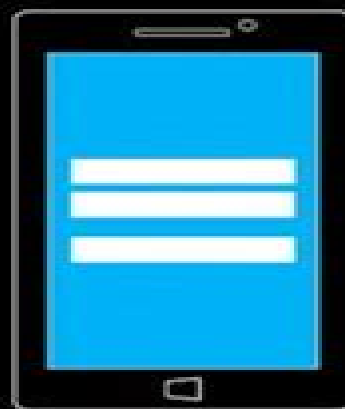
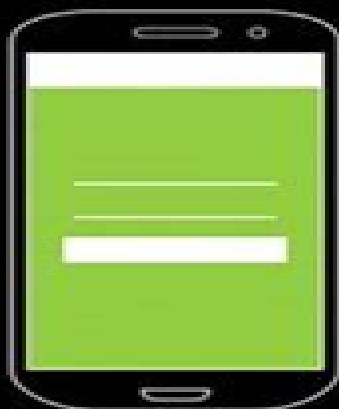


Creating Mobile Apps with Xamarin.Forms



**PREVIEW
EDITION**

Cross-platform C# programming
for iOS, Android, and Windows Phone

CHARLES PETZOLD

Creating Mobile Apps With Xamarin Forms Preview Edition 2

Albert A Gayle



Creating Mobile Apps With Xamarin Forms Preview Edition 2:

Creating Mobile Apps with Xamarin.Forms Preview Edition 2 Charles Petzold,2015-04-11 This second Preview Edition ebook now with 16 chapters is about writing applications for Xamarin Forms the new mobile development platform for iOS Android and Windows phones unveiled by Xamarin in May 2014 Xamarin Forms lets you write shared user interface code in C and XAML that maps to native controls on these three platforms *Creating Mobile Apps with Xamarin.Forms, Preview Edition* Charles Petzold,2014-09-26 Written by programming legend Charles Petzold and created jointly by Microsoft Press and Xamarin Inc this Preview Edition ebook is about writing applications for Xamarin Forms the new mobile development platform for iOS Android and Windows Phone unveiled by Xamarin in May 2014 Xamarin Forms lets you write shared user interface code in C and XAML the eXtensible Application Markup Language that maps to native controls on these three platforms The final edition of this ebook will be published in the spring of 2015 This ebook is for C programmers who want to write applications for the three most popular mobile platforms iOS Android and Windows Phone with a single code base Xamarin Forms also has applicability for those programmers who want eventually to use C and the Xamarin iOS and Xamarin Android libraries to target the native application programming interfaces APIs of these platforms Xamarin Forms can be a big help in getting started with these platforms or in constructing a prototype or proof of concept application This ebook assumes that you know C and have some familiarity with the use of the NET Framework However when it describes some C and NET features that might be somewhat new to recent C programmers the ebook adopts a somewhat slower pace In particular the introduction of the async keyword and await operator in Chapter 3 follows a discussion that shows how to do asynchronous programming using traditional callback methods *Mastering Xamarin.Forms* Ed Snider,2016-01-30 Build rich maintainable multiplatform native mobile apps with Xamarin Forms About This Book Build an effective mobile app architecture with the Xamarin Forms toolkit Maximize the testability flexibility and overall quality of your Xamarin Forms mobile app This step by step tutorial is packed with real world scenarios and solutions to build professional grade mobile apps with Xamarin Forms Who This Book Is For This book is intended for C developers who are familiar with the Xamarin platform and the Xamarin Forms toolkit If you have already started working with Xamarin Forms and want to take your app to the next level and make it more maintainable testable and flexible then this book is for you What You Will Learn Find out how when and why you should use architecture patterns and get best practices with Xamarin Forms Implement the Model View ViewModel MVVM pattern and data binding in Xamarin Forms mobile apps Extend the Xamarin Forms navigation API with a custom ViewModel centric navigation service Leverage the inversion of control and dependency injection patterns in Xamarin Forms mobile apps Work with online and offline data in Xamarin Forms mobile apps Test both business logic and user interface code in Xamarin Forms mobile apps Use platform specific APIs to build rich custom user interfaces in Xamarin Forms mobile apps Explore how to improve mobile app quality with analytics and crash reporting using Xamarin Insights In

Detail Discover how to extend and build upon the components of the Xamarin Forms toolkit to develop an effective robust mobile app architecture Starting with an app built with the basics of the Xamarin Forms toolkit we ll go step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices We ll start by introducing a core separation between the app s user interface and the app s business logic by applying the MVVM pattern and data binding Discover how to extend and build upon the components of the Xamarin Forms toolkit to develop an effective robust mobile app architecture Starting with an app built with the basics of the Xamarin Forms toolkit we ll go step by step through several advanced topics to create a solution architecture rich with the benefits of good design patterns and best practices We ll start by introducing a core separation between the app s user interface and the app s business logic by applying the MVVM pattern and data binding Then we will focus on building out a layer of plugin like services that handle platform specific utilities such as navigation geo location and the camera as well as how to use these services with inversion of control and dependency injection Next we ll connect the app to a live web based API and set up offline synchronization Then we ll dive into testing the app both the app logic through unit tests and the user interface using Xamarin s UITest framework Finally we ll integrate Xamarin Insights for monitoring usage and bugs to gain a proactive edge on app quality Style and approach This easy to follow code rich guide will walk you through building a real world Xamarin Forms mobile app from start to finish Each chapter builds upon the app by applying new advanced functionalities design patterns and best practices

Creating Cross-Platform C# Applications with Uno Platform Matt Lacey, Marcel Alexander

Wagner, 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 Features Enhance your Windows apps by running them on all operating systems and browsers Use tools and APIs you already know to remain productive as you target new platforms Create realistic apps for various lines of business LOBs and consumer scenarios Book 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 learn Understand how and why Uno could be the right fit for your needs Set up your development environment for cross platform app development with the Uno Platform and create your first Uno Platform app Find out how to create apps for different business scenarios Discover how to combine technologies and controls to accelerate development Go beyond the basics and create world ready applications Gain the confidence and experience to use Uno in your own projects Who 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

Information Technology and Systems Álvaro Rocha, Carlos Ferrás, Waldo Ibarra, 2023-08-19 This book is composed by the papers written in English and accepted for presentation and discussion at The 2023 International Conference on Information Technology organizational models and information systems software and systems modelling software systems architectures applications and tools multimedia systems and applications computer networks mobility and pervasive systems intelligent and decision support systems big data analytics and applications human computer interaction ethics computers health informatics information technologies in education and Media Applied Technology and Communication

Information Technology and Systems Alvaro Rocha, Carlos Ferrás, Hiram Calvo, 2025-07-26 This book comprises papers written in English and accepted for presentation and discussion at the 2025 International Conference on Information Technology Organizational Models and Information Systems Software and Systems Modeling Software Systems Architectures Applications and Tools Multimedia Systems and Applications Computer Networks Mobility and Pervasive Systems Intelligent and Decision Support Systems Big Data Analytics and Applications Human Computer Interaction Ethics Computers and Security Health Informatics Information Technologies in Education Media Applied Technology and Communication The primary audience for this book includes postgraduate students and researchers in the field of Information Systems and Technologies The secondary audience consists of undergraduate students and professionals working in related domains

.NET MAUI Cross-Platform Application Development Roger Ye, 2024-03-25 Build apps using NET MAUI and Blazor with this comprehensive revised guide for NET 8 Purchase of the print or Kindle book includes a free eBook in PDF format Key Features Handle data effectively with expanded coverage on the MVVM model and data binding Integrate platform specific code using plugins and custom controls Migrate from Xamarin Forms to NET MAUI for the latest hybrid app development capabilities Book Description An evolution of Xamarin Forms NET MAUI is a cross platform framework for creating native mobile and desktop apps with C and XAML Using NET MAUI you can develop apps that ll run on Android iOS macOS and Windows from a single shared codebase In this revised edition of NET MAUI Cross Platform Application Development you will be introduced to NET 8 and get up to speed with app development in no time The book

begins by showing you how to develop a cross platform application using NET MAUI including guidance for migrating from Xamarin Forms You ll gain all the knowledge needed to create a cross platform application for Android iOS macOS and Windows following an example project step by step As you advance you ll integrate the latest frontend technology into your app using Blazor components including the new Blazor Bindings feature After this you ll learn how to test and deploy your apps With new coverage on creating mock NET MAUI components you can develop unit tests for your application You will additionally learn how to perform Razor component testing using bUnit By the end of this book you ll have learned how to develop your own cross platform applications using NET MAUI What you will learn Develop high performance apps with logical user interfaces Improve the maintainability of apps using the MVVM design pattern Understand the progression from Xamarin Forms and how to migrate to NET Delve into templated components and Razor class libraries for crafting Blazor UI elements Publish your creations to major app stores with guidance on preparation and processes Extend your testing repertoire with bUnit for Razor components for reliable unit testing Who this book is for This book is for mobile developers interested in cross platform application development with working experience of the NET Core framework as well as junior engineers who ve just begun their career in mobile app development Native app developers desktop or Xamarin developers who want to migrate to NET MAUI will also benefit from this book Basic knowledge of modern object oriented programming languages such as C Java or Kotlin is assumed

Microsoft Computer Vision APIs Distilled Alessandro Del Sole, 2017-12-01

Dive headfirst into Microsoft s Computer Vision APIs through sample driven scenarios Imagine an app that describes to the visually impaired the objects around them or reads the Sunday paper a favorite magazine or a street sign Or an app that is capable of monitoring what is happening inside an area without human control and then makes a decision based on interpreting an occurrence detected with a live camera This book teaches developers Microsoft s Computer Vision APIs a service capable of understanding and interpreting the content of any image Author Del Sole begins by providing a succinct need to know overview of the service with descriptions You then learn from hands on demonstrations that show how basic C code examples can be re used across platforms From there you will be guided through two different kinds of applications that interact with the service in two different ways the more common means of calling a REST service to get back JSON data and via the NET libraries that Microsoft has been building to simplify the job this latter one with Xamarin What You ll Learn Understand AI s role and how devices and applications use sophisticated algorithms to improve people s lives and business tasks Analyze images for Optical Character Recognition to detect written words and sentences Think about the next generation applications in relation to your customers needs Get up to speed on the latest version of the Computer Vision service which now comes through Azure Set up an Azure subscription in order to access the Cognitive Services within the portal After reading this book you will be able to get started with AI services from Microsoft in order to begin building powerful new apps for your company or customers Who This Book Is For Developers just getting familiar with artificial

intelligence A minimal knowledge of C is required *Professional Visual Studio 2017* Bruce Johnson, 2017-10-18 Skip the basics and delve right into Visual Studio 2017 advanced features and tools Professional Visual Studio 2017 is the industry favorite guide to getting the most out of Microsoft's primary programming technology From touring the new UI to exploiting advanced functionality this book is designed to help professional developers become more productive A unique IDE centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI and this book covers them all with clear explanation new figures and expert insight Whether you're new to VS or just upgrading this all inclusive guide is an essential resource to keep within arm's reach Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015 and includes new features and tools that streamline the developer's job This book provides the straightforward answers you need so you can get up to speed quickly and get back to work Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow not the other way around Work your way through configuration debugging building deployment customizing and more Microsoft is changing their release cadence it's only been about two years since the last release so developers need to quickly get a handle on new tools and features if they hope to remain productive The 2017 release is designed specifically to help you get more done in less time with greater accuracy and attention to detail If you're ready to get acquainted Professional Visual Studio 2017 is your ideal guide *Cross-Platform Modern Apps with VS Code* Ockert J. du Preez, 2022-03-16 Simplified development of cross platform applications by learning VS Code KEY FEATURES Covers sophisticated to simple web apps and webUIs development on VS Code with debugging In depth experimentation of VS Code including Machine Learning NodeJS API and customized extensions Provides refresher on popular tools like EF Core Angular Xamarin Forms and Blazor DESCRIPTION This book explores VS Code's core features including multi language IDE rapid programming and innovative front end development to show readers how to design and debug modern online and cloud applications You will learn how to build native apps spend less time working with the platform and focus more on the creative aspects of generating a smart UI While you learn and practise on VS Code you build solid grounds on robust server side programming You will learn how to use VS Code to develop your javascript typescript nodejs or angular app more quickly and easily Not only an application development environment but VS Code also enables you to create microservices extensions and cloud applications Not only can you construct applications with VS Code but you can also develop microservices extensions and cloud applications Throughout the book you get trained on Entity Framework Core Razor Xamarin Forms and numerous APIs This book not only prepares you to design multi platform applications or work with Visual Studio Code but it also prepares you to be a great developer who can alter the code debug issues and manage the many versions on your own WHAT YOU WILL LEARN Engage Razor and ASP.NET Core to build dynamic web apps Get a practical edge with Xamarin Forms to experience the native

development Explore Entity Framework Core for building data rich applications Create a custom Visual Studio code extension for your application Use a variety of APIs such as NodeJS and Python in your implementations WHO THIS BOOK IS FOR This book caters to application developers and web developers who want to develop multi platform applications and authentic practice of VS Code environment You are not required to have any programming experience though some understanding of application development may help speed up the learnings TABLE OF CONTENTS 1 Comparing Visual Studio Code to Visual Studio 2 Up and Running with VS Code 3 Building Web UIs with Blazor 4 Building Websites with ASP NET Core Razor Pages 5 Building Cross Platform Mobile Apps with Xamarin Forms 6 Building Web Based Apps with Angular 7 Introducing Entity Framework Core 8 Exploring the Database Providers in Entity Framework Core 9 Building Multi Platform Apps with Visual Studio Code 10 Building Services with Visual Studio Code 11 Application Deployment Options 12 Working with Python Node JS and other APIs 13 Creating Custom Extensions in Visual Studio Code 14 Appendix A

Mastering ASP.net Cybellium, Embark on a Profound Journey to Mastering ASP NET Web Development In a digital landscape driven by dynamic web applications mastering the art of ASP NET is essential for creating robust and interactive web solutions that engage users and empower businesses Mastering ASP NET is your ultimate guide to navigating the intricate world of web development using the powerful ASP NET framework Whether you re a seasoned developer or an aspiring coder this book equips you with the knowledge and skills needed to excel in creating cutting edge web applications About the Book Mastering ASP NET takes you on a transformative journey through the intricacies of web development from foundational concepts to advanced techniques From front end design to back end functionality this book covers it all Each chapter is meticulously designed to provide both a deep understanding of the framework and practical applications in real world scenarios Key Features Foundational Understanding Build a strong foundation by comprehending the core principles of ASP NET including MVC architecture Razor syntax and server controls Web Forms and MVC Explore the different approaches to web development with ASP NET understanding the differences and choosing the best approach for your projects Data Binding and Models Master data binding techniques model binding and working with data sources for creating dynamic and data driven web applications User Interface Design Dive into responsive design CSS styling client side scripting and creating visually appealing user interfaces Security and Authentication Learn how to implement security measures including user authentication authorization and protecting against common web vulnerabilities Web API and RESTful Services Gain insights into building RESTful APIs creating Web API controllers and consuming APIs for seamless integration Entity Framework Understand how to work with Entity Framework for data access and management ensuring efficient database interactions Testing and Debugging Explore strategies for testing and debugging ASP NET applications ensuring code quality and reliable performance Challenges and Trends Discover challenges in web development from cross browser compatibility to scalability and explore emerging trends shaping the future of ASP NET development Who This Book Is For

Mastering ASP.NET is designed for developers, programmers, web designers, students, and anyone passionate about web development. Whether you're aiming to enhance your skills or embark on a journey toward becoming an ASP.NET expert, this book provides the insights and tools to navigate the complexities of creating powerful web applications. 2023 Cybellium Ltd. All rights reserved. www.cybellium.com

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# 7.1 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.

ASP.NET Core 5 for Beginners Andreas Helland, Vincent Maverick Durano, Jeffrey Chilterto, Ed Price, 2020-12-18. Learn how to build web applications efficiently using ASP.NET Core 5 with the C# programming language.

and related frameworks

Key Features

- Build web apps and services and cross platform applications using NET and C
- Understand different web programming concepts with the help of real world examples
- Explore the new features and APIs in ASP NET Core 5
- EF Core Visual Studio and Blazor

Book Description

ASP NET Core 5 for Beginners is a comprehensive introduction for those who are new to the framework. This condensed guide takes a practical and engaging approach to cover everything that you need to know to start using ASP NET Core for building cloud ready modern web applications. The book starts with a brief introduction to the ASP NET Core framework and highlights the new features in its latest release ASP NET Core 5. It then covers the improvements in cross platform support, the view engines that will help you to understand web development and the new frontend technologies available with Blazor for building interactive web UIs. As you advance you will learn the fundamentals of the different frameworks and capabilities that ship with ASP NET Core. You will also get to grips with securing web apps with identity, implementation unit testing and the latest in containers and cloud native to deploy them to AWS and Microsoft Azure. Throughout the book you will find clear and concise code samples that illustrate each concept along with the strategies and techniques that will help to develop scalable and robust web apps. By the end of this book you will have learned how to leverage ASP NET Core 5 to build and deploy dynamic websites and services in a variety of real world scenarios.

What you will learn

- Explore the new features and APIs introduced in ASP NET Core 5 and Blazor
- Put basic ASP NET Core 5 concepts into practice with the help of clear and simple samples
- Work with Entity Framework Core and its different workflows to implement your application's data access
- Discover the different web frameworks that ASP NET Core 5 offers for building web apps
- Get to grips with the basics of building RESTful web APIs to work with real data
- Deploy your web apps in AWS, Azure and Docker containers
- Work with SignalR to add real time notifications to your app

Who this book is for

This book is for developers who want to learn how to develop web based applications using the ASP NET Core framework. Familiarity with the C language and a basic understanding of HTML and CSS is required to get the most out of this book.

C# 9 and .NET 5 - Modern Cross-Platform Development

Mark J. Price, 2020-11-10

Publisher's Note

Microsoft stopped supporting NET 5 in May 2022. The newer 8th edition of the book is available that covers NET 8 end of life November 2026 with C 12 and EF Core 8.

Purchase of the print or Kindle book includes a free PDF eBook

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 **Urban**

Computing Yu Zheng, 2019-02-12 An authoritative treatment of urban computing offering an overview of the field fundamental techniques advanced models and novel applications Urban computing brings powerful computational techniques to bear on such urban challenges as pollution energy consumption and traffic congestion Using today s large scale computing infrastructure and data gathered from sensing technologies urban computing combines computer science with urban planning transportation environmental science sociology and other areas of urban studies tackling specific problems with concrete methodologies in a data centric computing framework This authoritative treatment of urban computing offers an overview of the field fundamental techniques advanced models and novel applications Each chapter acts as a tutorial that introduces readers to an important aspect of urban computing with references to relevant research The book outlines key concepts sources of data and typical applications describes four paradigms of urban sensing in sensor centric and human centric categories introduces data management for spatial and spatio temporal data from basic indexing and retrieval algorithms to cloud computing platforms and covers beginning and advanced topics in mining knowledge from urban big data beginning with fundamental data mining algorithms and progressing to advanced machine learning techniques Urban Computing provides students researchers and application developers with an essential handbook to an evolving interdisciplinary field **Intelligent Manufacturing and Mechatronics** Muhammad Syahril Bahari, Azmi Harun, Zailani

Zainal Abidin, Roshaliza Hamidon, Sakinah Zakaria, 2021-06-19 This book presents the proceedings of SympoSIMM 2020 the

3rd edition of the Symposium on Intelligent Manufacturing and Mechatronics Focusing on Strengthening Innovations Towards Industry 4.0 the book presents studies on the details of Industry 4.0's current trends Divided into five parts covering various areas of manufacturing engineering and mechatronics stream namely artificial intelligence instrumentation and controls intelligent manufacturing modelling and simulation and robotics the book will be a valuable resource for readers wishing to embrace the new era of Industry 4.0

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

.NET MAUI Projects Michael Cummings, Daniel Hindriks, Johan Karlsson, 2024-02-09 Harness the powerful features of NET MAUI the evolution of Xamarin Forms to create multi platform app projects using location services the weather API machine learning and much more Key Features Leverage NET MAUI through real world projects from weather apps to real time multiplayer games with SignalR and Azure Functions Explore the essential features of NET MAUI such as Shell CollectionView and CarouselView Go beyond the basics with advanced topics

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