Xamarin Forms Essentials First Steps Toward Cross Platform Le Apps

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Learn to build a simple data-driven mobile game application using the power of Xamarin.Forms, ASP.NET, the Web API, and SignalR with this short book. In it you will build a cross-platform mobile application that targets both iOS and Android, connect your app with your database using Entity Framework, and implement real-time syncing functionality using SignalR. Understanding Game Application Development starts by giving you an overview of the development tools, an installation guide, and a list of prerequisites. You will learn how to manage application flow, create your workspace, and set up your database. Next, you will see how to access data for handling CRUD operations and define the necessary API endpoints. Further, you will build a mobile application with Xamarin.Forms, both in iOS and in Android. You will also understand the deployment and testing process as well as how to build a real-time leader board using ASP.NET MVC and SignalR. Finally, you will understand how to publish your source code on GitHub from Visual Studio 2017. What You Will Learn Understand the basic concept and fundamentals of the

technologies used for building the applications Set up your development environment Create a SQL database from scratch Implement a data access layer Define REST service endpoints using the Web API Deploy, test, and debug iOS and Android applications Push your source code to GitHub Who This Book Is For .NET developers who want to jump on mobile application development with Xamarin and learn with practical examples.

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Why just get by in F# when you can program in style! This book goes beyond syntax and into design. It provides F# developers with best practices, guidance, and advice to write beautiful, maintainable, and correct code. Stylish F# covers every design decision that a developer makes in constructing F# programs, helping you make the most educated and valuable design choices at every stage of code development. You will learn about the design of types and function signatures, the benefits of immutability, and the uses of partial function application. You will understand best practices for writing APIs to be used by F#, C#, and other languages. Each carefully vetted design choice is supported with compelling examples, illustrations, and rationales. What You'll Learn Know why, when, and how to code in immutable style Use collection functions, piping, and function composition to build working software quickly Be aware of the techniques available to bring error handling into the mainstream of program logic Optimize F# code for maximum performance Identify and implement opportunities to use function injection to improve program design Appreciate the methods available to handle unknown data values Understand asynchronous and parallel programming in F#, and how it differs from C# asynchronous programming Who This Book Is For Any developer who writes F# code and wants to write it better

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Learn the bare essentials needed to begin developing cross-platform, mobile apps using Xamarin.Forms. Apps can be easily deployed to Google Play or to the Apple App Store. You will gain insight on architecture and how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. Also covered are expected new features in Xamarin.Forms 3.0, so you may be prepared ahead of time for what the next release brings. Xamarin.Forms Essentials provides a brief history of Xamarin as a company, including how their product has become one of the most-used, cross-platform technologies for enterprise applications and app development across the world. Examples in the book are built around a real-life example that is an actual app in Google Play and in the Apple App Store, and has thousands of downloads between iOS and Android. You will learn how an application is set up from scratch, and you will benefit from the author's hard-won experience and tips in addressing various development challenges. What You'll Learn Create cross-platform user interfaces from one code base for both iOS and Android See how a commercial application is built and then deployed for sale in the app stores Integrate your Xamarin.Forms applications with third-party, RESTful APIs Arrange application architecture to avoid pitfalls and optimize your design Get a heads-up on new features released as part of Xamarin.Forms 3.0 Choose appropriately between Xamarin.Forms and traditional Xamarin, depending upon your application needs and its goals Who This Book Is For Mobile app developers who are producing software for multiple platforms, including Google Android and Apple iOS. Readers should be familiar with Visual Studio either on Mac OS X or Windows, and have a working knowledge of C#.
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