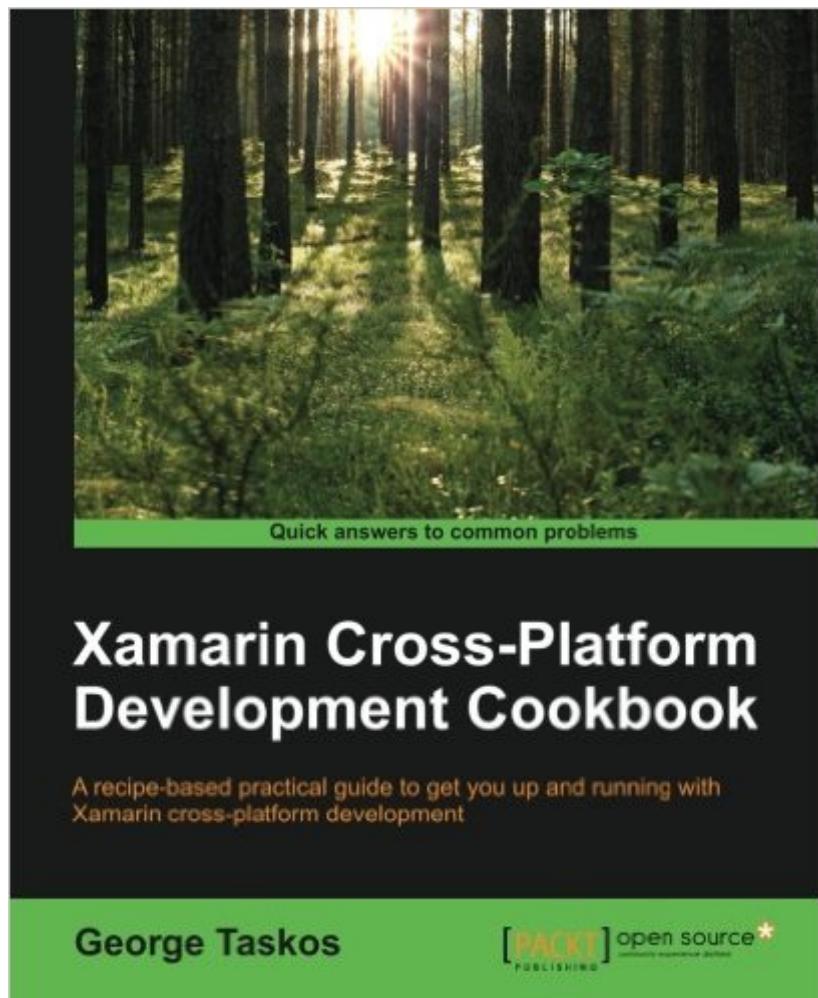


The book was found

Xamarin Cross Platform Development Cookbook



Synopsis

A recipe-based practical guide to get you up and running with Xamarin cross-platform development

About 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 cycle

Who This Book Is For

This 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 to develop 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 applications

In Detail

You 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 provides 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.

Book Information

Paperback: 416 pages

Publisher: Packt Publishing - ebooks Account (March 28, 2016)

Language: English

ISBN-10: 1785880535

ISBN-13: 978-1785880537

Product Dimensions: 7.5 x 0.9 x 9.2 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 3.8 out of 5 starsÂ See all reviewsÂ (4 customer reviews)

Best Sellers Rank: #2,164,090 in Books (See Top 100 in Books) #52 inÂ Books > Computers & Technology > Programming > Cross-platform Development #856 inÂ Books > Computers & Technology > Programming > Languages & Tools > C# #4112 inÂ Books > Computers & Technology > Web Development & Design > Web Design

Customer Reviews

Fair content. But NO CODE SAMPLES AVAILABLE for download online like the author George Taskos indicated in the preface. When opening a ticket with Packt Publishing, they just left the ticket open with no resolution and no response to my follow-ups. Save your money since the cookbook series are where you go for code. Revision: A week later they provided the code download and offered a complimentary ebook. I appreciate and may consider using Packt books in the future.

I'm generally a very positive person - I tend to see the up side, but I am soooo frustrated by this book. Most of the tech books in my library are from Wrox and I'm used to very thorough instructions and explanations. I have spent hours trying to figure out how to do things in this book that should have been made clear in the text. An example: while entering code for 3rd party authentication, the following code snippet was in the book: ClientId = "YOUR_CLIENT_ID", ClientSecret = "YOUR_CLIENT_SECRET". I assume my credentials should be used here - even though the book never mentions it. It does tell you to go to Facebook to get a "key" which FB calls an App ID. So is that the same as the Client Id, or is that the Client Secret? And what are you supposed to use for the other value? The book does not make this clear, so you get to spend time away from learning Xamarin Forms and experiment by trial and error. This kind of thing happens over and over. I'm

looking for another book - \$32 wasted.

This book was easy to follow and taught me a lot about the topic. This definitely met my expectations and I hope there are more to come. Maybe on the Universal Windows Platform?

Good explanation almost chapters. Good for beginning step to Xamarin. I like the book and writing technique. Easy to understand.

[Download to continue reading...](#)

Cross Stitch: Learn Cross Stitch FAST! - Learn the Basics of Cross Stitch In No Time (Cross Stitch, Cross Stitch Course, Cross Stitch Development, Cross Stitch Books, Cross Stitch for Beginners) Xamarin Cross Platform Development Cookbook Mastering Cross-Platform Development with Xamarin Cross-platform UI Development with Xamarin.Forms Xamarin.Forms Kickstarter 2.0: Compilable Code Examples for Solving Typical Cross-platform Tasks Xamarin.Forms Kickstarter: Compilable Code Examples for Solving Typical Cross-platform Tasks Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Libgdx Cross-platform Game Development Cookbook Xamarin Crossplatform Application Development C# 6 and .NET Core 1.0: Modern Cross-Platform Development Cross-Platform Development with Delphi XE7 & Firemonkey for Windows & Mac OS X Cross-Platform Software Development LibGDX Cross Platform Development Blueprints PhoneGap and AngularJS for Cross-Platform Development REALbasic Cross-Platform Application Development Cross Platform Game Development (Wordware Game Developer's Library) SOAP: Cross Platform Web Services Development Using XML 20 Recipes for Programming PhoneGap: Cross-Platform Mobile Development for Android and iPhone Cross Stitch Design Journal 160 Pages for Needlework Planning - 10 Squares to the Inch: Passion for Cross Stitch 8.5"x11" graph paper notebook for ... original needlework and cross stitch designs I Am Error: The Nintendo Family Computer / Entertainment System Platform (Platform Studies)

[Dmca](#)