Sqlite Database Programming For Xamarin Cross Platform C Database Development For Ios And Android Using Sqlitexm

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SQLite with JDBC for Beginners - Vivian Siahaan 2019-09-29

In this book, you will learn how to build from scratch a SQLite database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and step by step, you will be taught how to use SQLite in Java. In the first chapter, you will learn: How to create SQLite database and six tables In the second chapter, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In the third chapter, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six tables. In the last chapter, you will study how to query the six tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/SQLite programmer.

C Programming Language - Brian W. Kernighan 1988-03-22

This ebook is the first authorized digital version of Kernighan and Ritchie’s 1988 classic, The C Programming Language (2nd Ed.). One of the best-selling programming books published in the last fifty years, "K&R" has been called everything from the "bible" to "a landmark in computer science" and it has influenced generations of programmers. Available now for all leading ebook platforms, this concise and beautifully written text is a "must-have" reference for every serious programmer’s digital library. As modestly described by the authors in the Preface to the

First Edition, this "is not an introductory programming manual; it assumes some familiarity with basic programming concepts like variables, assignment statements, loops, and functions. Nonetheless, a novice programmer should be able to read along and pick up the language, although access to a more knowledgeable colleague will help."

Mastering Xamarin UI Development - Steven F. Daniel 2018-08-31

Learn how to build stunning, maintainable, cross-platform mobile application user interfaces using C# 7 with the power of both the Xamarin and Xamarin.Forms frameworks. Key Features Build effective native and cross-platform user interfaces using the Xamarin frameworks for iOS and Android, as well as Xamarin.Forms Maximize the testability, flexibility, and overall quality of your Xamarin mobile apps Step-by-Steps guide that is packed with real-world scenarios and solutions, to build professional grade mobile apps and games for the iOS and Android platforms, using C# 7 Book Description This book will provide you with the knowledge and practical skills that are required to develop real-world Xamarin and Xamarin.Forms applications. You'll learn how to create native Android app that will interact with the device camera and photo gallery, and then create a native iOS sliding tiles game. You will learn how to implement complex UI layouts and create customizable control elements based on the platform, using XAML and C# 7 code to interact with control elements within your XAML ContentPages. You'll learn how to add location-based features by to your apps by creating a LocationService class and using the Xam.Plugin.Geolocator cross-platform library, that will be used to obtain the current device location. Next, you'll learn how to work with and implement animations and visual effects within your UI using the PlatformEffects API, using C# code. At the end of this book, you'll learn how to integrate Microsoft Azure App Services and use the Twitter APIs within your app. You will work

with the Razor Templating Engine to build a book library HTML5 solution that will use a SQLite.net library to store, update, retrieve, and delete information within a local SQLite database. Finally, you will learn how to write unit tests using the NUnit and UITest frameworks. What you will learn Downloading and Installing the Visual Studio for Mac IDE Overview and Understanding of the Xamarin Mobile Platform Understand the MVVM architectural pattern and how to implement this with your apps Build a NavigationService class to enable navigation between your ViewModels Implement Data-Binding to control elements within your XAML pages and ViewModels Create and Implement Xamarin.Forms Animations within your applications Work with the Microsoft Azure App Services Platform and the Facebook SDK Who this book is for This book is intended for readers who have experience using at least the C# 6.0 programming language and interested in learning how to create stunning native, and cross-platform user interfaces for the iOS and Android platforms using the Xamarin and Xamarin.Forms frameworks using C# 7.

Mastering Xamarin.Forms - Ed Snider 2019-12-30

New edition of the bestselling guide to building an effective mobile app architecture with Xamarin.Forms 4 that maximizes the overall quality of apps. Key Features Updated for Xamarin.Forms 4 Packed with real-world scenarios and solutions to help you build professional grade mobile apps with Xamarin.Forms Includes design patterns and best practice techniques that every mobile developer should know Book Description Discover how to extend and build upon the components of the most recent version of Xamarin.Forms to develop an effective, robust mobile app architecture. This new edition features Xamarin.Forms 4 updates, including CollectionView and RefreshView, new coverage of client-side validation, and updates on how to implement user authentication.

Mastering Xamarin.Forms, Third Edition is one of the few Xamarin books structured around the development of a simple app from start to finish, beginning with a basic Xamarin.Forms app and going step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices. This book introduces a core separation between the app's user interface and the app's business logic by applying the MVVM pattern and data binding, and then focuses on building a layer of plugin-like services that handle platform-specific utilities such as navigation and geo-location, as well as how to loosely use these services in the app with inversion of control and dependency injection. You'll connect the app to a live web-based API and set up offline synchronization before testing the app logic through unit testing. Finally, you will learn how to add monitoring to your Xamarin.Forms projects to track crashes and analytics and gain a proactive edge on quality. What you will learn Find out how, when, and why to use architecture patterns and best practices with Xamarin.Forms Implement the Model-View-ViewModel (MVVM) pattern and data binding in Xamarin.Forms mobile apps Incorporate client-side validation 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 Use platform-specific APIs to build rich custom user interfaces in Xamarin.Forms mobile apps Explore how to monitor mobile app quality using Visual Studio App Center Who this book is for This book is intended for .NET developers who are familiar with Xamarin mobile application development and the open source Xamarin.Forms toolkit. If you have already started working with Xamarin.Forms and want to take your app to the next level, making it more maintainable, testable and flexible, then this

book is for you.

Xamarin Mobile Application Development for Android - Second Edition - Nilanchala Panigrahy 2015-08-24

Develop, test, and deliver fully-featured Android applications using XamarinAbout This Book• Build and test multi-view Android applications using Xamarin.Android• Work with device capabilities such as location sensors and the camera• A progressive, hands-on guide to develop stunning Android applications using XamarinWho This Book Is ForIf you are a C# developer who wants to develop Android apps and enhance your existing skill set, then this book is ideal for you. Good working knowledge of C#, .NET, and object-oriented software development is assumed.What You Will Learn• Build a multi-view, orientation-aware Android application with navigation• Lay out content using the LinearLayout, RelativeLayout, and TableLayout layout managers• Use a ListView (AdapterView) and Adapter to build a view that is populated from server data• Consume REST web service to perform GET, UPDATE, DELETE operation• Use Android SQLite for data persistence and caching• Capture the current location of a device, determine the street address, and integrate with the map app• Test, debug, and deploy an Android appIn DetailTechnology trends come and go, but few have generated the excitement, momentum, or long-term impact that mobile computing has. Mobile computing impacts people's lives at work and at home on a daily basis. Many companies and individual developers are looking to become a part of the movement but are unsure how to best utilize their existing skills and assets. The Xamarin suite of products provides new opportunities to those who already have a significant investment in C# development skills and .NET code bases, and would like to enter into this new, exciting world.This example-oriented guide provides a practical approach to quickly learn the fundamentals of Android app

development using C# and Xamarin.Android. It will lead you through building an Android app step-by-step with steadily increasing complexity.Beginning with an overview of the Android and Xamarin platforms to provide you with a solid understanding of the underlying platform, we gradually walk through building and testing a Points of Interest Android app using C# and the Xamarin.Android product. You will learn to create ListView and add detail view to your Android application. You will handle application behaviors on orientation changes, before learning the different techniques to manage resources and layouts to support multiple screen sizes. You will then access a SQLite database in a cross-platform way and add location features to your application. Finally, you will add camera integration to your application and deploy your app to the various Android app stores.Style and approachAn example-oriented, comprehensive guide to gain an understanding of both the Android and Xamarin platforms.

Xamarin in Action - Jim Bennett 2018-04-27
Summary Xamarin in Action teaches you to build cross-platform mobile apps using Xamarin and C#. You'll explore all the layers of a Xamarin app, from design to deployment. By the end, you'll be able to build a quality, production-ready Xamarin app on iOS and Android from scratch with a high level of code reuse. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Rewriting the same app for iOS and Android is tedious, error-prone, and expensive. Microsoft's Xamarin drastically reduces dev time by reusing most application code—typically 70% or more. The core of your iOS and Android app is shared; you write platform-specific code only for the UI layer. And because Xamarin uses C#, your apps benefit from everything this modern language and the .NET ecosystem have to offer. About the Book Xamarin in Action teaches you to build cross-platform mobile apps using Xamarin and C#. You'll explore all the layers of a Xamarin

app, from design to deployment. Xamarin expert Jim Bennett teaches you design practices that maximize code reuse and isolate device-specific code, making it a snap to incorporate the unique features of each OS. What's Inside Understanding MVVM to maximize code reuse and testability Creating cross-platform model and UI logic layers Building device-specific UIs Unit and automated UI testing Preparing apps for publication with user tracking and crash analytics About the Reader Readers should have some experience with C#. Mobile development experience is helpful, but not assumed. About the Author Jim Bennett is a Xamarin MYP, Microsoft MVP, and Senior Cloud Developer Advocate at Microsoft, specializing in Xamarin mobile apps. He's a frequent speaker at events all around the world, including Xamarin user groups and Xamarin and Microsoft conferences. He regularly blogs about Xamarin development at https://jimbobbennett.io. Table of Contents PART 1 - GETTING STARTED WITH XAMARIN Introducing native cross-platform applications with Xamarin Hello MVVM—creating a simple cross-platform app using MVVM MVVM—the model-view–view model design pattern Hello again, MVVM—understanding and enhancing our simple MVVM app What are we (a)waiting for? An introduction to multithreading for Xamarin apps PART 2 - BUILDING APPS Designing MVVM cross-platform apps Building cross-platform models Building cross-platform view models Building simple Android views Building more advanced Android views Building simple iOS views Building more advanced iOS views PART 3 - FROM WORKING CODE TO THE STORE Running mobile apps on physical devices Testing mobile apps using Xamarin UITest Using App Center to build, test, and monitor apps Deploying apps to beta testers and the stores

Xamarin Cross-Platform Development Cookbook - George Taskos 2016-03-28

A recipe-based practical guide to get you up and running with Xamarin cross-platform

developmentAbout This Book- Gain the skills and expertise to create, test, and deploy native mobile applications in the three major mobile app stores that share up to 95% of the same code- Learn development techniques that will allow you to use and create custom layouts for each platform, cross-platform UI- Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications, helping you through all stages of the software development life cycleWho This Book Is ForThis book is for mobile developers. You must have some basic experience of C# programming, but no previous experience with Xamarin is required. If you are just starting with C# and want to use Xamarin todevelop cross-platform apps effectively and efficiently, then this book is the right choice for you.What You Will Learn- Create and customize your cross-platform UI- Understand and explore cross-platform patterns and practices- Use the out-of-the-box services to support third-party libraries- Find out how to get feedback while your application is used by your users- Bind collections to ListView and customize its appearance with custom cells- Create shared data access using a local SQLite database and a REST service- Test and monitor your applicationsIn DetailYou can create native mobile applications using the Xamarin Forms platform for the three major platforms iOS, Android, and Windows Phone. The advantage of this is sharing as much code as you can, such as the UI, business logic, data models, SQLite data access, HTTP data access, and file storage across the three major platforms.This book provide recipes on how to create an architecture that will be maintainable, extendable, use Xamarin Forms plugins to boost productivity, customize your views per platforms, and use platform-specific implementations at runtime.We start with a simple creation of a Xamarin Forms solution with the three major platforms. We will then jump to XAML recipes and you will learn how to create a tabbed application page, and customize the style

and behavior of views for each platform. Moving on, you will acquire more advanced knowledge and techniques while implementing views and pages for each platform and also calling native UI screens such as the native camera page.Further on, we demonstrate the power of architecting a cross-platform solution and how to share code between platforms, create abstractions, and inject platform-specific implementations. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. We'll then show you the power of databinding offered by Xamarin Forms and how you can create bindable models and use them in XAML. You will learn how to handle user interactions with the device and take actions in particular events.With all the work done and your application ready, you will master the steps of getting the app ready and publishing it in the app store.Style and approachThis book will serve as a quick reference with a unique recipe-based approach that will engage you like never before as you create real-world cross-platform apps on your own.

Learning ArcGIS Runtime SDK for .NET - Ron Vincent 2016-06-30

Learn how to build native, cross-platform mapping apps with this comprehensive and practical guide, using the MVVM pattern About This Book Enhance the user experience with the power of ArcGIS runtime SDK for .NET. This clear, well segregated book has all the information you need on ArcGIS Runtime SDK. Just name it—this book has it! This highly practical book empowers you to build your own custom application! Get to know the inner details of ArcGIS Runtime SDK from our experts, in this book written by Ron Vincent, with 24 years' experience in the GIS industry and many in GIS training. Who This Book Is For This book caters to long-term users of Esri's technologies that are new to mobile development or are transitioning from older Esri technologies such as ArcGIS Engine. It is also for users who are unfamiliar with Esri or GIS and are

in need of a mapping solution for either their desktop or a mobile platform, or both. The book requires knowledge of .NET. What You Will Learn Understand and implement the MVVM pattern using MVVM Light Create and add layers from offline and online resources such as ArcGIS Online or ArcGIS for Server Create a 2D or 3D map and decide what kind of symbology to use Symbolize the layers based on the geometry Search and find objects in the layers Geocode an address and create a route using an address Edit layer objects from online content and offline content Test the application using test-driven development and then build and release the application for the intended audience In Detail ArcGIS is a geographic information system (GIS) that enables you to work with maps and geographic information. It can be used to create and utilize maps, compile geographic data, analyze mapped information, share and discover geographic information and manage geographic information in a database. This book starts by showing you where ArcGIS Runtime fits within Esri's overall platform strategy. You'll create an initial map using the SDK, then use it to get an understanding of the MVVM model. You'll find out about the different kinds of layers and start adding layers, and you'll learn to transform maps into a 3D scene. The next chapters will help you comprehend and extract information contained in the maps using co-ordinates and layer objects. Towards the end, you will learn to set the symbology, decide whether to use 2D or 3D, see how to implement 2D or 3D, and learn to search and find objects. You'll also get to grips with many other standard features of the Application Programming Interface (API), including create applications and finally testing, licensing, and deploying them. Once completed, you will be able to meet most of the common requirements of any mapping application for desktop or mobile platforms. Style and approach This comprehensive book takes a completely practical approach, where every chapter explains the

important concepts and demonstrates a practical application of them in a hands-on manner.

Java In Practice: JDBC And Database Applications - Vivian Siahaan 2019-11-27

This hands-on introduction to database programming using Java is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a programmer. Each brief chapter covers the material for one week of a college course to help you practice what you've learned. As you would expect, this book shows how to build from scratch two different databases: MySQL and SQLite using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn: How to install NetBeans, JDK 11, and MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In the third chapter, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will be shown how to create SQLite database and tables with Java. In chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. Digital image

techniques to extract image features used in this chapted are grascaling, sharpening, invertering, blurring, dilation, erosion, closing, opening, vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching. In chapter seven, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter nine, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and Case_File. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File has seven columns: case_file_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key),

victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MySQL/SQLite pogrammer.

C# 9 and .NET 5 – Modern Cross-Platform Development - Mark J. Price 2020-11-10 Publisher's Note: Microsoft will stop supporting .NET 5 in early May 2022. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022, as well as Visual Studio Code. Key Features • Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor • Strengthen your command of ASP.NET Core 5.0 and create professional websites and services • Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description In C# 9 and .NET 5 – Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that

reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn • Build your own types with object-oriented programming • Query and manipulate data using LINQ • Build websites and services using ASP.NET Core 5 • Create intelligent apps using machine learning • Use Entity Framework Core and work with relational databases • Discover Windows app development using the Universal Windows Platform and XAML • Build rich web experiences using the Blazor framework • Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book. Table of Contents • Hello, C#! Welcome, .NET Core! • Speaking C# • Controlling Flow and Converting Types • Writing, Debugging, and Testing Functions • Building Your Own Types with Object-Oriented Programming • Implementing Interfaces and Inheriting Classes • Understanding and Packaging .NET Types • Working with Common .NET Types • Working with Files, Streams, and Serialization (N.B. Please use the Look Inside option to see further chapters) Review "Mark Price's extraordinary book covers every aspect of C# 9 and .NET 5. It is filled with step-by-step demonstrations and will be of tremendous value both to those who want to learn C# and to more experienced C#

programmers making the transition to C# 9. Highly recommended!" -- Jesse Liberty - author of Programming C# and Learning C# (O'Reilly Media)

Xamarin.Forms Projects - Johan Karlsson 2018-12-27

Explore Xamarin.Forms to develop dynamic applications Key FeaturesExplore SQLite through Xamarin to store locations for various location-based applicationsMake a real-time serverless chat service by using Azure SignalR serviceBuild Augmented Reality application with the power of UrhoSharp together with ARKit and ARCore Book Description Xamarin.Forms is a lightweight cross-platform development toolkit for building applications with a rich user interface. In this book you'll start by building projects that explain the Xamarin.Forms ecosystem to get up and running with building cross-platform applications. We'll increase in difficulty throughout the projects, making you learn the nitty-gritty of Xamarin.Forms offerings. You'll gain insights into the architecture, how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. The book contains seven real-world projects, to get you hands-on with building rich UIs and providing a truly cross-platform experience. It will also guide you on how to set up a machine for Xamarin app development. You'll build a simple to-do application that gets you going, then dive deep into building advanced apps such as messaging platform, games, and machine learning, to build a UI for an augmented reality project. By the end of the book, you'll be confident in building cross-platforms and fitting Xamarin.Forms toolkits in your app development. You'll be able to take the practice you get from this book to build applications that comply with your requirements. What you will learnSet up a machine for Xamarin developmentGet to know about MVVM and data bindings in Xamarin.FormsUnderstand how to use custom renderers to gain platform-specific accessDiscover Geolocation services through

Xamarin EssentialsCreate an abstraction of ARKit and ARCore to expose as a single API for the game Learn how to train a model for imageclassification with Azure Cognitive ServicesWho this book is for This book is for mobile application developers who want to start building native mobile apps using the powerful Xamarin.Forms and C#. Working knowledge of C#, .NET, and Visual Studio is required.

The Definitive Guide to SQLite - Grant Allen 2011-01-28

Outside of the world of enterprise computing, there is one database that enables a huge range of software and hardware to flex relational database capabilities, without the baggage and cost of traditional database management systems. That database is SQLite—an embeddable database with an amazingly small footprint, yet able to handle databases of enormous size. SQLite comes equipped with an array of powerful features available through a host of programming and development environments. It is supported by languages such as C, Java, Perl, PHP, Python, Ruby, TCL, and more. The Definitive Guide to SQLite, Second Edition is devoted to complete coverage of the latest version of this powerful database. It offers a thorough overview of SQLite's capabilities and APIs. The book also uses SQLite as the basis for helping newcomers make their first foray into database development. In only a short time you can be writing programs as diverse as a server-side browser plug-in or the next great iPhone or Android application! Learn about SQLite extensions for C, Java, Perl, PHP, Python, Ruby, and Tcl. Get solid coverage of SQLite internals. Explore developing iOS (iPhone) and Android applications with SQLite. SQLite is the solution chosen for thousands of products around the world, from mobile phones and GPS devices to set-top boxes and web browsers. You almost certainly use SQLite every day without even realizing it!

C# 8.0 and .NET Core 3.0 – Modern Cross-

Platform Development - Mark J. Price 2019-10-31

Publisher's Note: Microsoft ceased support for .NET Core 3.0 in March 2020. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022, as well as Visual Studio Code. Key FeaturesBuild modern, cross-platform applications with .NET Core 3.0Get up to speed with C#, and up to date with all the latest features of C# 8.0Start creating professional web applications with ASP.NET Core 3.0Book Description In C# 8.0 and .NET Core 3.0 – Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part 1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop applications including Windows Forms, Windows Presentation Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learnBuild cross-platform applications for Windows, macOS, Linux, iOS, and AndroidExplore application development with C# 8.0 and .NET Core 3.0Explore ASP.NET Core 3.0

and create professional web applicationsLearn object-oriented programming and C# multitaskingQuery and manipulate data using LINQUse Entity Framework Core and work with relational databasesDiscover Windows app development using the Universal Windows Platform and XAMLBuild mobile applications for iOS and Android using Xamarin.FormsWho this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0.

Xamarin Mobile Application Development for Android - Nilanchala Panigrahy 2015-08-24 Develop, test, and deliver fully-featured Android applications using Xamarin About This Book Build and test multi-view Android applications using Xamarin.Android Work with device capabilities such as location sensors and the camera A progressive, hands-on guide to develop stunning Android applications using Xamarin Who This Book Is For If you are a C# developer who wants to develop Android apps and enhance your existing skill set, then this book is ideal for you. Good working knowledge of C#, .NET, and object-oriented software development is assumed. What You Will Learn Build a multi-view, orientation-aware Android application with navigation Lay out content using the LinearLayout, RelativeLayout, and TableLayout layout managers Use a ListView (AdapterView) and Adapter to build a view that is populated from server data Consume REST web service to perform GET, UPDATE, DELETE operation Use Android SQLite for data persistence and caching Capture the current location of a device, determine the street address, and integrate with the map app Test, debug, and deploy an Android app In Detail Technology trends come and go, but few have generated the excitement, momentum, or long-term impact that mobile computing has. Mobile computing impacts people's lives at work and at home on a daily

basis. Many companies and individual developers are looking to become a part of the movement but are unsure how to best utilize their existing skills and assets. The Xamarin suite of products provides new opportunities to those who already have a significant investment in C# development skills and .NET code bases, and would like to enter into this new, exciting world. This example-oriented guide provides a practical approach to quickly learn the fundamentals of Android app development using C# and Xamarin.Android. It will lead you through building an Android app step-by-step with steadily increasing complexity. Beginning with an overview of the Android and Xamarin platforms to provide you with a solid understanding of the underlying platform, we gradually walk through building and testing a Points of Interest Android app using C# and the Xamarin.Android product. You will learn to create ListView and add detail view to your Android application. You will handle application behaviors on orientation changes, before learning the different techniques to manage resources and layouts to support multiple screen sizes. You will then access a SQLite database in a cross-platform way and add location features to your application. Finally, you will add camera integration to your application and deploy your app to the various Android app stores. Style and approach An example-oriented, comprehensive guide to gain an understanding of both the Android and Xamarin platforms.

Azure and Xamarin Forms - Russell Fustino 2018-06-15

Discover how to create cross platform apps for Android, iOS and UWP using Azure services and C# with Xamarin Forms. This book illustrates how to utilize Azure cloud storage for serving up Azure SQL DB data through Azure App Services. The book starts by setting up Xamarin and introducing Xamarin Forms and then covers the Azure Portal from a developer’s perspective and goes on to demonstrate how to build an Azure Service using Quickstart. You'll also see how to

add Azure support to Xamarin Forms application. You'll review in detail how to build a Xamarin Form with Azure Client and modify an existing app to become a Xamarin Forms Client for Azure with offline synchronization. You then move on to third-party controls that speed up development. By the end of the book, you will be able to use Azure and Xamarin together and master how to use Azure Mobile Quickstarts, Azure SQL plumbing, database synchronization and Xamarin Forms. What You'll Learn Create a Xamarin Forms App and understand the Structure of a Xamarin Forms App. Navigate pages and use platform specific coding. Use images, ListView and the Azure Mobile App Quickstart to build a Service and Xamarin Forms app Modify an existing app to use Azure Client Libraries, understand offline storage with SQLite and incorporate offline synchronization Who This Book Is For Software developers new to Xamarin and/or Azure and for the developers who are familiar with both the technologies to use in mobile apps.

Flutter in Action - Eric Windmill 2020-01-07 Summary In 2017, consumers downloaded 178 billion apps, and analysts predict growth to 258 billion by 2022. Mobile customers are demanding more—and better—apps, and it’s up to developers like you to write them! Flutter, a revolutionary new cross-platform software development kit created by Google, makes it easier than ever to write secure, high-performance native apps for iOS and Android. Flutter apps are blazingly fast because this open source solution compiles your Dart code to platform-specific programs with no JavaScript bridge! Flutter also supports hot reloading to update changes instantly. And thanks to its built-in widgets and rich motion APIs, Flutter’s apps are not just highly responsive, they’re stunning! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology With Flutter, you can build mobile applications using a single, feature-rich SDK that includes everything from a

rendering engine to a testing environment. Flutter compiles programs written in Google's intuitive Dart language to platform-specific code so your iOS and Android games, utilities, and shopping platforms all run like native Java or Swift apps. About the book Flutter in Action teaches you to build professional-quality mobile applications using the Flutter SDK and the Dart programming language. You'll begin with a quick tour of Dart essentials and then dive into engaging, well-described techniques for building beautiful user interfaces using Flutter's huge collection of built-in widgets. The combination of diagrams, code examples, and annotations makes learning a snap. As you go, you'll appreciate how the author makes easy reading of complex topics like routing, state management, and async programming. What's inside Understanding the Flutter approach to the UI All the Dart you need to get started Creating custom animations Testing and debugging About the reader You'll need basic web or mobile app development skills. About the author Eric Windmill is a professional Dart developer and a contributor to open-source Flutter projects. His work is featured on the Flutter Showcase page. Table of Contents: PART 1 - MEET FLUTTER 1 ¦ Meet Flutter 2 ¦ A brief intro to Dart 3 ¦ Breaking into Flutter PART 2 - FLUTTER USER INTERACTION, STYLES, AND ANIMATIONS 4 ¦ Flutter UI: Important widgets, themes, and layout 5 ¦ User interaction: Forms and gestures 6 ¦ Pushing pixels: Flutter animations and using the canvas PART 3 - STATE MANAGEMENT AND ASYNCHRONOUS DART 7 ¦ Flutter routing in depth 8 ¦ Flutter state management 9 ¦ Async Dart and Flutter and infinite scrolling PART 4 - BEYOND FOUNDATIONS 10 ¦ Working with data: HTTP, Firestore, and JSON 11 ¦ Testing Flutter apps

C# 7.1 and .NET Core 2.0 – Modern Cross-Platform Development - Mark J. Price 2017-11-30

C# 7.1 and .NET Core 2.0 – Modern Cross-

Platform Development, Third Edition is a practical guide to creating powerful cross-platform applications with C# 7 and .NET Core 2.0. About This Book Build modern, cross-platform applications with .NET Core 2.0 Get up to speed with C#, and up to date with all the latest features of C# 7.1 Start creating professional web applications with ASP.NET Core 2.0 Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7.1 and .NET Core 2.0 Explore ASP.NET Core 2.0 and learn how to create professional websites, services, and applications Improve your application's performance using multitasking Use Entity Framework Core and LINQ to query and manipulate data Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform Protect and manage your files and data with encryption, streams, and serialization Get started with mobile app development using Xamarin.Forms Preview the nullable reference type feature of C# 8 In Detail C# 7.1 and .NET Core 2.0 – Modern Cross-Platform Development, Third Edition, is a practical guide to creating powerful cross-platform applications with C# 7.1 and .NET Core 2.0. It gives readers of any experience level a solid foundation in C# and .NET. The first part of the book runs you through the basics of C#, as well as debugging functions and object-oriented programming, before taking a quick tour through the latest features of C# 7.1 such as default literals, tuples, inferred tuple names, pattern matching, out variables, and more. After quickly taking you through C# and how .NET works, this book dives into the .NET

Standard 2.0 class libraries, covering topics such as packaging and deploying your own libraries, and using common libraries for working with collections, performance, monitoring, serialization, files, databases, and encryption. The final section of the book demonstrates the major types of application that you can build and deploy cross-device and cross-platform. In this section, you'll learn about websites, web applications, web services, Universal Windows Platform (UWP) apps, and mobile apps. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core 2.0.

Xamarin: Cross-Platform Mobile Application Development - Jonathan Peppers 2016-08-31

Master the skills required to develop cross-platform applications from drawing board to app store(s) using Xamarin About This Book Learn to deliver high-performance native apps that leverage platform specific acceleration, complied for native performance Learn development techniques that will allow you to use and create custom layouts for cross-platform UI Gain the knowledge needed to become more efficient in testing, deploying, and monitoring your applications Implement application life cycle management concepts to manage cross-platform projects Who This Book Is For Mobile application developers wanting to develop skills required to steer cross-platform applications using Xamarin. What You Will Learn Share C# code across platforms and call native Objective-C or Java libraries from C# Submit your app to the Apple App Store and Google Play Use the out-of-the-box services to support third-party libraries Find out how to get feedback while your application is used by your users Create shared data access

using a local SQLite database and a REST service Test and monitor your applications Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising on nativity in mobile applications In Detail Developing a mobile application for just one platform is becoming a thing of the past. Companies expect their apps to be supported on iOS, Android and Windows Phone, while leveraging the best native features on all three platforms. Xamarin's tools help ease this problem by giving developers a single toolset to target all three platforms. The main goal of this course is to equip you with knowledge to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. Module 1 is a step-by-step guide to building real-world applications for iOS and Android. The module walks you through building a chat application, complete with a backend web service and native features such as GPS location, camera, and push notifications. Additionally, you'll learn how to use external libraries with Xamarin and Xamarin.Forms. Module 2 provide you recipes on how to create an architecture that will be maintainable, extendable, use Xamarin.Forms plugins to boost productivity. We start with a simple creation of a Xamarin.Forms solution, customize the style and behavior of views for each platform. Further on, we demonstrate the power of architecting a cross-platform solution. Next, you will utilize and access hardware features that vary from platform to platform with cross-platform techniques. You will master the steps of getting the app ready and publishing it in the app store. The last module starts with general topics such as memory management, asynchronous programming, local storage, networking, and platform-specific features. You

will learn about key tools to leverage the pattern and advanced implementation strategies. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release. After the completion of this course, you will learn a path that will get you up and running with developing cross-platform mobile applications and help you become the go-to person when it comes to Xamarin. Style and approach This course will serve as comprehensive guide for developing cross-platform applications with Xamarin with a unique approach that will engage you like never before as you create real-world cross-platform apps on your own.

C# 7 and .NET Core: Modern Cross-Platform Development - Mark J. Price 2017-03-24

Modern Cross-Platform Development About This Book Build modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest features of C# 7 Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption

and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section will demonstrate the major types of application that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

C# 10 and .NET 6 – Modern Cross-Platform Development - Mark J. Price 2021-11-09

A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code. Purchase of the print or Kindle book includes a free eBook in the PDF format. Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description Extensively revised to accommodate all the latest features that come

with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using XAML Who this book is for Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

Creating Cross-Platform C# Applications with Uno Platform - Matt Lacey 2021-08-27 Discover how to leverage the Uno Platform to write single-codebase, cross-platform mobile, desktop, and web applications using C# and

XAML Key FeaturesEnhance your Windows apps by running them on all operating systems and browsersUse tools and APIs you already know to remain productive as you target new platformsCreate realistic apps for various lines of business (LOBs) and consumer scenariosBook Description Developers are increasingly being asked to build native applications that run on multiple operating systems and in the browser. In the past, this would have meant learning new technologies and making multiple copies of an application. But the Uno Platform allows you to use tools, languages, and APIs you already know from building Windows apps to develop apps that can also run on other platforms. This book will help you to create customer-facing as well as line-of-business apps that can be used on the device, browser, or operating system of your choice. This practical guide enables developers to put their C# and XAML knowledge to work by writing cross-platform apps using the Uno Platform. Packed with tips and practical examples, this book will help you to build applications for common scenarios. You'll begin by learning about the Uno Platform through step-by-step explanations of essential concepts, before moving on to creating cross-platform apps for different lines of business. Throughout this book, you'll work with examples that will teach you how to combine your existing knowledge to manage common development environments and implement frequently needed functionality. By the end of this Uno development book, you will have learned how to write your own cross-platform apps with the Uno Platform and use additional tools and libraries to speed up your app development process. What you will learnUnderstand how and why Uno could be the right fit for your needsSet up your development environment for cross-platform app development with the Uno Platform and create your first Uno Platform appFind out how to create apps for different business scenariosDiscover how to combine technologies and controls to accelerate

developmentGo beyond the basics and create 'world-ready' applicationsGain the confidence and experience to use Uno in your own projectsWho this book is for This book is for developers who are familiar with app development for Windows and want to use their existing skills to build cross-platform apps. Basic knowledge of C# and XAML is required to get started with this book. Anyone with basic experience in app development using WPF, UWP, or WinUI will be able to learn how to create cross-platform applications with the Uno Platform.

Mastering Xamarin UI Development - Steven F. Daniel 2017-01-20

Build stunning, maintainable, cross-platform mobile application user interfaces with the power of XamarinAbout This Book- Create, configure, and customize stunning platform-specific features as well as cross-platform UIs with the power of Xamarin Forms.- Maximize the testability, flexibility, and overall quality of your Xamarin apps.- Get the most out of Xamarin.Forms and create your own reusable templates with C# scripting in Xamarin.Who This Book Is ForIf you are a mobile developer with basic knowledge of Xamarin and C# coding, then this book is for you.What You Will Learn- Develop stunning native cross-platform apps using the Xamarin.Forms framework- Work with the different UI layouts to create customized layouts using the C# programming language and tweak it for a given platform- Customize the user interface using DataTemplates and CustomRenderers and the Platform Effects API to change the appearance of control elements- Build hybrid apps using the Razor Template Engine and create Razor Models that communicate with a SQLite database- Use location based features within your app to display the user's current location- Work with the Xamarin.Forms Map control to display Pin placeholders based on the stored latitude and longitude coordinates- Understand and use the MVVM pattern architecture to navigate between

each of your ViewModels and implement Data Binding to display and update information- Work with the Microsoft Azure Platform to incorporate API Data Access using Microsoft Azure App Services and the RESTful API- Incorporate third-party features within your app using the Facebook SDK and the Open Graph API- Perform unit testing and profile your Xamarin.Forms applications- Deploy your apps to the Google Play Store and Apple App StoreIn DetailXamarin is the most powerful cross-platform mobile development framework. If you are interested in creating stunning user interfaces for the iOS and Android mobile platforms using the power of Xamarin and Xamarin.Forms, then this is your ticket.This book will provide you the practical skills required to develop real-world Xamarin applications. You will learn how to implement UI structures and layouts, create customized elements, and write C# scripts to customize layouts. You will create UI layouts from scratch so that you can tweak and customize a given UI layout to suit your needs by using Data Templates.Moving on, you will use third-party libraries - such as the Razor template engine that allows you to create your own HTML5 templates within the Xamarin environment - to build a book library Hybrid solution that uses the SQLite.Net library to store, update, retrieve, and delete information within a SQLite local database. You'll also implement key data-binding techniques that will make your user interfaces dynamic, and create personalized animations and visual effects within your user interfaces using Custom Renderers and the PlatformEffects API to customize and change the appearance of control elements.At the end of this book, you will test your application UI for robust and consistent behavior and then explore techniques to deploy to different platforms.Style and approachThis easy to follow guide will walk you through building a real world Xamarin.Forms mobile app from start to finish. Each chapter builds upon the app using a step-by-step methodology that

applies new advanced functionalities, design patterns, and best practices.

Android Cookbook - Ian Darwin 2012-04-20

Provides instruction on building Android apps, including solutions to working with web services, multitouch gestures, location awareness, and device features.

Beginning Visual Studio for Mac - Alessandro Del Sole 2017-10-24

Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE). Microsoft has invested heavily to deliver their very best development tools and platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft’s “mobile-first”, “cloud-first”, and “any developer, any platform, any device” strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, Beginning Visual Studio for Mac will quickly get you up to speed! What You'll Learn Prepare, configure, and debug in the Mac development environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems

Practical Flutter - Frank Zammetti 2019-07-19

Explore what Flutter has to offer, where it came from, and where it’s going. Mobile development is progressing at a fast rate and with Flutter – an

open-source mobile application development SDK created by Google – you can develop applications for Android and iOS, as well as Google Fuchsia.Learn to create three apps (a personal information manager, a chat system, and a game project) that you can install on your mobile devices and use for real. You will begin by getting a solid foundation of Flutter knowledge, and building on it immediately by constructing two more traditional productivity apps.. You will also learn to create a game, enabling you to see a whole other perspective on what Flutter can do. In addition to building these apps, you'll have the benefit of reviewing real-world issues you might encounter, along with ways to deal with them through tips and tricks, all designed to make your Flutter experience that much more productive and, frankly, fun! Practical Flutter will leave you with a solid grasp of how to build apps with Flutter, and springboard into creating more advanced apps on your own. By the time your journey through this material concludes, another larger one will begin as you springboard, well-prepared, into the larger world of Flutter development, tackling any project that comes your way with aplomb. Practical Flutter is a learning adventure you won't want to miss. What You'll Learn Get a Flutter project started and logically structure it Use the interface elements Flutter provides, such as widgets, controls, and extensions Build layouts using interface elements Use available tooling, specifically Android Studio Leverage server-side development and connect a Flutter app to a server back-end. Who This Book Is For Mobile developers who are looking to build for multiple mobile platforms and trying to do so with a codebase that is largely the same across all. Basic knowledge of iOS and Android generally, and some general programming experience is expected.

Modern Data Access with Entity Framework Core - Holger Schwichtenberg 2018-06-27

C# developers, here’s your opportunity to learn the ins-and-outs of Entity Framework Core,

Microsoft’s recently redesigned object-relational mapper. Benefit from hands-on learning that will teach you how to tackle frustrating database challenges, such as workarounds to missing features in Entity Framework Core, and learn how to optimize the performance of your applications, head-on! Modern Data Access with Entity Framework Core teaches best practices, guidance, and shortcuts that will significantly reduce the amount of resources you internally dedicate to programming data access code. The proven methods and tools taught in this book, such as how to get better performance, and the ability to select the platform of your choice, will save you valuable time and allow you to create seamless data access. Dive into succinct guidance that covers the gamut-- from installing Entity Framework Core, reverse engineering, forward engineering (including schema migrations), and data reading and modification with LINQ, Dynamic LINQ, SQL, Stored Procedures, and Table Valued Functions- to using third-party products such as LINQPad, Entity Developer, Entity Framework Profiler, EFPlus, and AutoMapper. You'll also appreciate excerpts of conceptual software architecture discussion around Entity Framework Core that might otherwise take years to learn. What You'll Learn Understand the core concepts of Entity Framework Core, as well process models for existing databases (reverse engineering) and the generation of database schemas from object models (forward engineering) Study real-world case studies for hands-on EF Core instruction Get up to speed with valuable database access scenarios and code samples Discover workarounds to augment missing features in Entity Framework Core Use Entity Framework Core to write mobile apps Bonus online appendix covers Entity Framework Core 2.1 release updates Who This Book Is For Software developers who have basic experience with .NET and C#, as well as some understanding of relational databases. Knowledge of predecessor

technologies such as ADO.NET and the classic ADO.NET Entity Framework is not necessary to learn from this book.

Xamarin Blueprints - Michael Williams 2016-09-30

Leverage the power of Xamarin to create stunning cross-platform and native apps About This Book Helps you get a clear practical understanding of creating professional-grade apps with Xamarin Covers Xamarin.Forms, Xamarin Android, and Xamarin iOS If you want to transform yourself from an amateur mobile developer into a professional app developer across multiple platforms, then this is the ideal book for you Who This Book Is For If you are a mobile developer looking to create interesting and fully featured apps for different platforms, then this book is the ideal solution for you. A basic knowledge of Xamarin and C# programming is assumed What You Will Learn Discover eight different ways to create your own Xamarin applications Improve app performance by using SQLite for data-intensive applications Set up a simple web service to feed JSON data into mobile applications Store files locally with Xamarin.Forms using dependency services Use Xamarin extension libraries to create effective applications with less coding In Detail Do you want to create powerful, efficient, and independent apps from scratch that will leverage the Xamarin framework and code with C#? Well, look no further; you've come to the right place! This is a learn-as-you-build practical guide to building eight full-fledged applications using Xamarin.Forms, Xamarin Android, and Xamarin iOS. Each chapter includes a project, takes you through the process of building applications (such as a gallery Application, a text-to-speech service app, a GPS locator app, and a stock market app), and will show you how to deploy the application's source code to a Google Cloud Source Repository. Other practical projects include a chat and a media-editing app, as well as other examples fit to adorn any developer's

utility belt. In the course of building applications, this book will teach you how to design and prototype professional-grade applications implementing performance and security considerations. Style and approach A project-based approach that will solve all your needs when it comes to creating native Android, iOS, and cross-platform apps efficiently and effectively.

Learn SQLite with JDBC - Vivian Siahaan 2019-09-30

In this book, you will learn how to build from scratch a criminal records management database system using Java / SQLite. All Java code for digital image processing in this book is Native Java. Intentionally not to rely on external libraries, so that readers know in detail the process of extracting digital images from scratch in Java. In the first chapter, you will be shown how to create SQLite database and tables with Java. In second chapter, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. Digital image techniques to extract image features used in this chapted are grascaling, sharpening, invertering, blurring, dilation, erosion, closing, opening, vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching. In the third chapter, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. In the fourth chapter, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type,

so that the image of the feature will be directly saved into this table. In the fifth chapter, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In the sixth chapter, you will add two tables: Victim and Case_File. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File has seven columns: case_file_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful for you.

Mastering Cross-Platform Development with Xamarin - Can Bilgin 2016-03-31

Master the skills required to steer cross-platform applications from drawing board to app store(s) using Xamarin About This Book Develop your Xamarin development skills with this comprehensive guide on various patterns and features so you can create elegant and high-quality applications Create adaptive user interfaces on separate platforms without compromising the user experience and platform identity Implement application lifecycle management concepts to manage and finalize cross-platform projects and efficiently collaborate with others Who This Book Is For This book is ideal for those who want to take their entry–level Xamarin mobile development skills to the next

level to become the go-to person within their organization. To fully understand the patterns and concepts described, you should possess a reasonable level of knowledge about the core elements of Xamarin and cross-platform application development with it. What You Will Learn Configure your environment for cross-platform projects with Xamarin Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Employ asynchronous and parallel patterns to execute non-interactive and non-blocking processes Create and use SQLite databases for offline scenarios Integrate network resources with cross-platform applications Design and implement eye-catching and reusable UI components without compromising nativity in mobile applications Manage the application lifecycle of cross-platform development projects Distribute Xamarin applications through public or private channels In Detail The main goal of this book is to equip you with the required know-how to successfully analyze, develop, and manage Xamarin cross-platform projects using the most efficient, robust, and scalable implementation patterns. This book starts with general topics such as memory management, asynchronous programming, local storage, and networking, and later moves onto platform-specific features. During this transition, you will learn about key tools to leverage the patterns described, as well as advanced implementation strategies and features. The book also presents User Interface design and implementation concepts on Android and iOS platforms from a Xamarin and cross-platform perspective, with the goal to create a consistent but native UI experience. Finally, we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross-platform projects through to public or private release. Style and approach This is a comprehensive guide on various Xamarin features and patterns. Each topic is

explained and demonstrated with code samples, which are revised in each section in an iterative manner and analyzed with available diagnostic tools to demonstrate the benefits of different patterns.

Using SQLite - Jay Kreibich 2010-08-17

Application developers, take note: databases aren't just for the IS group any more. Whether you're developing applications for the desktop, the Web, embedded systems, or operating systems, the SQLite database provides an alternative to heavy-duty client-server databases such as Oracle and MySQL. With this book, you'll get complete guidance for using this small and lightweight database effectively. You'll learn how to make SQLite an integral part of your application to help contain the size and complexity of your project. And you'll discover how much simpler it is to build database-backed applications with SQLite than the database tools you've been using. Get a crash course in data modeling Learn how to use SQLite with scripting languages such as Perl, Python, and Ruby Become familiar with the subset of SQL supported by SQLite

Xamarin.Forms Projects - Daniel Hindrikes 2020-06-19

Xamarin.Forms Projects is a project-based guide that enables you to build effective mobile applications from the ground up using seven real-world examples. Starting with simpler projects to help you get up and running with the framework, the book explores all the components of Xamarin.Forms and takes you through to building complex projects ...

Xamarin Jilid 9 - Dayat Suryana 2019-01-23

Xamarin Jilid 9 Isi dari buku ini antara lain adalah: Android Platform-Spesifik, Platform-Spesifik Windows, Membuat Platform-Spesifik, Mengkonsumsi dan Membuat Xamarin.Forms Plugins, Tizen .NET, Fitur Platform Windows, Setup Proyek Windows, Penyiapan Platform WPF, Xamarin.Essentials, Mulai dengan Xamarin.Essentials, Xamarin.Elemen:

Accelerometer, Xamarin.Elemen: Informasi Aplikasi, Xamarin.Elemen: Barometer, Xamarin. Esensial: Baterai, Xamarin.Elemen: Clipboard, Xamarin.Elemen: Kompas, Xamarin.Elemen: Konektivitas, Xamarin.Essentials: Data Transfer, Xamarin.Essentials: Informasi Tampilan Perangkat, Xamarin.Essentials: Informasi Perangkat, Xamarin.Essentials: Email, Xamarin.Essentials: File System Helpers, Xamarin.Essentials: Senter, Xamarin.Essentials: Geocoding, Xamarin.Essentials: Geolokasi, Xamarin. Esensial: Giroskop, Xamarin.Essentials: Launcher, Xamarin. Esensial: Magnetometer, Xamarin.Essentials: MainThread, Xamarin.Essentials: Maps, Xamarin.Essentials: Browser, Xamarin.Essentials: OrientationSensor, Xamarin.Essentials: Phone Dialer, Xamarin.Essentials: Status Penghemat Energi Power, Xamarin.Essentials: Preferensi, Xamarin.Essentials: Screen Lock, Xamarin.Essentials: Penyimpanan Aman, Xamarin.Elemen: SMS, Xamarin.Essentials: Text-to-Speech, Xamarin.Essentials: Pelacakan Versi, Xamarin.Elemen: Getaran, Xamarin.Essentials: Pemecahan Masalah, Layanan Data dan Cloud di Xamarin.iOS Apps, Microsoft Azure Active Directory, Azure Active Directory, Aplikasi Microsoft Azure Mobile, Akses Data Xamarin.iOS, Pengantar Penyimpanan Data di Xamarin.iOS Apps, Mengkonfigurasi SQLite di Xamarin.iOS, Menggunakan SQLite.NET dengan Xamarin.iOS, Menggunakan ADO.NET dengan Xamarin.iOS, Menggunakan Data di aplikasi iOS, System.Data di Xamarin.iOS, Menggunakan iCloud dengan Xamarin.iOS, CloudKit di Xamarin.iOS, Pengantar Layanan Web, Walkthrough - Bekerja dengan WCF. Buku jilid 9 (Sembilan), dengan judul “Xamarin Jilid 9”. Untuk semua buku totalnya adalah 15 (lima belas) buku dengan lengkap untuk tahun 2019. Menjalankan Software Visual Studio untuk programer, apalagi sudah mengenal program ini terutama bahasa C#, sangat baik. Di Program Visual Studio ada bernama pemograman bernama “Xamarin” untuk

membuat semua aplikasi di terutama untuk Platform: Android, iOS dan UWP. Semoga buku membantu dan bermanfaat bagi yang mempelajari pemograman aplikasi yang terdapat di software “Xamarin”. Selamat Membaca.
Salam, Dayat Suryana
https://www.dayatsuryana.my.id

Xamarin 4 By Example - Matteo Bortolu 2016-08-30

Design, develop, and publish your own mobile apps for iOS and Android using C# and Xamarin Studio About This Book Explore the exciting features of Xamarin Studio while learning to develop your own applications Develop a complete application from conceptualization through to publishing it on the app store The book walks you through the basics of cross-platform development with Xamarin using examples and best practices and tips for cross platform solutions. Who This Book Is For If you want to develop your own applications and want to explore the features of Xamarin Studio, then this is the book for you. It is expected that you have a basic understanding of technologies in mobile development, but prior knowledge of Xamarin is not required. What You Will Learn Understand the software development lifecycle for mobile applications Use Xamarin Studio and its wide range of features to write your programs in C# Use different options to create multi-platform applications using Xamarin and develop a cross-platform extension method Work with Xamarin forms and various UI controls Integrate synchronous and asynchronous communication module within your app Render images to work with Android and iOS Link a third-party application to your solution In Detail The mobile app market is increasing exponentially every year. Xamarin Studio with its modern and powerful IDEs makes creating applications a lot easier by simplifying the development process. Xamarin will allow you and your team to create native applications by taking advantage of one of the most evolved programming language in the

world: C#. This book will provide you with the basic skills you need to start developing mobile apps using C# and Xamarin. By working through the examples in each chapter, you will gain hands-on experience of creating a complete app that is fully functional by all means. Finally, you will learn to publish the app you created on the app market. Each project in this book will take you one step closer to becoming a professional app developer. Style and approach The step-by-guide will walk you through the process of creating an application of with the help of small projects that will teach you everything you need to know to build a complete application of your own.

Mastering Xamarin.Forms - Ed Snider 2018-03-27

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, you'll go step by step through several advanced topics to create a solution architecture rich with the benefits of good design ...

Java In Action: An Excellent Guide to Explore JDBC And Database Applications - Vivian Siahaan 2019-11-27

This step-by-step guide to explore database programming using Java is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a programmer. Each brief chapter covers the material for one week of a college course to help you practice what you've learned. As you would expect, this book shows how to build from scratch two different databases: PostgreSQL and SQLite using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL commands are used; How to query statements to

create databases, create tables, fill tables, and manipulate table contents is done.In the first chapter, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will learn querying data from the postgresql using jdbc including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using jdbc, updating data in postgresql database using jdbc, calling postgresql stored function using jdbc, deleting data from a postgresql table using jdbc, and postgresql jdbc transaction. In chapter three, you will create a PostgreSQL database, named School, and its tables. In chapter four, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter five, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter six, you will study how to query the six tables. In chapter seven, you will be shown how to create SQLite database and tables with Java. In chapter eight, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. Digital image

techniques to extract image features used in this chapted are grascaling, sharpening, invertering, blurring, dilation, erosion, closing, opening, vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. In chapter ten, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter eleven, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter twelve, you will add two tables: Victim and Case_File. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File has seven columns: case_file_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key),

victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/PostgreSL/SQLite pogrammer.

Building Xamarin.Forms Mobile Apps Using XAML - Dan Hermes 2019-02-12

Leverage Xamarin.Forms to build iOS and Android apps using a single, cross-platform approach. This book is the XAML companion to the C# guide Xamarin Mobile Application Development. You'll begin with an overview of Xamarin.Forms, then move on to an in-depth XAML (eXtensible Application Markup Language) primer covering syntax, namespaces, markup extensions, constructors, and the XAML standard. XAML gives us both the power of decoupled UI development and the direct use of Xamarin.Forms elements. This book explores the core of the Xamarin.Forms mobile app UI: using layouts and FlexLayouts to position controls and views to design and build screens, formatting your UI using resource dictionaries, styles, themes and CSS, then coding user interactions with behaviors, commands, and triggers. You'll see how to use XAML to build sophisticated, robust cross-platform mobile apps and help your user get around your app using Xamarin.Forms navigation patterns. Building Xamarin.Forms Mobile Apps Using XAML explains how to bind UI to data models using data binding and using the MVVM pattern, and how to customize UI elements for each platform using industry-standard menus, effects, custom renderers, and native view declaration. What You Will Learn Create world-class mobile apps for iOS and Android using C# and XAMLBuild a XAML UI decoupled from the C# code behind Design UI layouts such as FrameLayout, controls, lists, and navigation patterns Style your app using resource dictionaries, styles, themes, and CSS Customize controls to have platform-specific features using effects, custom renderers, and native views Who

This Book Is For XAML and C# developers, architects, and technical managers as well as many Android and iOS developers

Mobile Development with .NET - Can Bilgin 2021-04-09

A mobile applications development masterclass for .NET and C# developers Key FeaturesUncover the new features and capabilities of the .NET 5 framework in this updated and improved second editionOptimize the time required to develop highly performant cross-platform applicationsUnderstand the architectural patterns and best practices for mobile application developmentBook Description Are you a .NET developer who wishes to develop mobile solutions without delving into the complexities of a mobile development platform? If so, this book is a perfect solution to help you build professional mobile apps without leaving the .NET ecosystem. Mobile Development with .NET will show you how to design, architect, and develop robust mobile applications for multiple platforms, including iOS, Android, and UWP using Xamarin, .NET Core, and Azure. With the help of real-world scenarios, you'll explore different phases of application development using Xamarin, from environment setup, design, and architecture to publishing. Throughout the book, you'll learn how to develop mobile apps using Xamarin and .NET Standard. You'll even be able to implement a web-based backend composed of microservices with .NET Core using various Azure services including, but not limited to, Azure Active Directory, Azure Functions. As you advance, you'll create data stores using popular database technologies such as Cosmos DB and data models such as the relational model and NoSQL. By the end of this mobile application development book, you'll be able to create cross-platform mobile applications that can be deployed as cloud-based PaaS and SaaS. What you will learnDiscover the latest features of .NET 5 that can be used in mobile application developmentExplore Xamarin.Forms Shell for building cross-platform mobile

UIsUnderstand the technical design requirements of a consumer mobile appGet to grips with advanced mobile development concepts such as app data management, push notifications, and graph APIsManage app data with Entity Framework CoreUse Microsoft's Project Rome for creating cross-device experiences with XamarinBecome well-versed with implementing machine learning in your mobile appsWho this book is for This book is for ASP.NET Core developers who want to get started with mobile development using Xamarin and other Microsoft technologies. Working knowledge of C# programming is necessary to get started.

Xamarin Jilid 3 - Dayat Suryana 2019-01-20

Xamarin Jilid 3 Isi dari buku ini antara lain adalah: Xamarin.Forms Data Binding, Xamarin.Forms Binding Dasar, Xamarin.Forms Binding Mode, Xamarin.Forms String Formatting, Xamarin.Forms Binding Path,Xamarin.Forms Binding Value Converters,Antarmuka Komando Xamarin.Forms, Xamarin.Forms DependencyService,Pengantar Ketergantungan Layanan,Menerapkan Text-to-Speech, Memeriksa Orientasi Perangkat,Memeriksa Status Baterai,Memilih Foto dari Perpustakaan Gambar,Xamarin.Forms Effects,Pengantar Efek,Menciptakan Efek,Passing Parameters to an Effect,Passing Effect Parameters sebagai Common Language Runtime Properties,Passing Effect Parameters sebagai Attached Properties,Memicu Acara dari Efek,Penanganan File di Xamarin.Forms,Xamarin.Gerbang Geometris,Menambahkan Pengenal Gerakan Gesture Ketuk,Menambahkan Pengingat Gesture Pinch,Menambahkan Pengenal Gerakan Gesture,Xamarin.Forms Pelokalan,Lokalisasi,Pelokalan Kanan-kekiri,Xamarin.Forms Local Databases,Xamarin.Forms MessagingCenter,Xamarin.Forms Navigasi,Navigasi hirarkis,Xamarin.Forms Halaman Tab,Xamarin.Forms Carousel Page,Xamarin.Forms Master-Detail

Page,Xamarin.Forms Modal Halaman,Menampilkan Munculan Buku jilid 3 (Tiga), dengan judul “Xamarin Jilid 3”. Untuk semua buku totalnya adalah 15 (lima belas) buku dengan lengkap untuk tahun 2019. Menjalankan Software Visual Studio untuk programer, apalagi sudah mengenal program ini terutama bahasa C#, sangat baik. Di Program Visual Studio ada bernama pemograman bernama “Xamarin” untuk membuat semua aplikasi di terutama untuk Platform: Android, iOS dan UWP. Semoga buku membantu dan bermanfaat bagi yang mempelajari pemograman aplikasi yang terdapat di software “Xamarin”.Selamat Membaca Salam, Dayat Suryana https://www.dayatsuryana.my.id

Hands-On Mobile Development with .NET Core - Can Bilgin 2019-05-31

Develop native applications for multiple mobile and desktop platforms including but not limited to iOS, Android, and UWP with the Xamarin framework and Xamarin.Forms Key FeaturesUnderstand .NET Core and its cross-platform development philosophy Build Android, iOS, and Windows mobile applications with C#, .NET Core, and Azure Cloud ServicesBring Artificial Intelligence capabilities into your mobile applications with Azure AIBook Description .NET Core is the general umbrella term used for Microsoft’s cross-platform toolset. Xamarin used for developing mobile applications, is one of the app model implementations for .NET Core infrastructure. In this book, you will learn how to design, architect, and develop highly attractive, maintainable, efficient, and robust mobile applications for multiple platforms, including iOS, Android, and UWP, with the toolset provided by Microsoft using Xamarin, .NET Core, and Azure Cloud Services. This book will take you through various phases of application development with Xamarin, from environment setup, design, and architecture to publishing, using real-world scenarios. Throughout the book, you will learn how to develop mobile apps using Xamarin, Xamarin.Forms and .NET Standard; implement a

webbased backend composed of microservices with .NET Core using various Azure services including but not limited to Azure App Services, Azure Active Directory, Notification Hub, Logic Apps, and Azure Functions, Cognitive Services; create data stores using popular database technologies such as Cosmos DB, SQL and Realm. Towards the end, the book will help developers to set up an efficient and maintainable development pipeline to manage the application life cycle using Visual Studio App Center and Visual Studio Services. What you will learnImplement native applications for multiple mobile and desktop platformsUnderstand and use various Azure Services with .NET CoreMake use of architectural patterns designed for mobile and web applicationsUnderstand the basic Cosmos DB conceptsUnderstand how different app models can be used to create an app serviceExplore the Xamarin and Xamarin.Forms UI suite with .NET Core for building mobile applicationsWho this book is for This book is for mobile developers who wish to develop cross-platform mobile applications. Programming experience with C# is required. Some knowledge and understanding of core elements and cross-platform application development with .NET is required.

Xamarin Mobile Application Development - Dan Hermes 2015-07-04

Xamarin Mobile Application Development is a hands-on Xamarin.Forms primer and a cross-platform reference for building native Android, iOS, and Windows Phone apps using C# and .NET. This book explains how to use Xamarin.Forms, Xamarin.Android, and Xamarin.iOS to build business apps for your customers and consumer apps for Google Play and the iTunes App Store. Learn how to leverage Xamarin.Forms for cross-platform development using the most common UI pages, layouts, views, controls, and design patterns. Combine these with platform-specific UI to craft a visually stunning and highly interactive mobile user

experience. Use Xamarin.Forms to data bind your UI to both data models and to view models for a Model-View-ViewModel (MVVM) implementation. Use this book to answer the important question: Is Xamarin.Forms right for my project? Platform-specific UI is a key concept in cross-platform development, and Xamarin.Android and Xamarin.iOS are the foundation of the Xamarin platform. Xamarin Mobile Application Development will cover how to build an Android app using Xamarin.Android and an iOS app using Xamarin.iOS while sharing a core code library. SQLite is the database-of-choice for many Xamarin developers. This book will explain local data access techniques using SQLite.NET and ADO.NET. Build a mobile data access layer (DAL) using SQLite and weigh your options for web services and enterprise cloud data solutions. This book will show how organize your Xamarin code into a professional-grade application architecture. Explore solution-building techniques from starter-to-enterprise to help you decouple your functional layers, manage your platform-specific code, and share your cross-platform classes for code reuse, testability, and maintainability. Also included are 250+ screenshots on iOS, Android, and Windows Phone and 200+ C# code examples with downloadable C# and XAML versions available from Apress.com. This comprehensive recipe and reference book addresses one of the most important and vexing problems in the software industry today: How do we effectively design and develop cross-platform mobile applications?