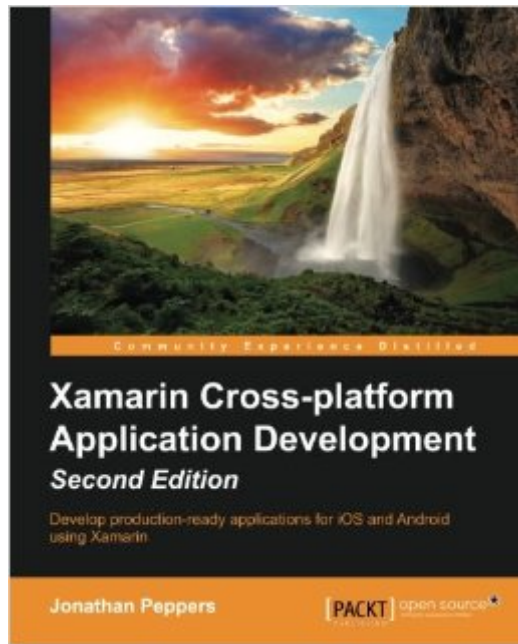# The book was found

Xamarin Cross-platform Application Development - Second Edition

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Synopsis

Develop production-ready applications for iOS and Android using Xamarin About This BookWrite native iOS and Android applications with Xamarin.iOS and Xamarin.Android respectivelyLearn strategies that allow you to share code between iOS and AndroidDesign user interfaces that can be shared across Android, iOS, and Windows Phone using Xamarin.FormsWho This Book Is ForIf you are a developer with experience in C# and are just getting into mobile development, this is the book for you. If you have experience with desktop applications or the Web, this book will give you a head start on cross-platform development.What You Will Learn Learn Apple's MVC design pattern Understand the Android activity lifecycle Share C# code across platforms and call native Objective-C or Java libraries from C# Get to grips with unit testing for mobile applications Implement a web service with Azure Mobile Services Deploy and debug your application on mobile devices Submit your app to the Apple App Store and Google Play In DetailDeveloping a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on both iOS and Android, while leveraging the best native features on both. Xamarin's tools help ease this problem by giving developers a single toolset to target both platforms.This book is a step-by-step guide to building real-world applications for iOS and Android. The book 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 to create shared user interfaces and make app-store-ready applications. This second edition has been updated with new screenshots and detailed steps to provide you with a holistic overview of the new features incorporated in Xamarin 3. By the end of the book, you will have gained expertise to build on the concepts learned and effectively develop a market-ready cross-platform application.

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Customer Reviews

Dont buy this book, waste of money and time. The code examples are not complete, i had to go and add some things on my own. Luckily i had done iOS and Android natively so i could figure most the missing code, but if you are new, you will struggle and spend your time on a goose chase. You can see the provided code sample are different from the code in the book.

Excellent. One of the best technical books I've read and required reading if you are serious about xplat with Xamarin. Run out and buy it but make sure you get the latest edition.

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