Xamarin 4 By Example

By Matteo Bortolu, Engin Polat

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Design, develop, and publish your own mobile apps for iOS and Android using C# and Xamarin Studio

About This Book

- Explore the exciting features of Xamarin Studio while learning to develop your own applications
- Develop a complete application from conceptualization through to publishing it on the app store
- The book walks you through the basics of cross-platform development with Xamarin using examples and best practices and tips for cross platform solutions.

Who This Book Is For

If you want to develop your own applications and want to explore the features of Xamarin Studio, then this is the book for you. It is expected that you have a basic understanding of technologies in mobile development, but prior knowledge of Xamarin is not required.

What You Will Learn

- Understand the software development lifecycle for mobile applications
- Use Xamarin Studio and its wide range of features to write your programs in C#
- Use different options to create multi-platform applications using Xamarin and develop a cross-platform extension method
- Work with Xamarin forms and various UI controls
- Integrate synchronous and asynchronous communication module within your app
- Render images to work with Android and iOS
- Link a third-party application to your solution

In Detail

The mobile app market is increasing exponentially every year. Xamarin Studio with its modern and powerful IDEs makes creating applications a lot easier by simplifying the development process. Xamarin will allow you and your team to create native applications by taking advantage of one of the most evolved programming language in the world: C#.

This book will provide you with the basic skills you need to start developing mobile apps using C# and Xamarin. By working through the examples in each chapter, you will gain hands-on experience of creating a complete app that is fully functional by all means. Finally, you will learn to publish the app you created on the app market. Each project in this book will take you one step closer to becoming a professional app developer.

Style and approach

The step-by-guide will walk you through the process of creating an application of with the help of small projects that will teach you everything you need to know to build a complete application of your own.

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Editorial Review

About the Author

Matteo Bortolu currently works in Singapore for Sixscape Communication as Lead Mobile Developer. He grew up with a strong passion for IT and right after his master of science degree in 2006, the software industry transformed his biggest talent and passion into an enthusiastic software developer. After more than 20,000 hours of writing backend and frontend solutions based on Microsoft technologies, he met Xamarin in 2012 and felt in love with it. He has played key roles in mobile projects for worldwide customers, deploying to the stores a wide category of apps such as games, health industry apps, messaging apps, energy industry apps, virtual reality apps, and others. When he is not in front of a laptop he loves reading, playing the saxophone, and exploring this planet. He loves to share his experiences on his blog (http://bortolu.com). Back in 2014 he founded the Xamarin Developers Facebook group (https://www.facebook.com/groups/xamarin.developers), which currently has more than 14,000 members.

Engin Polat has been involved in many large-and medium-scale projects on .NET technologies as a developer, architect, and consultant and has won many awards since 1999. Since 2008, he has given training to many large enterprises in Turkey about Windows development, web development, distributed application development, software architecture, mobile development, cloud development, and more. Apart from this, he organizes seminars and events in many universities in Turkey about .NET technologies, Windows platform development, cloud development, web development, and game development. He shares his experiences on his personal blog (http://www.enginpolat.com). He has MCP, MCAD, MCSD, MCDBA, and MCT certifications. Since 2012 he has been recognized as a Windows Platform Development MVP (Most Valuable Professional) by Microsoft. Between 2013 and 2015, he was recognized as a Nokia Developer Champion; very few people in the world are given this award. Since 2015 he has been recognized as a Regional Director by Microsoft. He has also reviewed Mastering Cross-Platform Development with Xamarin and Xamarin Blueprints.

Users Review

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