



Creating Mobile Apps with Xamarin.Forms



PREVIEW
EDITION
2

Cross-platform C# programming
for iOS, Android, and Windows Phone

CHARLES PETZOLD

Creating Mobile Apps With Xamarin Forms Preview Edition

Charles Petzold



Creating Mobile Apps With Xamarin Forms Preview Edition :

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

Creating Mobile Apps with Xamarin.Forms, Preview Edition Charles Petzold,2014-09-26 Written by programming legend Charles Petzold and created jointly by Microsoft Press and Xamarin Inc this Preview Edition ebook is about writing applications for Xamarin Forms the new mobile development platform for iOS Android and Windows Phone unveiled by Xamarin in May 2014 Xamarin Forms lets you write shared user interface code in C and XAML the eXtensible Application Markup Language that maps to native controls on these three platforms The final edition of this ebook will be published in the spring of 2015 This ebook is for C programmers who want to write applications for the three most popular mobile platforms iOS Android and Windows Phone with a single code base Xamarin Forms also has applicability for those programmers who want eventually to use C and the Xamarin iOS and Xamarin Android libraries to target the native application programming interfaces APIs of these platforms Xamarin Forms can be a big help in getting started with these platforms or in constructing a prototype or proof of concept application This ebook assumes that you know C and have some familiarity with the use of the NET Framework However when it describes some C and NET features that might be somewhat new to recent C programmers the ebook adopts a somewhat slower pace In particular the introduction of the async keyword and await operator in Chapter 3 follows a discussion that shows how to do asynchronous programming using traditional callback methods

Microsoft Computer Vision APIs Distilled Alessandro Del Sole,2017-12-01 Dive headfirst into Microsoft s Computer Vision APIs through sample driven scenarios Imagine an app that describes to the visually impaired the objects around them or reads the Sunday paper a favorite magazine or a street sign Or an app that is capable of monitoring what is happening inside an area without human control and then makes a decision based on interpreting an occurrence detected with a live camera This book teaches developers Microsoft s Computer Vision APIs a service capable of understanding and interpreting the content of any image Author Del Sole begins by providing a succinct need to know overview of the service with descriptions You then learn from hands on demonstrations that show how basic C code examples can be re used across platforms From there you will be guided through two different kinds of applications that interact with the service in two different ways the more common means of calling a REST service to get back JSON data and via the NET libraries that Microsoft has been building to simplify the job this latter one with Xamarin What You ll Learn Understand AI s role and how devices and applications use sophisticated algorithms to improve people s lives and business tasks Analyze images for Optical Character Recognition to detect written words and sentences Think about the next generation applications in relation to your customers needs Get up to speed on the latest version of the Computer

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Key Features Master array set and map with trees and graphs among other fundamental data structures Delve into effective design and implementation techniques to meet your software requirements Explore illustrations to present data structures and algorithms as well as their analysis in a clear visual manner Book Description Data structures allow organizing data efficiently They are critical to various problems and their suitable implementation can provide a complete solution that acts like reusable code In this book you will learn how to use various data structures while developing in the C language as well as how to implement some of the most common algorithms used with such data structures At the beginning you will get to know arrays lists dictionaries and sets together with real world examples of your application Then you will learn how to create and use stacks and queues In the following part of the book the more complex data structures will be introduced namely trees and graphs together with some algorithms for searching the shortest path in a graph We will also discuss how to organize the code in a manageable consistent and extendable way By the end of the book you will learn how to build components that are easy to understand debug and use in different applications What you will learn How to use arrays and lists to get better results in complex scenarios Implement algorithms like the Tower of Hanoi on stacks of C objects Build enhanced applications by using hashtables dictionaries and sets Make a positive impact on efficiency of applications with tree traversal Effectively find the shortest path in the graph Who this book is for This book is for developers who would like to learn the Data Structures and Algorithms in C Basic C programming knowledge would be an added advantage

Creating Cross-Platform C# Applications with Uno Platform Matt Lacey, Marcel Alexander Wagner, 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

C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development Mark J. Price, 2019-10-31
Publisher's Note Microsoft stops supporting NET Core 3.1 in December 2022 The newer 7th edition of this book is available that covers NET 7 end of life May 2024 or NET 6 end of life November 2024 with C 11 and EF Core 7 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 multitasking Query and manipulate data using LINQ Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build mobile applications for iOS and Android using Xamarin Forms Who 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

[.NET MAUI Cross-Platform Application Development](#) Roger Ye, 2024-03-25 Build apps using NET MAUI and

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