



REAL WORLD
TECHNOLOGY TRAINING & SOLUTIONS
"Training You Can Really Use"

Creating Native Cross-Platform Mobile Apps Using Xamarin

Duration: 2 Days

Method: Instructor-Led Training (ILT) | Live Online Training

Course Description

This course teaches participants how to build cross-platform mobile apps using Xamarin and C#. They will explore all the layers of a Xamarin app, from design to deployment. This course will also teach participants design practices that maximize code reuse and isolate device-specific code, making it a snap to incorporate the unique features of each OS. By the end, participants will be able to build a quality, production-ready Xamarin app on iOS and Android from scratch with a high level of code reuse.

Target Audience

This course is intended for:

- C#/.NET developers that are interested in mobile app development.
- Persons who want to learn developing Native Mobile Apps using the Xamarin platform such as:
 - Junior Developers or Graduates
 - Native iOS and Android App Developers
 - Web Developers who use Microsoft Visual Studio in an individual or team-based, small-sized to a large, development environment

Prerequisites

To attend this course, candidates must have:

- Experience with the C# programming language
 - Familiarity with object-oriented programming concepts such as inheritance and interfaces.
- NOTE:** Knowledge of or experience with the Native Android and iOS SDKs would be an asset.



Course Objectives

Upon successful completion of this course, attendees will be able to:

- Understand MVVM to maximize code reuse and testability.
- Create a cross-platform model and UI logic layers.
- Build device-specific UIs.
- Unit and automate UI testing.
- Prepare apps for publication with user tracking and crash analytics.

Course Topics

Module 1: Getting Started with Xamarin

- Introduction to Native Cross-Platform Applications with Xamarin
- Creating a Simple Cross-Platform App Using MVVM
- MVVM – The Model-View-View Model Design Pattern
- Understanding and Enhancing a Simple MVVM App
- Introduction to Multithreading for Xamarin Apps

Module 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

Module 3: From Working Code to The Store

- Running Mobile Apps on Physical Devices
- Testing Mobile Apps Using Xamarin UI Test
- Using App Centre to Build, Test and Monitor Apps
- Deploying Apps to Beta Testers and the Stores

LABS INCLUDED