

Ios Development With Xamarin Cookbook English Edi

[Xamarin.Forms Projects](#) Daniel Hindrikes,Johan Karlsson.2020-06-19 Learn to build cross-platform mobile apps using the latest features in Xamarin.Forms 4 with the help of a series of projects including apps for real-time chatting, AR games, location-tracking, weather, photo galleries, and much more Key FeaturesDevelop mobile apps, AR games, and chatbots of varying complexity with the help of real-world examplesExplore the important features of Xamarin.Forms 4 such as Shell, CollectionView, and CarouselViewGet to grips with advanced concepts such as AR and VR and machine learning for mobile developmentBook Description Xamarin.Forms is a lightweight cross-platform development toolkit for building apps with a rich user interface. Improved and updated to cover the latest features of Xamarin.Forms, this second edition covers CollectionView and Shell, along with interesting concepts such as augmented reality (AR) and machine learning. Starting with an introduction to Xamarin and how it works, this book shares tips for choosing the type of development environment you should strive for when planning cross-platform mobile apps. You'll build your first Xamarin.Forms app and learn how to use Shell to implement the app architecture. The book gradually increases the level of complexity of the projects, guiding you through creating apps ranging from a location tracker and weather map to an AR game and face recognition. As you advance, the book will take you through modern mobile development frameworks such as SQLite, .NET Core Mono, ARKit, and ARCore. You'll be able to customize your apps for both Android and iOS platforms to achieve native-like performance and speed. The book is filled with engaging examples, so you can grasp essential concepts by writing code instead of reading through endless theory. By the end of this book, you'll be ready to develop your own native apps with Xamarin.Forms and its associated technologies, such as .NET Core, Visual Studio 2019, and C#. What you will learnSet up Xamarin.Forms to build native apps with code-sharing capabilitiesUnderstand the core aspects of developing a mobile app, such as its layout, UX, and renderingUse custom renderers to gain platform-specific accessDiscover how to create custom layouts for your apps with Xamarin.Forms ShellUse Azure SignalR to implement serverless services in your Xamarin appsCreate an augmented reality (AR) game for Android and iOS using ARCore and ARKit, respectivelyBuild and train machine learning models using CoreML, TensorFlow, and Azure Cognitive ServicesWho this book is for This book is for C# and .NET developers who want to learn Xamarin.Forms and get started with native Xamarin mobile application development from the ground up. Working knowledge of Visual Studio will help you to get the most out of this book.

Xamarin Studio for Android Programming Mathieu Nayrolles.2015-12-24 Over 50 hands-on recipes to help you get grips with Xamarin Studio and C# programming to develop market-ready Android applicationsAbout This Book• Create Android applications with C# and Xamarin• Reuse your Android application to develop iOS and Windows Phone applications• Leverage the easy-to-succeed recipes to exploit the latest Android releases and develop new applicationsWho This Book Is ForIf you have already developed an Android applications with Java and you now intend to use C# and Xamarin Studio's capabilities, or if you have never taken the dive into mobiles, then this book is for you. It would be helpful to have some C# experience so you follow the recipes in this book, though knowledge of Android is not required.What You Will Learn• Build a GUI for your Android applications• Explore Android activities and understand configuration changes• Manage multiscreens, icons, and multimedia in your applications• Start and bind Android services and create notifications• Create beautiful applications using the camera and animations• Effectively couple your phone's hardware with applications• Integrate advertisements and select the right advertisement providers for your applicationsIn DetailMultiplatform applications have taken the development world by storm. This has revolutionized the selection of the right tools for the efficient development and deployment of applications. Xamarin studio is emerging as the preferred choice among .NET/C# developers. It enables them to design cross-platform applications using their favorite language and IDE. Xamarin studio is supported by the Mac OS and Windows platforms, and you can develop your own applications for iOS, Windows, or Android with its help.This book takes you through all the stages of application development, right from getting started with Xamarin and developing a GUI to putting up your application on the store. The recipes will help you in acquiring sufficient knowledge to go about creating applications.Starting with introducing Xamarin studio, its underlying technologies, and the Android ecosystem, the book goes on to cover the graphical aspects of creating Android applications. Moving on, you will learn more about data management with Android services. This is followed by techniques on how to interact with the Android OS and the phone's hardware, before finally concluding with mobile advertisements and Google Play. By the end of this book, you will have discovered all the specialties related to developing Android application with Xamarin Studio.Style and approachThis book is organized around hands-on and practical recipes that focus on the development of Android applications using C# and Xamarin. Each recipe is easy to follow to help you progress efficiently through the book.

[.NET Standard 2.0 Cookbook](#) Fiqri Ismail.2018-05-18 Get the most out of .NET framework using standard libraries and create a .NET Standard 2.0 library from scratch Key Features Write code once and share within .NET ecosystem in Windows, Linux and macOS Give your .NET Libraries a common framework in cloud and on premise with the latest .NET Standard 2.0 Build a wide range of applications from Mobile with Xamarin to Web with ASP.NET Book Description The .NET Standard is a standard that represents a set of APIs that all .NET platforms have to implement, making it easy for developers to access and use one common library for their development needs. This book begins with a quick refresher, helping you understand the mechanics of the new standard and offering insight into how it works. You'll explore the core library concepts, such as working with collections, configurations, I/O, security, and multithreading. You'll explore the iOS and Android libraries of Xamarin and we'll guide you through creating a .NET Standard 2.0 library, which you'll use with both Android and iOS applications. In the final chapters, you'll learn the various debugging and diagnostics tools to deliver quality libraries and create a NuGet package of the .NET Standard 2.0 library. By the end of this book, you'll be able to expand your current workflow to various .NET flavors and have the essential skills to create a .NET Standard 2.0 library from scratch to package and deliver it to the world. What you will learn Create a .NET Standard 2.0 library Use System.IO within the .NET Standard 2.0 Make use of your legacy .NET libraries with the new .NET Core standard Explore the thread support to create a multithreaded .NET Standard 2.0 library Create a .NET Standard 2.0 library and use it with an Android and iOS application Implement various Visual Studio 2017 diagnostics and debugging tools Create a NuGet Package and submit the package to the NuGet Package Manager Use Visual Studio 2017 azure tools to deploy the application to Azure Test and deliver a .NET Standard 2.0 library Who this book is for This book is for .NET developers who are looking to build dynamic applications with the latest .NET Standard. C# knowledge is required.

Learn T-SQL Querying Pedro Lopes,Pam Lahoud.2019-05-03 Troubleshoot query performance issues, identify anti-patterns in code, and write efficient T-SQL queries Key FeaturesDiscover T-SQL functionalities and services that help you interact with relational databasesUnderstand the roles, tasks and responsibilities of a T-SQL developer Explore solutions for carrying out database querying tasks, database administration, and troubleshootingBook Description Transact-SQL (T-SQL) is Microsoft's proprietary extension to the SQL language that is used with Microsoft SQL Server and Azure SQL Database. This book will be a useful guide to learning the art of writing efficient T-SQL code in modern SQL Server versions, as well as the Azure SQL Database. The book will get you started with query processing fundamentals to help you write powerful, performant T-SQL queries. You will then focus on query execution plans and learn how to leverage them for troubleshooting. In the later chapters, you will learn how to identify various T-SQL patterns and anti-patterns. This will help you analyze execution plans to gain insights into current performance, and determine whether or not a query is scalable. You will also learn to build diagnostic queries using dynamic management views (DMVs) and dynamic management functions (DMFs) to address various challenges in T-SQL execution. Next, you will study how to leverage the built-in tools of SQL Server to shorten the time taken to address query performance and scalability issues. In the concluding chapters, the book will guide you through implementing various features, such as Extended Events, Query Store, and Query Tuning Assistant using hands-on

examples. By the end of this book, you will have the skills to determine query performance bottlenecks, avoid pitfalls, and discover the anti-patterns in use. Foreword by Conor Cunningham, Partner Architect - SQL Server and Azure SQL - Microsoft What you will learn Use Query Store to understand and easily change query performance Recognize and eliminate bottlenecks that lead to slow performance Deploy quick fixes and long-term solutions to improve query performance Implement best practices to minimize performance risk using T-SQL Achieve optimal performance by ensuring careful query and index design Use the latest performance optimization features in SQL Server 2017 and SQL Server 2019 Protect query performance during upgrades to newer versions of SQL Server Who this book is for This book is for database administrators, database developers, data analysts, data scientists, and T-SQL practitioners who want to get started with writing T-SQL code and troubleshooting query performance issues, through the help of practical examples. Previous knowledge of T-SQL querying is not required to get started on this book.

Cross-platform UI Development with Xamarin.Forms Paul F. Johnson.2015-08-26 Create a fully operating application and deploy it to major mobile platforms using Xamarin.Forms About This Book Create standard user interfaces on Windows Mobile, Android, and iOS and then make those interfaces look good with ease Design a full-blown application in very little time with just about the entire code being shared Learn how to access platform-specific features and still have the same core code with this handy guide Who This Book Is For This book is intended for mobile software developers who are fed up with having three different code sets for the same application. If you want to put your code on all mobile platforms with minimum fuss, and just want to develop but haven't got the time to be digging too far into a particular platform, this is the book for you. Basic knowledge of C# is assumed. What You Will Learn Create a responsive UI, modified to suit the target platform Understand the basics of designing an application, and the considerations needed for target platforms Construct a complete app using a single codebase Develop attractive user interfaces Bind information to the code behind to generate a reactive application Design an effective portable class library (PCL) Include a Windows Mobile application within your standard Xamarin.Forms application Extend your applications using the Xamarin.Forms Labs library In Detail Xamarin is an IDE used for the development of native iOS, Android, and Windows, and cross-platform mobile applications in C#. For the mobile developer, that means learning three different languages to create the same application. Even if you use the Xamarin toolchain, you still need to work with three different user interface construction sets. Xamarin is essentially a container in which developers can write any application in C# and use the Xamarin compiler to package and deploy on Android, iOS, or Windows platforms. To top this, Xamarin.Forms plays the role of a single codebase for mobile applications. This book will show you, with fully-coded examples, how to use both the Xamarin toolchain and the Xamarin.Forms library to code once for the three platforms. It goes from the concept and design of a mobile messenger application to its execution. You will be introduced to Messenger—the messaging app—which includes key features such as push notifications, UI, maps, databases, and web services. Next, you will learn to plan the UI using Xamarin.Forms for cross-mobile platform development, and move on to creating custom buttons, extending the UI, and connecting to social sites such as Facebook and Twitter. You will also learn about the limitations of PCL libraries and how they make coding easier. This will be followed by the creation of a SQLite database and a database manager, and the SQLite database's reflection within the database manager. You will then be taken through the use of hardware features with ample coverage of iOS, Android, and Windows Mobile. Finally, the book will conclude by introducing common strategies that allow you to create applications that “just work” without having to reinvent the wheel each time. Style and approach A fun and informal approach to creating a mobile application using the most up-to-date cross-platform approach. Each coding chapter includes fully working code examples available for download from the Packt Publishing website.

IOS Development with Xamarin Cookbook Dimitris Tavlikos.2014-05-18

Xamarin Mobile Application Development Dan Hermes.2015-07-04 Xamarin Mobile Application Development is a hands-on Xamarin.Forms primer and a cross-platform reference for building native Android, iOS, and Windows Phone apps using C# and .NET. This book explains how to use Xamarin.Forms, Xamarin.Android, and Xamarin.iOS to build business apps for your customers and consumer apps for Google Play and the iTunes App Store. Learn how to leverage Xamarin.Forms for cross-platform development using the most common UI pages, layouts, views, controls, and design patterns. Combine these with platform-specific UI to craft a visually stunning and highly interactive mobile user experience. Use Xamarin.Forms to data bind your UI to both data models and to view models for a Model-View-ViewModel (MVVM) implementation. Use this book to answer the important question: Is Xamarin.Forms right for my project? Platform-specific UI is a key concept in cross-platform development, and Xamarin.Android and Xamarin.iOS are the foundation of the Xamarin platform. Xamarin Mobile Application Development will cover how to build an Android app using Xamarin.Android and an iOS app using Xamarin.iOS while sharing a core code library. SQLite is the database-of-choice for many Xamarin developers. This book will explain local data access techniques using SQLite.NET and ADO.NET. Build a mobile data access layer (DAL) using SQLite and weigh your options for web services and enterprise cloud data solutions. This book will show how organize your Xamarin code into a professional-grade application architecture. Explore solution-building techniques from starter-to-enterprise to help you decouple your functional layers, manage your platform-specific code, and share your cross-platform classes for code reuse, testability, and maintainability. Also included are 250+ screenshots on iOS, Android, and Windows Phone and 200+ C# code examples with downloadable C# and XAML versions available from Apress.com. This comprehensive recipe and reference book addresses one of the most important and vexing problems in the software industry today: How do we effectively design and develop cross-platform mobile applications?

Learning JavaScript Data Structures and Algorithms Loiane Groner.2014-10-27 If you are a JavaScript developer or someone who has basic knowledge of JavaScript, and want to explore its optimum ability, this fast-paced book is definitely for you. Programming logic is the only thing you need to know to start having fun with algorithms.

Xamarin.Forms Essentials Gerald Versluis.2017-12-01 Learn the bare essentials needed to begin developing cross-platform, mobile apps using Xamarin.Forms. Apps can be easily deployed to Google Play or to the Apple App Store. You will gain insight on architecture and how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. Also covered are expected new features in Xamarin.Forms 3.0, so you may be prepared ahead of time for what the next release brings. Xamarin.Forms Essentials provides a brief history of Xamarin as a company, including how their product has become one of the most-used, cross-platform technologies for enterprise applications and app development across the world. Examples in the book are built around a real-life example that is an actual app in Google Play and in the Apple App Store, and has thousands of downloads between iOS and Android. You will learn how an application is set up from scratch, and you will benefit from the author's hard-won experience and tips in addressing various development challenges. What You'll Learn Create cross-platform user interfaces from one code base for both iOS and Android See how a commercial application is built and then deployed for sale in the app stores Integrate your Xamarin.Forms applications with third-party, RESTful APIs Arrange application architecture to avoid pitfalls and optimize your design Get a heads-up on new features released as part of Xamarin.Forms 3.0 Choose appropriately between Xamarin.Forms and traditional Xamarin, depending upon your application needs and its goals Who This Book Is For Mobile app developers who are producing software for multiple platforms, including Google Android and Apple iOS. Readers should be familiar with Visual Studio either on Mac OS X or Windows, and have a working knowledge of C#.

iOS Game Programming Cookbook Bhanu Birani,Chhavi Vaishnav.2015-03-25 This book is for developers who are willing to explore iOS game programming in depth. Good knowledge level and understanding of iOS game development will be an added advantage. You should already have a working installation of Xcode and Sprite kit.

Mastering Xamarin.Forms Ed Snider.2019-12-30 New edition of the bestselling guide to building an effective mobile app architecture with Xamarin.Forms 4 that maximizes the overall quality of apps. Key Features Updated for Xamarin.Forms 4 Packed with real-world scenarios and solutions to help you build professional grade mobile apps with Xamarin.Forms Includes design patterns and best practice techniques that every mobile developer should know Book Description Discover how to extend and build upon the components of the most recent version of Xamarin.Forms to develop an effective, robust mobile app architecture. This

new edition features Xamarin.Forms 4 updates, including CollectionView and RefreshView, new coverage of client-side validation, and updates on how to implement user authentication. Mastering Xamarin.Forms, Third Edition is one of the few Xamarin books structured around the development of a simple app from start to finish, beginning with a basic Xamarin.Forms app and going step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices. This book introduces a core separation between the app's user interface and the app's business logic by applying the MVVM pattern and data binding, and then focuses on building a layer of plugin-like services that handle platform-specific utilities such as navigation and geo-location, as well as how to loosely use these services in the app with inversion of control and dependency injection. You'll connect the app to a live web-based API and set up offline synchronization before testing the app logic through unit testing. Finally, you will learn how to add monitoring to your Xamarin.Forms projects to track crashes and analytics and gain a proactive edge on quality. What you will learn Find out how, when, and why to use architecture patterns and best practices with Xamarin.Forms Implement the Model-View-ViewModel (MVVM) pattern and data binding in Xamarin.Forms mobile apps Incorporate client-side validation in Xamarin.Forms mobile apps Extend the Xamarin.Forms navigation API with a custom ViewModel-centric navigation service Leverage the inversion of control and dependency injection patterns in Xamarin.Forms mobile apps Work with online and offline data in Xamarin.Forms mobile apps Use platform-specific APIs to build rich custom user interfaces in Xamarin.Forms mobile apps Explore how to monitor mobile app quality using Visual Studio App Center Who this book is for This book is intended for .NET developers who are familiar with Xamarin mobile application development and the open source Xamarin.Forms toolkit. If you have already started working with Xamarin.Forms and want to take your app to the next level, making it more maintainable, testable and flexible, then this book is for you.

Xamarin Mobile Development for Android Cookbook Matthew Leibowitz.2015-11-24 Over 80 hands-on recipes to unleash full potential for Xamarin in development and monetization of feature-packed, real-world Android apps About This Book Create a number of Android applications using the Xamarin Android platform Extensively integrate your Android devices with other Android devices to enhance your app creation experience A comprehensive guide packed with real-world scenarios and pro-level practices and techniques to help you build successful Android apps Who This Book Is For If you are a Xamarin developer who wants to create complete Android applications with Xamarin, then this book is ideal for you. No prior knowledge of Android development is needed, however a basic knowledge of C# and .NET would be useful. What You Will Learn Install and use Xamarin.Android with Xamarin Studio and Visual Studio Design an app's user interface for multiple device configurations Store and protect data in databases, files, and on the cloud Utilize lists and collections to present data to the user Communicate across the network using NFC or Bluetooth Perform tasks in the background and update the user with notifications Capture and play multimedia, such as video and audio, with the camera Implement In-App Billing and Expansion Files and deploy to the store In Detail Xamarin is used by developers to write native iOS, Android, and Windows apps with native user interfaces and share code across multiple platforms not just on mobile devices, but on Windows, Mac OS X, and Linux. Developing apps with Xamarin.Android allows you to use and re-use your code and your skills on different platforms, making you more productive in any development. Although it's not a write-once-run-anywhere framework, Xamarin provides native platform integration and optimizations. There is no middleware; Xamarin.Android talks directly to the system, taking your C# and F# code directly to the low levels. This book will provide you with the necessary knowledge and skills to be part of the mobile development era using C#. Covering a wide range of recipes such as creating a simple application and using device features effectively, it will be your companion to the complete application development cycle. Starting with installing the necessary tools, you will be guided on everything you need to develop an application ready to be deployed. You will learn the best practices for interacting with the device hardware, such as GPS, NFC, and Bluetooth. Furthermore, you will be able to manage multimedia resources such as photos and videos captured with the device camera, and so much more! By the end of this book, you will be able to create Android apps as a result of learning and implementing pro-level practices, techniques, and solutions. This book will ascertain a seamless and successful app building experience. Style and approach This book employs a step-by-step approach to Android app creation, explained in a conversational and easy-to-follow style. A wide range of examples are listed to ensure a complete understanding of how to deploy competent apps on the Android market.

Xamarin .2016 Master the skills required to develop cross-platform applications from drawing board to app store(s) using Xamarin About This Book Learn to deliver high-performance native apps that leverage platform specific acceleration, complied for native performance Learn development techniques that will allow you to use and create custom layouts for cross-platform UI Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications Implement application life cycle management concepts to manage cross-platform projects Who This Book Is For Mobile application developers wanting to develop skills required to steer cross-platform applications using Xamarin. What You Will Learn Share C# code across platforms and call native Objective-C or Java libraries from C# Submit your app to the Apple App Store and Google Play Use the out-of-the-box services to support third-party libraries Find out how to get feedback while your application is used by your users Create shared data access using a local SQLite database and a REST service Test and monitor your applications Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising on nativity in mobile applications In Detail Developing a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on iOS, Android and Windows Phone, while leveraging the best native features on all three platforms. Xamarin's tools help ease this problem by giving developers a single toolset to target all three platforms. The main goal of this course is to equip you with knowledge to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. Module 1 is a step-by-step guide to building real-world applications for iOS and Android. The module 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. Module 2 provide you recipes on how to create an architecture that will be maintainable, extendable, use Xamarin.Forms plugins to boost productivity. We start with a simp...

C# 7 and .NET Core Cookbook Dirk Strauss.2017-04-25 Quick solutions to common programming problems with the latest features of C# 7.0, .NET Core 1.1, and Visual Studio 2017 About This Book Easy-to-follow recipes to get you up-and-running with the new features of C# 7 and .NET Core 1.1 Practical solutions to assist you with microservices and serverless computing in C# Explore the new Visual Studio environment and write more secure code in it Who This Book Is For The book will appeal to C# and .NET developers who have a basic familiarity with C# and the Visual Studio 2015 environment What You Will Learn Writing better and less code to achieve the same result as in previous versions of C# Working with analyzers in Visual Studio Working with files, streams, and serialization Writing high-performant code in C# and understanding multi-threading Demystifying the Rx library using Reactive extensions Exploring .Net Core 1.1 and ASP.NET MVC Securing your applications and learning new debugging techniques Designing and building a microservice architecture Using Azure and AWS for serverless computing with C# In Detail C# has recently been open-sourced and C# 7 comes with a host of new features for building powerful, cross-platform applications. This book will be your solution to some common programming problems that you come across with C# and will also help you get started with .NET Core 1.1. Through a recipe-based approach, this book will help you overcome common programming challenges and get your applications ready to face the modern world. We start by running you through new features in C# 7, such as tuples, pattern matching, and so on, giving you hands-on experience with them. Moving forward, you will work with generics and the OOP features in C#. You will then move on to more advanced topics, such as reactive extensions, Regex, code analyzers, and asynchronous programming. This book will also cover new, cross-platform .NET Core 1.1 features and teach you how to utilize .NET Core on macOS. Then, we will explore microservices as well as serverless computing and how these benefit modern developers. Finally, you will learn what you can do with Visual Studio 2017 to put mobile application development across multiple platforms within the reach of any developer. Style and approach A unique recipe-based guide that will help you gain a solid understanding of the new concepts in C# 7.0 and Visual Studio 2017

Visual Studio 2013 Cookbook Jeff Martin,Richard Banks.2014-03-17 This book is a practical guide to using Visual Studio 2013 that will help you become familiar with the improvements made over previous versions.

Each recipe provides a hands-on approach to the new features with step-by-step instructions on how to increase your productivity. If you are a developer excited about the new features introduced in Visual Studio 2013, then no matter what your programming language of choice is, Visual Studio 2013 Cookbook is for you. You should have a good knowledge of working with previous versions of Visual Studio to enjoy the recipes in this book. This book provides practical examples to help you use Visual Studio 2013 more effectively.

Azure Serverless Computing Cookbook Praveen Kumar Sreeram.2020-06-19 Discover recipes for implementing solutions to real-world business problems through serverless applications Key Features Test, troubleshoot, and monitor Azure functions to deliver high-quality and reliable cloud-centric applications Understand Visual Studio's integrated developer experience for Azure functions Explore best practices for organizing and refactoring code within the Azure functions Book Description This third edition of Azure Serverless Computing Cookbook guides you through the development of a basic back-end web API that performs simple operations, helping you understand how to persist data in Azure Storage services. You'll cover the integration of Azure Functions with other cloud services, such as notifications (SendGrid and Twilio), Cognitive Services (computer vision), and Logic Apps, to build simple workflow-based applications. With the help of this book, you'll be able to leverage Visual Studio tools to develop, build, test, and deploy Azure functions quickly. It also covers a variety of tools and methods for testing the functionality of Azure functions locally in the developer's workstation and in the cloud environment. Once you're familiar with the core features, you'll explore advanced concepts such as durable functions, starting with a hello world example, and learn about the scalable bulk upload use case, which uses durable function patterns, function chaining, and fan-out/fan-in. By the end of this Azure book, you'll have gained the knowledge and practical experience needed to be able to create and deploy Azure applications on serverless architectures efficiently. What you will learn Implement continuous integration and continuous deployment (CI/CD) of Azure functions Develop different event-based handlers in a serverless architecture Integrate Azure functions with different Azure services to develop enterprise-level applications Accelerate your cloud application development using Azure function triggers and bindings Automate mundane tasks at various levels, from development to deployment and maintenance Develop stateful serverless applications and self-healing jobs using durable functions Who this book is for If you are a cloud developer or architect who wants to build cloud-native systems and deploy serverless applications with Azure functions, this book is for you. Prior experience with Microsoft Azure core services will help you to make the most out of this book.

Azure Serverless Computing Cookbook Praveen Kumar Sreeram.2017-08-17 Over 50 recipes to help you build applications hosted on Serverless architecture using Azure Functions. About This Book Enhance Azure Functions with continuous deployment using Visual Studio Team Services Learn to deploy and manage cost-effective and highly available serverless applications using Azure Functions This recipe-based guide will teach you to build a robust serverless environment Who This Book Is For If you are a Cloud administrator, architect, or developer who wants to build scalable systems and deploy serverless applications with Azure functions, then this book is for you. Prior knowledge and hands-on experience with core services of Microsoft Azure is required. What You Will Learn Develop different event-based handlers supported by serverless architecture supported by Microsoft Cloud Platform - Azure Integrate Azure Functions with different Azure Services to develop Enterprise-level applications Get to know the best practices in organizing and refactoring the code within the Azure functions Test, troubleshoot, and monitor the Azure functions to deliver high-quality, reliable, and robust cloud-centric applications Automate mundane tasks at various levels right from development to deployment and maintenance Learn how to develop stateful serverless applications and also self-healing jobs using Durable Functions In Detail Microsoft provides a solution to easily run small segment of code in the Cloud with Azure Functions. Azure Functions provides solutions for processing data, integrating systems, and building simple APIs and microservices. The book starts with intermediate-level recipes on serverless computing along with some use cases on benefits and key features of Azure Functions. Then, we'll deep dive into the core aspects of Azure Functions such as the services it provides, how you can develop and write Azure functions, and how to monitor and troubleshoot them. Moving on, you'll get practical recipes on integrating DevOps with Azure functions, and providing continuous integration and continuous deployment with Visual Studio Team Services. It also provides hands-on steps and tutorials based on real-world serverless use cases, to guide you through configuring and setting up your serverless environments with ease. Finally, you'll see how to manage Azure functions, providing enterprise-level security and compliance to your serverless code architecture. By the end of this book, you will have all the skills required to work with serverless code architecture, providing continuous delivery to your users. Style and approach This recipe-based guide explains the different features of Azure Function by taking a real-world application related to a specific domain. You will learn how to implement automation and DevOps and discover industry best practices to develop applications hosted on serverless architecture using Azure functions.

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.

Android Cookbook Ian Darwin.2012-04-20 Provides instruction on building Android apps, including solutions to working with web services, multitouch gestures, location awareness, and device features.

IoT Penetration Testing Cookbook Aaron Guzman, Aditya Gupta.2017-11-29 Over 80 recipes to master IoT security techniques. About This Book Identify vulnerabilities in IoT device architectures and firmware using software and hardware pentesting techniques Understand radio communication analysis with concepts such as sniffing the air and capturing radio signals A recipe based guide that will teach you to pentest new and unique set of IoT devices. Who This Book Is For This book targets IoT developers, IoT enthusiasts, pentesters, and security professionals who are interested in learning about IoT security. Prior knowledge of basic pentesting would be beneficial. What You Will Learn Set up an IoT pentesting lab Explore various threat modeling concepts Exhibit the ability to analyze and exploit firmware vulnerabilities Demonstrate the automation of application binary analysis for iOS and Android using MobSF Set up a Burp Suite and use it for web app testing Identify UART and JTAG pinouts, solder headers, and hardware debugging Get solutions to common wireless protocols Explore the mobile security and firmware best practices Master various advanced IoT exploitation techniques and security automation In Detail IoT is an upcoming trend in the IT industry today; there are a lot of IoT devices on the market, but there is a minimal understanding of how to safeguard them. If you are a security enthusiast or pentester, this book will help you understand how to exploit and secure IoT devices. This book follows a recipe-based approach, giving you practical experience in securing upcoming smart devices. It starts with practical recipes on how to analyze IoT device architectures and identify vulnerabilities. Then, it focuses on enhancing your pentesting skill set, teaching you how to exploit a vulnerable IoT device, along with identifying vulnerabilities in IoT device firmware. Next, this book teaches you how to secure embedded devices and exploit smart devices with hardware techniques. Moving forward, this book reveals advanced hardware pentesting techniques, along with software-defined, radio-based IoT pentesting with Zigbee and Z-Wave. Finally, this book also covers how to use new and unique pentesting techniques for different IoT devices, along with smart devices connected to the cloud. By the end of this book, you will have a fair understanding of how to use different pentesting techniques to exploit and secure various IoT devices. Style and approach This recipe-based book will teach you how to use advanced IoT exploitation and security automation.

C# Programming Cookbook Dirk Strauss.2016-07-27 Quick fixes to your common C# programming problems, with a focus on C# 6.0 About This Book Unique recipes for C#, that places it in its real-world context. You will be able to get yourself out of any coding-corner you've backed yourself into. All code samples available through GitHub to bring C#. In line with modern development workflows, written to the latest specification of C# 6.0. Who This Book Is For The book is aimed at developers who have basic familiarity with C# programming and will know the VS 2015 environment. What You Will Learn Write better and less code to achieve the same result as in previous versions of C#. Generate tests from the Code Contracts for mission critical methods. Integrate code in Visual Studio with GitHub. Create a web application in Azure. Design and build a microservice architecture Demystify the Rx library using Reactive extensions Write high performing codes in C# and understanding multi-threading. Security and Debugging. Implement Code Contracts on code in

Visual Studio. In Detail During your application development workflow, there is always a moment when you need to get out of a tight spot. Through a recipe-based approach, this book will help you overcome common programming problems and get your applications ready to face the modern world. We start with C# 6, giving you hands-on experience with the new language features. Next, we work through the tasks that you perform on a daily basis such as working with strings, generics, and lots more. Gradually, we move on to more advanced topics such as the concept of object-oriented programming, asynchronous programming, reactive extensions, and code contracts. You will learn responsive high performance programming in C# and how to create applications with Azure. Next, we will review the choices available when choosing a source control solution. At the end of the book, we will show you how to create secure and robust code, and will help you ramp up your skills when using the new version of C# 6 and Visual Studio Style and Approach Unique recipe-based guide that will help you gain a solid understanding of the new concepts in C# 6 and Visual Studio Enterprise 2015 in a concise and technically correct manner.

Professional Android Programming with Mono for Android and .NET / C# Wallace B. McClure, Nathan Blevins, John J. Croft, IV, Jonathan Dick, Chris Hardy. 2012-03-02 A one-of-a-kind book on Android application development with Mono for Android The wait is over! For the millions of .NET/C# developers who have been eagerly awaiting the book that will guide them through the white-hot field of Android application programming, this is the book. As the first guide to focus on Mono for Android, this must-have resource dives into writing applications against Mono with C# and compiling executables that run on the Android family of devices. Putting the proven Wrox Professional format into practice, the authors provide you with the knowledge you need to become a successful Android application developer without having to learn another programming language. You'll explore screen controls, UI development, tables and layouts, and MonoDevelop as you become adept at developing Android applications with Mono for Android. Answers the demand for a detailed book on the extraordinarily popular field of Android application development Strengthens your existing skills of writing applications and shows you how to transfer your talents to building Android apps with Mono for Android and .NET/C# Dives into working with data, REST, SOAP, XML, and JSON Discusses how to communicate with other applications, deploy apps, and even make money in the process Professional Android Programming with Mono for Android and .NET/C# gets you up and running with Android app development today.

Xamarin.Forms Kickstarter 2.0 Falko Schindler. 2016-01-04 This guide to Xamarin.Forms gives an introduction for developers that might be new to the field of cross-platform mobile app development. It also serves as a handy reference for the more advanced developers. The book contains 41 self-containing apps with 264 automatically extracted code snippets. With a copy of the book you get free access to the GitHub repository containing the workspace with all compiling solutions and source code. This not only lets you play with the examples contained in the book, but gives you early access to new demos for future book editions.

Beginning Android Application Development Wei-Ming Lee. 2011-03-10 Create must-have applications for the latest Android OS The Android OS is a popular and flexible platform for many of today's most in-demand mobile devices. This full-color guide offers you a hands-on introduction to creating Android applications for the latest mobile devices. Veteran author Wei Meng Lee accompanies each lesson with real-world examples to drive home the content he covers. Beginning with an overview of core Android features and tools, he moves at a steady pace while teaching everything you need to know to successfully develop your own Android applications. Explains what an activity is and reviews its lifecycle Zeroes in on customizing activities by applying styles and themes Looks at the components of a screen, including LinearLayout, AbsoluteLayout, and RelativeLayout, among others Details ways to adapt to different screen sizes and adjust display orientation Reviews the variety of views such as TextView, ProgressBar, TimePicker, and more Beginning Android Application Development pares down the most essential steps you need to know so you can start creating Android applications today.

Android Cookbook Ian F. Darwin. 2017-05-10 Jump in and build working Android apps with the help of more than 230 tested recipes. The second edition of this acclaimed cookbook includes recipes for working with user interfaces, multitouch gestures, location awareness, web services, and specific device features such as the phone, camera, and accelerometer. You also get useful info on packaging your app for the Google Play Market. Ideal for developers familiar with Java, Android basics, and the Java SE API, this book features recipes contributed by more than three dozen Android developers. Each recipe provides a clear solution and sample code you can use in your project right away. Among numerous topics, this cookbook helps you: Get started with the tooling you need for developing and testing Android apps Create layouts with Android's UI controls, graphical services, and pop-up mechanisms Build location-aware services on Google Maps and OpenStreetMap Control aspects of Android's music, video, and other multimedia capabilities Work with accelerometers and other Android sensors Use various gaming and animation frameworks Store and retrieve persistent data in files and embedded databases Access RESTful web services with JSON and other formats Test and troubleshoot individual components and your entire application

Expert Angular Mathieu Nayrolles, Rajesh Gunasundaram, Sridhar Rao. 2017-07-31 Learn everything you need to build highly scalable, robust web applications using Angular release 4 About This Book Apply best practices and design patterns to achieve higher scalability in your Angular applications Understand the latest features of Angular and create your own components Get acquainted with powerful, advanced techniques in Angular to build professional web applications Who This Book Is For This book is for JavaScript developers with some prior exposure to Angular, at least through basic examples. We assume that you've got working knowledge of HTML, CSS, and JavaScript. What You Will Learn Implement asynchronous programming using Angular Beautify your application with the UI components built to the material design specification Secure your web application from unauthorized users Create complex forms, taking full advantage of 2-way data binding Test your Angular applications using the Jasmine and Protractor frameworks for better efficiency Learn how to integrate Angular with Bootstrap to create compelling web applications Use Angular built-in classes to apply animation in your app In Detail Got some experience of Angular under your belt? Want to learn everything about using advanced features for developing websites? This book is everything you need for the deep understanding of Angular that will set you apart from the developer crowd. Angular has introduced a new way to build applications. Creating complex and rich web applications, with a lighter resource footprint, has never been easier or faster. Angular is now at release 4, with significant changes through previous versions. This book has been written and tested for Angular release 4. Angular is a mature technology, and you'll likely have applications built with earlier versions. This book starts by showing you best practices and approaches to migrating your existing Angular applications so that you can be immediately up-to-date. You will take an in-depth look at components and see how to control the user journey in your applications by implementing routing and navigation. You will learn how to work with asynchronous programming by using Observables. To easily build applications that look great, you will learn all about template syntax and how to beautify applications with Material Design. Mastering forms and data binding will further speed up your application development time. Learning about managing services and animations will help you to progressively enhance your applications. Next you'll use native directives to integrate Bootstrap with Angular. You will see the best ways to test your application with the leading options such as Jasmine and Protractor. At the end of the book, you'll learn how to apply design patterns in Angular, and see the benefits they will bring to your development. Style and approach This book provides comprehensive coverage of all aspects of development with Angular. You will learn about all the most powerful Angular concepts, with examples and best practices. This book is everything you need for the deep understanding of Angular that will set you apart from the developer crowd.

Modern C++ Programming Cookbook Marius Bancila. 2020-09-11 A pragmatic recipe book for acquiring a comprehensive understanding of the complexities and core fundamentals of C++ programming Key Features Explore the latest language and library features of C++20 such as modules, coroutines, concepts, and ranges Shed new light on the core concepts in C++ programming, including functions, algorithms, threading, and concurrency, through practical self-contained recipes Leverage C++ features like smart pointers, move semantics, constexpr, and more for increased robustness and performance Book Description C++ has come a long way to be one of the most widely used general-purpose languages that is fast, efficient, and high-performance at its core. The updated second edition of Modern C++ Programming Cookbook addresses the latest features of C++20, such as modules, concepts, coroutines, and the many additions to the standard library, including ranges and text formatting. The book is organized in the form of practical recipes covering

a wide range of problems faced by modern developers. The book also delves into the details of all the core concepts in modern C++ programming, such as functions and classes, iterators and algorithms, streams and the file system, threading and concurrency, smart pointers and move semantics, and many others. It goes into the performance aspects of programming in depth, teaching developers how to write fast and lean code with the help of best practices. Furthermore, the book explores useful patterns and delves into the implementation of many idioms, including `pimpl`, named parameter, and attorney-client, teaching techniques such as avoiding repetition with the factory pattern. There is also a chapter dedicated to unit testing, where you are introduced to three of the most widely used libraries for C++: Boost.Test, Google Test, and Catch2. By the end of the book, you will be able to effectively leverage the features and techniques of C++11/14/17/20 programming to enhance the performance, scalability, and efficiency of your applications. What you will learn

Understand the new C++20 language and library features and the problems they solve
Become skilled at using the standard support for threading and concurrency for daily tasks
Leverage the standard library and work with containers, algorithms, and iterators
Solve text searching and replacement problems using regular expressions
Work with different types of strings and learn the various aspects of compilation
Take advantage of the file system library to work with files and directories
Implement various useful patterns and idioms
Explore the widely used testing frameworks for C++
Who this book is for
The book is designed for entry- or medium-level C++ programmers who have a basic knowledge of C++ and want to master the language and become prolific modern C++ developers. Experienced C++ programmers can leverage this book to strengthen their command of C++ and find a good reference to many language and library features of C++11/14/17/20.

Appcelerator Titanium Smartphone App Development Cookbook Jason Kneen.2015-11-30 Over 100 recipes to help you develop cross-platform, native applications in JavaScript About This Book Leverage your JavaScript skills to write mobile applications using Titanium Studio tools with the native advantage Deploy your application on the App Store and Google Play Add your own IOS native modules in objective-C, in an easy-to-follow step-by-step format Who This Book Is For This book is an essential for any developer learning or using JavaScript who wants to write native UI applications for iOS and Android. No knowledge of Objective-C, Swift and Java is required and you'll quickly be developing native, cross-platform apps, in JavaScript! What You Will Learn Transfer data between applications with URL schemes, and make your application accessible to other mobile applications and services Connect with remote services using JSON Work with Google Maps and Apple Maps, GPS and annotate routes Create animations and special effects Integrate notifications and connect with social media services such as Facebook and Twitter Build applications with Alloy MVC - a rapid application development framework Design native APIs and use local databases In Detail The mobile web has paved the way but many users want to have "native" applications installed. Using Appcelerator as a platform it's now possible to write iOS, Android, and Windows phone applications in JavaScript! It allows developers to develop fully native UI applications using Appcelerator studio tools without any knowledge of Objective-C, Swift or Java. This book will take you through the process of building cross-platform, native UI applications for the mobile from scratch. You will learn how to develop apps, how to use GPS, cameras and photos and how to build socially connected apps. You will also learn how to package them for submission to the App Store and Google Play. This cookbook takes a pragmatic approach to creating applications in JavaScript from putting together basic UIs, to handling events and implementation of third party services such as Twitter, Facebook and Push notifications. The book shows you how to integrate datasources and server APIs, and how to use local databases. The topics covered will guide you to use Appcelerator Studio tools for all the mobile features such as Geolocation, Accelerometer, animation and more. You'll also learn about Alloy, the Appcelerator MVC framework for rapid app development, and how to transfer data between applications using URLSchemes, enabling other developers to access and launch specific parts of your app. Finally, you will learn how to register developer accounts and publish your very own applications on the App Store and Google Play. Style and approach This book offers a set of practical recipes with a step-by-step approach for building native applications for both the iOS and Android using JavaScript. This hands-on guide shows you exactly how to use the Appcelerator platform to rapidly develop cross-platform, native apps.

Mobile Development with .NET Can Bilgin.2021-04-09 A mobile applications development masterclass for .NET and C# developers Key FeaturesUncover the new features and capabilities of the .NET 5 framework in this updated and improved second editionOptimize the time required to develop highly performant cross-platform applicationsUnderstand the architectural patterns and best practices for mobile application developmentBook Description Are you a .NET developer who wishes to develop mobile solutions without delving into the complexities of a mobile development platform? If so, this book is a perfect solution to help you build professional mobile apps without leaving the .NET ecosystem. Mobile Development with .NET will show you how to design, architect, and develop robust mobile applications for multiple platforms, including iOS, Android, and UWP using Xamarin, .NET Core, and Azure. With the help of real-world scenarios, you'll explore different phases of application development using Xamarin, from environment setup, design, and architecture to publishing. Throughout the book, you'll learn how to develop mobile apps using Xamarin and .NET Standard. You'll even be able to implement a web-based backend composed of microservices with .NET Core using various Azure services including, but not limited to, Azure Active Directory, Azure Functions. As you advance, you'll create data stores using popular database technologies such as Cosmos DB and data models such as the relational model and NoSQL. By the end of this mobile application development book, you'll be able to create cross-platform mobile applications that can be deployed as cloud-based PaaS and SaaS. What you will learnDiscover the latest features of .NET 5 that can be used in mobile application developmentExplore Xamarin.Forms Shell for building cross-platform mobile UIsUnderstand the technical design requirements of a consumer mobile appGet to grips with advanced mobile development concepts such as app data management, push notifications, and graph APIsManage app data with Entity Framework CoreUse Microsoft's Project Rome for creating cross-device experiences with XamarinBecome well-versed with implementing machine learning in your mobile appsWho this book is for This book is for ASP.NET Core developers who want to get started with mobile development using Xamarin and other Microsoft technologies. Working knowledge of C# programming is necessary to get started.

Building Xamarin.Forms Mobile Apps Using XAML Dan Hermes,Nima Mazloumi.2019-02-12 Leverage Xamarin.Forms to build iOS and Android apps using a single, cross-platform approach. This book is the XAML companion to the C# guide Xamarin Mobile Application Development. You'll begin with an overview of Xamarin.Forms, then move on to an in-depth XAML (eXtensible Application Markup Language) primer covering syntax, namespaces, markup extensions, constructors, and the XAML standard. XAML gives us both the power of decoupled UI development and the direct use of Xamarin.Forms elements. This book explores the core of the Xamarin.Forms mobile app UI: using layouts and FlexLayouts to position controls and views to design and build screens, formatting your UI using resource dictionaries, styles, themes and CSS, then coding user interactions with behaviors, commands, and triggers. You'll see how to use XAML to build sophisticated, robust cross-platform mobile apps and help your user get around your app using Xamarin.Forms navigation patterns. Building Xamarin.Forms Mobile Apps Using XAML explains how to bind UI to data models using data binding and using the MVVM pattern, and how to customize UI elements for each platform using industry-standard menus, effects, custom renderers, and native view declaration. What You Will Learn Create world-class mobile apps for iOS and Android using C# and XAMLBuild a XAML UI decoupled from the C# code behind Design UI layouts such as FrameLayout, controls, lists, and navigation patterns Style your app using resource dictionaries, styles, themes, and CSS Customize controls to have platform-specific features using effects, custom renderers, and native views Who This Book Is For XAML and C# developers, architects, and technical managers as well as many Android and iOS developers

The Hype-driven AI Mobile Cookbook: Recipes for Success M.B. Chatfield. In this cookbook, M.B. Chatfield provides a comprehensive guide to choosing, using, and getting the most out of a hype-driven AI mobile. Chatfield begins by discussing the pros and cons of hype-driven AI mobiles. He then provides a detailed overview of the different types of AI features available in these phones. Chatfield also discusses the potential risks of hype-driven AI mobiles, such as bias, privacy concerns, and job displacement. The Hype-driven AI Mobile Cookbook is an essential resource for anyone who is considering buying a hype-driven AI mobile. It provides the information you need to make an informed decision and get the most out of your phone.

Xamarin: Cross-Platform Mobile Application Development Jonathan Peppers,George Taskos,Can Bilgin.2016-08-31 Master the skills required to develop cross-platform applications from drawing board to app

store(s) using Xamarin About This Book Learn to deliver high-performance native apps that leverage platform specific acceleration, complied for native performance Learn development techniques that will allow you to use and create custom layouts for cross-platform UI Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications Implement application life cycle management concepts to manage cross-platform projects Who This Book Is For Mobile application developers wanting to develop skills required to steer cross-platform applications using Xamarin. What You Will Learn Share C# code across platforms and call native Objective-C or Java libraries from C# Submit your app to the Apple App Store and Google Play Use the out-of-the-box services to support third-party libraries Find out how to get feedback while your application is used by your users Create shared data access using a local SQLite database and a REST service Test and monitor your applications Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising on nativity in mobile applications In Detail Developing a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on iOS, Android and Windows Phone, while leveraging the best native features on all three platforms. Xamarin's tools help ease this problem by giving developers a single toolset to target all three platforms. The main goal of this course is to equip you with knowledge to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. Module 1 is a step-by-step guide to building real-world applications for iOS and Android. The module 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. Module 2 provide you recipes on how to create an architecture that will be maintainable, extendable, use Xamarin.Forms plugins to boost productivity. We start with a simple creation of a Xamarin.Forms solution, customize the style and behavior of views for each platform. Further on, we demonstrate the power of architecting a cross-platform solution. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. You will master the steps of getting the app ready and publishing it in the app store. The last module starts with general topics such as memory management, asynchronous programming, local storage, networking, and platform-specific features. You will learn about key tools to leverage the pattern and advanced implementation strategies. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release. After the completion of this course, you will learn a path that will get you up and running with developing cross-platform mobile applications and help you become the go-to person when it comes to Xamarin. Style and approach This course will serve as comprehensive guide for developing cross-platform applications with Xamarin with a unique approach that will engage you like never before as you create real-world cross-platform apps on your own.

IOS Development Using MonoTouch Cookbook Dimitris Tavlikos.2011 Annotation MonoTouch brings the amazing revenue opportunities of Apples billion dollar app store to C# and .NET developers.This cookbook leaves no stone unturned, providing you with practical recipes covering user interfaces, data management, multimedia , web services, and localization, right through to application deployment on the app store.Whatever the area of MonoTouch iOS development you need to know about, you will find a recipe for it in this cookbook. Minimum theory and maximum practical action defines this book. It is jam packed with recipes for interacting with the device hardware, like the GPS, compass and the accelerometer. Recipes for those all important real world issues such as designing the UI with the integrated designer introduced with Xcode 4. It is the essential cookbook for C# and .NET developers wanting to be part of the exciting and lucrative world of iOS development.

Xamarin Cross-Platform Development Cookbook George Taskos.2016-03-28 A recipe-based practical guide to get you up and running with Xamarin cross-platform developmentAbout This Book- Gain the skills and expertise to create, test, and deploy native mobile applications in the three major mobile app stores that share up to 95% of the same code- Learn development techniques that will allow you to use and create custom layouts for each platform, cross-platform UI- Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications, helping you through all stages of the software development life cycleWho This Book Is ForThis book is for mobile developers. You must have some basic experience of C# programming, but no previous experience with Xamarin is required. If you are just starting with C# and want to use Xamarin to develop cross-platform apps effectively and efficiently, then this book is the right choice for you.What You Will Learn- Create and customize your cross-platform UI- Understand and explore cross-platform patterns and practices- Use the out-of-the-box services to support third-party libraries- Find out how to get feedback while your application is used by your users- Bind collections to ListView and customize its appearance with custom cells- Create shared data access using a local SQLite database and a REST service- Test and monitor your applicationsIn DetailYou can create native mobile applications using the Xamarin Forms platform for the three major platforms iOS, Android, and Windows Phone. The advantage of this is sharing as much code as you can, such as the UI, business logic, data models, SQLite data access, HTTP data access, and file storage across the three major platforms.This book provide recipes on how to create an architecture that will be maintainable, extendable, use Xamarin Forms plugins to boost productivity, customize your views per platforms, and use platform-specific implementations at runtime.We start with a simple creation of a Xamarin Forms solution with the three major platforms. We will then jump to XAML recipes and you will learn how to create a tabbed application page, and customize the style and behavior of views for each platform. Moving on, you will acquire more advanced knowledge and techniques while implementing views and pages for each platform and also calling native UI screens such as the native camera page.Further on, we demonstrate the power of architecting a cross-platform solution and how to share code between platforms, create abstractions, and inject platform-specific implementations. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. We'll then show you the power of databinding offered by Xamarin Forms and how you can create bindable models and use them in XAML. You will learn how to handle user interactions with the device and take actions in particular events.With all the work done and your application ready, you will master the steps of getting the app ready and publishing it in the app store.Style and approachThis book will serve as a quick reference with a unique recipe-based approach that will engage you like never before as you create real-world cross-platform apps on your own.

Learning Xamarin Studio William Smith.2014-08-20 This book is intended for .NET developers with any level of experience and who are interested in building native applications without the hassle of becoming Objective-C or Java experts. Although it will be beneficial to have some development experience, particularly in .NET, Learning Xamarin help even a novice developer get past the headaches of setting up and customizing their new development environment so they can move on to producing high-quality native applications quickly.

Objective-C Memory Management Essentials Gibson Tang,Maxim Vasilkov.2015-03-25 If you are new to Objective-C or a veteran in iOS application development, this is the book for you. This book will ensure that you can actively learn the methods and concepts in relation to memory management in a more engaging way. Basic knowledge of iOS development is required for this book.

Swift by Example Giordano Scalzo.2015-06-19 When Apple announced Swift at the WWDC, the iOS developer community became excited about the opportunities to improve the way in which they build iOS apps. Swift is a user-friendly language with a smooth learning curve; it is safe, robust, and flexible, and it introduces new ways to solve old problems. Swift by Example is a fast-paced, practical guide that shows you how to develop iOS apps using Swift. Through the development of six different apps, you'll learn how to use either the right feature of the language or the right tool to solve a given problem. By the end of the book you will be able to build well-designed apps, effectively use AutoLayout, and develop a video game.

Xamarin.Forms Projects Johan Karlsson,Daniel Hindrikes.2018-12-27 Explore Xamarin.Forms to develop dynamic applications Key FeaturesExplore SQLite through Xamarin to store locations for various location-based applicationsMake a real-time serverless chat service by using Azure SignalR serviceBuild Augmented Reality application with the power of UrhoSharp together with ARKit and ARCore Book Description Xamarin.Forms is a lightweight cross-platform development toolkit for building applications with a rich user interface. In this book you'll start by building projects that explain the Xamarin.Forms ecosystem to get up

and running with building cross-platform applications. We'll increase in difficulty throughout the projects, making you learn the nitty-gritty of Xamarin.Forms offerings. You'll gain insights into the architecture, how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. The book contains seven real-world projects, to get you hands-on with building rich UIs and providing a truly cross-platform experience. It will also guide you on how to set up a machine for Xamarin app development. You'll build a simple to-do application that gets you going, then dive deep into building advanced apps such as messaging platform, games, and machine learning, to build a UI for an augmented reality project. By the end of the book, you'll be confident in building cross-platforms and fitting Xamarin.Forms toolkits in your app development. You'll be able to take the practice you get from this book to build applications that comply with your requirements. What you will learn Set up a machine for Xamarin development Get to know about MVVM and data bindings in Xamarin.Forms Understand how to use custom renderers to gain platform-specific access Discover Geolocation services through Xamarin Essentials Create an abstraction of ARKit and ARCore to expose as a single API for the game Learn how to train a model for image classification with Azure Cognitive Services Who this book is for This book is for mobile application developers who want to start building native mobile apps using the powerful Xamarin.Forms and C#. Working knowledge of C#, .NET, and Visual Studio is required.

Windows Application Development Cookbook Marcin Jamro. 2016-12-21 Discover over 125 solution-based recipes to help you build applications for smartphones, tablets, and desktops About This Book Learn to build applications for Windows 10, the latest Windows version Develop your applications to be compatible with smartphones, tablets, and desktops This guide is packed with recipes covering major solutions to day-to-day problems faced by Windows programmers Who This Book Is For The book is dedicated to programmers with various experience of developing applications for Windows-based smartphones, tablets, and desktops—even beginners can find suitable content. What You Will Learn Start developing universal applications for Windows 10 Design user interface in the XAML language Use the MVVM design pattern with data binding Store data in files and in a database Use multimedia content and animations Capture data from built-in sensors Handle various Internet-based scenarios Test the application and submit it to the Windows Store In Detail Need to ensure you can always create the best Windows apps regardless of platform? What you need are solutions to the biggest issues you can face, so you can always ensure you're making the right choices and creating the best apps you can. The book starts with recipes that will help you set up the integrated development environment before you go ahead and design the user interface. You will learn how to use the MVVM design pattern together with data binding, as well as how to work with data in different file formats. Moving on, you will explore techniques to add animations and graphics to your application, and enable your solution to work with multimedia content. You will also see how to use sensors, such as an accelerometer and a compass, as well as obtain the current GPS location. You will make your application ready to work with Internet-based scenarios, such as composing e-mails or downloading files, before finally testing the project and submitting it to the Windows Store. By the end of the book, you will have a market-ready application compatible across different Windows devices, including smartphones, tablets, and desktops. Style and approach This quick-start book takes a cookbook format with recipes covering more than 125 solutions to help you create and build applications for Windows 10. The examples presented in the book use the free integrated development environment. A supporting set of codes that present solutions to problems described in particular chapters is available as well.

iOS Development with Xamarin Cookbook Dimitris Tavlikos. 2014-05-23 The book is written in a recipe format with practical examples, allowing you to go directly to your topic of interest or follow topics throughout a chapter to gain an in-depth knowledge. There are also plenty of hints and best practices along the way. If you are a C#/.NET developer with no previous experience in iOS development or an Objective-C developer who wants to create complete iOS applications and deploy them to the App Store, then this book is ideal for you. No experience with Xamarin is needed.

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