

Xamarin Studio

Course#:MA-06
Duration:3 Days
Price:0.00

Course Description

Xamarin is an Integrated Development Environment (IDE) used to create Android, iOS, and Mac applications, and the reason for its popularity is that it allows code re-use. Developers who have mastered Xamarin can create cross platform mobile applications. They are therefore in high demand as they can help businesses enhance customer satisfaction and retain customers.

KnowledgeHuts intensive course Xamarin Studio will help you understand the ropes of this development platform so that you can create production ready applications for iOS and Android and increase your market value. You will learn from industry experts who will hand-hold you through the concepts and help you master Xamarin Studio to build mobile applications using C#, write code to access the database and application resources, and learn the basics of testing and publishing.

Objectives

Why Xamarin is popular in cross platform application development

Learn to write cross platform UI code

How to install and work with Xamarin Studio

The iOS and Android application structures and how to build native applications

How to compile and run native builds

About custom controls

How to work on cross-platforms

How to work with Forms

Learn about XAML, data binding and controls, and how to use them effectively within your Xamarin

How to access application resources

About common data access patterns for Xamarin's iOS and Android platforms

How to test and publish your app

Audience

Developers who want to learn to use native UIs on every platform, and deliver Android, iOS and Windows apps using existing skills and code can learn Xamarin.

Prerequisites

Good Understanding of C#/.NET Programming Concepts

Good Understanding of OOPS Concepts

Basic Knowledge of OS X usage and navigation would be desired, not mandatory

On successful completion of the course, you will receive a Course Completion Certificate from KnowledgeHut with Credits (1 credit per hour of training).

Content

Starting with Xamarin Studio

Xamarin Studio overview

Installing Xamarin Forms

Beginning Xamarin Trial Development

Licensing for compiling and testing Xamarin Forms Apps

Visual Studio plug-in for Building Apps with Forms (only for windows Machines)

Xamarin.iOS and Xamarin.Android

iOS Application Structure

Android Application Structure

Native Platform features and Architectures

iOS and Android Life Cycle

How do Xamarin.iOS and Xamarin.Android Interact and Compile to Native Environments.

Calling native functions and libraries.

Compiling and Running Native Builds.

How do these Native SDKs differ from Xamarin Forms.

Controls

Basic Controls Editor, Images, Labels

TableView Control and ListView Control

Custom Controls For each platform

Accessing Native Controls via Dependency Service and Dependency Injection

Web Services

Web View Control

Accessing Web Services on each platform

Platform Tweaks

Accessing Native Features of platforms

Bluetooth and Wi-Fi Communications

Using Compiled Libraries (Subject to Source, target platform and format of library).

Using Dependency Services for Platform Specific Libraries.

Cross-platform options

Shared Projects

PCL Solution

Xamarin Forms

Introduction to Forms

Xamarin Forms XAML basics

Building Controls with XAML and C#

Data Binding

Working with Controls

Controlling Styles and Custom Controls

Database Access

The Native Directory Structures

Using SQLite with different platforms in PCL

Using SQLite with different platforms in Shared Project

Accessing Application Folders and Shared Folders

Adapting the Code to Platform specific Folder structure

Accessing resources from Shared resources

Accessing application resources

Accessing resources from Android Project

Accessing resources from iOS Project

Accessing resources from Shared Code Project

Wrap Up

Optimizing the Compile Resources and Libraries

Tweaking the compiler settings for Processing

Localization using RESX Resource

Testing and Publishing