

## MOBI01 – 2-Day Writing Cross Platform iOS and Android Apps using Xamarin and C#

*In this 2-day workshop, you will learn the fundamentals of building cross-platform mobile apps targeting iOS and Android devices using Xamarin and C#. Using the Xamarin Studio or Visual Studio, you can now write iOS and Android apps using your familiar C# language. When you are ready to deploy your apps, the Xamarin compiler will compile your app into the native binary for each platform. The end result is you have a first class application that is optimized for the respective platform that it is compiled for.*



### Topics

<ul style="list-style-type: none"><li>• Xamarin.Forms<ul style="list-style-type: none"><li>○ Cross Platform UI Development</li><li>○ Using Pages<ul style="list-style-type: none"><li>▪ ContentPage</li><li>▪ MasterDetailPage</li><li>▪ NavigationPage</li><li>▪ TabbedPage</li><li>▪ CarouselPage</li></ul></li><li>○ Using Layouts<ul style="list-style-type: none"><li>▪ StackLayout</li><li>▪ AbsoluteLayout</li><li>▪ RelativeLayout</li><li>▪ GridLayOut</li><li>▪ ContentView</li><li>▪ ScrollView</li><li>▪ Frame</li></ul></li><li>○ Using the various UI controls</li></ul></li></ul>	<ul style="list-style-type: none"><li>• Xamarin.iOS<ul style="list-style-type: none"><li>○ Bundling Resources with Your Application</li><li>○ Persisting Data using Application Preferences</li><li>○ Accessing Web Services</li><li>○ Downloading Images &amp; Text</li><li>○ Creating Location-Based Services (LBS)</li></ul></li><li>• Xamarin.Android<ul style="list-style-type: none"><li>○ Sharing Apps</li><li>○ Using Intent to Link to Another Activity</li><li>○ Location Based Services</li><li>○ Sending and Receiving Broadcasts</li><li>○ Consuming Web Services</li><li>○ Downloading Images from the Web</li><li>○ Consuming JSON Services</li><li>○ Using the SharedPreferences class</li><li>○ Intercepting SMS</li><li>○ Sending SMS</li></ul></li><li>• Cross-platform Code Sharing for Android and iOS<ul style="list-style-type: none"><li>○ Strategies for cross-platform code sharing</li><li>○ Web Services</li><li>○ Database Access</li></ul></li></ul>
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#### **Prerequisites**

- Knowledge of basic programming and object-oriented programming concepts
- Knowledge of C# is a plus

#### **Hardware Requirements**

- *iOS and Android devices (optional)*

#### **Software Requirements**

- Xamarin Studio/Visual Studio
- *Enrollment in the paid iOS Developer Program (optional)*



## About Wei-Meng Lee



Wei-Meng Lee is a technologist and founder of Developer Learning Solutions (<http://www.learn2develop.net>), a technology company specializing in hands-on training on the latest mobile technologies. Wei-Meng has many years of training experiences and his training courses place special emphasis on the learning-by-doing approach. His hands-on approach to learning programming makes understanding the subject much easier than reading books, tutorials, and documentations. His name regularly appears in online and print publications such as DevX.com, MobiForge.com, and CoDe Magazine.

Wei-Meng Lee is also the invited speaker for the following recent conferences:

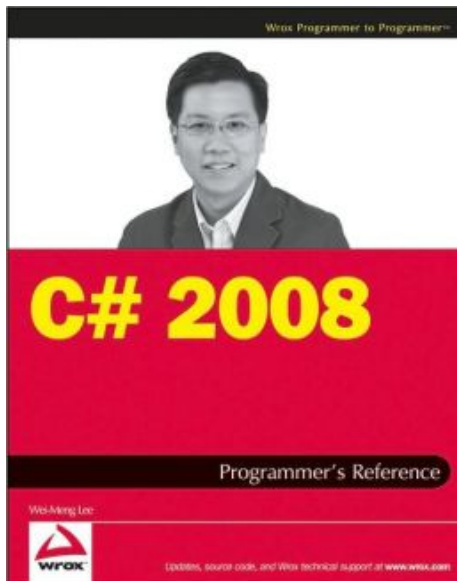
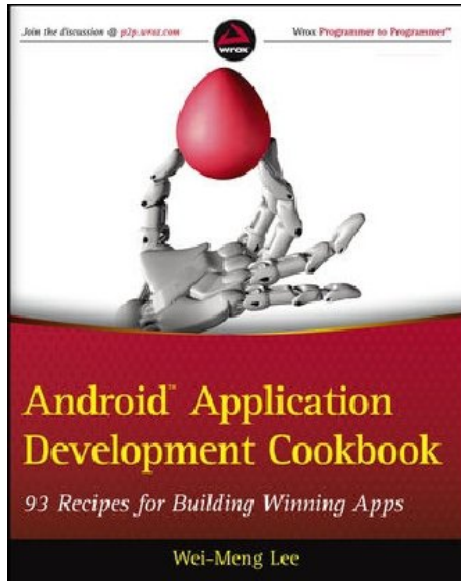
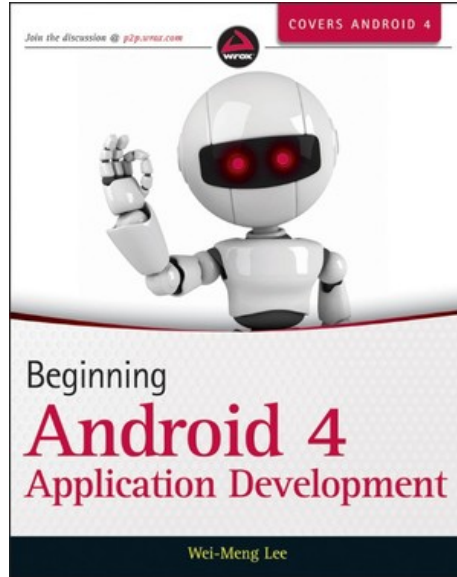
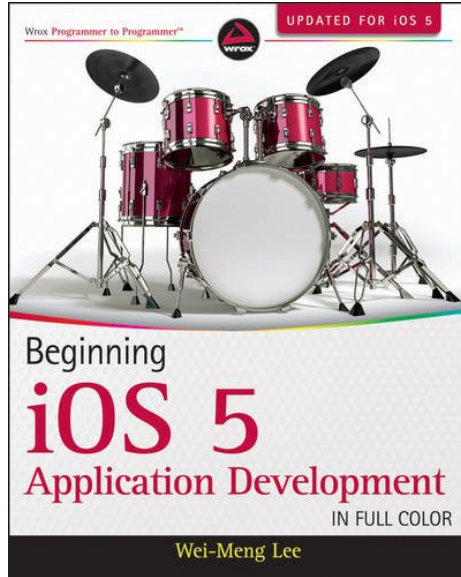
- Mobile Connections, April 17-21 2011, Las Vegas, USA
- DevTeach/MobileTeach, May 30-June 3 2011, Montreal, Canada
- DevTeach/MobileTeach, May 28-June 1 2012, Vancouver, Canada

## Some of Our Clients

- Agency for Science, Technology and Research (A-STAR)
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- AXS Pte Ltd
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- Institute of Technical Education
- KPMG
- Microsoft Singapore
- Ministry of Defence
- Nanyang Polytechnic
- Nanyang Technological University (NTU)
- National University of Singapore (NUS)
- NCS Pte. Ltd.
- Ngee Ann Polytechnic
- Republic Polytechnic
- SAP
- SBS Transit
- Singapore Management University (SMU)
- Singapore Polytechnic
- Singapore Pools
- Singapore Press Holdings
- Temasek Polytechnic
- Walt Disney
- United States (US) Army



## Books by Wei-Meng Lee





## Course Application Form

Please email a signed copy to [weimenglee@learn2develop.net](mailto:weimenglee@learn2develop.net)

### Billing Information

Name			
Designation			
Company			
Mailing Address			
Office Tel	Mobile	Fax	
Email			

Course Title: \_\_\_\_\_ Date: \_\_\_\_\_

Participant Information	Amount
Name:	S\$
Email:	
Name:	
Email:	
<i>Rental of Mac @ S\$150 per person (optional)</i>	
<b>Grand Total S\$</b>	

### Important Note

- Developer Learning Solutions reserves the right to cancel or reschedule the course.
- You can withdraw from the course provided you inform us **one (1) month** in advance before the commencement of the class. There will be no refund after this period and the full course fee will be billed.
- No-show policy: If a participant did not turn up for the course he signed up for, he will be billed 100% of the course fee.

I understand that participants have to bring their notebook computer for the course (for iOS related courses, the notebook must be a Mac).

\_\_\_\_\_  
Authorized Signature & Company Stamp

\_\_\_\_\_  
Name & Designation

\_\_\_\_\_  
Date