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## Introduction to Cross-Platform Mobile Development

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Today Xamarin not only provides its platform to build cross-platform mobile applications but it also further supports the development ecosystem to test and debug products. Xamarin Test Cloud, now a part of Microsoft Visual Studio App Center, allows developers to run their Xamarin apps on over 2,000 real devices and analyze detailed reports.

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Cross-platform with Xamarin. Share more code across all of your applications with Xamarin and .NET. Get Started . Develop on Windows and macOS. Build stunning cross-platform user interfaces. Ready to take code sharing to the next level? Xamarin.Forms is an open source mobile UI

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framework from Microsoft for building iOS, Android, & Windows apps with .NET from a single shared codebase. Whether ...

### Cross-platform with Xamarin | .NET

In summary, this is an excellent book for any would be cross platform mobile application developer, yes you need a good understanding of C#, MVC and similar concepts, and the individual mobile platforms and general development processes themselves, and those things don't come over night, but this book binds it all together with real world examples, working code (a novelty for some books) and actual code and methods you can take away and use in the real world.

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Xamarin has developed three core products for developing cross-platform applications: Xamarin Studio (formerly MonoDevelop), Xamarin.iOS (formerly MonoTouch), and Xamarin.Android (formerly Mono for Android). These tools allow developers to leverage the native libraries on iOS and Android and are built on the Mono runtime.

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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

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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.

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This section introduces Xamarin's application development tools and discusses how to build applications that target multiple mobile platforms. It covers a layered architecture that structures code for re-use across multiple platforms, and describes different software patterns that can be used within that architecture.

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Building cross-platform applications By choosing Xamarin and keeping a few things in mind when you design and develop your mobile applications, you can realize tremendous code sharing across mobile platforms, reduce your time to market, leverage existing talent, meet customer demand for mobile access, and reduce cross-platform complexity.

Get Started With Xamarin - Xamarin | Microsoft Docs  
Forrester conducted research in order to find out the cost savings and business benefits enabled by Xamarin for Visual Studio Cross-Platform Mobile Application Development. The research found out that Xamarin reduces mobile app development and life-cycle management costs while



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optimizing the utilization of existing developer resources.

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Jonathan Peppers is a Xamarin MVP and the lead developer of the popular apps and games at Hitcents, such as Hanx Writer and Draw a Stickman: EPIC. He has been working with the C# programming language for over 8 years. He is also quite familiar with other technologies, such as WinForms,

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WPF, Unity, ASP.Net WebForms, ASP.Net MVC, and Windows Azure.

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12 benefits of Xamarin Cross-platform app development  
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framework owned by Microsoft based on Mono, a free and open-source.NET framework, to create native apps using C#.

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Xamarin is surely a win for cross-platform app development. Whether you're a developer looking out for a perfect cross-platform technology or a business aspiring for a higher user engagement through its business app, undoubtedly, Xamarin is the best available tool to make things easier.

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platform technology or a business aspiring for a higher user engagement through its business app, undoubtedly, Xamarin is the best available tool to make things easier.