

Introduction to Xamarin.Forms

Modality: On Demand

Duration: 6 Hours

ABOUT THIS COURSE

This course is intended to introduce experienced C# programmers to the Xamarin.Forms framework. Xamarin.Forms lets you build mobile applications using C# and then run them on the most popular mobile platforms today.

Xamarin.Forms takes code sharing to the next level by allowing you to share not just your application logic in a cross-platform fashion, but also the UI definition. Unlike other technologies, applications that rely on the Xamarin.Forms framework are 100% completely native applications that look and feel natural on each platform.

With Xamarin.Forms, you can write your application code once, and then build a native application that utilizes that code to run on almost any iOS, Android or Windows device including Windows 10. Your business logic can be written in C# (or any other .NET capable language) and your UI can either be defined in code, or in the XAML markup language.

Course Objective:

- What is Xamarin and how does it work?
- What is Xamarin.Forms?
- How to build pages to collect and display data
- Common controls used to create a UI
- Layout principles
- How to identify and interact with the native platform

Audience:

- Xamarin Developer

Prerequisite:

- There are no prerequisite required for this course

Course Outline:

Module 1 - Introduction to Xamarin

- Understanding Xamarin

Module 2 - Introduction to Xamarin Forms

- What is Xamarin.Forms?
- Creating a Xamarin Forms Application
- Hands-On Exercises

Module 3 - Pages and Views

- Introducing Pages and Views
- Hands-On Exercises
- Layout in Xamarin.Forms

Module 4 - Platform Specific Code

- Working with the Different Platforms
- Hands-On Exercises

End of Course Evaluation

- Course Evaluation
- More on Xamarin.Forms and Xamarin?