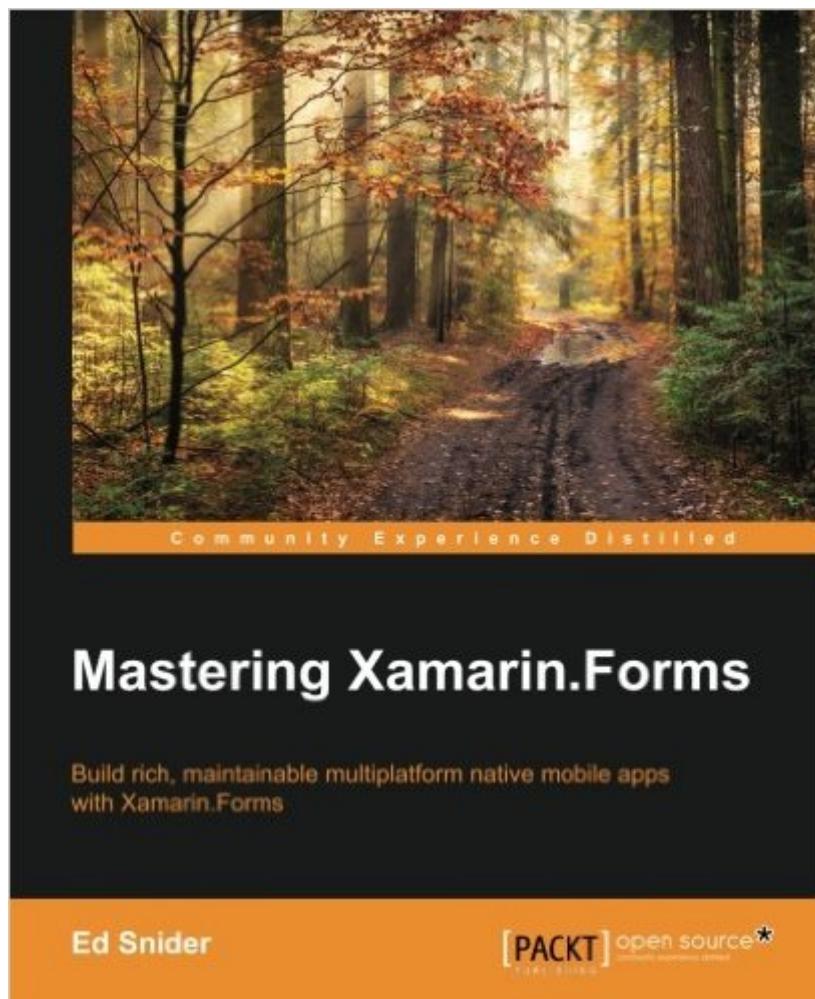


The book was found

# Mastering Xamarin.Forms



## Synopsis

Build rich, maintainable multiplatform native mobile apps with Xamarin.Forms

**About This Book**

Build an effective mobile app architecture with the Xamarin.Forms toolkit

Maximize the testability, flexibility, and overall quality of your Xamarin.Forms mobile app

This step-by-step tutorial is packed with real-world scenarios and solutions to build professional grade mobile apps with Xamarin.Forms

**Who This Book Is For**

This book is intended for C# developers who are familiar with the Xamarin platform and the Xamarin.Forms toolkit. If you have already started working with Xamarin.Forms and want to take your app to the next level and make it more maintainable, testable, and flexible, then this book is for you.

**What You Will Learn**

Find out how, when, and why you should use architecture patterns and get best practices with Xamarin.Forms

Implement the Model-View-ViewModel (MVVM) pattern and data-binding 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

Test both business logic and user interface code in Xamarin.Forms mobile apps

Use platform-specific APIs to build rich custom user interfaces in Xamarin.Forms mobile apps

Explore how to improve mobile app quality with analytics and crash reporting using Xamarin Insights

**In Detail**

Discover how to extend and build upon the components of the Xamarin.Forms toolkit to develop an effective, robust mobile app architecture. Starting with an app built with the basics of the Xamarin.Forms toolkit, we'll go step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices.

We'll start by introducing a core separation between the app's user interface and the app's business logic by applying the MVVM pattern and data binding.

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We'll start by introducing a core separation between the app's user interface and the app's business logic by applying the MVVM pattern and data binding.

Then we will focus on building out a layer of plugin-like services that handle platform-specific utilities such as navigation, geo-location, and the camera, as well as how to use these services with inversion of control and dependency injection.

Next we'll connect the app to a live web-based API and set up offline synchronization.

Then, we'll dive into testing the app •both the app logic through unit tests and the user interface using Xamarin's UITest framework.

Finally, we'll integrate Xamarin Insights for monitoring usage and bugs to gain a proactive edge on app quality.

**Style and approach**

easy-to-follow, code-rich guide will walk you through building a real-world Xamarin.Forms mobile app from start to finish. Each chapter builds upon the app by applying new advanced functionalities, design patterns, and best practices.

## Book Information

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## Customer Reviews

So maybe you know some c#. Maybe you used to do WPF or Silverlight, and are looking to start working on the mobile platforms. Maybe you know iOS or Android and are looking at this cross-platform thing. Or maybe you are like me and know "Classic Xamarin" pretty well and have been looking for an excuse to learn Xamarin Forms. Well, look no further. There is a ton of information out there on the internet about Xamarin and Xamarin.Forms - and programming in general. Most of it is uncurated, so I typically turn to a book to get a head start. On this topic, I read the introductory book (Creating Mobile Apps with Xamarin.Forms by Petzold) and found it to be a bit too introductory for me. This book however was great at taking some of the patterns we all know and love (like navigation, and MVVM) and showing how to execute them in real world examples. Exactly what I needed to get proficient quickly. It will be a good reference to have on the shelf.

I love seasoned developer-centric books like this. I know C# like the back of my hand but have never used Xamarin and that's exactly who this book is for. This is no introduction to C#, development concepts or object oriented programming, look elsewhere to get up to speed on those concepts first. But if you're an able C# developer this book rules for getting up to speed quickly on

Xamarin. There is minimal overview and tons of "let's just do it" chapters. I'm amazed how quickly I was up and running with a functional cross-platform app. Yes, you have to look up anything you don't understand elsewhere, just keep a web browser handy. I had to get up to speed on dependency injection and unit testing which were new to me, but easy enough to comprehend. Again, not for newbies by any means but a great book if you know C# and basic OO already. My only complaint and it's nit picky is I wish the downloadable code had snapshots for each chapter. The code you download is as of the end of the book and the code evolves considerably over the course of the book so cutting and pasting becomes tricky early on if you want to avoid typing in some of the lengthier sections. You can cut and paste from the Kindle edition for a while, but eventually you run out of chances as the publisher sets a cut and past limit. Still highly recommended. Jeff

Great book.... cant wait for Ed to write another!!

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