Learning Xamarin Studio

By William Smith

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Learn how to build high-performance native applications using the power of Xamarin Studio

About This Book

- Get a full introduction to the key features and components of the Xamarin 3 IDE and framework, including Xamarin.Forms and iOS visual designer
- Install, integrate and utilise Xamarin Studio with the tools required for building amazing cross-platform applications for iOS and Android
- Create, test, and deploy apps for your business and for the app store

Who This Book Is For

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 Studio will 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.

What You Will Learn

- Integrate Visual Studio, Xcode, and the Android SDK into your development environment
- Get to grips with all the new Xamarin Studio enhancements from Xamarin 3
- Network your Windows box to a Mac build machine for iOS testing and deployment from a PC
- Install and customize your development environment to suit your workflow
- Set up Apple and Google developer accounts, and create provisioning profiles for your physical iOS devices
- Install iOS simulators, create Android device definitions, and link to your physical devices
- Test and debug your applications using NUnitLite, Instruments, simulators, emulators, and physical devices, all from within Xamarin Studio

- Deploy your creations to the appropriate app store

In Detail

Xamarin Studio is the premier cross-platform development tool for .NET. Using this Xamarin 3 IDE, you can create high-performance native applications for iOS, Android, and Mac using the same .NET features and tools you are already familiar and comfortable with.

Often the most frustrating part of beginning to work with a new tool or workflow is the process of simply getting started. Whether you are brand new to .NET development, or a veteran of the framework, Learning Xamarin Studio will help you get your cross-platform development environment up and running smoothly and quickly. Starting with selecting the right Xamarin license for you and your organization, this book will cover how to install Xamarin Studio, integrate the necessary third-party tools, explain the features and tools provided by the IDE, and walk through developing, testing, and deploying applications.

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Editorial Review

About the Author

William Smith

William Smith has been writing on software since 1988, when his parents asked him to make a choice between a school-sponsored trip to Europe (which his elder sister was enjoying at the time), or a computer. Although accused of being short-sighted, William chose the computer and he firmly believes he got the better deal. He began writing about software on the Tandy 1000 SL/2 using Turbo C++ and has been hooked on the technology ever since. He began his professional career in the environmental field eight years later with degrees in Environmental Science and Business Administration. While working in this field full-time, he started his first business focused on installing and managing small commercial networks and websites. In this role, he saw a need for specialized network analysis tools, so he learned VB.NET and wrote simple console applications for his own use. From there, he continued writing applications as a hobbyist before returning to the University of Maryland for a second Bachelor's degree in Computer Science. While still completing the Computer Science program, he was offered a position with a software development firm based in Pittsburgh, PA, where he spent the next few years working with .NET and Xamarin developing iOS applications. As a result of this experience, he was asked to be a technical reviewer for iOS Development with Xamarin Cookbook, Dimitris Tavlikos, Packt Publishing. William currently works for GIS Inc. in Birmingham, AL, as a Geospatial Developer specializing in native mobile application development. He also owns Websmiths, LLC (www.websmithsllc.com), a consulting firm concentrating on cross-platform mobile application development using Xamarin Studio. He lives in wild and wonderful West Virginia with his beautiful wife and four sons. He enjoys hunting and fishing with his family, and he still hasn't been to Europe.

Users Review

From reader reviews:

Randell Easley:

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