

# Azure and Xamarin Forms: Cross Platform Mobile Development, 260 pages, Apress, 2018, Russell Fustino, 9781484235614, 2018

The book *Creating Mobile Apps with Xamarin.Forms* by Charles Petzold is a guide for learning how to write Xamarin.Forms applications. The only prerequisite is knowledge of the C# programming language. The book provides an extensive exploration into the Xamarin.Forms user interface and also covers animation, MVVM, triggers, behaviors, custom layouts, custom renderers, and much more. The book was published in the spring of 2016, and has not been updated since then. There is much in the book that remains valuable, but some of the material is outdated, and some topics are no longer entirely correct. Having experience in cross-platform mobile development with Xamarin, we decided to compile this Xamarin app showcase to discuss the most distinct features of the technology and what role they played in delivering these applications.

13 Xamarin Apps Overview. The ability to reuse code. By building applications for all three major mobile platforms, the developers can share up to 75 percent of the code. Moreover, using Xamarin.Forms, a library with more than 40 cross-platform controls and layouts mapped to native controls, the shared codebase can reach 100 percent. Olo builds apps for 160 brands using the same core logic. Olo food app interface. The book starts by setting up Xamarin and introducing Xamarin Forms and then covers the Azure Portal from a developer's perspective and goes on to demonstrate how to build an Azure Service using Quickstart. You'll also see how to add Azure support to Xamarin Forms application. He has a passion for conveying relevant, current, and future software development technologies and tools through live seminars, teaching, and internet video productions. Russ heads up a user group in the Tampa Florida area: Mobile Application Dev Tampa ([www.MADTampa.com](http://www.MADTampa.com)). Read the online Azure and Xamarin Forms docs for free. This was lazy writing, many picture of Azure UI which filled most of this book. Read more. Instead of just one platform, with Xamarin Forms, we have three platforms. The dream of one language for all mobile devices comes another step closer. With Xamarin Forms, the mythical 100 percent code-sharing nirvana for the user interface and program is within reach. As the name of this book includes Xamarin, and you are reading this, you will be aware that we are using C# for the core language. This will already be giving a massive advantage in terms of code sharing (for example, all the data services, SQL, and core code will be the same, irrespective of the platform), and also by using one of the more recent additions to Xamarin. It also means that the user interface can be shared by using Xamarin.Forms.