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OEC702

Sviluppare App Multipiattaforma con Xamarin

Durata: 5 gg

Descrizione

Xamarin è la piattaforma applicativa che consente di scrivere app cross-platform per Android, iOS e ora Windows 10 utilizzando C# e Visual Studio 2015. Il corso sarà suddiviso in 5 giornate. In queste giornate verranno introdotte le tre piattaforme principali (IOS, Android e Windows Phone) approfondendo i fondamenti di ogni SDK. Successivamente inizieremo a sviluppare le nostre app utilizzando XAMARIN e quindi C#.

A chi è rivolto?

Professionisti che hanno già una conoscenza di base delle piattaforme di sviluppo IOS, Android e Windows Phone e hanno già esperienze di sviluppo in C#.

Prerequisiti

Il target del corso è per professionisti che hanno già una conoscenza di base delle piattaforme di sviluppo IOS, Android e Windows Phone e hanno già esperienze di sviluppo in C#.

Contenuti

Introduction to Xamarin
- •Mobile development
- •Architecture
- •Deployment Environments
- •Cross-Platform Development
- •Core and Platform-Specific Projects
- •Sharing Code across projects
- •Xamarin Components

Android
- •The Android Platform
- •Building Blocks of an Android Application
- •Activities, Services, Content Providers, Broadcast Receivers, Intents
- •Views and ViewGroups
- •Resources
- •Android Package

Xamarin
- •Xamarin.Android Architecture
- •Xamarin.Android Project
- •Working with Emulators
- •Designing a View
- •Resources
- •Navigation
- •Services

- •Deploy Android applications

Android Views
- •Views and ViewGroups
- •Common Views
- •Layouts
- •Adapters and ListViews
- •Styles

iOS
- •The iOS Platform
- •Building Blocks of an iOS Application
- •Protocols
- •MVC and Delegate Pattern
- •Bundles

Xamarin
- •Xamarin.iOS Architecture
- •Xamarin.iOS Project
- •Designing a View with Interface Builder
- •Building iOS applications
- •Working with Emulators
- •Debugging iOS applications
- •Deploy iOS applications

iOS Views
- •Interface Builder
- •Outlets and Actions
- •Layouts
- •Storyboards
- •Styles

Windows Phone e Universal Windows Platform
- •The Windows Phone Platform
- •Windows Phone Project
- •Process Life Cycle
- •Creating a view with XAML
- •Navigation
- •Launchers and choosers
- •The Windows Phone Package
- •Build and Deploy

Windows Phone Views
- •XAML Basics
- •Common Controls
- •Layout
- •Resources
- •Styles and Templates
- •Data Binding

Xamarin.Forms
- •Hello Forms

- •Controls Overview
- •Data Binding
- •Navigation

Cross-Domain Code Patterns
- •MVVM
- •Dependency Injection
- •Using Shared Projects

Local Data
- •Platform-specific storage options
- •SQLite database
- •ADO.NET
- •SQLite-NET

Web Services
- •Consuming a REST Service
- •Serialization and Deserialization
- •Consuming a SOAP Service
- •Using proxies for WCF

Running in the background
- •Application Lifecycle
- •Platform-specific considerations
- •Android's activity life cycle and Services
- •iOS backgrouding techniques

Xamarin.Mobile
- •What is Xamarin.Mobile?
- •Access Contacts
- •Using Geolocation
- •Dealing with Media

Data Storage
- •Different types of storage
- •Unified storage abstraction
- •Mobile Services REST API‘s

Local Data Sync
- •Data Sync framework
- •Synchronization with Optimistic Concurrency
- •Conflict resolution strategies

Notifications
- •Platform-specific notification mechanisms
- •Local notifications
- •Push notifications