



## 3. Mobile App Development

### 3.6 Xamarin

#### Prerequisites:

1. C # /. Net Programming Concepts
2. OOPs

**Duration:** 60 Lectures

#### Course Content:

##### 1. Introduction

- 1.1. Getting Starting with Xamarin.
- 1.2. Introduction to Cross Platform Development.
- 1.3. Introduction Xamarin Android
- 1.4. Introduction to Xamarini OS
- 1.5. Intro Xamarin.Forms

##### 2. Forms

- 2.1. XAML in Xamarin.Forms
- 2.2. Layouts in Xamarin.Forms
- 2.3. Resources and Styles in Xamarin.Forms
- 2.4. Consuming REST base Web Services
- 2.5. Consuming SOAP base Web Services
- 2.6. Working with SQLite and Mobile Data
- 2.7. Preparing for Publishing
- 2.8. Advance Cross Platform Development
- 2.9. Data Binding in Xamarin.Forms
- 2.10. List View in Xamarin.Forms
- 2.11. Customizing List Views in Xamarin.Forms
- 2.12. MVV Model in Xamarin.Forms
- 2.13. Using Effects in Xamarin.Forms
- 2.14. Renderers in Xamarin.Forms
- 2.15. Diagnosing Memory Issues



## 3. Xamarin Android

- 3.1. Activities and Intent
- 3.2. List Views and Adapters
- 3.3. Recycler View and Card View
- 3.4. Tool Bar and App Bar
- 3.5. Android Navigation
- 3.6. Android Services
- 3.7. Publish Android App
- 3.8. Google Maps
- 3.9. Location Services
- 3.10. Touch in Android
- 3.11. Building Java Binding Libraries

## 4. Xamarin iOS

- 4.1. Introduction to Xamarin Designer for iOS
- 4.2. Fundamentals of Table Views iOS
- 4.3. Customizing Table Views
- 4.4. Navigation Patterns
- 4.5. Backgrounding - Finite Length Tasks
- 4.6. Background Modes and File Transfers
- 4.7. Editing Table Views
- 4.8. Publishing iOS App
- 4.9. Maps and Location in iOS
- 4.10. Customizing Maps
- 4.11. Touch and Gestures
- 4.12. Auto Layout in Xamarin iOS

## 5. Xamarin Test Cloud

- 5.1. Introduction to Xamarin Test Cloud
- 5.2. Xamarin.UITest (c#)
- 5.3. Calabash (Ruby)
- 5.4. Xamarin Test Cloud APIs
- 5.5. Xamarin Test Recorder

## 6. Insights

- 6.1. Introduction to Insights
- 6.2. Insights SDK