Mobile Apps Development using XAMARIN Studio

1   **Xamarin. Android Architecture**

Need of Xamarin. Android
About Mono
Mono and Dalvik
Android Binding Design
Development Environment

2   **Creating a Sample App**

Installing xamarin. Android
Creating the App
Running and debugging App
Creating and Customizing
emulators
Debugging with an Android
Device

3   **User Interface Design**

Action Bar
Autocomplete
Calendar
Date Picker
Time Picker
Form Elements
Spinner
Navigation Bar
Pop Up menus
Texture View
List View and Adapters
Grid View
Web view
Grid Layout
Linear Layout
Relative Layout
Table Layout
Tabbed Layout

4   **Fragments**

Creating a Fragment
Managing Fragments
Specialized Fragment Class

Providing backward Compatibility

5 **Data Storage mechanism**

Creating Entity Class
Creating Storage services
Implementing Storage services

6 **Location and Map Integration**

Location Services
Navigating to the Maps

7 **Camera API integration**

Required permission and features
Extending data service
Capturing and Image
Display existing Images

8 **Deploy App**

App Distribution options
Disable Debug
Published Signed Apk

9 **User Interface with iOS**

Basic text Input
Buttons
Images
Slider
Switch
Segmented Controls
Auto sizing and Autorotation
Closing keypad

10 **Creating iOS Application using Code**

Creating Window
Adding a Controller
Creating View controller
Adding Text Fields
Adding Buttons
Handling Rotation

11 **Working with Table View**

Table parts and functionality
Populating a Table with Data
Customizing a Tables' appearance

12   Introduction to Maps

Adding a Map
Map Style
Zooming
User Location

13   Publishing App on App Store