



Xamarin Native Application Development

Length:	5 Days
Type:	Course
Delivery Method:	Instructor-led (classroom)

About

Xamarin Mobile Application Development training allows learners to design and develop Native Mobile applications across different mobile platforms: Android, iOS and Windows Phone, using C#. This Xamarin Mobile Application Development course enables developers to write Native-looking UIs using C# and Xamarin Libraries. Xamarin Apps are built using standard, native user interface controls. The app built on Xamarin not just looks like a native app, but also functions like one - with full features. Xamarin apps have access to the entire spectrum of functionalities available through the underlying device and platform.

Xamarin training is best suited for mobile application developers having knowledge of C# and Visual Studio, who wish to gain skills in building cross platform apps in Android as well as iOS platforms.

Course Objectives

- Understand and implement the Xamarin Forms Development KIT
- Utilize Xamarin Studio for developing cross-platform Native Apps for Android and iOS
- Understand the Xamarin functionality for designing the User Interface of the app
- Creating and managing fragments and specialized fragment classes
- Integration of Camera API and location/maps functionality
- Deploy and publish apps on the store

Public

- Developers



Prerequisites

Basic Computer Knowledge.

Course Content

Module 1: Xamarin. Android Architecture

- Need of Xamarin. Android
- About Mono
- Mono and Dalvik
- Android Binding Design
- Development Environment

Module 2: Creating a Sample App

- Installing xamarin. Android
- Creating the App
- Running and debugging App
- Creating and Customizing emulators
- Debugging with an Android
- Device

Module 3: User Interface Design

- Action Bar
- Autocomplete
- Calendar
- Date Picker
- Time Picker
- Form Elements
- Spinner
- Navigation Bar
- Pop Up menus



- Texture View
- List View and Adapters
- Grid View
- Web view
- Grid Layout
- Linear Layout
- Relative Layout
- Table Layout
- Tabbed Layout

Module 4: Fragments

- Creating a Fragment
- Managing Fragments
- Specialized Fragment Class
- Providing backward Compatibility

Module 5: Data Storage mechanism

- Creating Entity Class
- Creating Storage services
- Implementing Storage services

Module 6: Location and Map Integration

- Location Services
- Navigating to the Maps

Module 7: Camera API integration

- Required permission and features
- Extending data service
- Capturing and Image
- Display existing Images



Module 8: Deploy App

- App Distribution options
- Disable Debug
- Published Signed Apk

Module 9: User Interface with ios

- Basic text Input
- Buttons
- Images
- Slider
- Switch
- Segmented Controls
- Auto sizing and Autorotation
- Closing keypad

Module 10: Creating iOS Application using Code

- Creating Window
- Adding a Controller
- Creating View controller
- Adding Text Fields
- Adding Buttons
- Handling Rotation

Module 11: Working with Table View

- Table parts and functionality
- Populating a Table with Data
- Customizing a Tables' appearance



Module 12: Introduction to Maps

- Adding a Map
- Map Style
- Zooming
- User Location

Module 13: Publishing App on App Store