monitoring your applications helping you through all stages of the software development life cycleWho This Book Is ForThis book is for mobile developers You must have some basic experience of C programming but no previous experience with Xamarin is required If you are just starting with C and

want to use Xamarin todevelop cross platform apps effectively and efficiently then this book is the right choice for you What You Will Learn Create and customize your cross platform UI Understand and explore cross platform patterns and practices Use the out of the box services to support third party libraries Find out how to get feedback while your application is used by your users Bind collections to ListView and customize its appearance with custom cells Create shared data access using a local SQLite database and a REST service Test and monitor your applicationsIn DetailYou can create native mobile applications using the Xamarin Forms platform for the three major platforms iOS Android and Windows Phone The advantage of this is sharing as much code as you can such as the UI business logic data models SQLite data access HTTP data access and file storage across the three major platforms This book provide recipes on how to create an architecture that will be maintainable extendable use Xamarin Forms plugins to boost productivity customize your views per platforms and use platform specific implementations at runtime We start with a simple creation of a Xamarin Forms solution with the three major platforms We will then jump to XAML recipes and you will learn how to create a tabbed application page and customize the style and behavior of views for each platform Moving on you will acquire more advanced knowledge and techniques while implementing views and pages for each platform and also calling native UI screens such as the native camera page Further on we demonstrate the power of architecting a cross platform solution and how to share code between platforms create abstractions and inject platform specific implementations Next you will utilize and access hardware features that vary from platform to platform with cross platform techniques We ll then show you the power of databinding offered by Xamarin Forms and how you can create bindable models and use them in XAML You will learn how to handle user interactions with the device and take actions in particular events With all the work done and your application ready you will master the steps of getting the app ready and publishing it in the app store Style and approachThis book will serve as a quick reference with a unique recipe based approach that will engage you like never before as you create real world cross platform apps on your own   **Android Cookbook** Ian F. Darwin,2017-05-10 Jump in and build working Android apps with the help of more than 230 tested recipes The second edition of this acclaimed cookbook includes recipes for working with user interfaces multitouch gestures location awareness web services and specific device features such as the phone camera and accelerometer You also get useful info on packaging your app for the Google Play Market Ideal for developers familiar with Java Android basics and the Java SE API this book features recipes contributed by more than three dozen Android developers Each recipe provides a clear solution and sample code you can use in your project right away Among numerous topics this cookbook helps you Get started with the tooling you need for developing and testing Android apps Create layouts with Android s UI controls graphical services and pop up mechanisms Build location aware services on Google Maps and OpenStreetMap Control aspects of Android s music video and other multimedia capabilities Work with accelerometers and other Android sensors Use various gaming and animation frameworks Store and retrieve persistent data in files and

embedded databases Access RESTful web services with JSON and other formats Test and troubleshoot individual components and your entire application   *CMake Cookbook* Radovan Bast,Roberto Di Remigio,2018-09-26 Learn CMake through a series of task based recipes that provide you with practical simple and ready to use CMake solutions for your code Key FeaturesLearn to configure build test and package software written in C C and FortranProgress from simple to advanced tasks with examples tested on Linux macOS and WindowsManage code complexity and library dependencies with reusable CMake building blocksBook Description CMake is cross platform open source software for managing the build process in a portable fashion This book features a collection of recipes and building blocks with tips and techniques for working with CMake CTest CPack and CDash CMake Cookbook includes real world examples in the form of recipes that cover different ways to structure configure build and test small to large scale code projects You will learn to use CMake s command line tools and master modern CMake practices for configuring building and testing binaries and libraries With this book you will be able to work with external libraries and structure your own projects in a modular and reusable way You will be well equipped to generate native build scripts for Linux MacOS and Windows simplify and refactor projects using CMake and port projects to CMake What you will learnConfigure build test and install code projects using CMakeDetect operating systems processors libraries files and programs for conditional compilationIncrease the portability of your codeRefactor a large codebase into modules with the help of CMakeBuild multi language projectsKnow where and how to tweak CMake configuration files written by somebody elsePackage projects for distributionPort projects to CMakeWho this book is for If you are a software developer keen to manage build systems using CMake or would like to understand and modify CMake code written by others this book is for you A basic knowledge of C C or Fortran is required to understand the topics covered in this book   **Xamarin Studio for Android Programming** Mathieu Nayrolles,2015-12-24 Over 50 hands on recipes to help you get grips with Xamarin Studio and C programming to develop market ready Android applicationsAbout This Book Create Android applications with C and Xamarin Reuse your Android application to develop iOS and Windows Phone applications Leverage the easy to succeed recipes to exploit the latest Android releases and develop new applicationsWho This Book Is ForIf you have already developed an Android applications with Java and you now intend to use C and Xamarin Studio s capabilities or if you have never taken the dive into mobiles then this book is for you It would be helpful to have some C experience so you follow the recipes in this book though knowledge of Android is not required What You Will Learn Build a GUI for your Android applications Explore Android activities and understand configuration changes Manage multiscreens icons and multimedia in your applications Start and bind Android services and create notifications Create beautiful applications using the camera and animations Effectively couple your phone s hardware with applications Integrate advertisements and select the right advertisement providers for your applicationsIn DetailMultiplatform applications have taken the development world by storm This has revolutionized the selection of the right tools for the efficient development

and deployment of applications Xamarin studio is emerging as the preferred choice among NET C developers It enables them to design cross platform applications using their favorite language and IDE Xamarin studio is supported by the Mac OS and Windows platforms and you can develop your own applications for iOS Windows or Android with its help This book takes you through all the stages of application development right from getting started with Xamarin and developing a GUI to putting up your application on the store The recipes will help you in acquiring sufficient knowledge to go about creating applications Starting with introducing Xamarin studio its underlying technologies and the Android ecosystem the book goes on to cover the graphical aspects of creating Android applications Moving on you will learn more about data management with Android services This is followed by techniques on how to interact with the Android OS and the phone s hardware before finally concluding with mobile advertisements and Google Play By the end of this book you will have discovered all the specialties related to developing Android application with Xamarin Studio Style and approachThis book is organized around hands on and practical recipes that focus on the development of Android applications using C and Xamarin Each recipe is easy to follow to help you progress efficiently through the book **iOS Development with Xamarin Cookbook** Dimitris Tavlikos,2014-05-23 The book is written in a recipe format with practical examples allowing you to go directly to your topic of interest or follow topics throughout a chapter to gain an in depth knowledge There are also plenty of hints and best practices along the way If you are a C NET developer with no previous experience in iOS development or an Objective C developer who wants to create complete iOS applications and deploy them to the App Store then this book is ideal for you No experience with Xamarin is needed **Windows Application Development Cookbook** Marcin Jamro,2016-12-21 Discover over 125 solution based recipes to help you build applications for smartphones tablets and desktops Key Features Learn to build applications for Windows 10 the latest Windows version Develop your applications to be compatible with smartphones tablets and desktops This guide is packed with recipes covering major solutions to day to day problems faced by Windows programmers Book DescriptionNeed to ensure you can always create the best Windows apps regardless of platform What you need are solutions to the biggest issues you can face so you can always ensure you re making the right choices and creating the best apps you can The book starts with recipes that will help you set up the integrated development environment before you go ahead and design the user interface You will learn how to use the MVVM design pattern together with data binding as well as how to work with data in different file formats Moving on you will explore techniques to add animations and graphics to your application and enable your solution to work with multimedia content You will also see how to use sensors such as an accelerometer and a compass as well as obtain the current GPS location You will make your application ready to work with Internet based scenarios such as composing e mails or downloading files before finally testing the project and submitting it to the Windows Store By the end of the book you will have a market ready application compatible across different Windows devices including smartphones tablets and desktops What you will learn Start developing universal applications for Windows

10 Design user interface in the XAML language Use the MVVM design pattern with data binding Store data in files and in a database Use multimedia content and animations Capture data from built in sensors Handle various Internet based scenarios Test the application and submit it to the Windows Store Who this book is for The book is dedicated to programmers with various experience of developing applications for Windows based smartphones tablets and desktops even beginners can find suitable content   *Xamarin.Forms Essentials* Gerald Versluis,2017-12-01 Learn the bare essentials needed to begin developing cross platform mobile apps using Xamarin Forms Apps can be easily deployed to Google Play or to the Apple App Store You will gain insight on architecture and how to arrange your app s design where to begin developing what pitfalls exist and how to avoid them Also covered are expected new features in Xamarin Forms 3 0 so you may be prepared ahead of time for what the next release brings Xamarin Forms Essentials provides a brief history of Xamarin as a company including how their product has become one of the most used cross platform technologies for enterprise applications and app development across the world Examples in the book are built around a real life example that is an actual app in Google Play and in the Apple App Store and has thousands of downloads between iOS and Android You will learn how an application is set up from scratch and you will benefit from the author s hard won experience and tips in addressing various development challenges What You ll Learn Create cross platform user interfaces from one code base for both iOS and Android See how a commercial application is built and then deployed for sale in the app stores Integrate your Xamarin Forms applications with third party RESTful APIs Arrange application architecture to avoid pitfalls and optimize your design Get a heads up on new features released as part of Xamarin Forms 3 0 Choose appropriately between Xamarin Forms and traditional Xamarin depending upon your application needs and its goals Who This Book Is For Mobile app developers who are producing software for multiple platforms including Google Android and Apple iOS Readers should be familiar with Visual Studio either on Mac OS X or Windows and have a working knowledge of C   *Xamarin: Cross-Platform Mobile Application Development* Jonathan Peppers,George Taskos,Can Bilgin,2016-08-31 Master the skills required to develop cross platform applications from drawing board to app store s using Xamarin About This Book Learn to deliver high performance native apps that leverage platform specific acceleration complied for native performance Learn development techniques that will allow you to use and create custom layouts for cross platform UI Gain the knowledge needed to become more efficient in testing deploying and monitoring your applications Implement application life cycle management concepts to manage cross platform projects Who This Book Is For Mobile application developers wanting to develop skills required to steer cross platform applications using Xamarin What You Will Learn Share C code across platforms and call native Objective C or Java libraries from C Submit your app to the Apple App Store and Google Play Use the out of the box services to support third party libraries Find out how to get feedback while your application is used by your users Create shared data access using a local SQLite database and a REST service Test and monitor your applications Gain memory management skills to avoid memory

leaks and premature code cycles while decreasing the memory print of your applications Integrate network resources with cross platform applications Design and implement eye catching and reusable UI components without compromising on nativity in mobile applications In Detail Developing a mobile application for just one platform is becoming a thing of the past Companies expect their apps to be supported on iOS Android and Windows Phone while leveraging the best native features on all three platforms Xamarin s tools help ease this problem by giving developers a single toolset to target all three platforms The main goal of this course is to equip you with knowledge to successfully analyze develop and manage Xamarin cross platform projects using the most efficient robust and scalable implementation patterns Module 1 is a step by step guide to building real world applications for iOS and Android The module walks you through building a chat application complete with a backend web service and native features such as GPS location camera and push notifications Additionally you ll learn how to use external libraries with Xamarin and Xamarin Forms Module 2 provide you recipes on how to create an architecture that will be maintainable extendable use Xamarin Forms plugins to boost productivity We start with a simple creation of a Xamarin Forms solution customize the style and behavior of views for each platform Further on we demonstrate the power of architecting a cross platform solution Next you will utilize and access hardware features that vary from platform to platform with cross platform techniques You will master the steps of getting the app ready and publishing it in the app store The last module starts with general topics such as memory management asynchronous programming local storage networking and platform specific features You will learn about key tools to leverage the pattern and advanced implementation strategies Finally we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross platform projects through to public or private release After the completion of this course you will learn a path that will get you up and running with developing cross platform mobile applications and help you become the go to person when it comes to Xamarin Style and approach This course will serve as comprehensive guide for developing cross platform applications with Xamarin with a unique approach that will engage you like never before as you create real world cross platform apps on your own   **Xamarin Mobile Application Development** Dan Hermes,2015-07-04 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   Getting Started with Ionic Rahat Khanna,2016-01-18 Get up and running with developing effective Hybrid Mobile Apps with Ionic About This Book Develop engaging mobile experiences with a native looking UI in Ionic and AngularJS Build mobile applications with a native UI and interactions with device APIs using popular web technologies such as HTML CSS and JavaScript Create an e commerce mobile app using tutorials and code samples Who This Book Is For This book is ideal for any web developer who wants to enter into the world of mobile app development but has no clue where to start Ionic is an ideal starting point and provides a smooth learning curve to help you build hybrid apps using web technologies and to develop native apps for iOS and Android you do not need to know multiple languages This book will also be useful for Hybrid App developers who have not found the perfect framework to ensure users get a rich experience from your apps What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around the components and routing in Ionic Use different Ionic directives for a mobile specific experience Integrate an Ionic App with backend web services Work with plugins to include native functionality in your hybrid apps Test your apps on real devices Build an e commerce app for iOS and Android from scratch In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost effectiveness and rapid development However they were not preferred over native apps until few years back due to a poor performance and bad user experience but everything has changed with the release of Ionic It has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components tools to build apps Getting Started with Ionic equips any web developer with the basic knowledge needed to use modern web technologies to build amazing hybrid mobile apps using Ionic This fast paced practical book explains all the important concepts of AngularJS and Cordova Framework required to develop apps then gives you a brief introduction to hybrid mobile applications It will guide you through setting up the environment to develop mobile apps and through the multiple options and features available in Ionic so you can use them in your mobile apps Features such as the Side Menu

Tabs Touch Interactions and native features such as Bar Code Camera and Geolocations are all covered Finally we ll show you how to use Cordova plugins and publish your apps Style and approach Getting started with Ionic is a compact easy to follow guide to developing hybrid mobile apps using Ionic with real world examples of building an e commerce app **C# Programming Cookbook** Dirk Strauss,2016-07-27 Quick fixes to your common C programming problems with a focus on C 6 0 About This Book Unique recipes for C that places it in its real world context You will be able to get yourself out of any coding corner youve backed yourself into All code samples available through GitHub to bring C In line with modern development workflows written to the latest specification of C 6 0 Who This Book Is For The book is aimed at developers who have basic familiarity with C programming and will know the VS 2015 environment What You Will Learn Write better and less code to achieve the same result as in previous versions of C Generate tests from the Code Contracts for mission critical methods Integrate code in Visual Studio with GitHub Create a web application in Azure Design and build a microservice architecture Demystify the Rx library using Reactive extensions Write high performing codes in C and understanding multi threading Security and Debugging Implement Code Contracts on code in Visual Studio In Detail During your application development workflow there is always a moment when you need to get out of a tight spot Through a recipe based approach this book will help you overcome common programming problems and get your applications ready to face the modern world We start with C 6 giving you hands on experience with the new language features Next we work through the tasks that you perform on a daily basis such as working with strings generics and lots more Gradually we move on to more advanced topics such as the concept of object oriented programming asynchronous programming reactive extensions and code contracts You will learn responsive high performance programming in C and how to create applications with Azure Next we will review the choices available when choosing a source control solution At the end of the book we will show you how to create secure and robust code and will help you ramp up your skills when using the new version of C 6 and Visual Studio Style and Approach Unique recipe based guide that will help you gain a solid understanding of the new concepts in C 6 and Visual Studio Enterprise 2015 in a concise and technically correct manner Xamarin Mobile Application Development Daniel Hermes,2015-05-24 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 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   Objective-C Memory Management Essentials Gibson Tang,Maxim Vasilkov,2015-03-25 If you are new to Objective C or a veteran in iOS application development this is the book for you This book will ensure that you can actively learn the methods and concepts in relation to memory management in a more engaging way Basic knowledge of iOS development is required for this book   Xamarin Mobile Application Development for Android Mark Reynolds,2014-01 A stepbystep tutorial that follows the development of a simple Android app from end to end through troubleshooting and then distribution The language used assumes a knowledge of basic C If you are a C developer with a desire to develop Android apps and want to enhance your existing skill set then this book is for you It is assumed that you have a good working knowledge of C NET and objectoriented software development Familiarity with rich client technologies such as WPF or Silverlight is also helpful but not required   **Xamarin Mobile Application Development for Android - Second Edition** Nilanchala Panigrahy,2015-08-24 Develop test and deliver fully featured Android applications using XamarinAbout This Book Build and test multi view Android applications using Xamarin Android Work with device capabilities such as location sensors and the camera A progressive hands on guide to develop stunning Android applications using XamarinWho This Book Is ForIf you are a C developer who wants to develop Android apps and enhance your existing skill set then this book is ideal for you Good working knowledge of C NET and object oriented software development is assumed What You Will Learn Build a multi view orientation aware Android application with navigation Lay out content using the LinearLayout RelativeLayout and TableLayout layout managers Use a ListView AdapterView and Adapter to build a view that is populated from server data Consume REST web service to perform GET UPDATE DELETE operation Use Android SQLite for data persistence and caching Capture the current location of a device determine the street address and integrate with the map app Test debug and deploy an Android appIn DetailTechnology trends come and go but few have generated the excitement momentum or long term impact that mobile computing has Mobile computing impacts people s lives at work and at home on a daily basis Many companies and individual developers are looking to become a part

of the movement but are unsure how to best utilize their existing skills and assets The Xamarin suite of products provides new opportunities to those who already have a significant investment in C development skills and NET code bases and would like to enter into this new exciting world This example oriented guide provides a practical approach to quickly learn the fundamentals of Android app development using C and Xamarin Android It will lead you through building an Android app step by step with steadily increasing complexity Beginning with an overview of the Android and Xamarin platforms to provide you with a solid understanding of the underlying platform we gradually walk through building and testing a Points of Interest Android app using C and the Xamarin Android product You will learn to create ListView and add detail view to your Android application You will handle application behaviors on orientation changes before learning the different techniques to manage resources and layouts to support multiple screen sizes You will then access a SQLite database in a cross platform way and add location features to your application Finally you will add camera integration to your application and deploy your app to the various Android app stores Style and approachAn example oriented comprehensive guide to gain an understanding of both the Android and Xamarin platforms   Xamarin in Action Jim Bennett,2018-04-27 Summary Xamarin in Action teaches you to build cross platform mobile apps using Xamarin and C You ll explore all the layers of a Xamarin app from design to deployment By the end you ll be able to build a quality production ready Xamarin app on iOS and Android from scratch with a high level of code reuse Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Rewriting the same app for iOS and Android is tedious error prone and expensive Microsoft s Xamarin drastically reduces dev time by reusing most application code typically 70% or more The core of your iOS and Android app is shared you write platform specific code only for the UI layer And because Xamarin uses C your apps benefit from everything this modern language and the NET ecosystem have to offer About the Book Xamarin in Action teaches you to build cross platform mobile apps using Xamarin and C You ll explore all the layers of a Xamarin app from design to deployment Xamarin expert Jim Bennett teaches you design practices that maximize code reuse and isolate device specific code making it a snap to incorporate the unique features of each OS What s Inside Understanding MVVM to maximize code reuse and testability Creating cross platform model and UI logic layers Building device specific UIs Unit and automated UI testing Preparing apps for publication with user tracking and crash analytics About the Reader Readers should have some experience with C Mobile development experience is helpful but not assumed About the Author Jim Bennett is a Xamarin MYP Microsoft MVP and Senior Cloud Developer Advocate at Microsoft specializing in Xamarin mobile apps He s a frequent speaker at events all around the world including Xamarin user groups and Xamarin and Microsoft conferences He regularly blogs about Xamarin development at https jimbobbennett io Table of Contents PART 1 GETTING STARTED WITH XAMARIN Introducing native cross platform applications with Xamarin Hello MVVM creating a simple cross platform app using MVVM MVVM the model view view model design pattern Hello again MVVM understanding and enhancing our simple

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