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# Xamarin Mobile Application Development Cross Platform C And Xamarinrms Fundamentals

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Azure and Xamarin Forms

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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,

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production-ready Xamarin app deployment. Xamarin expert 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 MVP, 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

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conferences. He regularly blogs about Xamarin development at <https://jimboconnor.io>.  
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STORE Running mobile apps on physical devices Testing mobile apps using Xamarin UITest Using App Center to build, test, and monitor apps Deploying apps to beta testers and the stores  
**Beginning Visual Studio for Mac** Microsoft Press  
If you are a developer with experience in C# and are just getting into mobile development, this is the book for you. If you have experience with desktop applications or the Web, this book will give you a head start on cross-platform development.  
*Xamarin Mobile Application Development* Createspace Independent Publishing Platform  
Tailor your apps to appeal to a global market. Microsoft MVP Chris Miller steps you through the process of enabling multiple language support,

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while using a single shared set of language resources using the .NET Framework. You will learn to adapt a simple mobile application for the Android, iOS, and Windows platforms, and handle the localization and internationalization on each platform. You will test the application for localization support and to avoid common pitfalls. Using Xamarin Forms and Visual Studio, the app will be implemented for Android, iOS, and Windows 10 UWP, and 99% of the code will be shared across the platforms. What You Will Learn: What localization and

internationalization are and why they matter Support multiple languages on each platform Handle cultural differences such as dates and currencies Use tools such as Microsoft's Multilingual App Toolkit to manage language resources Create a localized, cross-platform app with Android Studio, Xcode, Xamarin, and Visual Studio tools Get help translating the text from the application Who This Book Is For: Mobile app developers currently writing native apps for Windows Phone, Android, and iOS

*Mobile Development with .NET* Apress  
Develop native applications for multiple mobile and

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desktop platforms including but not limited to iOS, Android, and UWP with the Xamarin framework and Xamarin.Forms Key Features Understand .NET Core and its cross-platform development philosophy Build Android, iOS, and Windows mobile applications with C#, .NET Core, and Azure Cloud Services Bring Artificial Intelligence capabilities into your mobile applications with Azure AI Book Description .NET Core is the general umbrella term used for Microsoft's cross-platform toolset. Xamarin used for developing mobile applications, is one of the app model implementations for .NET Core infrastructure. In this book, you will learn how to design, architect, and develop highly attractive, maintainable, efficient, and robust mobile applications for multiple platforms, including iOS, Android, and UWP, with the toolset provided by Microsoft using Xamarin, .NET Core, and Azure Cloud Services.

This book will take you through various phases of application development with Xamarin, from environment setup, design, and architecture to publishing, using real-world scenarios. Throughout the book, you will learn how to develop mobile apps using Xamarin, Xamarin.Forms and .NET Standard; implement a webbased backend composed of microservices with .NET Core using various Azure services including but not limited to Azure App Services, Azure Active Directory, Notification Hub, Logic Apps, and Azure Functions, Cognitive Services; create data stores using popular database technologies such as Cosmos DB, SQL and Realm. Towards the end, the book will help developers to set up an efficient and maintainable development pipeline to manage the application life cycle using Visual Studio App Center and Visual Studio Services. What you will learn Implement native applications for multiple mobile

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and desktop  
platforms Understand and use  
various Azure Services with  
.NET Core Make use of  
architectural patterns designed  
for mobile and web  
applications Understand the  
basic Cosmos DB  
concepts Understand how  
different app models can be  
used to create an app  
service Explore the Xamarin  
and Xamarin.Forms UI suite  
with .NET Core for building  
mobile applications Who this  
book is for This book is for  
mobile developers who wish to  
develop cross-platform mobile  
applications. Programming  
experience with C# is  
required. Some knowledge  
and understanding of core  
elements and cross-platform  
application development with  
.NET is required.

Cross-platform UI  
Development with  
Xamarin.Forms Packt  
Publishing Ltd  
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

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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

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all three platforms. The 2 provide you recipes  
main goal of this course on how to create an  
is to equip you with architecture that will be  
knowledge to maintainable,  
successfully analyze, extendable, use  
develop, and manage Xamarin.Forms plugins  
Xamarin cross-platform to boost productivity.  
projects using the most We start with a simple  
efficient, robust, and creation of a  
scalable implementation Xamarin.Forms  
patterns. Module 1 is a solution, customize the  
step-by-step guide to style and behavior of  
building real-world views for each  
applications for iOS and platform. Further on,  
Android. The module we demonstrate the  
walks you through power of architecting a  
building a chat cross-platform solution.  
application, complete Next, you will utilize  
with a backend web and access hardware  
service and native features that vary from  
features such as GPS platform to platform  
location, camera, and with cross-platform  
push notifications. techniques. You will  
Additionally, you'll master the steps of  
learn how to use getting the app ready  
external libraries with and publishing it in the  
Xamarin and app store. The last  
Xamarin.Forms. Module module starts with



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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 a 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.Forms Projects](#)

Packt Publishing Ltd

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

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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#. Professional Cross-Platform Mobile Development in C# Apress

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Learn how to build cross-platform mobile apps from a single shared codebase  
**KEY FEATURES** Covers fundamental and advanced aspects of multi-platform mobile development  
Revisit the fundamentals of .NET and C# to create modern native apps more quickly  
Check out tips and advice on getting started as a successful mobile developer  
**DESCRIPTION** For any mobile developer, it's clear that Xamarin knowledge is vital, thanks to the reintroduction of .NET MAUI. This book provides the reader with complete hands-on experience in designing cross-platform mobile

applications with Xamarin, C#, and .NET. The book discusses the importance of cross-platform mobile app development and the benefits of learning Xamarin. The book delivers a quick lesson on C# and Visual Studio to implement all of the knowledge gained in this book into your first mobile application. In the second half of the book, you'll learn to start from scratch using Xamarin and create mobile apps in C#. It explains how to utilise Visual Studio as the development environment, design the user interface using the XAML markup language, organise common controls into

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layouts, and create multi-page applications with navigation and various pages. This includes creating reusable resources, such as styles and templates, and the use of local and remote databases for data manipulation. In addition, the book offers expert advice on the requirements of a standard mobile application, such as handling network connection, battery level, and safeguarding data in the device's secure storage. **WHAT YOU WILL LEARN** Learn every aspect of Xamarin to create cross-platform mobile applications. Refresh .NET, C#, and Visual Studio skills required

for mobile development. Build UI with XAML, views, and layouts, including navigation. Use reusable resources, data-oriented coding, multimedia support, and debug code. Explore advanced programming patterns and ways to improve performance. Tips and answers to help you land a job as a mobile developer. **WHO THIS BOOK IS FOR** This book is intended for beginners, aspiring mobile developers, .NET users, Visual Studio users, and application developers eager to design and build mobile apps compatible with numerous platforms. This book will also refresh your knowledge

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of .NET and C# so you can begin Xamarin development rapidly.

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- About This Book
- Create standard user interfaces on Windows Mobile, Android, and iOS and then make those interfaces look good with ease
- Design a full-blown application in very little time with just about the entire code being shared
- Learn how to access platform-specific features and still have

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the same core code with this handy guide Who This Book Is For This book is intended for mobile software developers who are fed up with having three different code sets for the same application. If you want to put your code on all mobile platforms with minimum fuss, and just want to develop but haven't got the time to be digging too far into a particular platform, this is the book for you. Basic knowledge of C# is assumed. What You Will Learn Create a responsive UI, modified to suit the target platform Understand the basics of designing an application, and the considerations needed for target platforms

Construct a complete app using a single codebase Develop attractive user interfaces Bind information to the code behind to generate a reactive application Design an effective portable class library (PCL) Include a Windows Mobile application within your standard Xamarin.Forms application Extend your applications using the Xamarin.Forms Labs library In Detail Xamarin is an IDE used for the development of native iOS, Android, and Windows, and cross-platform mobile applications in C#. For the mobile developer, that means learning three different

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languages to create the same application. Even if you use the Xamarin toolchain, you still need to work with three different user interface construction sets.

Xamarin is essentially a container in which developers can write any application in C# and use the Xamarin compiler to package and deploy on Android, iOS, or Windows platforms. To top this, Xamarin.Forms plays the role of a single codebase for mobile applications. This book will show you, with fully-coded examples, how to use both the Xamarin toolchain and the Xamarin.Forms library to code once for the three platforms. It goes from the concept

and design of a mobile messenger application to its execution. You will be introduced to Messenger—the messaging app—which includes key features such as push notifications, UI, maps, databases, and web services. Next, you will learn to plan the UI using Xamarin.Forms for cross-mobile platform development, and move on to creating custom buttons, extending the UI, and connecting to social sites such as Facebook and Twitter. You will also learn about the limitations of PCL libraries and how they make coding easier. This will be followed by the creation of a SQLite database and a

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database manager, and the SQLite database's reflection within the database manager. You will then be taken through the use of hardware features with ample coverage of iOS, Android, and Windows Mobile. Finally, the book will conclude by introducing common strategies that allow you to create applications that “just work” without having to reinvent the wheel each time. Style and approach A fun and informal approach to creating a mobile application using the most up-to-date cross-platform approach. Each coding chapter includes fully working code examples available for download

from the Packt Publishing website. [C# 9 and .NET 5 – Modern Cross-Platform Development](#) Packt Publishing Ltd Xamarin.Forms Projects is a project-based guide that enables you to build effective mobile applications from the ground up using seven real-world examples. Starting with simpler projects to help you get up and running with the framework, the book explores all the components of Xamarin.Forms and takes you through to building complex projects ... Mastering Xamarin.Forms Packt Publishing Ltd Summary Xamarin in



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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

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features of each OS.  
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Readers  
should have some  
experience with C#.  
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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  
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Mobile Development with C#  
Packt Publishing Ltd  
Discover how to create cross platform apps for

Android, iOS and UWP using Azure services and C# with Xamarin Forms. This book illustrates how to utilize Azure cloud storage for serving up Azure SQL DB data through Azure App Services. The book starts by setting up Xamarin and introducing Xamarin Forms and then covers the Azure Portal from a developer ' s perspective and goes on to demonstrate how to build an Azure Service using Quickstart. You'll also see how to add Azure support to Xamarin Forms application. You'll review in detail how to build a Xamarin Form with Azure Client and modify an existing app to become a Xamarin Forms Client for Azure with offline synchronization. You then move on to third-party controls that

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speed up development. By the end of the book, you will be able to use Azure and Xamarin together and master how to use Azure Mobile Quickstarts, Azure SQL plumbing, database synchronization and Xamarin Forms. What You'll Learn Create a Xamarin Forms App and understand the Structure of a Xamarin Forms App. Navigate pages and use platform specific coding. Use images, ListView and the Azure Mobile App Quickstart to build a Service and Xamarin Forms app Modify an existing app to use Azure Client Libraries, understand offline storage with SQLite and incorporate offline synchronization Who This Book Is For Software developers new to Xamarin and/or Azure

and for the developers who are familiar with both the technologies to use in mobile apps. Building Xamarin.Forms Mobile Apps Using XAML Pearson Professional Publisher's Note: Microsoft ceased support for .NET Core 3.0 in March 2020. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022, as well as Visual Studio Code. Key FeaturesBuild modern, cross-platform applications with .NET Core 3.0Get up to speed with C#, and up to date with all the latest features of C# 8.0Start creating professional web applications with ASP.NET Core 3.0Book Description In C# 8.0 and .NET Core 3.0 – Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to

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start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part 1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop applications including Windows Forms, Windows Presentation Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learn

Build cross-platform applications for Windows, macOS, Linux, iOS, and Android

Explore application development with C# 8.0 and .NET Core 3.0

Explore ASP.NET Core 3.0 and create professional web applications

Learn object-oriented programming and C# multitasking

Query and manipulate data using LINQ

Use Entity Framework Core and work with relational databases

Discover Windows app development using the Universal Windows Platform and

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XAMLBuild mobile applications for iOS and Android using Xamarin.FormsWho this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0. Seven Mobile Apps in Seven Weeks Apress Use the solutions provided in this book to handle common challenges in Xamarin.Forms that are encountered on a daily basis. Working examples and techniques are presented that you can modify and drop directly into your own projects. You will be able to deliver working code faster than ever. Examples are made available through GitHub,

maximizing the convenience and value this book provides to Xamarin.Forms developers. Solutions in the book are organized broadly into problem domains such as user interface for applications, data and security, connectivity and external services, and more. Within each domain the book presents specific solutions addressing challenges that are commonly faced. Under data and security, for example, you ' ll find specific solutions around storing login credentials, local data caching, and sending authorization tokens in HTTP requests. Not only do the solutions in the book solve specific problems, they also present best practices that can inform and improve the quality

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of the code that you write. Xamarin.Forms Solutions is chock full of practical advice and code examples that no Xamarin.Forms programmer will want to be without. The basics of Xamarin.Forms are provided for beginning developers. What You'll Learn Know the in-depth basics of Xamarin.Forms and the inner workings Create custom renderers and dependency services Manage the appearance of user interfaces through styling and theming, layout options, rotation, and animation Build sophisticated user interfaces using a variety of controls that allow for PDF viewing, barcode interpretation, searching and finding, and other controls Secure your applications, and

communicate securely with services via HTTP requests Sign and deploy your apps and optimize the binary file size Who This Book Is For Those building mobile applications on the Xamarin platform for iOS and Android. By mixing together the solutions and a thorough explanation of the basics of Xamarin.Forms, the book spans the needs of beginning through intermediate Xamarin.Forms developers. Even experts will find a few gems to improve the quality and speed of their application development work. Beginning App Development with Flutter "O'Reilly Media, Inc." Learn how to leverage Xamarin.Forms for

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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. 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.

Xamarin.Forms Projects  
Packt Publishing Ltd  
A mobile applications development masterclass for .NET and C# developers  
Key Features  
Uncover the new features and capabilities of the .NET 5 framework in this updated and improved second edition  
Optimize the time required to develop highly performant cross-platform applications  
Understand the architectural patterns and best practices for mobile application development  
Book Description  
Are you a .NET developer who wishes to develop mobile solutions without delving into the complexities of a mobile development platform? If so, this book is a perfect solution to help you build professional mobile apps without leaving the .NET ecosystem. Mobile Development with .NET will show you how to



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design, architect, and develop robust mobile applications for multiple platforms, including iOS, Android, and UWP using Xamarin, .NET Core, and Azure. With the help of real-world scenarios, you'll explore different phases of application development using Xamarin, from environment setup, design, and architecture to publishing. Throughout the book, you'll learn how to develop mobile apps using Xamarin and .NET Standard. You'll even be able to implement a web-based backend composed of microservices with .NET Core using various Azure services including, but not limited to, Azure Active Directory, Azure Functions. As you advance, you'll create data stores using popular database technologies such as Cosmos DB and data models such as the relational model and NoSQL. By the end of this

mobile application development book, you'll be able to create cross-platform mobile applications that can be deployed as cloud-based PaaS and SaaS.

What you will learn

Discover the latest features of .NET 5 that can be used in mobile application development

Explore Xamarin.Forms Shell for building cross-platform mobile UIs

Understand the technical design requirements of a consumer mobile app

Get to grips with advanced mobile development concepts such as app data management, push notifications, and graph APIs

Manage app data with Entity Framework Core

Use Microsoft's Project Rome for creating cross-device experiences with Xamarin

Become well-versed with implementing machine learning in your mobile apps

Who this book is for

This book is for ASP.NET Core developers

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who want to get started with mobile development using Xamarin and other Microsoft technologies. Working knowledge of C# programming is necessary to get started.

Creating Cross-Platform C# Applications with Uno Platform Packt Publishing Ltd

Create iOS and Android apps with Flutter using just one codebase. App development on multiple platforms has historically been difficult and complex. This book breaks down complex concepts and tasks into easily digestible segments with examples, pictures, and hands-on labs with starters and solutions. In doing so, you'll develop a basic understanding of the Dart programming language; the entire Flutter development toolchain; the differences

between stateful and stateless widgets; and a working knowledge of the architecture of apps. All the most important parts of app development with Flutter are covered in this book. Work with themes and styles. Develop custom widgets. Teach your app to respond to gestures like taps, swipes, and pinches. Design, create and control the layout of your app. Create tools to handle form data entry from users. And ultimately create killer multiscreen apps with navigation, menus, and tabs. Flutter is Google's new framework for creating mobile apps that run on iOS and Android phones both. You had to be a super-developer to write apps for iOS or Android alone. But writing for both? Forget

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about it! You had to be familiar with Swift, Java/Kotlin, Xcode, Eclipse, and a bunch of other technologies simultaneously.

Beginning App Development with Flutter simplifies the entire process. What You'll Learn Get the most out of great Flutter widgets Create custom widgets, both stateless and stateful Exercise expert control over your Flutter layouts Make your app respond to gestures like swiping, pinching and tapping Initiate async Ajax calls to RESTful APIs — including Google Firebase! Who This Book Is For Developers who have coded in Java, C#, C++, or any similar language. It brings app development within the reach of younger developers, so STEM

groups are likely to pick up the technology. Managers, product owners, and business analysts need to understand Flutter's capabilities.

Xamarin.Forms Essentials John Wiley & Sons

Modern Cross-Platform Development About This Book Build modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest features of C# 7 Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to

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gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and

manipulate data using LINQ Protect your data by using encryption and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section will demonstrate the major types of application that you can

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build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build

modern, cross-platform applications using C# and .NET Core.

Xamarin Packt Publishing Ltd

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Hands-On Mobile Development with .NET Core Apress

Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE).

Microsoft has invested heavily to deliver their very best development

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tools and platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft's "mobile-first", "cloud-first", and "any developer, any platform, any device" strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, Beginning Visual

Studio for Mac will quickly get you up to speed! What You'll Learn Prepare, configure, and debug in the Mac development environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems C# 7 and .NET Core: Modern Cross-Platform Development Apress Discover how to leverage the Uno

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Platform to write single-codebase, cross-platform mobile, desktop, and web applications using C# and XAML Key Features Enhance your Windows apps by running them on all operating systems and browsers Use tools and APIs you already know to remain productive as you target new platforms Create realistic apps for various lines of business (LOBs) and consumer scenarios Book Description Developers are increasingly being asked to build native applications that run on multiple operating systems and in the browser. In the past, this would have meant learning new technologies and making multiple copies of an application. But the Uno Platform allows you to

use tools, languages, and APIs you already know from building Windows apps to develop apps that can also run on other platforms. This book will help you to create customer-facing as well as line-of-business apps that can be used on the device, browser, or operating system of your choice. This practical guide enables developers to put their C# and XAML knowledge to work by writing cross-platform apps using the Uno Platform. Packed with tips and practical examples, this book will help you to build applications for common scenarios. You'll begin by learning about the Uno Platform through step-by-step explanations of essential concepts, before moving on to creating cross-platform

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apps for different lines of business. Throughout this book, you'll work with examples that will teach you how to combine your existing knowledge to manage common development environments and implement frequently needed functionality. By the end of this Uno development book, you will have learned how to write your own cross-platform apps with the Uno Platform and use additional tools and libraries to speed up your app development process. What you will learn

Understand how and why Uno could be the right fit for your needs

Set up your development environment for cross-platform app development with the Uno Platform and create your first Uno Platform

Find out how to create apps for different business scenarios

Discover how to combine technologies and controls to accelerate development

Go beyond the basics and create 'world-ready' applications

Gain the confidence and experience to use Uno in your own projects

Who this book is for

This book is for developers who are familiar with app development for Windows and want to use their existing skills to build cross-platform apps. Basic knowledge of C# and XAML is required to get started with this book. Anyone with basic experience in app development using WPF, UWP, or WinUI will be able to learn how to create cross-platform applications with the Uno



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Platform.