

Xamarin for Windows Phone Development



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Xamarin for Windows Phone Development (5 days)

This five-day course covers Xamarin app development for all platforms, focussing especially on Windows Phone App development.

The course runs from 9.30 am to approximately 4.30 pm.

Duration 5 days

Introduction to Xamarin

A single language for all platforms
Sharing code
Introducing Xamarin.Forms
XAML support
Machines and IDEs
Devices and emulators

Anatomy of an app

Inside the files
iOS, Android and Windows Phone projects

Views

Stacks of views
Scrolling content
The Expands option
Frame and BoxView

Dealing with sizes

Pixels, points, dps, DIPs, and DIUs
Fitting text to available size
Empirically fitting text

Button clicks

Processing the click
Sharing button clicks
Anonymous event handlers
Distinguishing views with IDs
Saving transient data

XAML and Code

Properties and attributes
Property-element syntax
Adding a XAML page to your project
Platform specificity in the XAML file
The content property attribute
Constructors with arguments
The x:Name attribute
Custom XAML-based views
Events and handlers
Tap gestures

Platform-specific API calls

Preprocessing in the Shared Asset Project
Parallel classes and the Shared Asset Project
DependencyService and the Portable Class Library
Platform-specific sound rendering

XAML markup extensions

The code infrastructure
Accessing static members
Resource dictionaries
StaticResource for most purposes
DynamicResource for special purposes

The bindable infrastructure

The Xamarin.Forms class hierarchy
BindableObject and BindableProperty
Defining bindable properties
The generic Create method

“A highly professional company run by knowledgeable, friendly people”



Styles

- Styles in code
- Style inheritance
- Implicit styles
- Dynamic styles
- Device styles

Bitmaps

- Platform-independent bitmaps
- Fit and fill
- Embedded resources
- Platform-specific bitmaps
- Toolbars and their icons

Absolute layout

- AbsoluteLayout in code
- Proportional sizing and positioning
- Working with proportional coordinates
- AbsoluteLayout and XAML

The interactive interface

- Slider and Stepper
- Switch and CheckBox
- Keyboard and focus
- Date and time selection
- Data binding
- Source and BindingContext
- Binding value converters
- Bindings and custom views