

Beginning Visual Studio For Mac Build Cross Platform Apps With Xamarin And Net Core

Alessandro Del Sole

[Beginning Visual Studio for Mac](#) Alessandro Del Sole,2017-10-24 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 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

Xamarin.Forms Projects Daniel Hindrikes,Johan Karlsson,2020-06-19 Learn to build cross-platform mobile apps using the latest features in Xamarin.Forms 4 with the help of a series of projects including apps for real-time chatting, AR games, location-tracking, weather, photo galleries, and much more Key FeaturesDevelop mobile apps, AR games, and chatbots of varying complexity with the help of real-world examplesExplore the important features of Xamarin.Forms 4 such as Shell, CollectionView, and CarouselViewSet to grips with advanced concepts such as AR and VR and machine learning for mobile developmentBook Description Xamarin.Forms is a lightweight cross-platform development toolkit for building apps with a rich user interface. Improved and updated to cover the latest features of Xamarin.Forms, this second edition covers CollectionView and Shell, along with interesting concepts such as augmented reality (AR) and machine learning. Starting with an introduction to Xamarin and how it works, this book shares tips for choosing the type of development environment

you should strive for when planning cross-platform mobile apps. You'll build your first Xamarin.Forms app and learn how to use Shell to implement the app architecture. The book gradually increases the level of complexity of the projects, guiding you through creating apps ranging from a location tracker and weather map to an AR game and face recognition. As you advance, the book will take you through modern mobile development frameworks such as SQLite, .NET Core Mono, ARKit, and ARCore. You'll be able to customize your apps for both Android and iOS platforms to achieve native-like performance and speed. The book is filled with engaging examples, so you can grasp essential concepts by writing code instead of reading through endless theory. By the end of this book, you'll be ready to develop your own native apps with Xamarin.Forms and its associated technologies, such as .NET Core, Visual Studio 2019, and C#. What you will learn

- Set up Xamarin.Forms to build native apps with code-sharing capabilities
- Understand the core aspects of developing a mobile app, such as its layout, UX, and rendering
- Use custom renderers to gain platform-specific access
- Discover how to create custom layouts for your apps with Xamarin.Forms Shell
- Use Azure SignalR to implement serverless services in your Xamarin apps
- Create an augmented reality (AR) game for Android and iOS using ARCore and ARKit, respectively
- Build and train machine learning models using CoreML, TensorFlow, and Azure Cognitive Services

Who this book is for This book is for C# and .NET developers who want to learn Xamarin.Forms and get started with native Xamarin mobile application development from the ground up. Working knowledge of Visual Studio will help you to get the most out of this book.

Xamarin in Action Jim Bennett, 2018-04-27 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, 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 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 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 development at <https://jimbobbennett.io>. Table of Contents PART 1 - GETTING STARTED WITH XAMARIN Introducing native cross-platform applications with Xamarin Hello MVVM—creating a simple cross-platform app using MVVM MVVM—the model-view-view model design pattern Hello again, MVVM—understanding and enhancing our simple MVVM app What are we (a)waiting for? An introduction to multithreading for Xamarin apps PART 2 - BUILDING APPS Designing MVVM cross-platform apps Building cross-platform models Building cross-platform view models Building simple Android views Building more advanced Android views Building simple iOS views Building more advanced iOS views PART 3 - FROM WORKING CODE TO THE 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 Xamarin Development for the Mac Dawid Borycki,2017-12-19 Develop apps for the iPhone, iPad, and Apple wearables using Visual Studio for the Mac. Learn how to set up your development environment and emulators, and how to create adaptive user interfaces for various platforms. Expert Dawid Borycki guides you through the fundamentals of programming for Apple platforms (Model View Controller, Test Driven Development), navigation patterns, gesture handling, accessing user's location, and reading and consuming data from web services. After reading this book, you will be able to build native apps that look and feel like other apps built into iOS, watchOS, and tvOS, and have the skills that are in high demand in today's market. If you are already programming C# apps for web or desktop, you will learn how to extend your skill set to Apple mobile, wearable, and smart TV platforms. What You'll Learn Build and implement native apps for Apple platforms Create adaptive, universal views and handle navigation between them Access user's location and handle touch input Consume data from web services Minimize app development time with C# Who This Book Is For Developers who are interested in mobile and device development, as well as experienced non-Apple developers who want to switch or extend their skill set to programming for Apple platforms

Xamarin with Visual Studio Alessandro Del Sole,2022-06-14 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 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 of .NET and C# so you can begin Xamarin development rapidly. TABLE OF CONTENTS 1. The importance of mobile app development 2. Xamarin and Microsoft in the mobile app market 3. Introducing .NET and Visual Studio 4. The C# programming language 5. Building apps with Xamarin and Xamarin.Forms 6. Organizing the User Interface with layouts 7. Understanding common views 8. Pages and navigation 9. Resources and Data Binding 10. Brushes, Shapes, and Media 11. Managing the application lifecycle 12. Working with Web API 13. Working with Native API 14. Finding a job 15. Succeeding as a Mobile App Developer

Understanding Game Application Development Vincent Maverick S. Durano, 2018-12-12 Learn to build a simple data-driven mobile game application using the power of Xamarin.Forms, ASP.NET, the Web API, and SignalR with this short book. In it you will build a cross-platform mobile application that targets both iOS and Android, connect your app with your database using Entity Framework, and implement real-time syncing functionality using SignalR. *Understanding Game Application Development* starts by giving you an overview of the development tools, an installation guide, and a list of prerequisites. You will learn how to manage application flow, create your workspace, and set up your database. Next, you will see how to access data for handling CRUD operations and define the necessary API endpoints. Further, you will build a mobile application with Xamarin.Forms, both in iOS and in Android. You will also understand the deployment and testing process as well as how to build a real-time leader board using ASP.NET MVC and SignalR. Finally, you will understand how to publish your source code on GitHub from Visual Studio 2017. What You Will Learn Understand the basic concept and fundamentals of the technologies used for building the applications Set up your development environment Create a SQL database from scratch Implement a data access layer Define REST service endpoints using the Web API Deploy, test, and debug iOS and Android applications Push your source code to GitHub Who This Book Is For .NET developers who want to jump on mobile application development with Xamarin and learn with practical examples.

Cross-Platform Modern Apps with VS Code Ockert J. du Preez, 2022-03-16 Simplified development of cross-platform applications by learning VS Code KEY FEATURES ● Covers sophisticated to simple web apps and webUIs development on VS Code with debugging. ● In-depth experimentation of VS Code including Machine Learning, NodeJS API and customized extensions. ● Provides refresher on popular tools like EF Core, Angular, Xamarin.Forms and Blazor. DESCRIPTION This book explores VS Code's core features, including multi-language IDE, rapid programming, and innovative front-end development, to show readers how to design and debug modern online and cloud applications. You will learn how to build native apps, spend less time working with the platform, and focus more on the creative aspects of generating a smart UI. While you learn and practise on VS Code, you build solid grounds on robust server-side programming. You will learn how to use VS Code to develop your javascript, typescript, nodejs, or angular app more quickly and easily. Not only an application development environment, but VS Code also enables you to create microservices, extensions, and cloud applications. Not only can you construct applications with VS Code, but you can also develop microservices, extensions, and cloud applications. Throughout the book, you get trained on Entity Framework Core, Razor, Xamarin.Forms and numerous APIs. This book not only prepares you to design multi-platform applications or work with Visual Studio Code, but it also prepares you to be a great developer who can alter the code, debug issues, and manage the many versions on your own. WHAT YOU WILL LEARN ● Engage Razor and ASP.NET Core to build dynamic web apps. ● Get a practical edge with Xamarin.Forms to experience the native development. ● Explore Entity Framework Core for building data-rich applications. ● Create a custom Visual Studio code extension for your application. ● Use a variety of APIs, such as NodeJS and Python, in your implementations. WHO THIS BOOK IS FOR This book caters to application developers and web developers who want to develop multi-platform applications and authentic practice of VS Code environment. You are not required to have any programming experience, though some understanding of application development may help speed up the learnings. TABLE OF CONTENTS 1. Comparing Visual Studio Code to Visual Studio 2. Up and Running with VS Code 3. Building Web UIs with Blazor 4. Building Websites with ASP.NET Core Razor Pages 5. Building Cross-Platform Mobile Apps with Xamarin.Forms 6. Building Web-Based Apps with Angular 7. Introducing Entity Framework Core 8. Exploring the Database Providers in Entity Framework Core 9. Building Multi-Platform Apps with Visual Studio Code 10. Building Services with Visual Studio Code 11. Application Deployment Options 12. Working with Python, Node.JS, and other APIs 13. Creating Custom Extensions in Visual Studio Code 14. Appendix A

C# 7 and .NET Core: Modern Cross-Platform Development Mark J. Price, 2017-03-24 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 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 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 Mobile Application Development Dan Hermes,2015-07-04 Xamarin Mobile Application Development is a hands-on Xamarin.Forms primer and a cross-platform reference for building native Android, iOS, and Windows Phone apps using C# and .NET. This book explains how to use Xamarin.Forms, Xamarin.Android, and Xamarin.iOS to build business apps for your customers and consumer apps for Google Play and the iTunes App Store. Learn how to leverage Xamarin.Forms for 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. Use Xamarin.Forms to data bind your UI to both data models and to view models for a Model-View-ViewModel (MVVM) implementation. Use this book to answer the important question: Is Xamarin.Forms right for my project? Platform-specific UI is a key concept in cross-platform development, and Xamarin.Android and Xamarin.iOS are the foundation of the Xamarin platform. Xamarin Mobile Application Development will cover how to build an Android app using Xamarin.Android and an iOS app using Xamarin.iOS while sharing a core code library. SQLite is the database-of-choice for many Xamarin developers. This book will explain local data access techniques using SQLite.NET and ADO.NET. Build a mobile data access layer (DAL) using SQLite and weigh your

options for web services and enterprise cloud data solutions. 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. Also included are 250+ screenshots on iOS, Android, and Windows Phone and 200+ C# code examples with downloadable C# and XAML versions available from Apress.com. This comprehensive recipe and reference book addresses one of the most important and vexing problems in the software industry today: How do we effectively design and develop cross-platform mobile applications?

Xamarin 4.x Cross-Platform Application Development Jonathan Peppers,2016-12-26 Develop powerful cross-platform applications with Xamarin About This Book Write native cross-platform applications with Xamarin Design user interfaces that can be shared across Android, iOS, and Windows Phone using Xamarin.Forms Practical cross-platform development strategies Who This Book Is For If you are a developer with experience in C# and are just getting into mobile development, this is the book for you. This book will give you a head start with cross-platform development and will be the most useful to developers who have experience with desktop applications or the web. What You Will Learn Apple's MVC design pattern The Android activity lifecycle Share C# code across platforms and call native Objective-C or Java libraries from C# Create a real web service back end in Windows Azure using SQL Azure as database storage Set up third-party libraries such as NuGet and Objective Sharpie in many different ways, and port a desktop .NET library to Xamarin Use Xamarin.Mobile for camera, contacts, and location In Detail Xamarin is a leading cross-platform application development tool used by top companies such as Coca-Cola, Honeywell, and Alaska Airlines to build apps. Version 4 features significant updates to the platform including the release of Xamarin.Forms 2.0 and improvements have been made to the iOS and Android designers. Xamarin was acquired by Microsoft so it is now a part of the Visual Studio family. This book will show you how to build applications for iOS, Android, and Windows. You will be walked through the process of creating an application that comes complete with a back-end web service and native features such as GPS location, camera, push notifications, and other core features. Additionally, you'll learn how to use external libraries with Xamarin and Xamarin.Forms to create user interfaces. This book also provides instructions for Visual Studio and Windows. This edition has been updated with new screenshots and detailed steps to provide you with a holistic overview of the new features in Xamarin 4. Style and approach This book offers a tutorial style approach to teach you the skills required to develop end-to-end cross-platform solutions with Xamarin.

[C# 7 and .NET: Designing Modern Cross-platform Applications](#) Mark J. Price,Ovais Mehboob Ahmed Khan,2018-12-21 Explore C# and the .NET Core framework to create applications and optimize them with ASP.NET Core 2 Key FeaturesGet to grips with multi-threaded, concurrent, and asynchronous programming in C# and .NET CoreDevelop modern, cross-platform applications with .NET Core 2.0 and C# 7.0Create efficient web applications with ASP.NET Core 2.Book Description C# is a

widely used programming language, thanks to its easy learning curve, versatility, and support for modern paradigms. The language is used to create desktop apps, background services, web apps, and mobile apps. .NET Core is open source and compatible with Mac OS and Linux. There is no limit to what you can achieve with C# and .NET Core. This Learning Path begins with the basics of C# and object-oriented programming (OOP) and explores features of C#, such as tuples, pattern matching, and out variables. You will understand .NET Standard 2.0 class libraries and ASP.NET Core 2.0, and create professional websites, services, and applications. You will become familiar with mobile app development using Xamarin.Forms and learn to develop high-performing applications by writing optimized code with various profiling techniques. By the end of C# 7 and .NET: Designing Modern Cross-platform Applications, you will have all the knowledge required to build modern, cross-platform apps using C# and .NET. This Learning Path includes content from the following Packt products: C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development - Third Edition by Mark J. Price C# 7 and .NET Core 2.0 High Performance by Ovais Mehboob Ahmed Khan What you will learn Explore ASP.NET Core to create professional web applications Master OOP with C# to increase code reusability and efficiency Protect your data using encryption and hashing Measure application performance using BenchmarkDotNet Use design techniques to increase your application's performance Learn memory management techniques in .NET Core Understand tools and techniques to monitor application performance Who this book is for This Learning Path is designed for developers who want to gain a solid foundation in C# and .NET Core, and want to build cross-platform applications. To gain maximum benefit from this Learning Path, you must have basic knowledge of C#.

Creating Mobile Apps with Xamarin.Forms Preview Edition 2 Charles Petzold, 2015-04-11 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.

.NET MAUI Cross-Platform Application Development Roger Ye, 2023-01-27 Build apps for Android, iOS, macOS, and Windows using Microsoft's .NET Multi-platform App UI and Blazor Key Features Get familiar with Microsoft's UI toolkit to build amazing interfaces for iOS, Android, Windows, and macOS Build a cross-platform password manager based on the famous Windows app, KeePass Explore .NET MAUI development and Hybrid app development using Blazor Book Description An evolution of Xamarin.Forms, .NET Multi-platform App UI (.NET MAUI) is a cross-platform framework for creating native mobile and desktop apps with C# and XAML. Using .NET MAUI, you can develop apps that'll run on Android, iOS, macOS, and Windows from a single shared code-base. This step-by-step guide provides a comprehensive introduction to those who are new to .NET MAUI that will have you up to speed with app development using .NET MAUI in no time. The book begins by showing you how to develop a cross-platform application using .NET MAUI and then helps you build an app throughout the

chapters. You'll gain all the knowledge needed to create a cross-platform application for Android, iOS, the mac OS, and Windows from a single shared code-base using .NET MAUI. As you advance, you'll get to grips with the entire application development lifecycle, from design and implementation through to deployment to the app store through the development of a password manager app using KeePassLib. The concluding chapters will teach you how to integrate the latest frontend technology into your app through .NET MAUI Blazor. By the end of this book, you'll have learned how to develop your own cross-platform applications using .NET MAUI. What you will learnDiscover the latest features of .NET 6 that can be used in mobile and desktop app developmentFind out how to build cross-platform apps with .NET MAUI and BlazorImplement device-specific features using .NET MAUI EssentialsIntegrate third-party libraries and add your own device-specific featuresDiscover .NET class unit test using xUnit.net and Razor components unit test using bUnitDeploy apps in different app stores on mobile as well as desktopWho this book is for This book is an entry-level .NET MAUI book for mobile developers interested in cross-platform application development with working experience of the .NET Core framework, as well as fresh or junior engineers who've just begun their career in mobile app development. Native application developers (desktop) or Xamarin developers who want to migrate to .NET MAUI will also benefit from this book. Basic knowledge of modern object-oriented programming language, such as C#, Java or Kotlin, is assumed.

Xamarin 4 By Example Matteo Bortolu,Engin Polat,2016-08-30 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.

Mobile Development with .NET Can Bilgin,2021-04-09 A mobile applications development masterclass for .NET and C# developers Key FeaturesUncover the new features and capabilities of the .NET 5 framework in this updated and improved second editionOptimize the time required to develop highly performant cross-platform applicationsUnderstand the architectural patterns and best practices for mobile application developmentBook 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 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 learnDiscover the latest features of .NET 5 that can be used in mobile application developmentExplore Xamarin.Forms Shell for building cross-platform mobile UIsUnderstand the technical design requirements of a consumer mobile appGet to grips with advanced mobile development concepts such as app data management, push notifications, and graph APIsManage app data with Entity Framework CoreUse Microsoft's Project Rome for creating cross-device experiences with XamarinBecome well-versed with implementing machine learning in your mobile appsWho this book is for This book is for ASP.NET Core developers who want to get started with mobile development using Xamarin and other Microsoft technologies. Working knowledge of C# programming is necessary to get started.

Building Xamarin.Forms Mobile Apps Using XAML Dan Hermes,Nima Mazloumi,2019-02-12 Leverage Xamarin.Forms to build iOS and Android apps using a single, cross-platform approach. This book is the XAML companion to the C# guide Xamarin Mobile Application Development. You'll begin with an overview of Xamarin.Forms, then move on to an in-depth XAML (eXtensible Application Markup Language) primer covering syntax, namespaces, markup extensions, constructors, and the XAML standard. XAML gives us both the power of decoupled UI development and the direct use of

Xamarin.Forms elements. This book explores the core of the Xamarin.Forms mobile app UI: using layouts and FlexLayouts to position controls and views to design and build screens, formatting your UI using resource dictionaries, styles, themes and CSS, then coding user interactions with behaviors, commands, and triggers. You'll see how to use XAML to build sophisticated, robust cross-platform mobile apps and help your user get around your app using Xamarin.Forms navigation patterns. Building Xamarin.Forms Mobile Apps Using XAML explains how to bind UI to data models using data binding and using the MVVM pattern, and how to customize UI elements for each platform using industry-standard menus, effects, custom renderers, and native view declaration. What You Will Learn Create world-class mobile apps for iOS and Android using C# and XAML Build a XAML UI decoupled from the C# code behind Design UI layouts such as FrameLayout, controls, lists, and navigation patterns Style your app using resource dictionaries, styles, themes, and CSS Customize controls to have platform-specific features using effects, custom renderers, and native views Who This Book Is For XAML and C# developers, architects, and technical managers as well as many Android and iOS developers

C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development Mark J. Price, 2017-11-30 C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development, Third Edition is a practical guide to creating powerful cross-platform applications with C# 7 and .NET Core 2.0. About This Book Build modern, cross-platform applications with .NET Core 2.0 Get up to speed with C#, and up to date with all the latest features of C# 7.1 Start creating professional web applications with ASP.NET Core 2.0 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 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# 7.1 and .NET Core 2.0 Explore ASP.NET Core 2.0 and learn how to create professional websites, services, and applications Improve your application's performance using multitasking Use Entity Framework Core and LINQ to query and manipulate data Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform Protect and manage your files and data with encryption, streams, and serialization Get started with mobile app development using Xamarin.Forms Preview the nullable reference type feature of C# 8 In Detail C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development, Third Edition, is a practical guide to creating powerful cross-platform applications with C# 7.1 and .NET Core 2.0. It gives readers of any experience level a solid foundation in C# and .NET. The first part of the book runs you through the basics of C#, as well as debugging functions and object-oriented programming, before taking a quick tour through the latest features of C# 7.1 such as default literals, tuples, inferred tuple names, pattern matching, out variables, and more. After quickly taking you through C# and how .NET works, this book dives into the .NET Standard 2.0 class libraries, covering topics such as packaging and deploying your own libraries, and using common libraries for working with

collections, performance, monitoring, serialization, files, databases, and encryption. The final section of the book demonstrates the major types of application that you can build and deploy cross-device and cross-platform. In this section, you'll learn about websites, web applications, web services, Universal Windows Platform (UWP) apps, and mobile apps. 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. 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 2.0.

.NET MAUI Projects Michael Cummings, Daniel Hindrikes, Johan Karlsson, 2024-02-09 Harness the powerful features of .NET MAUI, the evolution of Xamarin.Forms, to create multi-platform app projects using location services, the weather API, machine learning, and much more Key Features Leverage .NET MAUI through real-world projects, from weather apps to real-time multiplayer games with SignalR and Azure Functions Explore the essential features of .NET MAUI such as Shell, CollectionView, and CarouselView Go beyond the basics with advanced topics like machine learning using TensorFlow and ML.NET Purchase of the print or Kindle book includes a free PDF eBook Book Description This third edition of .NET MAUI Projects explores the features of .NET MAUI, a lightweight multi-platform development toolkit for building apps with a rich user interface. Updated to cover the latest features of .NET MAUI, including CollectionView and Shell, this book delves into concepts such as machine learning and cloud services. Starting with an overview of .NET Core and how it works, this book shares tips for choosing the right development environment for planning multi-platform apps. You'll then build your first .NET MAUI app and advance to learning how to use Shell to implement app architecture. Progressing in complexity, the projects guide you through creating apps, ranging from a location tracker and weather map to machine learning and multiplayer games. Further, the book will take you through modern mobile development frameworks such as SQLite, .NET Core, and ML.NET, empowering you to customize your apps for Windows, macOS, Android, and iOS platforms for native-like performance. Engaging examples are woven throughout the book so you can grasp essential concepts by writing code rather than extensive theory. By the end of this book, you'll be ready to develop your own native apps using .NET MAUI and associated technologies such as .NET Core, Visual Studio 2022, and C#. What you will learn Set up .NET MAUI to build native apps for multiple platforms using its single project capabilities Understand the core aspects of developing a mobile app, such as layout, UX, and rendering Use custom handlers for platform-specific access Discover how to create custom layouts for your apps with .NET MAUI Shell Implement serverless services in your .NET MAUI apps using Azure SignalR Create a .NET MAUI Blazor application leveraging the power of web technologies Build and train machine learning models using ML.NET and Azure Cognitive Services Who this book is for This book is for C# and .NET developers who want to learn .NET MAUI and get started with native .NET Core mobile application development from the ground up. Working knowledge of Visual

Studio and C# will help you to get the most out of this book.

C# 9 and .NET 5 - Modern Cross-Platform Development Mark J. Price, 2020-11-10 Publisher's Note: Microsoft stopped supporting .NET 5 in May 2022. The newer 8th edition of the book is available that covers .NET 8 (end-of-life November 2026) with C# 12 and EF Core 8. Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor Strengthen your command of ASP.NET Core 5.0 and create professional websites and services Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description In C# 9 and .NET 5 - Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to 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 a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn Build your own types with object-oriented programming Query and manipulate data using LINQ Build websites and services using ASP.NET Core 5 Create intelligent apps using machine learning Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build rich web experiences using the Blazor framework Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book.

C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development Mark J. Price, 2019-10-31 Publisher's Note: Microsoft stops supporting .NET Core 3.1 in December 2022. The newer 7th edition of this book is available that covers .NET 7 (end-of-life May 2024) or .NET 6 (end-of-life November 2024), with C# 11 and EF Core 7. Key Features Build modern, cross-platform

applications with .NET Core 3.0 Get up to speed with C#, and up to date with all the latest features of C# 8.0 Start creating professional web applications with ASP.NET Core 3.0 Book 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 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 XAML Build mobile applications for iOS and Android using Xamarin.Forms Who 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.

Reviewing **Beginning Visual Studio For Mac Build Cross Platform Apps With Xamarin And Net Core** : Unlocking the Spellbinding Force of Linguistics

In a fast-paced world fueled by information and interconnectivity, the spellbinding force of linguistics has acquired newfound prominence. Its capacity to evoke emotions, stimulate contemplation, and stimulate metamorphosis is actually astonishing. Within the pages of "**Beginning Visual Studio For Mac Build Cross Platform Apps With Xamarin And Net Core**," an enthralling opus penned by a highly acclaimed wordsmith, readers attempt an immersive expedition to unravel the intricate significance of language and its indelible imprint on our lives. Throughout this assessment, we shall delve to the book is central motifs, appraise its distinctive narrative style, and gauge its overarching influence on the minds of its readers.

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