

INTRODUCING XUNI & XAMARIN.FORMS

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OVERVIEW

- Brief background on mobile development
- Introduction to Xamarin.Forms
- Introduction to Xuni
- Hands-on building a mobile app with Xamarin.Forms
- Adding data visualization controls to an app using Xuni
- Questions & Survey

This web cast will be recorded and available to watch again at any time.

MOBILE DEVELOPMENT

- Consumers and businesses alike are all going mobile
- Bring Your Own Device (BYOD) is a common practice for businesses whose enterprise apps work on a variety of different devices
- For mobile app development we have two choices, each with pros and cons:
 - Web
 - Native

MOBILE WEB APPS

- Mobile Web sites or Web Apps made to look and feel native (Hybrid Apps)
- Tools like PhoneGap and Ionic help produce Hybrid apps
- Written with JavaScript and HTML on client-side
- Reach ~100% of mobile users because all smart phones can display a web page

NATIVE APPS

- Native apps are built using OS-specific programming languages and tools

	Programming Language	Popular Tools
Android	Java	Eclipse
iOS	Objective-C	Xcode
Windows Phone	C#	Visual Studio

- Reach ~99% of users

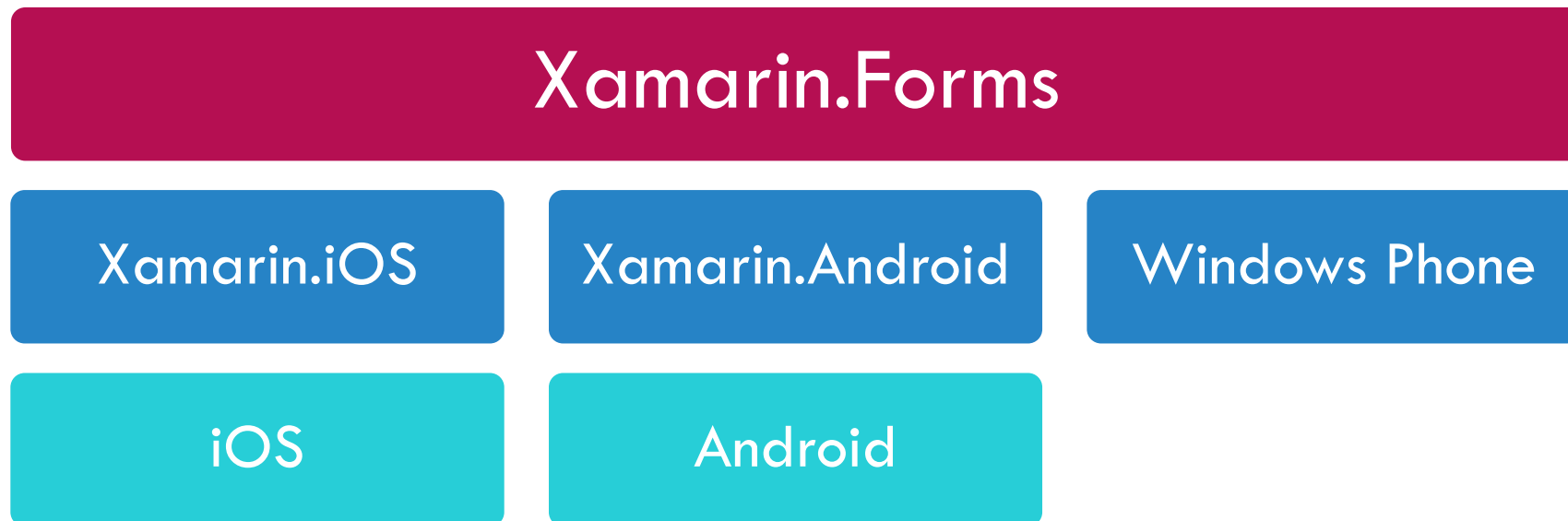
WEB VS NATIVE

	Pros	Cons
Web	Write once (HTML5/JavaScript)	Not truly native
Native	Better user experience	Write 3 times (Android, iOS, Windows Phone)

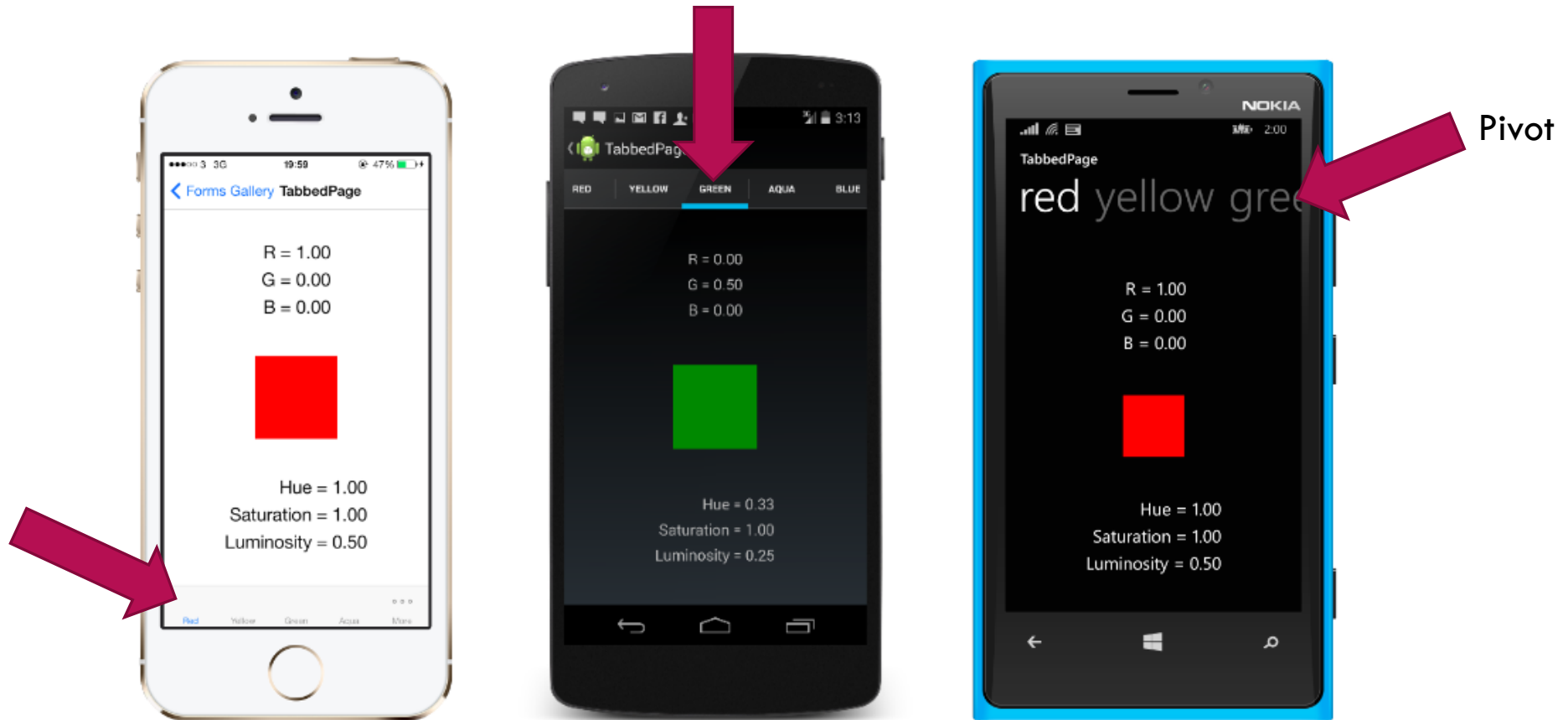
What if we could have the best of both worlds – write once and get the best user experience?

XAMARIN.FORMS

Xamarin.Forms is a cross-platform natively backed UI toolkit abstraction that allows developers to easily create user interfaces that can be shared across Android, iOS, and Windows Phone.



XAMARIN.FORMS EXAMPLE: TABBED PAGE



XAMARIN.FORMS VIEWS (CONTROLS)

- ActivityIndicator
- BoxView
- Button
- DatePicker
- Editor
- Entry
- Image
- Label
- ListView
- Picker
- ProgressBar
- SearchBar
- Slider
- Stepper
- Switch
- TableView
- TimePicker
- Web View

XAMARIN COMPONENT STORE

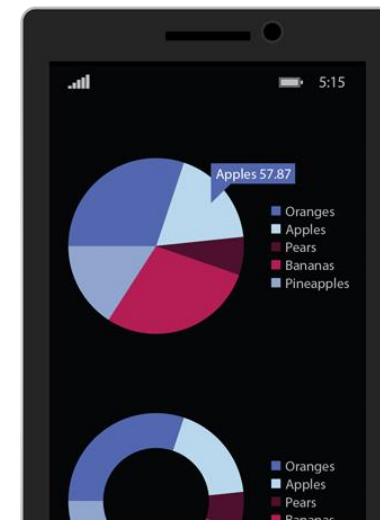
<http://components.xamarin.com/>

The screenshot shows the Xamarin Component Store website. The browser address bar displays <http://components.xamarin.com/>. The page features a navigation menu with links for Products, Customers, Pricing, Developers, Support, and Resources. Below the navigation, there are links for 'Suggest a Component' and 'Submit a Component'. The main content area has a blue background with the text 'Add some awesome to your app.' and 'Add amazing functionality to your app in minutes with Xamarin Components.' To the right of this text is an image of a smartphone with several colorful icons floating around it. Below the main content, there is a search bar with the text 'xuni' and a search button. To the left of the search results is a sidebar with a 'CATEGORIES' section containing 'All Components', 'Cloud Services', 'Libraries', 'User Interface', and 'Plugins'. The search results show a component named 'Xuni' by GrapeCity, Inc., priced at \$695.00, with a 5-star rating and icons for Android, iOS, and Windows. The description for Xuni is 'A collection of native, cross-platform data visualization controls designed for Xamarin.Forms.'

XUNI



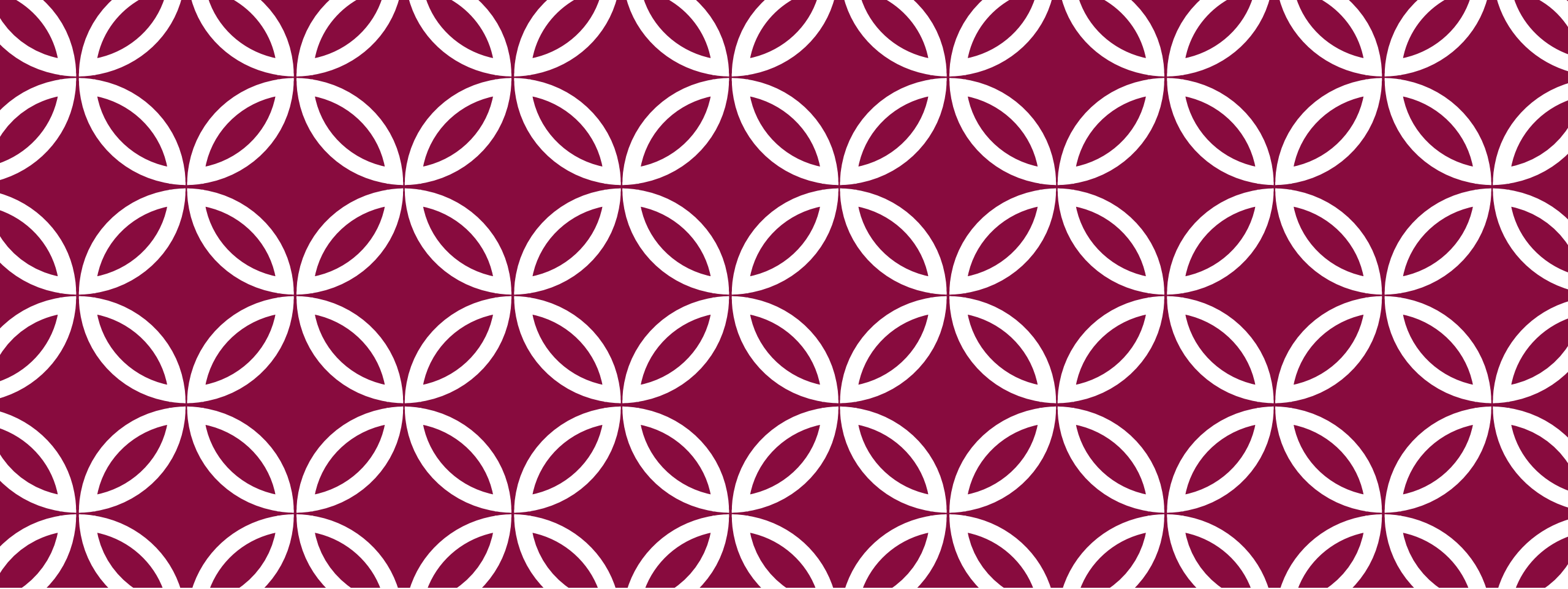
- Xuni is a collection of native, cross-platform controls designed for Xamarin.Forms
- Like Xamarin.Forms,
 - write once in C# and XAML
 - get the same UI experience across all platforms



WHAT'S INSIDE XUNI?

- The first release is focused on data visualization
 - Cartesian charts (bar, column, line, area, scatter, candle, HLOC, bubble)
 - Radial pie charts and gauges
 - Linear gauges and bullet graphs
- Features & Highlights
 - Touch and interaction
 - Device-specific tooltips
 - Animation
 - Data binding
 - Customizable object model



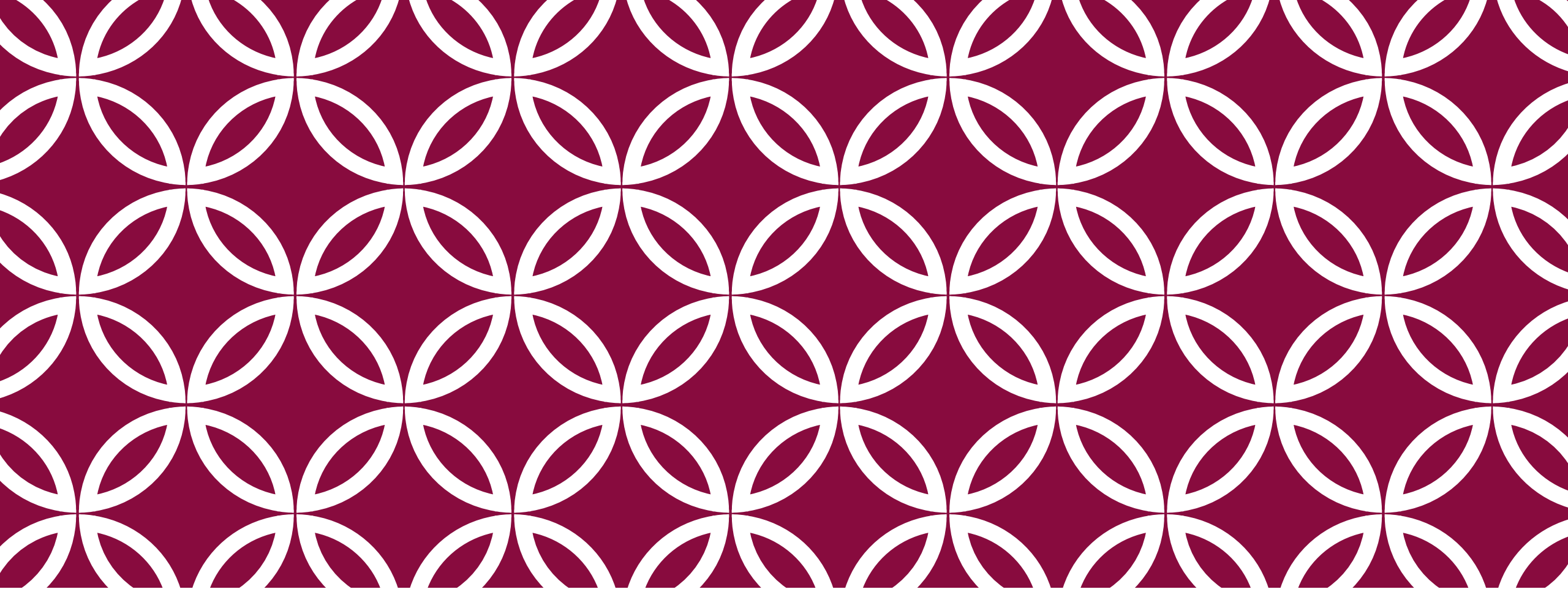


XAMARIN.FORMS HANDS-ON

Kelley Ricker

XAMARIN.FORMS REQUIREMENTS

- Xamarin.Forms development requirements
 - For iOS deployment and testing a Mac is required
 - For Windows Phone deployment and testing, Windows 8+ is required
 - Android deployment can be done on both
- Programming IDE
 - On a Mac, you will use Xamarin Studio exclusively
 - On Windows you can use Xamarin Studio or Visual Studio 2013



QUESTIONS?



XUNI ROADMAP

- 2015 v1 is data visualization
 - Charts
 - Gauges
- 2015 v2 is data management
 - Data Grid
 - Specialized editors
- 2015 v3 is reporting
 - Documents
 - Report viewers
 - Scheduler

www.goxuni.com

CONTACT US, FOLLOW US

- Greg Lutz - greg.lutz@grapecity.com
- Send me your control and feature requests!
- Expect survey next week – if you submit you will be entered to win a Xuni license and year subscription.
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