

Xamarin Mobile Application Development

Description

In this course students will learn how to use Xamarin as a cross-platform mobile development tool to build native Android and iOS apps using C# and a .NET code base.

Students will begin by learning how to use Xamarin.Forms to build Android and iOS apps using a single code base. Students will learn how to use XAML to define the UI layer for all platforms. By installing the app on both Android and iOS simulators and real test devices, they will see how the UI renders as native controls on each platform, thereby giving the app a native look and feel.

Coverage of XAML includes how to use XAML controls to interact with the user, how to use XAML to manage the UI layout, and how to connect UI events to C# event handlers. Students will also learn how to custom the UI appearance of an app for a specific platform.

Students will learn how to interact with both local data stored on the device and how to communicate with, and process data from, RESTful services using Xamarin.Forms.

Xamarin also supports Xamarin Native, which allows developers to write separate native UI code for each platform. In this course, students will learn how to install and configure Xamarin.Android, and then examine Android application architectures. They will build Android applications in C# using Xamarin.Android using the Android designers and controls.

Students will also learn how to install and configure Xamarin.iOS, and then examine native iOS application architectures. Students will build Xamarin.iOS applications in C# using the iOS designers and controls.

This course will also examine how to work with touch and location services for both Android and iOS devices.

Delegates will learn

- Configuring a Xamarin development system
- Xamarin.Forms vs Xamarin.Native
- Anatomy of a Xamarin application
- XAML for Xamarin.Forms apps
- Handling XAML events
- Customizing XAML.Forms controls on the Android and iOS
- Working with data on the local device
- Making calls to, and processing data from, RESTful services
- How to build Xamarin.Android apps
- How to build Xamarin.iOS apps
- Working with Touch
- Working with Location Services
- Using NuGet and the Xamarin Store

Outline

Giriş

- Xamarin eğitimlerine başlarken
- Xamarin kurulumları
- Visual Studio kurulum
- Visual Studio for Mac kurulum
- Xcode kurulum
- Xamarin ve hyper v ayarlamaları
- Emulator ve simulator kurulumları
- Visual studio ide ortamının çalıştırılması
- Xamarin mimarisi ve temelleri
- Xaml teknikleri ve temelleri
- Devops hakkında bilgilendirme
- Azure mobile apps hakkında bilgilendirme

Android

- Xamarin Native Android başlarken
- Visual studio native android uygulama başlatma
- Xamarin android proje inceleme

- Xamarin android jit (just in time) derleyici ve kapsamı
- Xamarin android designer
- Activities and intents
- Xamarin accessibility
- Android resources
- Android activity lifecycle
- Android controls
- ActionBar
- Autocomplete
- Buttons
- Calendar
- Cardview
- Edittext
- Gallery
- Navigationbar
- Pickers
- Popup menu
- Rating bar
- Spinner
- Switch
- Textureview
- Toolbar
- Viewpager
- Webview
- Layouts
- Linerlayout
- Relativelayout
- Tablelayout
- Recyclerview
- Listview
- Gridview
- Gridlayout
- Tabbedlayout
- Broadcast receivers
- Sqlite
- Toolbar and appbar
- Android navigation
- Splash screen

- Api and nuget packets
- Listview and listview events
- Localization
- Web services
- Permission
- Graphics and animation
- Notification
- HttpClient
- Xamarin Market Yayınlama Android (PlayStore)

IOS

- Xamarin Native IOS başlarken
- Xcode ve ios emulator işlemleri
- Xamarin ios proje inceleme
- Xamarin ios aot (ahead of time) derleyici ve kapsamı
- Xamarin ios designer
- Storyboards
- User interface

Controls

- Alerts
- Buttons
- Collection view
- Images
- Manuel camera controls
- Maps
- Labels
- Picker
- Progress and activity indicators
- Searchbar
- Sliders
- Switch
- Segmented control
- Stack view
- Tables and cells
- Tab bars and bar controllers
- Text input

- Webviews

Events**Sqlite****Localization****Threading****Touch****Images & icons****Platform features****Security and privacy features****Web service****Splash screen****Api and nuget paskets****Xamarin Market Yayınlama iOS (App Store)****Forms**

- Xamarin Forms başlarken
- Xamarin Forms Android inceleme
- Xamarin Forms IOS inceleme
- Xaml inceleme

Animation

- Simple animation
- Easing animation
- Custom animation

Controls

- Boxview
- Buttons
- Colors
- Datepicker
- Images
- Maps
- Listview
- Data sources
 - Cell appearance
 - List appearance
 - Interactivity
 - Performance
 - Pull to refresh
 - Caching
- Picker
- Slider
- Stepper
- TableView

Styles

- CSS style
- XAML style

Layouts

- Stacklayout
- Absolutelayout
- Relativelayout
- Gridlayout
- Flexlayout
- Scrollview
- Layout options
- Margin and padding
- Device orientation
- Tablet & desktop
- Custom layout

Pages

- Contentpage
- Masterdetailpage
- Navigationpage
- Tabbedpage
- Templatepage
- Carouselpage

Cells

- Textcell
- Imagecell
- Switchcell
- Entrycell

Dependency service**Contextactions****Custom renderers****Bindingcontext****Ivalueconverter****Permission****Sqlite****Realm****Plugins****Web service and httpclient****Mvvm****Localization****Animation**

Notification

Prerequisites

C# programming experience.