

Sqlite Database Programming For Xamarin Cross Platform C Database Development For Ios And Android Using Sqlitexm

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Xamarin Mobile Application Development - Daniel Hermes 2015-07-08
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. 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 By Example - Matteo Bortolu 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.

C# 10 and .NET 6 - Modern Cross-Platform Development - Mark J. Price 2021-11-09

A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code. Purchase of the print or Kindle book includes a free eBook in the PDF format. Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description Extensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using XAML Who this book is for Designed for

both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

Mobile Development with .NET - Can Bilgin 2021-04-09

A mobile applications development masterclass for .NET and C# developers
Key Features
Uncover the new features and capabilities of the .NET 5 framework in this updated and improved second edition
Optimize the time required to develop highly performant cross-platform applications
Understand the architectural patterns and best practices for mobile application development
Book 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 learn
Discover the latest features of .NET 5 that can be used in mobile application development
Explore Xamarin.Forms Shell for building cross-platform mobile UIs
Understand the technical design requirements of a consumer mobile app
Get to grips with advanced mobile development concepts such

as app data management, push notifications, and graph APIs
Manage app data with Entity Framework Core
Use Microsoft's Project Rome for creating cross-device experiences with Xamarin
Become well-versed with implementing machine learning in your mobile apps
Who 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.

Android Cookbook - Ian Darwin 2012-04-20

Provides instruction on building Android apps, including solutions to working with web services, multitouch gestures, location awareness, and device features.

Cross-Platform Ui Development with Xamarin.Forms - Paul Johnson 2015-08-26

Create a fully operating application and deploy it to major mobile platforms using Xamarin.Forms
About This Book
• Create standard user interfaces on Windows Mobile, Android, and iOS and then make those interfaces look good with ease
• Design a full-blown application in very little time with just about the entire code being shared
• Learn how to access platform-specific features and still have the same core code with this handy guide
Who This Book Is For
This book is intended for mobile software developers who are fed up with having three different code sets for the same application. If you want to put your code on all mobile platforms with minimum fuss, and just want to develop but haven't got the time to be digging too far into a particular platform, this is the book for you. Basic knowledge of C# is assumed.
What You Will Learn
• Create a responsive UI, modified to suit the target platform
• Understand the basics of designing an application, and the considerations needed for target platforms
• Construct a complete app using a single codebase
• Develop attractive user interfaces
• Bind information to the code behind to generate a reactive application
• Design an effective portable class library (PCL)
• Include a Windows Mobile application within your standard Xamarin.Forms application
• Extend your applications using the Xamarin.Forms Labs library
In Detail
Xamarin is an IDE used for the development of native iOS, Android, and Windows, and cross-platform

mobile applications in C#. For the mobile developer, that means learning three different languages to create the same application. Even if you use the Xamarin toolchain, you still need to work with three different user interface construction sets. Xamarin is essentially a container in which developers can write any application in C# and use the Xamarin compiler to package and deploy on Android, iOS, or Windows platforms. To top this, Xamarin.Forms plays the role of a single codebase for mobile applications. This book will show you, with fully-coded examples, how to use both the Xamarin toolchain and the Xamarin.Forms library to code once for the three platforms. It goes from the concept and design of a mobile messenger application to its execution. You will be introduced to Messenger—the messaging app—which includes key features such as push notifications, UI, maps, databases, and web services. Next, you will learn to plan the UI using Xamarin.Forms for cross-mobile platform development, and move on to creating custom buttons, extending the UI, and connecting to social sites such as Facebook and Twitter. You will also learn about the limitations of PCL libraries and how they make coding easier. This will be followed by the creation of a SQLite database and a database manager, and the SQLite database's reflection within the database manager. You will then be taken through the use of hardware features with ample coverage of iOS, Android, and Windows Mobile. Finally, the book will conclude by introducing common strategies that allow you to create applications that “just work” without having to reinvent the wheel each time. Style and approach A fun and informal approach to creating a mobile application using the most up-to-date cross-platform approach. Each coding chapter includes fully working code examples available for download from the Packt Publishing website.

Android Sensor Programming By Example - Varun Nagpal 2016-04-29

Take your Android applications to the next level of interactivity by exploring the wide variety of Android sensors About This Book Get a thorough understanding of the fundamentals and framework of Android sensors. Acquire knowledge of advance sensor programming, and learn how to connect and use sensors in external devices such as the Android Watch, Polar heart rate monitors, Adidas speed cells, and so on. Learn

from real-world sensor-based applications such as the Pedometer app to detect daily steps, the Driving app to detect driving events, and the Professional Fitness tracker app to track heart rate, weight, daily steps, calories burned, and so on. Who This Book Is For This book is targeted at Android developers who want to get a good understanding of sensors and write sensor-based applications, or who want to enhance their existing applications with additional sensor functionality. A basic knowledge of Android development is required What You Will Learn Learn about sensor fundamentals, different types of sensors, and the sensor coordinate system Understand the various classes, callbacks, and APIs of the Android Sensor framework Check all the available sensors on an Android device and know their individual capabilities—for example, their range of values, power consumption, and so on. Implement sensor fusion using two or more sensors together and learn to compensate for the weakness of one sensor by using the strength of another Build a variety of sensor based, real-world applications such as Weather, Pedometer, Compass, Driving Events Detection, Fitness Tracker, and so on. Get to know about wake up and non-wake up sensors, wake locks, and how to use sensor batch processing along with the sensor hardware FIFO queue Develop efficient battery and processor algorithms using raw sensor data to solve real-world problems Connect to a variety of remote sensors such as body weight measurement and body fat percentage measurement using the Google Fit platform from your Android app In Detail Android phones available in today's market have a wide variety of powerful and highly precise sensors. Interesting applications can be built with them such as a local weather app using weather sensors, analyzing risky driving behavior using motion sensors, a fitness tracker using step-counter sensors, and so on. Sensors in external devices such as Android Watch, Body Analyzer & Weight Machine, Running Speed Cell, and so on can also be connected and used from your Android app running on your phone. Moving further, this book will provide the skills required to use sensors in your Android applications. It will walk you through all the fundamentals of sensors and will provide a thorough understanding of the Android Sensor Framework. You will also get to learn how to write

code for the supportive infrastructure such as background services, scheduled and long running background threads, and databases for saving sensor data. Additionally, you will learn how to connect and use sensors in external devices from your Android app using the Google Fit platform. By the end of the book, you will be well versed in the use of Android sensors and programming to build interactive applications. Style and approach A step-by-step and easy-to-follow guide that focuses on utilizing sensors to perform certain tasks. After covering the fundamentals in the first chapter, the book develops the concepts by building a real-world, sensor-based application in subsequent chapters.

Mastering Xamarin UI Development - Steven F. Daniel 2018-08-31
Learn how to build stunning, maintainable, cross-platform mobile application user interfaces using C# 7 with the power of both the Xamarin and Xamarin.Forms frameworks. Key Features Build effective native and cross-platform user interfaces using the Xamarin frameworks for iOS and Android, as well as Xamarin.Forms Maximize the testability, flexibility, and overall quality of your Xamarin mobile apps Step-by-Steps guide that is packed with real-world scenarios and solutions, to build professional grade mobile apps and games for the iOS and Android platforms, using C# 7 Book Description This book will provide you with the knowledge and practical skills that are required to develop real-world Xamarin and Xamarin.Forms applications. You'll learn how to create native Android app that will interact with the device camera and photo gallery, and then create a native iOS sliding tiles game. You will learn how to implement complex UI layouts and create customizable control elements based on the platform, using XAML and C# 7 code to interact with control elements within your XAML ContentPages. You'll learn how to add location-based features by to your apps by creating a LocationService class and using the Xam.Plugin.Geolocator cross-platform library, that will be used to obtain the current device location. Next, you'll learn how to work with and implement animations and visual effects within your UI using the PlatformEffects API, using C# code. At the end of this book, you'll learn how to integrate Microsoft Azure App Services and use the Twitter APIs within your app. You will work with the

Razor Templating Engine to build a book library HTML5 solution that will use a SQLite.net library to store, update, retrieve, and delete information within a local SQLite database. Finally, you will learn how to write unit tests using the NUnit and UITest frameworks. What you will learn Downloading and Installing the Visual Studio for Mac IDE Overview and Understanding of the Xamarin Mobile Platform Understand the MVVM architectural pattern and how to implement this with your apps Build a NavigationService class to enable navigation between your ViewModels Implement Data-Binding to control elements within your XAML pages and ViewModels Create and Implement Xamarin.Forms Animations within your applications Work with the Microsoft Azure App Services Platform and the Facebook SDK Who this book is for This book is intended for readers who have experience using at least the C# 6.0 programming language and interested in learning how to create stunning native, and cross-platform user interfaces for the iOS and Android platforms using the Xamarin and Xamarin.Forms frameworks using C# 7.

Mobile Development with C# - Greg Shackles 2012

Provides techniques and patterns for non-UI code, discussing functionality, connecting to external resources using .NET's networking, and creating apps that explore the platforms' location and mapping capabilities.

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 Jilid 3 - Dayat Suryana 2019-01-20

Xamarin Jilid 3 Isi dari buku ini antara lain adalah: Xamarin.Forms Data Binding, Xamarin.Forms Binding Dasar, Xamarin.Forms Binding Mode, Xamarin.Forms String Formatting, Xamarin.Forms Binding Path, Xamarin.Forms Binding Value Converters, Antarmuka Komando Xamarin.Forms, Xamarin.Forms DependencyService, Pengantar Ketergantungan Layanan, Menerapkan Text-to-Speech, Memeriksa Orientasi Perangkat, Memeriksa Status Baterai, Memilih Foto dari Perpustakaan Gambar, Xamarin.Forms Effects, Pengantar Efek, Menciptakan Efek, Passing Parameters to an Effect, Passing Effect Parameters sebagai Common Language Runtime Properties, Passing Effect Parameters sebagai Attached Properties, Memicu Acara dari Efek, Penanganan File di Xamarin.Forms, Xamarin.Gerbang Geometris, Menambahkan Pengenal Gerakan Gesture Ketuk, Menambahkan Pengingat Gesture Pinch, Menambahkan Pengenal Gerakan Gesture, Xamarin.Forms Pelokalan, Lokalisasi, Pelokalan Kanan-kekiri, Xamarin.Forms Local Databases, Xamarin.Forms MessagingCenter, Xamarin.Forms Navigasi, Navigasi hirarkis, Xamarin.Forms Halaman Tab, Xamarin.Forms Carousel Page, Xamarin.Forms Master-Detail Page, Xamarin.Forms Modal Halaman, Menampilkan Munculan Buku jilid 3 (Tiga), dengan judul "Xamarin Jilid 3". Untuk semua buku totalnya adalah 15 (lima belas) buku dengan lengkap untuk tahun 2019. Menjalankan Software Visual Studio untuk programer, apalagi sudah mengenal program ini terutama

bahasa C#, sangat baik. Di Program Visual Studio ada bernama pemograman bernama "Xamarin" untuk membuat semua aplikasi di terutama untuk Platform: Android, iOS dan UWP. Semoga buku membantu dan bermanfaat bagi yang mempelajari pemograman aplikasi yang terdapat di software "Xamarin". Selamat Membaca Salam, Dayat Suryana <https://www.dayatsuryana.my.id>

Enterprise Application Architecture with .NET Core - Ganesan Senthilvel 2017-04-25

Architect and design highly scalable, robust, clean and highly performant applications in .NET Core About This Book Incorporate architectural soft-skills such as DevOps and Agile methodologies to enhance program-level objectives Gain knowledge of architectural approaches on the likes of SOA architecture and microservices to provide traceability and rationale for architectural decisions Explore a variety of practical use cases and code examples to implement the tools and techniques described in the book Who This Book Is For This book is for experienced .NET developers who are aspiring to become architects of enterprise-grade applications, as well as software architects who would like to leverage .NET to create effective blueprints of applications. What You Will Learn Grasp the important aspects and best practices of application lifecycle management Leverage the popular ALM tools, application insights, and their usage to monitor performance, testability, and optimization tools in an enterprise Explore various authentication models such as social media-based authentication, 2FA and OpenID Connect, learn authorization techniques Explore Azure with various solution approaches for Microservices and Serverless architecture along with Docker containers Gain knowledge about the recent market trends and practices and how they can be achieved with .NET Core and Microsoft tools and technologies In Detail If you want to design and develop enterprise applications using .NET Core as the development framework and learn about industry-wide best practices and guidelines, then this book is for you. The book starts with a brief introduction to enterprise architecture, which will help you to understand what enterprise architecture is and what the key components are. It will then teach you about the types of patterns and the principles

of software development, and explain the various aspects of distributed computing to keep your applications effective and scalable. These chapters act as a catalyst to start the practical implementation, and design and develop applications using different architectural approaches, such as layered architecture, service oriented architecture, microservices and cloud-specific solutions. Gradually, you will learn about the different approaches and models of the Security framework and explore various authentication models and authorization techniques, such as social media-based authentication and safe storage using app secrets. By the end of the book, you will get to know the concepts and usage of the emerging fields, such as DevOps, BigData, architectural practices, and Artificial Intelligence. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to show you the best tools and techniques required to become a successful software architect.

[Xamarin.Forms Projects](#) - Daniel Hindrikes 2020-06-19

Xamarin.Forms Projects is a project-based guide that enables you to build effective mobile applications from the ground up using seven real-world examples. Starting with simpler projects to help you get up and running with the framework, the book explores all the components of Xamarin.Forms and takes you through to building complex projects ...

Xamarin Mobile Application Development for Android - Nilanchala Panigrahy 2015-08-24

Develop, test, and deliver fully-featured Android applications using Xamarin About This Book Build and test multi-view Android applications using Xamarin.Android Work with device capabilities such as location sensors and the camera A progressive, hands-on guide to develop stunning Android applications using Xamarin Who This Book Is For If you are a C# developer who wants to develop Android apps and enhance your existing skill set, then this book is ideal for you. Good working knowledge of C#, .NET, and object-oriented software development is assumed. What You Will Learn Build a multi-view, orientation-aware Android application with navigation Lay out content using the LinearLayout, RelativeLayout, and TableLayout layout managers Use a

ListView (AdapterView) and Adapter to build a view that is populated from server data Consume REST web service to perform GET, UPDATE, DELETE operation Use Android SQLite for data persistence and caching Capture the current location of a device, determine the street address, and integrate with the map app Test, debug, and deploy an Android app In Detail Technology trends come and go, but few have generated the excitement, momentum, or long-term impact that mobile computing has. Mobile computing impacts people's lives at work and at home on a daily basis. Many companies and individual developers are looking to become a part of the movement but are unsure how to best utilize their existing skills and assets. The Xamarin suite of products provides new opportunities to those who already have a significant investment in C# development skills and .NET code bases, and would like to enter into this new, exciting world. This example-oriented guide provides a practical approach to quickly learn the fundamentals of Android app development using C# and Xamarin.Android. It will lead you through building an Android app step-by-step with steadily increasing complexity. Beginning with an overview of the Android and Xamarin platforms to provide you with a solid understanding of the underlying platform, we gradually walk through building and testing a Points of Interest Android app using C# and the Xamarin.Android product. You will learn to create ListView and add detail view to your Android application. You will handle application behaviors on orientation changes, before learning the different techniques to manage resources and layouts to support multiple screen sizes. You will then access a SQLite database in a cross-platform way and add location features to your application. Finally, you will add camera integration to your application and deploy your app to the various Android app stores. Style and approach An example-oriented, comprehensive guide to gain an understanding of both the Android and Xamarin platforms.

Mastering Xamarin.Forms - Ed Snider 2019-12-30

New edition of the bestselling guide to building an effective mobile app architecture with Xamarin.Forms 4 that maximizes the overall quality of apps. Key Features Updated for Xamarin.Forms 4 Packed with real-world

scenarios and solutions to help you build professional grade mobile apps with Xamarin.Forms Includes design patterns and best practice techniques that every mobile developer should know Book Description Discover how to extend and build upon the components of the most recent version of Xamarin.Forms to develop an effective, robust mobile app architecture. This new edition features Xamarin.Forms 4 updates, including CollectionView and RefreshView, new coverage of client-side validation, and updates on how to implement user authentication. Mastering Xamarin.Forms, Third Edition is one of the few Xamarin books structured around the development of a simple app from start to finish, beginning with a basic Xamarin.Forms app and going step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices. This book introduces a core separation between the app's user interface and the app's business logic by applying the MVVM pattern and data binding, and then focuses on building a layer of plugin-like services that handle platform-specific utilities such as navigation and geo-location, as well as how to loosely use these services in the app with inversion of control and dependency injection. You'll connect the app to a live web-based API and set up offline synchronization before testing the app logic through unit testing. Finally, you will learn how to add monitoring to your Xamarin.Forms projects to track crashes and analytics and gain a proactive edge on quality. What you will learn Find out how, when, and why to use architecture patterns and best practices with Xamarin.Forms Implement the Model-View-ViewModel (MVVM) pattern and data binding in Xamarin.Forms mobile apps Incorporate client-side validation in Xamarin.Forms mobile apps Extend the Xamarin.Forms navigation API with a custom ViewModel-centric navigation service Leverage the inversion of control and dependency injection patterns in Xamarin.Forms mobile apps Work with online and offline data in Xamarin.Forms mobile apps Use platform-specific APIs to build rich custom user interfaces in Xamarin.Forms mobile apps Explore how to monitor mobile app quality using Visual Studio App Center Who this book is for This book is intended for .NET developers who are familiar with Xamarin mobile

application development and the open source Xamarin.Forms toolkit. If you have already started working with Xamarin.Forms and want to take your app to the next level, making it more maintainable, testable and flexible, then this book is for you.

Creating Cross-Platform C# Applications with Uno Platform - Matt Lacey
2021-08-27

Discover how to leverage the Uno Platform to write single-codebase, cross-platform mobile, desktop, and web applications using C# and XAML Key Features Enhance your Windows apps by running them on all operating systems and browsers Use tools and APIs you already know to remain productive as you target new platforms Create realistic apps for various lines of business (LOBs) and consumer scenarios Book Description Developers are increasingly being asked to build native applications that run on multiple operating systems and in the browser. In the past, this would have meant learning new technologies and making multiple copies of an application. But the Uno Platform allows you to use tools, languages, and APIs you already know from building Windows apps to develop apps that can also run on other platforms. This book will help you to create customer-facing as well as line-of-business apps that can be used on the device, browser, or operating system of your choice. This practical guide enables developers to put their C# and XAML knowledge to work by writing cross-platform apps using the Uno Platform. Packed with tips and practical examples, this book will help you to build applications for common scenarios. You'll begin by learning about the Uno Platform through step-by-step explanations of essential concepts, before moving on to creating cross-platform apps for different lines of business. Throughout this book, you'll work with examples that will teach you how to combine your existing knowledge to manage common development environments and implement frequently needed functionality. By the end of this Uno development book, you will have learned how to write your own cross-platform apps with the Uno Platform and use additional tools and libraries to speed up your app development process. What you will learn Understand how and why Uno could be the right fit for your needs Set up your development

environment for cross-platform app development with the Uno Platform and create your first Uno Platform app. Find out how to create apps for different business scenarios. Discover how to combine technologies and controls to accelerate development. Go beyond the basics and create 'world-ready' applications. Gain the confidence and experience to use Uno in your own projects. Who this book is for: This book is for developers who are familiar with app development for Windows and want to use their existing skills to build cross-platform apps. Basic knowledge of C# and XAML is required to get started with this book. Anyone with basic experience in app development using WPF, UWP, or WinUI will be able to learn how to create cross-platform applications with the Uno Platform.

Mastering Xamarin UI Development - Steven F. Daniel 2017-01-20
Build stunning, maintainable, cross-platform mobile application user interfaces with the power of Xamarin. About This Book- Create, configure, and customize stunning platform-specific features as well as cross-platform UIs with the power of Xamarin Forms.- Maximize the testability, flexibility, and overall quality of your Xamarin apps.- Get the most out of Xamarin.Forms and create your own reusable templates with C# scripting in Xamarin. Who This Book Is For- If you are a mobile developer with basic knowledge of Xamarin and C# coding, then this book is for you. What You Will Learn- Develop stunning native cross-platform apps using the Xamarin.Forms framework- Work with the different UI layouts to create customized layouts using the C# programming language and tweak it for a given platform- Customize the user interface using DataTemplates and CustomRenderers and the Platform Effects API to change the appearance of control elements- Build hybrid apps using the Razor Template Engine and create Razor Models that communicate with a SQLite database- Use location based features within your app to display the user's current location- Work with the Xamarin.Forms Map control to display Pin placeholders based on the stored latitude and longitude coordinates- Understand and use the MVVM pattern architecture to navigate between each of your ViewModels and implement Data Binding to display and update information- Work with the Microsoft Azure Platform to incorporate API Data Access using

Microsoft Azure App Services and the RESTful API- Incorporate third-party features within your app using the Facebook SDK and the Open Graph API- Perform unit testing and profile your Xamarin.Forms applications- Deploy your apps to the Google Play Store and Apple App Store. In Detail- Xamarin is the most powerful cross-platform mobile development framework. If you are interested in creating stunning user interfaces for the iOS and Android mobile platforms using the power of Xamarin and Xamarin.Forms, then this is your ticket. This book will provide you the practical skills required to develop real-world Xamarin applications. You will learn how to implement UI structures and layouts, create customized elements, and write C# scripts to customize layouts. You will create UI layouts from scratch so that you can tweak and customize a given UI layout to suit your needs by using Data Templates. Moving on, you will use third-party libraries - such as the Razor template engine that allows you to create your own HTML5 templates within the Xamarin environment - to build a book library Hybrid solution that uses the SQLite.Net library to store, update, retrieve, and delete information within a SQLite local database. You'll also implement key data-binding techniques that will make your user interfaces dynamic, and create personalized animations and visual effects within your user interfaces using Custom Renderers and the PlatformEffects API to customize and change the appearance of control elements. At the end of this book, you will test your application UI for robust and consistent behavior and then explore techniques to deploy to different platforms. Style and approach- This easy to follow guide will walk you through building a real world Xamarin.Forms mobile app from start to finish. Each chapter builds upon the app using a step-by-step methodology that applies new advanced functionalities, design patterns, and best practices.

Mastering Xamarin.Forms - Ed Snider 2018-03-27

Discover how to extend and build upon the components of the Xamarin.Forms toolkit to develop an effective, robust mobile app architecture. Starting with an app built with the basics of the Xamarin.Forms toolkit, you'll go step by step through several advanced

topics to create a solution architecture rich with the benefits of good design ...

Azure and Xamarin Forms - Russell Fustino 2018-06-15

Discover how to create cross platform apps for Android, iOS and UWP using Azure services and C# with Xamarin Forms. This book illustrates how to utilize Azure cloud storage for serving up Azure SQL DB data through Azure App Services. The book starts by setting up Xamarin and introducing Xamarin Forms and then covers the Azure Portal from a developer's perspective and goes on to demonstrate how to build an Azure Service using Quickstart. You'll also see how to add Azure support to Xamarin Forms application. You'll review in detail how to build a Xamarin Form with Azure Client and modify an existing app to become a Xamarin Forms Client for Azure with offline synchronization. You then move on to third-party controls that speed up development. By the end of the book, you will be able to use Azure and Xamarin together and master how to use Azure Mobile Quickstarts, Azure SQL plumbing, database synchronization and Xamarin Forms. What You'll Learn Create a Xamarin Forms App and understand the Structure of a Xamarin Forms App. Navigate pages and use platform specific coding. Use images, ListView and the Azure Mobile App Quickstart to build a Service and Xamarin Forms app Modify an existing app to use Azure Client Libraries, understand offline storage with SQLite and incorporate offline synchronization Who This Book Is For Software developers new to Xamarin and/or Azure and for the developers who are familiar with both the technologies to use in mobile apps.

The Definitive Guide to SQLite - Grant Allen 2011-01-28

Outside of the world of enterprise computing, there is one database that enables a huge range of software and hardware to flex relational database capabilities, without the baggage and cost of traditional database management systems. That database is SQLite—an embeddable database with an amazingly small footprint, yet able to handle databases of enormous size. SQLite comes equipped with an array of powerful features available through a host of programming and development environments. It is supported by languages such as C, Java, Perl, PHP,

Python, Ruby, TCL, and more. The Definitive Guide to SQLite, Second Edition is devoted to complete coverage of the latest version of this powerful database. It offers a thorough overview of SQLite's capabilities and APIs. The book also uses SQLite as the basis for helping newcomers make their first foray into database development. In only a short time you can be writing programs as diverse as a server-side browser plug-in or the next great iPhone or Android application! Learn about SQLite extensions for C, Java, Perl, PHP, Python, Ruby, and Tcl. Get solid coverage of SQLite internals. Explore developing iOS (iPhone) and Android applications with SQLite. SQLite is the solution chosen for thousands of products around the world, from mobile phones and GPS devices to set-top boxes and web browsers. You almost certainly use SQLite every day without even realizing it!

App Inventor 2 Essentials - Felicia Kamriani 2016-04-14

A step-by-step introductory guide to mobile app development with App Inventor 2 About This Book Get an introduction to the functionalities of App Inventor 2 and use it to unleash your creativity Learn to navigate the App Inventor platform, develop basic coding skills and become familiar with a blocks based programming language Build your very first mobile app and feel proud of your accomplishment Follow tutorials to expand your app development skills Who This Book Is For App Inventor 2 Essentials is for anyone who wants to learn to make mobile apps for Android devices - no prior coding experience is necessary. What You Will Learn Perform technical setup and navigate the App Inventor platform Utilize the interactive development environment by pairing a mobile device with a computer using Wi-Fi or USB Build three apps: a game, an event app and a raffle app Create the user interface of the app in the Designer and program the code in the Blocks Editor Integrate basic computer science principles along with more complex elements such fusion tables and lists Test and troubleshoot your applications Publish your apps on Google Play Store to reach a wide audience Unleash your creativity for further app development In Detail App Inventor 2 will take you on a journey of mobile app development. We begin by introducing you to the functionalities of App Inventor and giving you an idea about

the types of apps you can develop using it. We walk you through the technical set up so you can take advantage of the interactive development environment (live testing). You will get hands-on, practical experience building three different apps using tutorials. Along the way, you will learn computer science principles as well as tips to help you prepare for the creative process of building an app from scratch. By the end of the journey, you will learn how to package an app and deploy it to app markets. App Inventor 2 Essentials prepares you to amass a resource of skills, knowledge and experience to become a mobile app developer Style and approach Every topic in this book is explained in step-by-step and easy-to-follow fashion, accompanied with screenshots of the interface that will make it easier for you to understand the processes.

Application Security for the Android Platform - Jeff Six 2011-12-08

This book will educate readers on the need for application security and secure coding practices when designing any app. No prior knowledge of security or secure programming techniques is assumed. The book will discuss the need for such practices, how the Android environment is structured with respect to security considerations, what services and techniques are available on the platform to protect data, and how developers can build and code applications that address the risk to their applications and the data processed by them. This text is especially important now, as Android is fast becoming the mobile platform target of choice for attackers attempting to steal data from mobile devices.

Xamarin: Cross-Platform Mobile Application Development -

Jonathan Peppers 2016-08-31

Master the skills required to develop cross-platform applications from drawing board to app store(s) using Xamarin About This Book Learn to deliver high-performance native apps that leverage platform specific acceleration, complied for native performance Learn development techniques that will allow you to use and create custom layouts for cross-platform UI Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications Implement application life cycle management concepts to manage cross-platform projects Who This Book Is For Mobile application developers wanting to

develop skills required to steer cross-platform applications using Xamarin. What You Will Learn Share C# code across platforms and call native Objective-C or Java libraries from C# Submit your app to the Apple App Store and Google Play 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 Create shared data access using a local SQLite database and a REST service Test and monitor your applications Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising on nativity in mobile applications In Detail Developing a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on iOS, Android and Windows Phone, while leveraging the best native features on all three platforms. Xamarin's tools help ease this problem by giving developers a single toolset to target all three platforms. The main goal of this course is to equip you with knowledge to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. Module 1 is a step-by-step guide to building real-world applications for iOS and Android. The module walks you through building a chat application, complete with a backend web service and native features such as GPS location, camera, and push notifications. Additionally, you'll learn how to use external libraries with Xamarin and Xamarin.Forms. Module 2 provide you recipes on how to create an architecture that will be maintainable, extendable, use Xamarin.Forms plugins to boost productivity. We start with a simple creation of a Xamarin.Forms solution, customize the style and behavior of views for each platform. Further on, we demonstrate the power of architecting a cross-platform solution. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. You will master the steps of getting the app ready and publishing it in the app store. The last module starts with general topics such as memory management, asynchronous programming, local

storage, networking, and platform-specific features. You will learn about key tools to leverage the pattern and advanced implementation strategies. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release. After the completion of this course, you will learn a path that will get you up and running with developing cross-platform mobile applications and help you become the go-to person when it comes to Xamarin. Style and approach This course will serve as comprehensive guide for developing cross-platform applications with Xamarin with a unique approach that will engage you like never before as you create real-world cross-platform apps on your own.

Building Xamarin.Forms Mobile Apps Using XAML - Dan Hermes
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 XAMLBuild 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

Hands-On Mobile Development with .NET Core - Can Bilgin
2019-05-31

Develop native applications for multiple mobile and desktop platforms including but not limited to iOS, Android, and UWP with the Xamarin framework and Xamarin.Forms Key FeaturesUnderstand .NET Core and its cross-platform development philosophy Build Android, iOS, and Windows mobile applications with C#, .NET Core, and Azure Cloud ServicesBring Artificial Intelligence capabilities into your mobile applications with Azure AIBook Description .NET Core is the general umbrella term used for Microsoft's cross-platform toolset. Xamarin used for developing mobile applications, is one of the app model implementations for .NET Core infrastructure. In this book, you will learn how to design, architect, and develop highly attractive, maintainable, efficient, and robust mobile applications for multiple platforms, including iOS, Android, and UWP, with the toolset provided by Microsoft using Xamarin, .NET Core, and Azure Cloud Services. This book will take you through various phases of application development with Xamarin, from environment setup, design, and architecture to publishing, using real-world scenarios. Throughout the book, you will learn how to develop mobile apps using Xamarin, Xamarin.Forms and .NET Standard; implement a webbased backend composed of microservices with .NET Core using various Azure services including but not limited to Azure App Services, Azure Active Directory, Notification Hub, Logic Apps, and Azure Functions, Cognitive Services; create data stores using popular database technologies such as Cosmos DB, SQL and Realm. Towards the end, the book will help developers to set up an efficient and maintainable development pipeline to manage the application life cycle using Visual Studio App Center and Visual Studio Services. What you will

learnImplement native applications for multiple mobile and desktop platformsUnderstand and use various Azure Services with .NET CoreMake use of architectural patterns designed for mobile and web applicationsUnderstand the basic Cosmos DB conceptsUnderstand how different app models can be used to create an app serviceExplore the Xamarin and Xamarin.Forms UI suite with .NET Core for building mobile applicationsWho this book is for This book is for mobile developers who wish to develop cross-platform mobile applications. Programming experience with C# is required. Some knowledge and understanding of core elements and cross-platform application development with .NET is required.

Xamarin Cross-Platform Development Cookbook - George Taskos
2016-03-28

A recipe-based practical guide to get you up and running with Xamarin cross-platform developmentAbout 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 cycleWho This Book Is ForThis 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 applicationsIn DetailYou 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 provide 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.

Modern Data Access with Entity Framework Core - Holger Schwichtenberg
2018-06-27

C# developers, here's your opportunity to learn the ins-and-outs of Entity Framework Core, Microsoft's recently redesigned object-relational mapper. Benefit from hands-on learning that will teach you how to tackle frustrating database challenges, such as workarounds to missing features in Entity Framework Core, and learn how to optimize the performance of your applications, head-on! Modern Data Access with

Entity Framework Core teaches best practices, guidance, and shortcuts that will significantly reduce the amount of resources you internally dedicate to programming data access code. The proven methods and tools taught in this book, such as how to get better performance, and the ability to select the platform of your choice, will save you valuable time and allow you to create seamless data access. Dive into succinct guidance that covers the gamut-- from installing Entity Framework Core, reverse engineering, forward engineering (including schema migrations), and data reading and modification with LINQ, Dynamic LINQ, SQL, Stored Procedures, and Table Valued Functions- to using third-party products such as LINQPad, Entity Developer, Entity Framework Profiler, EFPlus, and AutoMapper. You'll also appreciate excerpts of conceptual software architecture discussion around Entity Framework Core that might otherwise take years to learn. What You'll Learn Understand the core concepts of Entity Framework Core, as well process models for existing databases (reverse engineering) and the generation of database schemas from object models (forward engineering) Study real-world case studies for hands-on EF Core instruction Get up to speed with valuable database access scenarios and code samples Discover workarounds to augment missing features in Entity Framework Core Use Entity Framework Core to write mobile apps Bonus online appendix covers Entity Framework Core 2.1 release updates Who This Book Is For Software developers who have basic experience with .NET and C#, as well as some understanding of relational databases. Knowledge of predecessor technologies such as ADO.NET and the classic ADO.NET Entity Framework is not necessary to learn from this book.

Xamarin Jilid 9 - Dayat Suryana 2019-01-23

Xamarin Jilid 9 Isi dari buku ini antara lain adalah: Android Platform-Spesifik, Platform-Spesifik Windows, Membuat Platform-Spesifik, Mengonsumsi dan Membuat Xamarin.Forms Plugins, Tizen .NET, Fitur Platform Windows, Setup Proyek Windows, Penyiapan Platform WPF, Xamarin.Essentials, Mulai dengan Xamarin.Essentials, Xamarin.Elemen: Accelerometer, Xamarin.Elemen: Informasi Aplikasi, Xamarin.Elemen: Barometer, Xamarin. Esensial: Baterai, Xamarin.Elemen: Clipboard,

Xamarin.Elemen: Kompas, Xamarin.Elemen: Konektivitas, Xamarin.Essentials: Data Transfer, Xamarin.Essentials: Informasi Tampilan Perangkat, Xamarin.Essentials: Informasi Perangkat, Xamarin.Essentials: Email, Xamarin.Essentials: File System Helpers, Xamarin.Essentials: Senter, Xamarin.Essentials: Geocoding, Xamarin.Essentials: Geolokasi, Xamarin. Esensial: Girooskop, Xamarin.Essentials: Launcher, Xamarin. Esensial: Magnetometer, Xamarin.Essentials: MainThread, Xamarin.Essentials: Maps, Xamarin.Essentials: Browser, Xamarin.Essentials: OrientationSensor, Xamarin.Essentials: Phone Dialer, Xamarin.Essentials: Status Penghemat Energi Power, Xamarin.Essentials: Preferensi, Xamarin.Essentials: Screen Lock, Xamarin.Essentials: Penyimpanan Aman, Xamarin.Elemen: SMS, Xamarin.Essentials: Text-to-Speech, Xamarin.Essentials: Pelacakan Versi, Xamarin.Elemen: Getaran, Xamarin.Essentials: Pemecahan Masalah, Layanan Data dan Cloud di Xamarin.iOS Apps, Microsoft Azure Active Directory, Azure Active Directory, Aplikasi Microsoft Azure Mobile, Akses Data Xamarin.iOS, Pengantar Penyimpanan Data di Xamarin.iOS Apps, Mengkonfigurasi SQLite di Xamarin.iOS, Menggunakan SQLite.NET dengan Xamarin.iOS, Menggunakan ADO.NET dengan Xamarin.iOS, Menggunakan Data di aplikasi iOS, System.Data di Xamarin.iOS, Menggunakan iCloud dengan Xamarin.iOS, CloudKit di Xamarin.iOS, Pengantar Layanan Web, Walkthrough - Bekerja dengan WCF. Buku jilid 9 (Sembilan), dengan judul "Xamarin Jilid 9". Untuk semua buku totalnya adalah 15 (lima belas) buku dengan lengkap untuk tahun 2019. Menjalankan Software Visual Studio untuk programmer, apalagi sudah mengenal program ini terutama bahasa C#, sangat baik. Di Program Visual Studio ada bernama pemograman bernama "Xamarin" untuk membuat semua aplikasi di terutama untuk Platform: Android, iOS dan UWP. Semoga buku membantu dan bermanfaat bagi yang mempelajari pemograman aplikasi yang terdapat di software "Xamarin". Selamat Membaca. Salam, Dayat Suryana <https://www.dayatsuryana.my.id>

Xamarin Blueprints - Michael Williams 2016-09-30

Leverage the power of Xamarin to create stunning cross-platform and

native apps About This Book Helps you get a clear practical understanding of creating professional-grade apps with Xamarin Covers Xamarin.Forms, Xamarin Android, and Xamarin iOS If you want to transform yourself from an amateur mobile developer into a professional app developer across multiple platforms, then this is the ideal book for you Who This Book Is For If you are a mobile developer looking to create interesting and fully featured apps for different platforms, then this book is the ideal solution for you. A basic knowledge of Xamarin and C# programming is assumed What You Will Learn Discover eight different ways to create your own Xamarin applications Improve app performance by using SQLite for data-intensive applications Set up a simple web service to feed JSON data into mobile applications Store files locally with Xamarin.Forms using dependency services Use Xamarin extension libraries to create effective applications with less coding In Detail Do you want to create powerful, efficient, and independent apps from scratch that will leverage the Xamarin framework and code with C#? Well, look no further; you've come to the right place! This is a learn-as-you-build practical guide to building eight full-fledged applications using Xamarin.Forms, Xamarin Android, and Xamarin iOS. Each chapter includes a project, takes you through the process of building applications (such as a gallery Application, a text-to-speech service app, a GPS locator app, and a stock market app), and will show you how to deploy the application's source code to a Google Cloud Source Repository. Other practical projects include a chat and a media-editing app, as well as other examples fit to adorn any developer's utility belt. In the course of building applications, this book will teach you how to design and prototype professional-grade applications implementing performance and security considerations. Style and approach A project-based approach that will solve all your needs when it comes to creating native Android, iOS, and cross-platform apps efficiently and effectively. *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.

Practical Flutter - Frank Zammetti 2019-07-19

Explore what Flutter has to offer, where it came from, and where it's going. Mobile development is progressing at a fast rate and with Flutter - an open-source mobile application development SDK created by Google - you can develop applications for Android and iOS, as well as Google Fuchsia. Learn to create three apps (a personal information manager, a chat system, and a game project) that you can install on your mobile devices and use for real. You will begin by getting a solid foundation of Flutter knowledge, and building on it immediately by constructing two more traditional productivity apps.. You will also learn to create a game, enabling you to see a whole other perspective on what Flutter can do. In addition to building these apps, you'll have the benefit of reviewing real-world issues you might encounter, along with ways to deal with them through tips and tricks, all designed to make your Flutter experience that much more productive and, frankly, fun! Practical Flutter will leave you with a solid grasp of how to build apps with Flutter, and springboard into creating more advanced apps on your own. By the time your journey through this material concludes, another larger one will begin as you springboard, well-prepared, into the larger world of Flutter development, tackling any project that comes your way with aplomb. Practical Flutter is a learning adventure you won't want to miss. What You'll Learn Get a Flutter project started and logically structure it Use the interface elements Flutter provides, such as widgets, controls, and extensions Build layouts using interface elements Use available tooling, specifically Android Studio Leverage server-side development and connect a Flutter app to a server back-end. Who This Book Is For Mobile developers who are looking to build for multiple mobile platforms and trying to do so

with a codebase that is largely the same across all. Basic knowledge of iOS and Android generally, and some general programming experience is expected.

C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development - Mark J. Price 2019-10-31

Publisher's Note: Microsoft ceased support for .NET Core 3.0 in March 2020. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022, as well as Visual Studio Code. 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#

multitaskingQuery and manipulate data using LINQUse Entity Framework Core and work with relational databasesDiscover Windows app development using the Universal Windows Platform and XAMLBuild mobile applications for iOS and Android using Xamarin.FormsWho 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.

Xamarin.Forms Projects - Johan Karlsson 2018-12-27

Explore Xamarin.Forms to develop dynamic applications Key FeaturesExplore SQLite through Xamarin to store locations for various location-based applicationsMake a real-time serverless chat service by using Azure SignalR serviceBuild Augmented Reality application with the power of UrhoSharp together with ARKit and ARCore Book Description Xamarin.Forms is a lightweight cross-platform development toolkit for building applications with a rich user interface. In this book you'll start by building projects that explain the Xamarin.Forms ecosystem to get up and running with building cross-platform applications. We'll increase in difficulty throughout the projects, making you learn the nitty-gritty of Xamarin.Forms offerings. You'll gain insights into the architecture, how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. The book contains seven real-world projects, to get you hands-on with building rich UIs and providing a truly cross-platform experience. It will also guide you on how to set up a machine for Xamarin app development. You'll build a simple to-do application that gets you going, then dive deep into building advanced apps such as messaging platform, games, and machine learning, to build a UI for an augmented reality project. By the end of the book, you'll be confident in building cross-platforms and fitting Xamarin.Forms toolkits in your app development. You'll be able to take the practice you get from this book to build applications that comply with your requirements. What you will learnSet up a machine for Xamarin developmentGet to know about MVVM and data bindings in Xamarin.FormsUnderstand how to use custom renderers to gain platform-specific accessDiscover Geolocation services through Xamarin EssentialsCreate an abstraction of ARKit and

ARCore to expose as a single API for the game Learn how to train a model for imageclassification with Azure Cognitive ServicesWho this book is for This book is for mobile application developers who want to start building native mobile apps using the powerful Xamarin.Forms and C#. Working knowledge of C#, .NET, and Visual Studio is required.

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 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 MVP, 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

Programming Windows Store Apps with HTML, CSS, and JavaScript - Kraig Brockschmidt 2014-07-15

Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) <http://aka.ms/611111pdf> Download the EPUB file (71.2 MB) <http://aka.ms/611111epub> Download the Mobi for Kindle file (113 MB) <http://aka.ms/611111mobi> Download Companion Files (132 MB) <http://aka.ms/611111files>

Mastering Cross-Platform Development with Xamarin - Can Bilgin 2016-03-31

Master the skills required to steer cross-platform applications from drawing board to app store(s) using Xamarin About This Book Develop your Xamarin development skills with this comprehensive guide on various patterns and features so you can create elegant and high-quality

applications Create adaptive user interfaces on separate platforms without compromising the user experience and platform identity Implement application lifecycle management concepts to manage and finalize cross-platform projects and efficiently collaborate with others Who This Book Is For This book is ideal for those who want to take their entry-level Xamarin mobile development skills to the next level to become the go-to person within their organization. To fully understand the patterns and concepts described, you should possess a reasonable level of knowledge about the core elements of Xamarin and cross-platform application development with it. What You Will Learn Configure your environment for cross-platform projects with Xamarin Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Employ asynchronous and parallel patterns to execute non-interactive and non-blocking processes Create and use SQLite databases for offline scenarios Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising nativity in mobile applications Manage the application lifecycle of cross-platform development projects Distribute Xamarin applications through public or private channels In Detail The main goal of this book is to equip you with the required know-how to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. This book starts with general topics such as memory management, asynchronous programming, local storage, and networking, and later moves onto platform-specific features. During this transition, you will learn about key tools to leverage the patterns described, as well as advanced implementation strategies and features. The book also presents User Interface design and implementation concepts on Android and iOS platforms from a Xamarin and cross-platform perspective, with the goal to create a consistent but native UI experience. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release. Style and approach This is a comprehensive

guide on various Xamarin features and patterns. Each topic is explained and demonstrated with code samples, which are revised in each section in an iterative manner and analyzed with available diagnostic tools to demonstrate the benefits of different patterns.

Real-World Functional Programming - Tomas Petricek 2009-11-30
Functional programming languages like F#, Erlang, and Scala are attracting attention as an efficient way to handle the new requirements for programming multi-processor and high-availability applications. Microsoft's new F# is a true functional language and C# uses functional language features for LINQ and other recent advances. *Real-World Functional Programming* is a unique tutorial that explores the functional programming model through the F# and C# languages. The clearly presented ideas and examples teach readers how functional programming differs from other approaches. It explains how ideas look in F# - a functional language - as well as how they can be successfully used to solve programming problems in C#. Readers build on what they know about .NET and learn where a functional approach makes the most sense and how to apply it effectively in those cases. The reader should have a good working knowledge of C#. No prior exposure to F# or functional programming is required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

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.

C# 9 and .NET 5 - Modern Cross-Platform Development - Mark J. Price 2020-11-10

Publisher's Note: Microsoft will stop supporting .NET 5 in early May 2022. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio

2022, as well as Visual Studio Code. 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. Table of Contents • Hello, C#! Welcome, .NET Core! • Speaking C# • Controlling Flow and Converting Types • Writing, Debugging, and Testing Functions • Building Your Own Types with Object-Oriented Programming • Implementing Interfaces and Inheriting Classes • Understanding and Packaging .NET Types • Working with Common .NET Types • Working with Files, Streams, and Serialization (N.B. Please use the Look Inside option to see further chapters) Review "Mark Price's extraordinary book covers every aspect of C# 9 and .NET 5. It is filled with step-by-step demonstrations and will be of tremendous value both to those who want to learn C# and to more experienced C# programmers making the transition to C# 9. Highly recommended!" -- Jesse Liberty - author of Programming C# and Learning C# (O'Reilly Media)