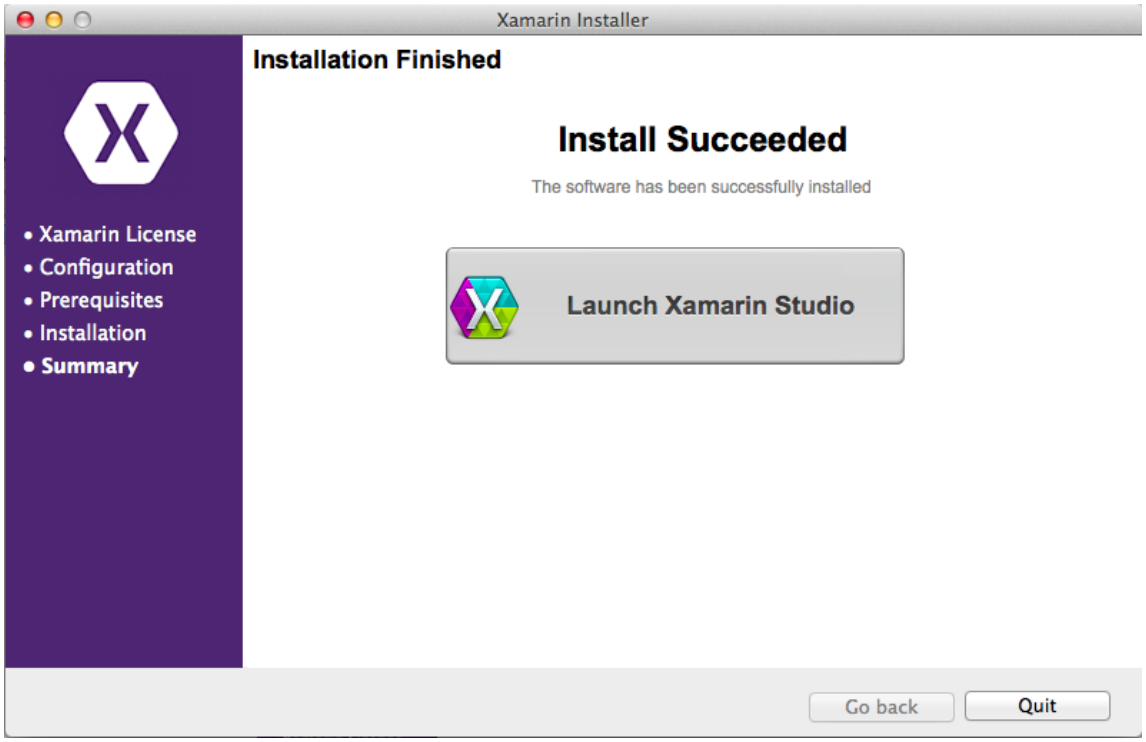
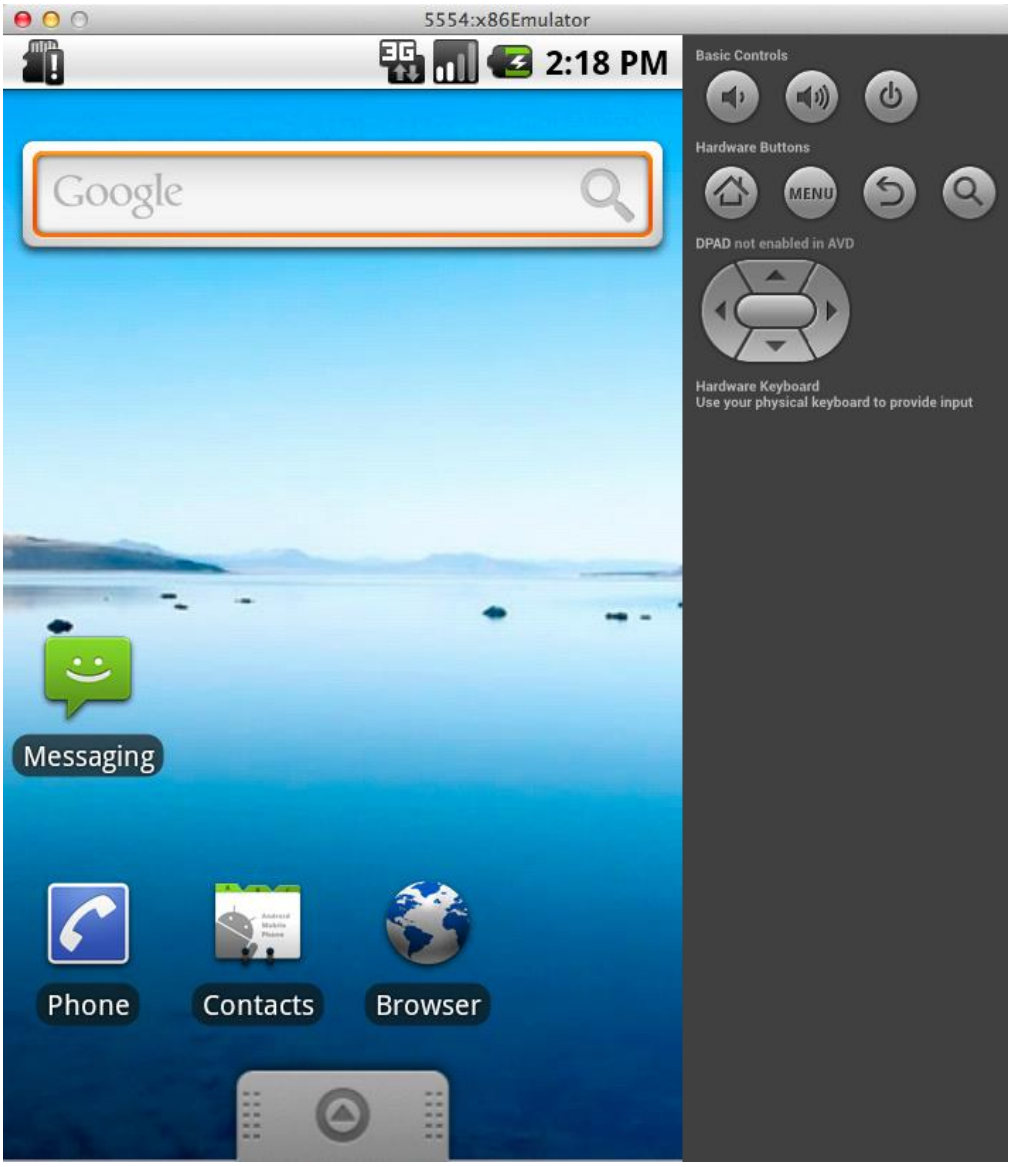
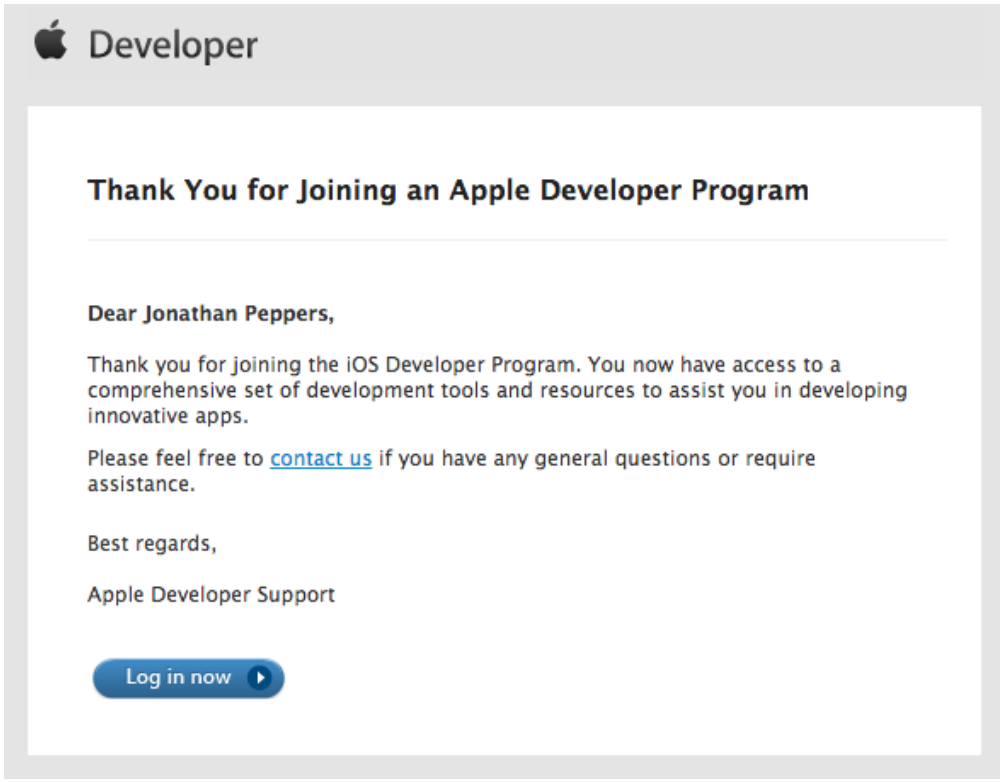
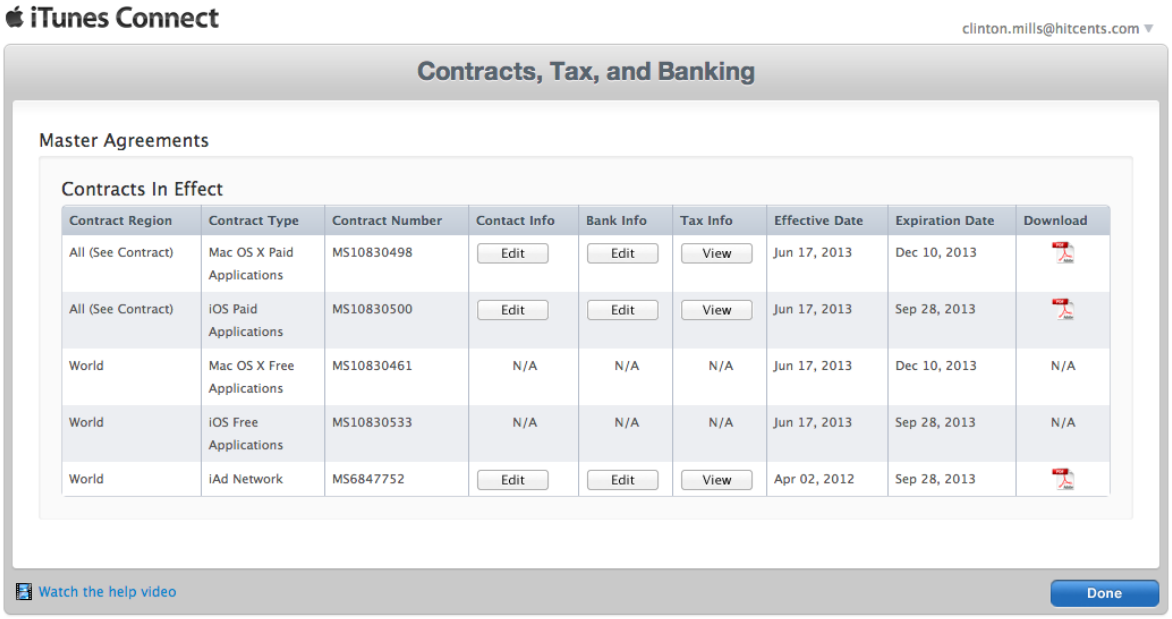
Chapter 1


Xamarin apps look and feel native because they are.
Native User Interfaces
Xamarin apps are built with standard, native user interface controls. Apps not only look the way the end user expects, they behave that way too.
Native API Access
Xamarin apps have access to the full spectrum of functionality exposed by the underlying platform and device, including platform-specific capabilities like iBeacons and Android Fragments.
Native Performance
Xamarin apps leverage platform-specific hardware acceleration, and are compiled for native performance. This can't be achieved with solutions that interpret code at runtime.
Featured
Top Charts
Categories
Purchases
Updates
xcode
Xcode
Create great apps
for Mac, iPhone, and iPad.
Installed
Xcode 4+
Essentials
Xcode provides everything developers need to create great applications for Mac, iPhone, and iPad. Xcode brings user interface design, coding, testing, and debugging all into a unified workflow. The Xcode IDE combined with the Cocoa and Cocoa Touch frameworks, and the Swift programming language make developing apps easier and more fun than ever before.
...More
What's New in Version 6.1.1
Includes SDKs for OS X 10.10 Yosemite, OS X 10.9 Mavericks, and iOS 8.1
Apple Web Site
Xcode Support
App License Agreement
Privacy Policy

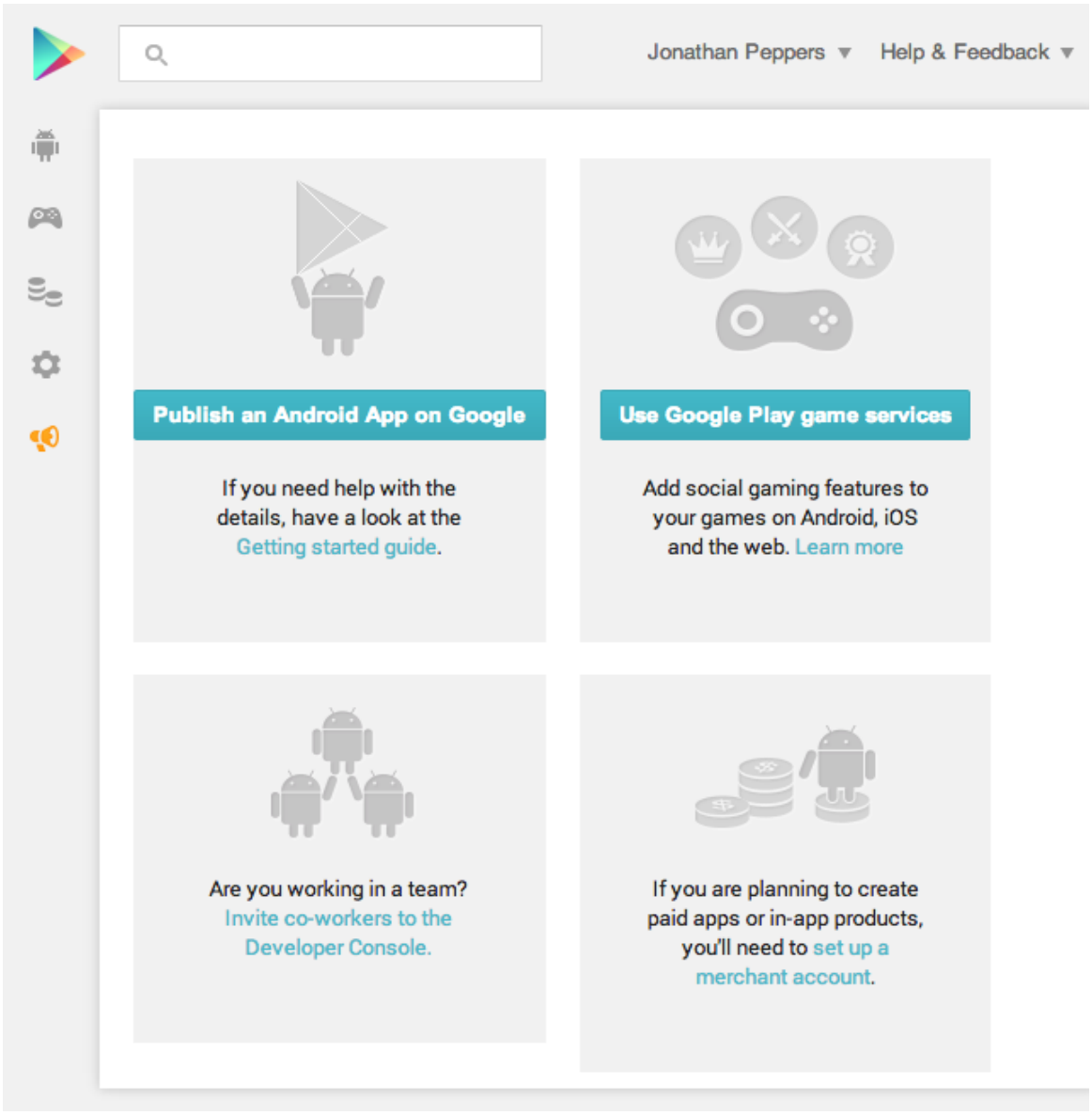

Xamarin Installer
Installation Finished
• Xamarin License
• Configuration
• Prerequisites
• Installation
• Summary
Install Succeeded
The software has been successfully installed
Launch Xamarin Studio
Go back
Quit

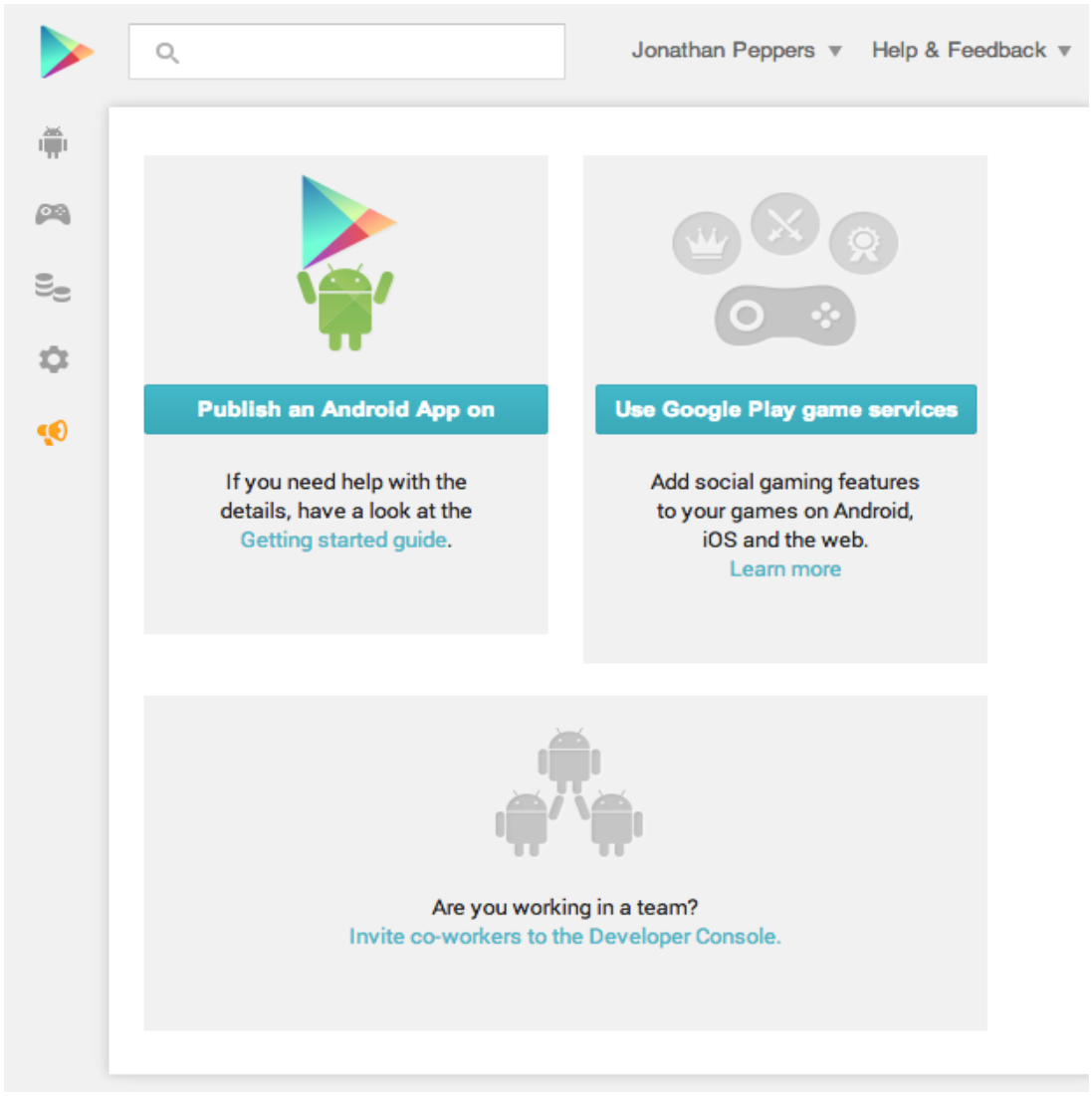

5554:x86Emulator
2:18 PM
Google
Messaging
Phone
Contacts
Browser
Basic Controls
Hardware Buttons
MENU
DPAD not enabled in AVD
Hardware Keyboard
Use your physical keyboard to provide input

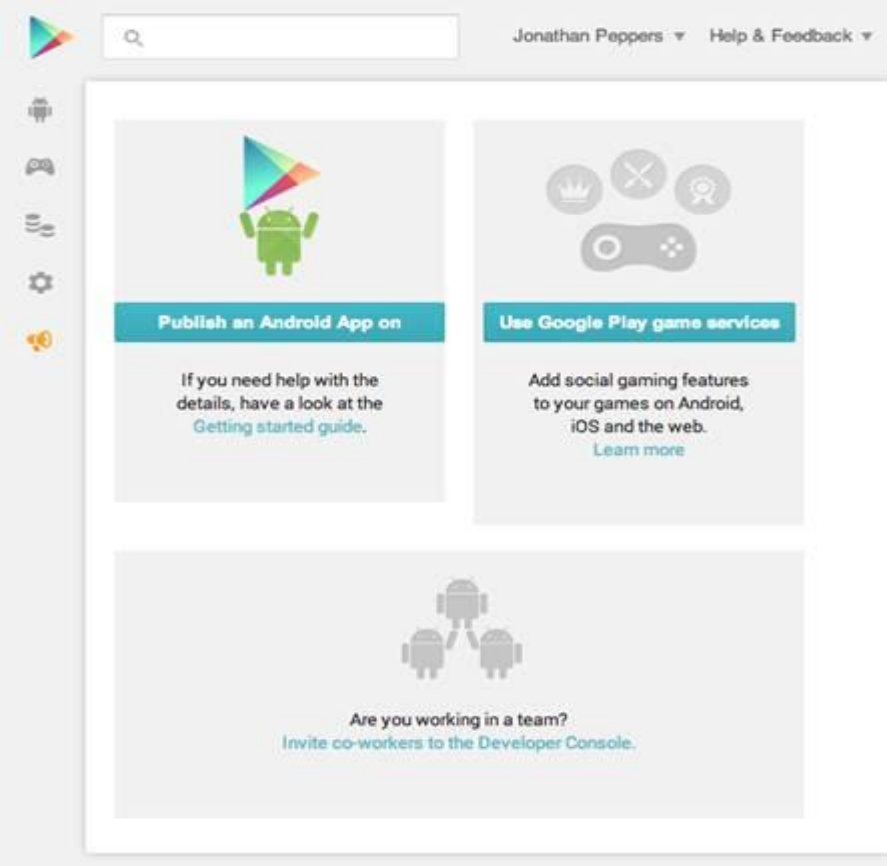




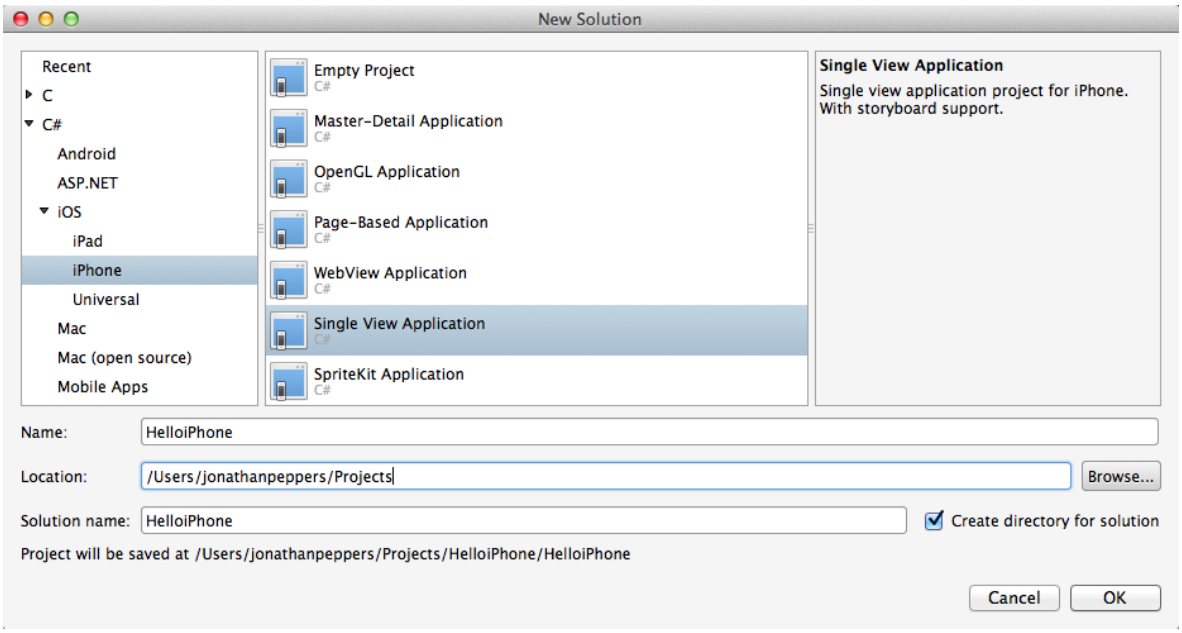
Contract Region	Contract Type	Contract Number	Contact Info	Bank Info	Tax Info	Effective Date	Expiration Date	Download
All (See Contract)	Mac OS X Paid Applications	MS10830498	Edit	Edit	View	Jun 17, 2013	Dec 10, 2013	
All (See Contract)	iOS Paid Applications	MS10830500	Edit	Edit	View	Jun 17, 2013	Sep 28, 2013	
World	Mac OS X Free Applications	MS10830461	N/A	N/A	N/A	Jun 17, 2013	Dec 10, 2013	N/A
World	iOS Free Applications	MS10830533	N/A	N/A	N/A	Jun 17, 2013	Sep 28, 2013	N/A
World	iAd Network	MS6847752	Edit	Edit	View	Apr 02, 2012	Sep 28, 2013	

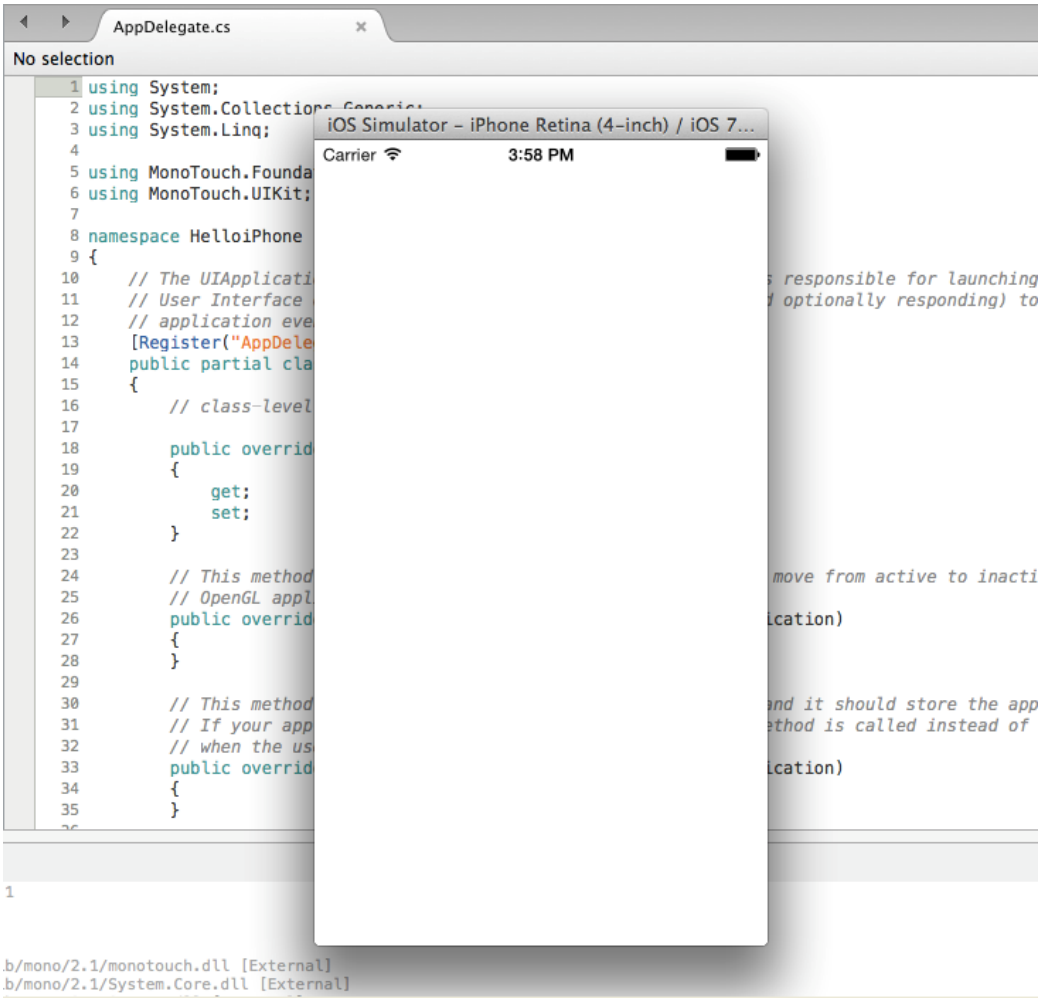

Jonathan Peppers
Help & Feedback
Publish an Android App on Google
If you need help with the details, have a look at the Getting started guide.
Use Google Play game services
Add social gaming features to your games on Android, iOS and the web. Learn more
Are you working in a team? Invite co-workers to the Developer Console.
If you are planning to create paid apps or in-app products, you'll need to set up a merchant account.

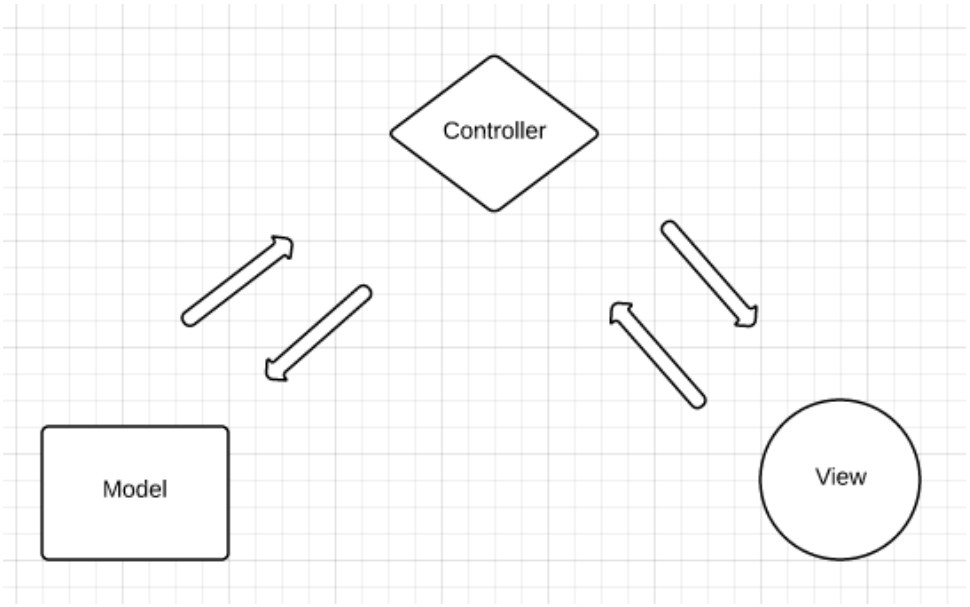

Jonathan Peppers
Help & Feedback
Publish an Android App on
If you need help with the details, have a look at the Getting started guide.
Use Google Play game services
Add social gaming features to your games on Android, iOS and the web.
Learn more
Are you working in a team?
Invite co-workers to the Developer Console.

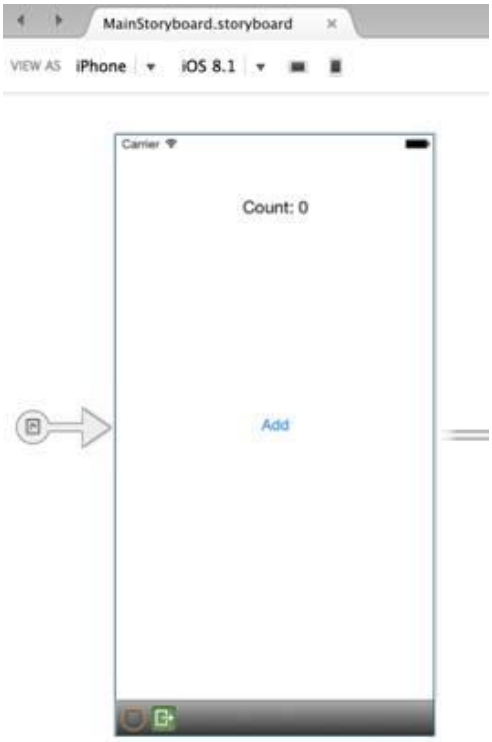

Jonathan Peppers
Help & Feedback
Publish an Android App on
If you need help with the details, have a look at the Getting started guide.
Use Google Play game services
Add social gaming features to your games on Android, iOS and the web.
Learn more
Are you working in a team?
Invite co-workers to the Developer Console.

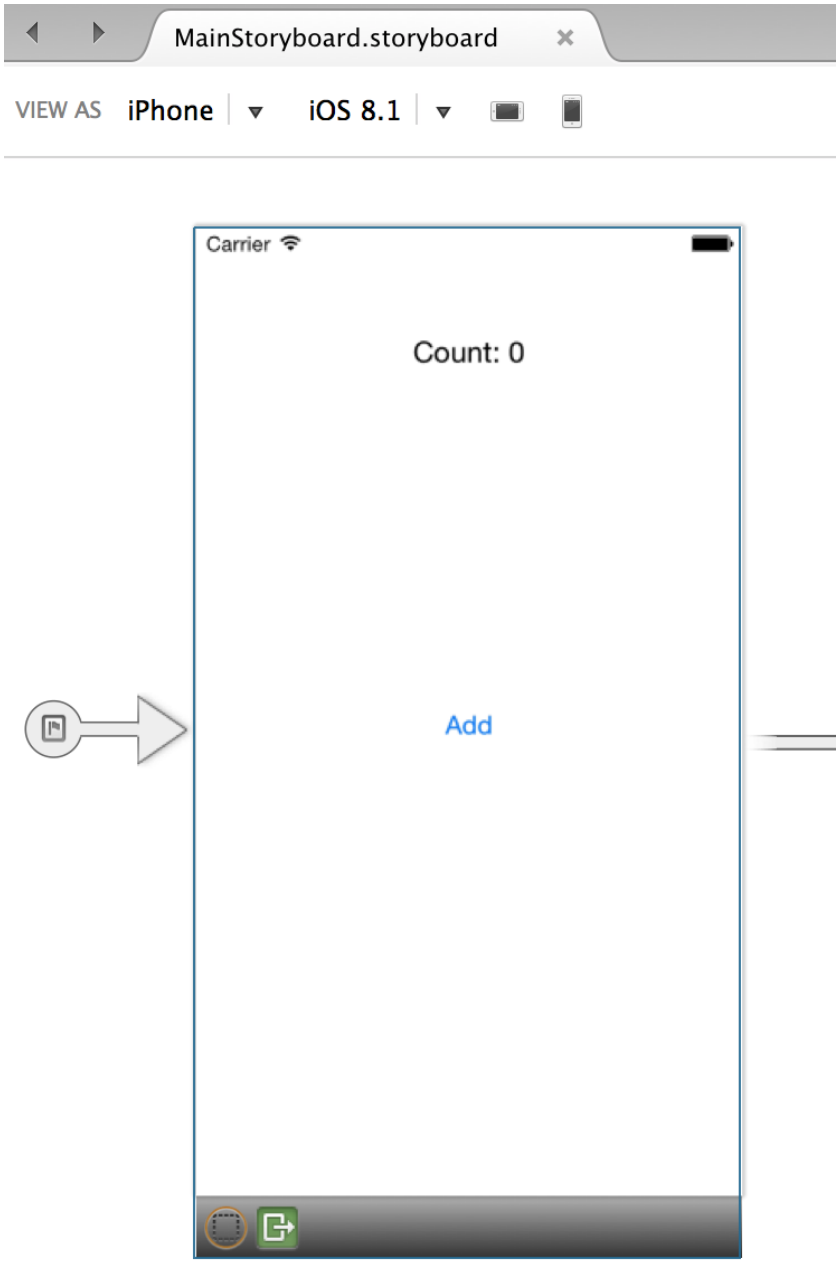
Chapter 2

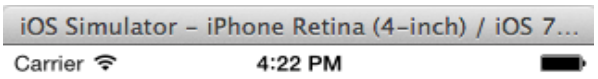

New Solution
Recent
C
C#
Android
ASP.NET
iOS
iPad
iPhone
Universal
Mac
Mac (open source)
Mobile Apps
Empty Project
Master-Detail Application
OpenGL Application
Page-Based Application
WebView Application
Single View Application
SpriteKit Application
Single View Application
Single view application project for iPhone.
With storyboard support.
Name:
HelloiPhone
Location:
/Users/jonathanpeppers/Projects
Browse...
Solution name:
HelloiPhone
Create directory for solution
Project will be saved at /Users/jonathanpeppers/Projects/HelloiPhone/HelloiPhone
Cancel
OK


AppDelegate.cs
No selection
using System;
using System.Collections.Generic;
using System.Linq;
using MonoTouch.Foundation;
using MonoTouch.UIKit;
namespace HelloiPhone
{
// The UIApplication class is responsible for launching
// User Interface (and optionally responding) to
// application events
[Register("AppDelegate")]
public partial class AppDelegate : UIApplicationDelegate
{
// class-level declarations
public override UIWindow Window
{
get;
set;
}
// This method is invoked when the application is about to move from active to inactive
// OpenGL applications should use this method to pause.
public override void OnResignActivation (UIApplication application)
{
}
// This method should be used to release shared resources and it should store the application state.
// If your application supports background execution this method is called instead of
// when the user quits.
public override void WillTerminate (UIApplication application)
{
}
iOS Simulator - iPhone Retina (4-inch) / iOS 7...
Carrier
3:58 PM
1
/Library/Frameworks/Xamarin.iOS.framework/Versions/Current/lib/mono/2.1/monotouch.dll [External]
/Library/Frameworks/Xamarin.iOS.framework/Versions/Current/lib/mono/2.1/System.Core.dll [External]


Controller
Model
View

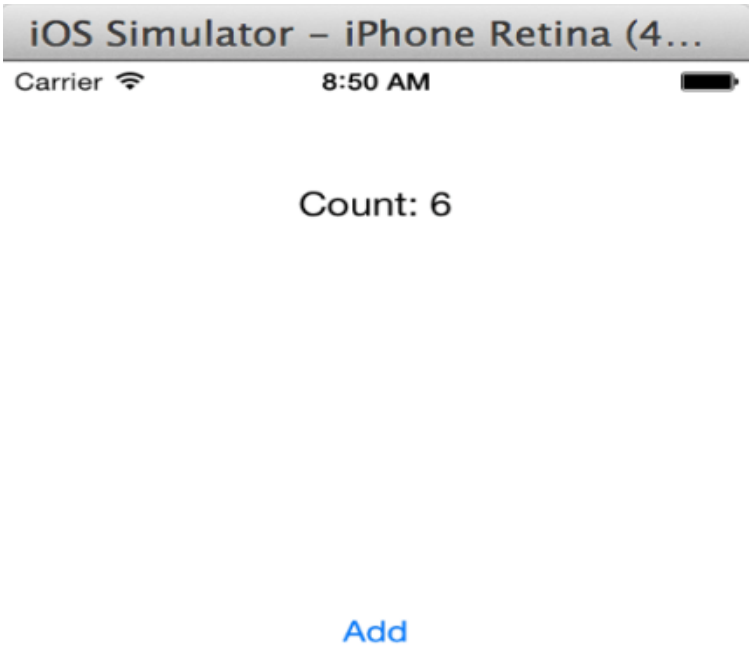

MainStoryboard.storyboard
VIEW AS
iPhone
iOS 8.1
Carrier
Count: 0
Add

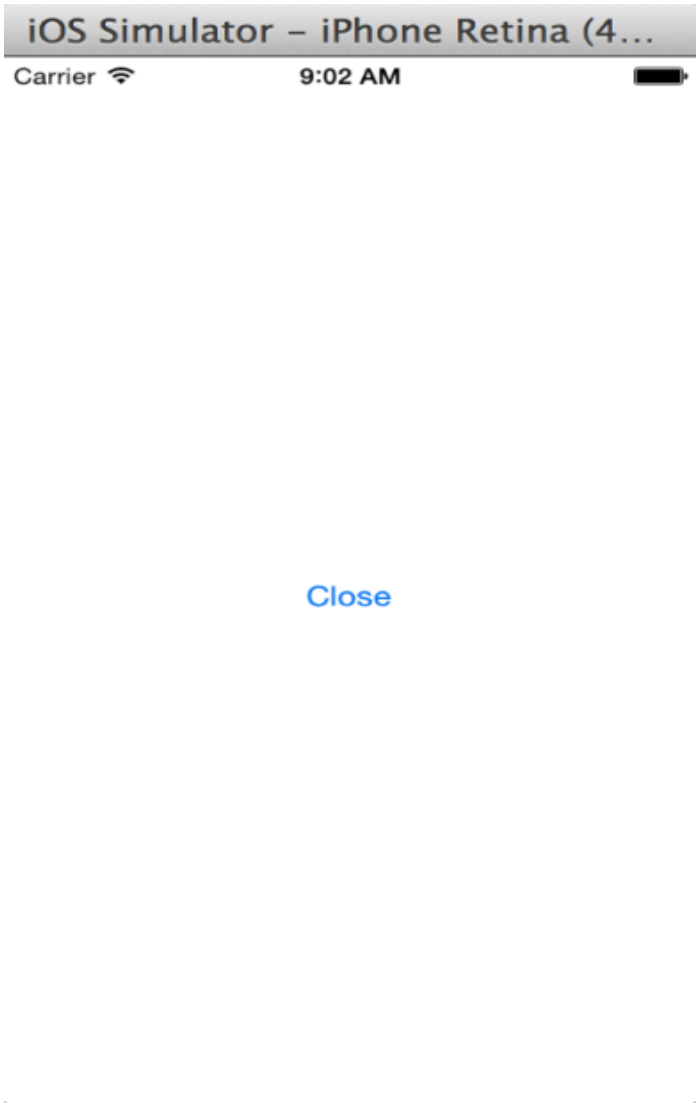

MainStoryboard.storyboard
VIEW AS
iPhone
iOS 8.1
Carrier
Count: 0
Add

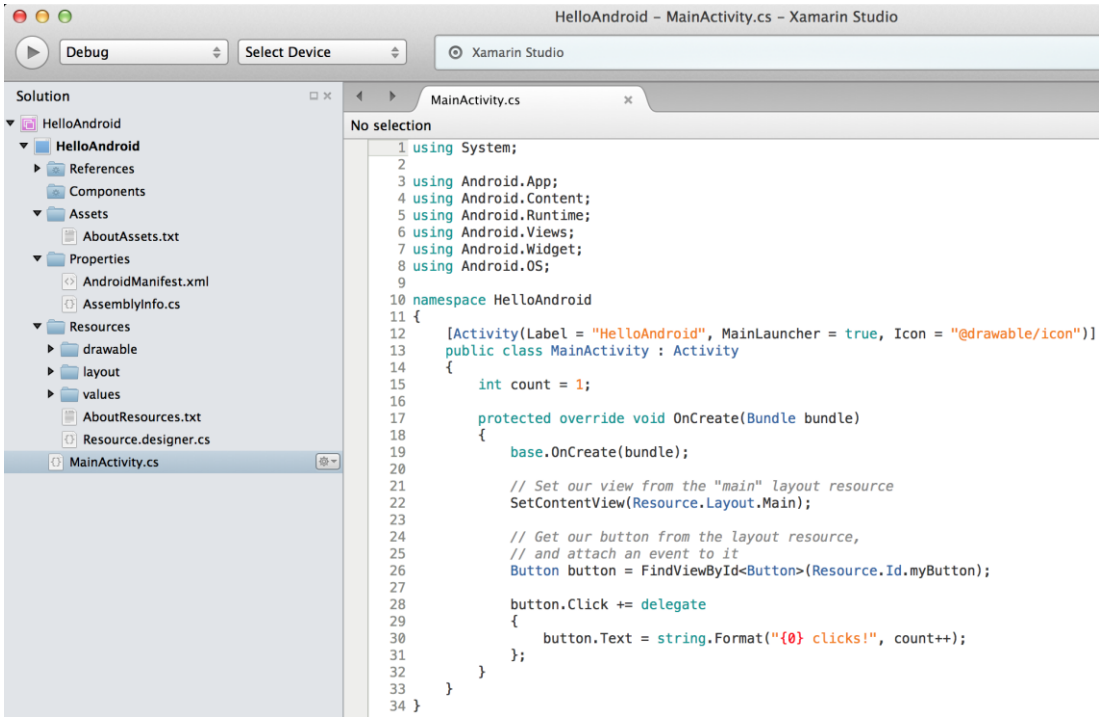


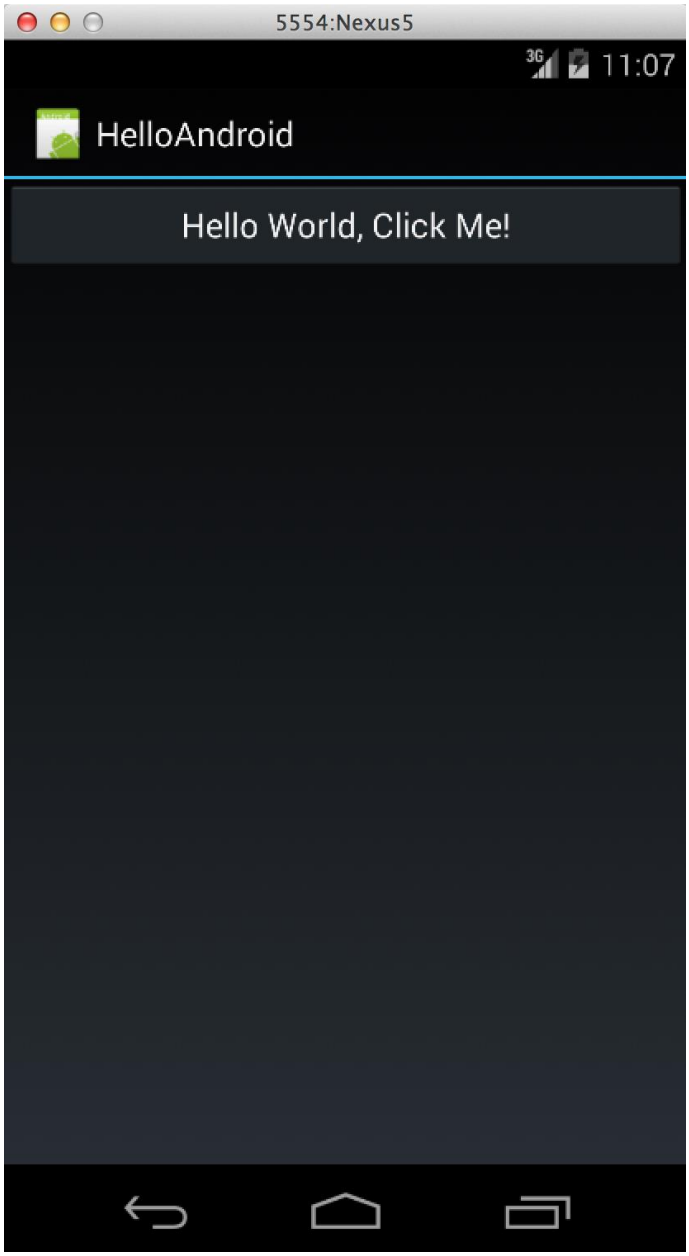
Count: 0

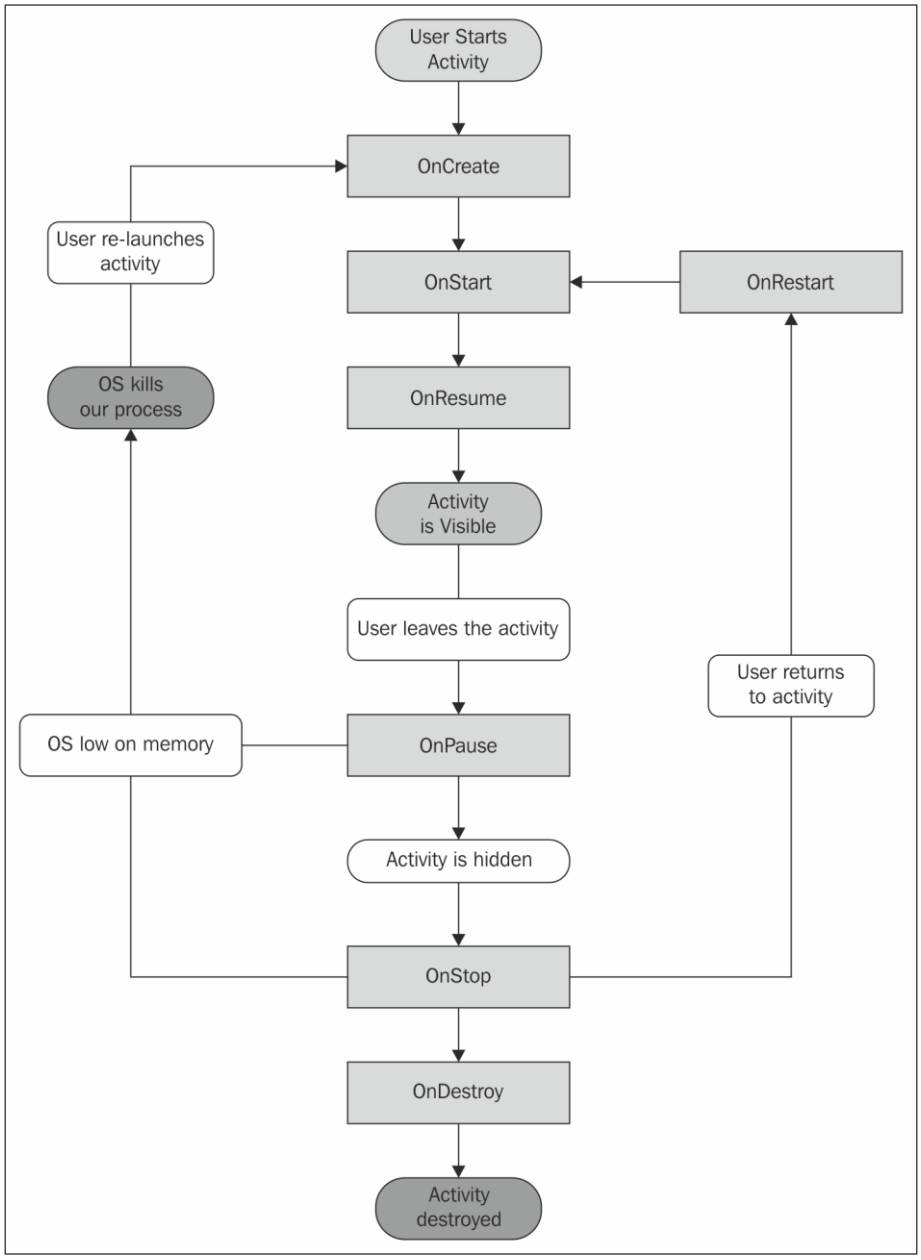
Add

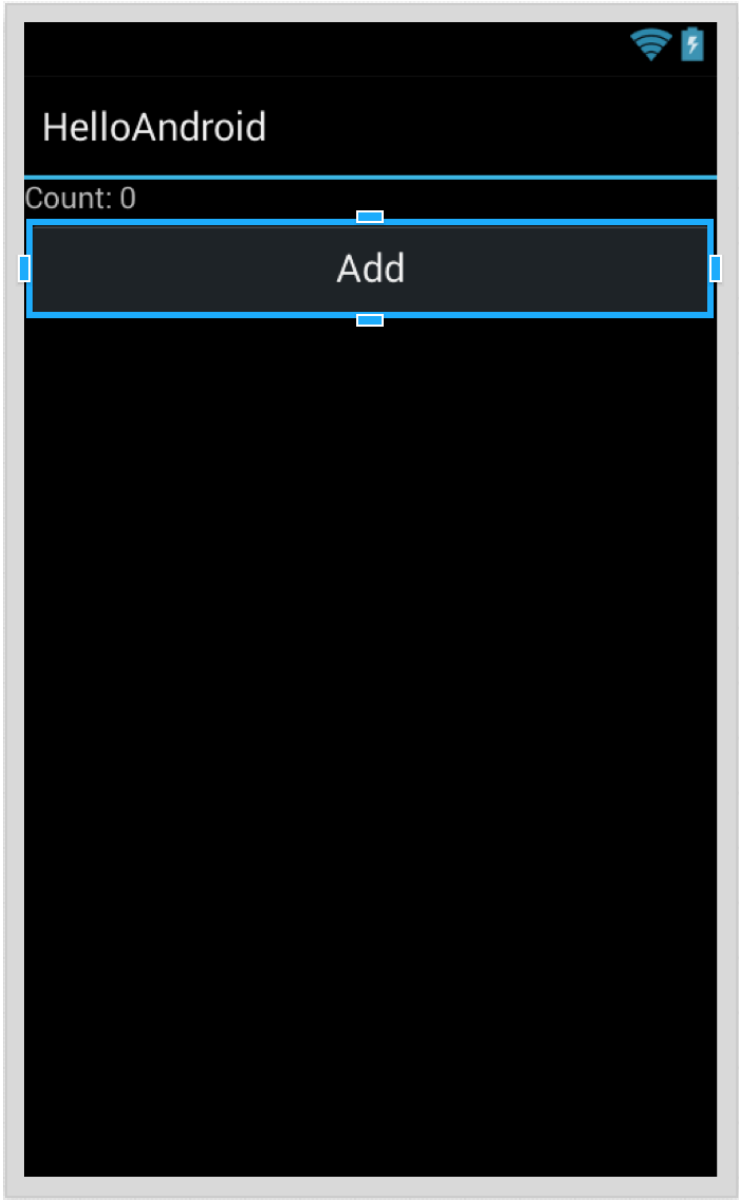

iOS Simulator – iPhone Retina (4...
Carrier
8:50 AM
Count: 6
Add

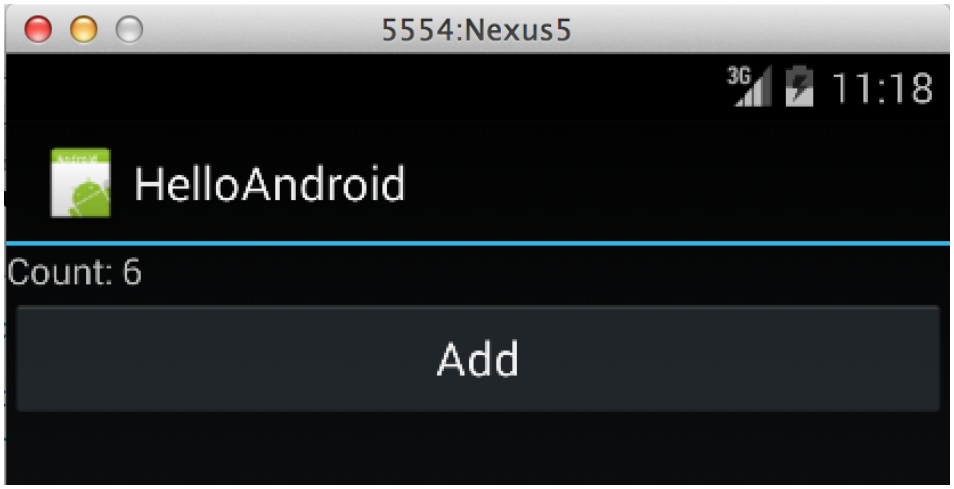

iOS Simulator – iPhone Retina (4...
Carrier
9:02 AM
Close

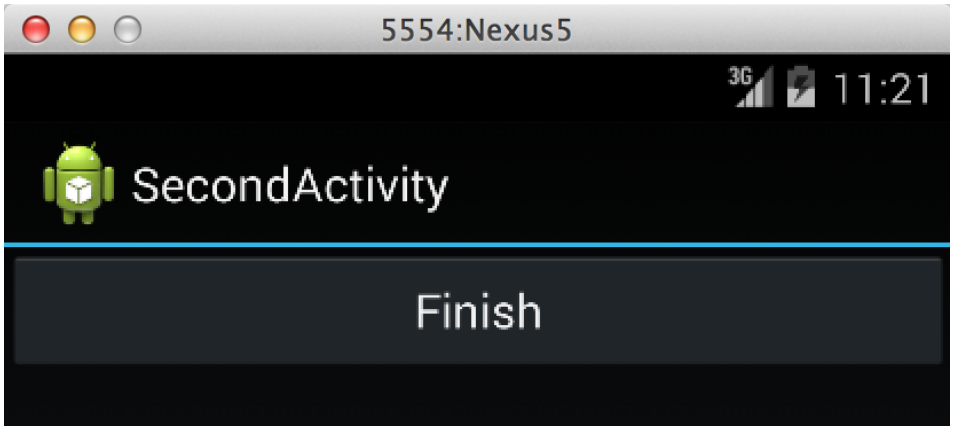

HelloAndroid – MainActivity.cs – Xamarin Studio
Debug
Select Device
Xamarin Studio
Solution
HelloAndroid
HelloAndroid
References
Components
Assets
AboutAssets.txt
Properties
AndroidManifest.xml
AssemblyInfo.cs
Resources
drawable
layout
values
AboutResources.txt
Resource.designer.cs
MainActivity.cs
MainActivity.cs
No selection
1 using System;
2
3 using Android.App;
4 using Android.Content;
5 using Android.Runtime;
6 using Android.Views;
7 using Android.Widget;
8 using Android.OS;
9
10 namespace HelloAndroid
11 {
12 [Activity(Label = "HelloAndroid", MainLauncher = true, Icon = "@drawable/icon")]
13 public class MainActivity : Activity
14 {
15 int count = 1;
16
17 protected override void OnCreate(Bundle bundle)
18 {
19 base.OnCreate(bundle);
20
21 // Set our view from the "main" layout resource
22 SetContentView(Resource.Layout.Main);
23
24 // Get our button from the layout resource,
25 // and attach an event to it
26 Button button = FindViewById<Button>(Resource.Id.myButton);
27
28 button.Click += delegate
29 {
30 button.Text = string.Format("{0} clicks!", count++);
31 };
32 }
33 }
34 }


5554:Nexus5
11:07
HelloAndroid
Hello World, Click Me!

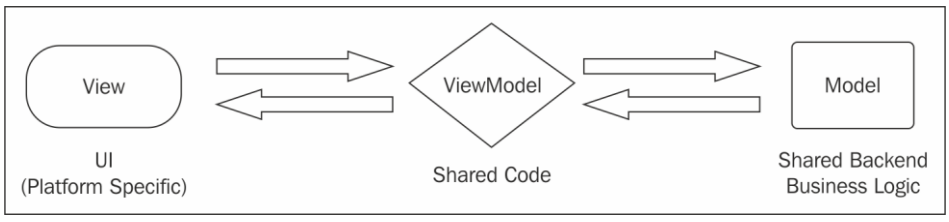

User Starts Activity
OnCreate
User re-launches activity
OnStart
OnRestart
OS kills our process
OnResume
Activity is Visible
User leaves the activity
User returns to activity
OS low on memory
OnPause
Activity is hidden
OnStop
OnDestroy
Activity destroyed

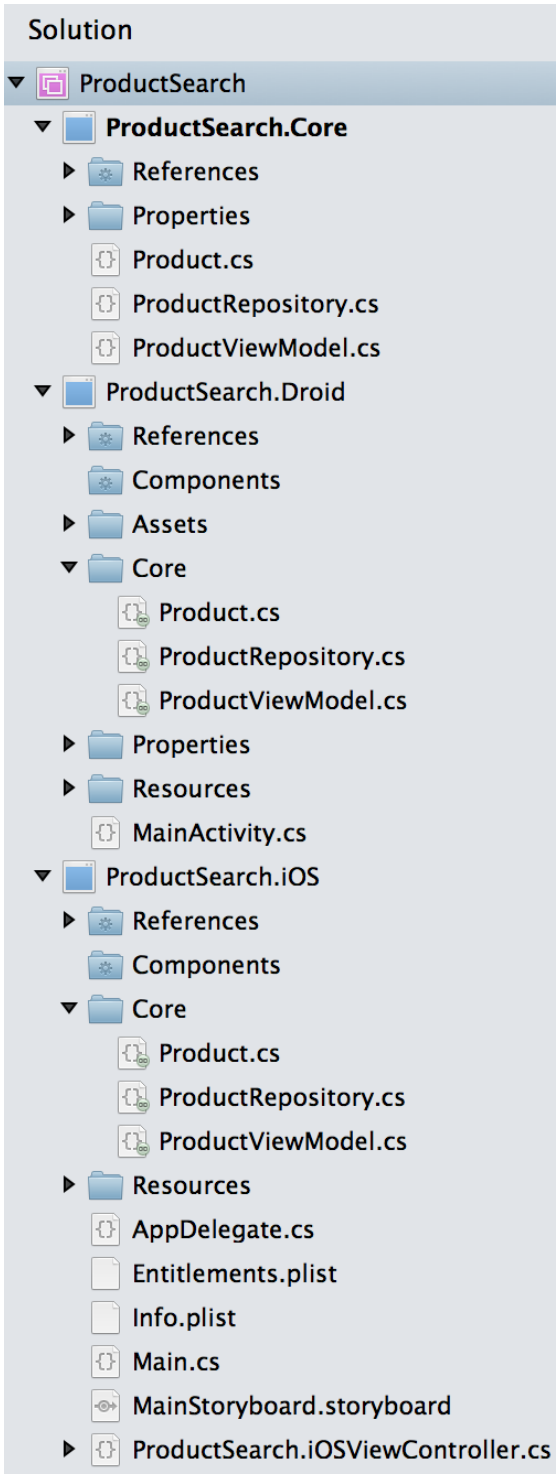

HelloAndroid
Count: 0
Add

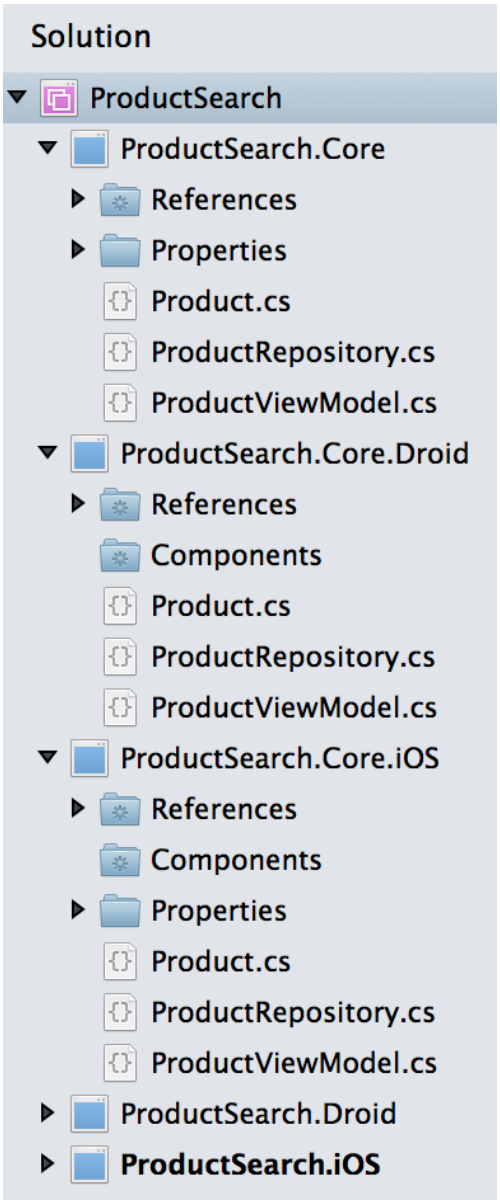

5554:Nexus5
3G
11:18
HelloAndroid
Count: 6
Add


5554:Nexus5
3G
11:21
SecondActivity
Finish

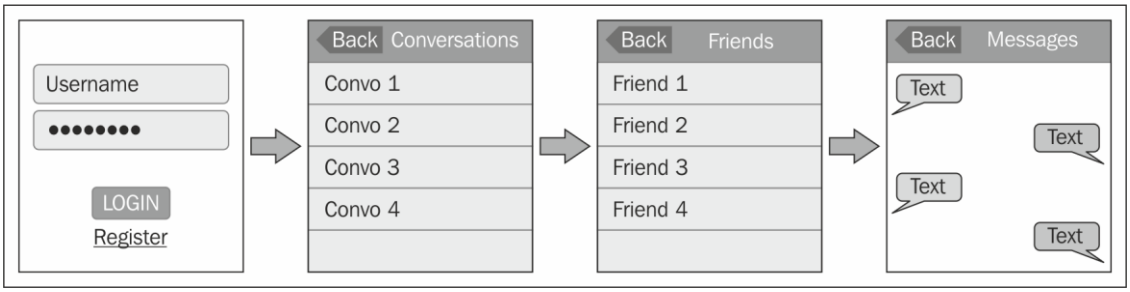
Chapter 3

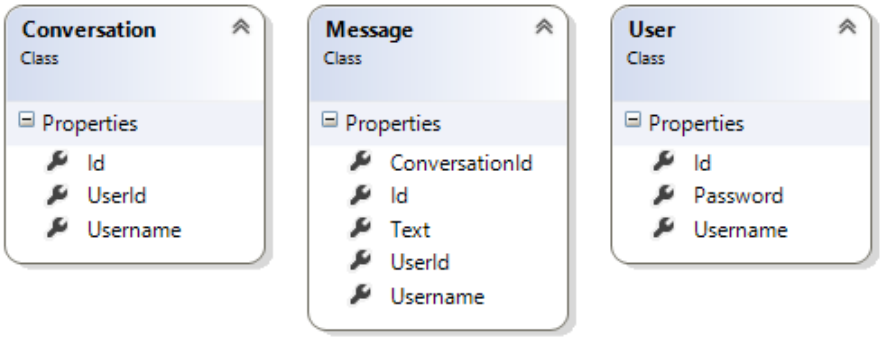

View
UI
(Platform Specific)
ViewModel
Shared Code
Model
Shared Backend
Business Logic

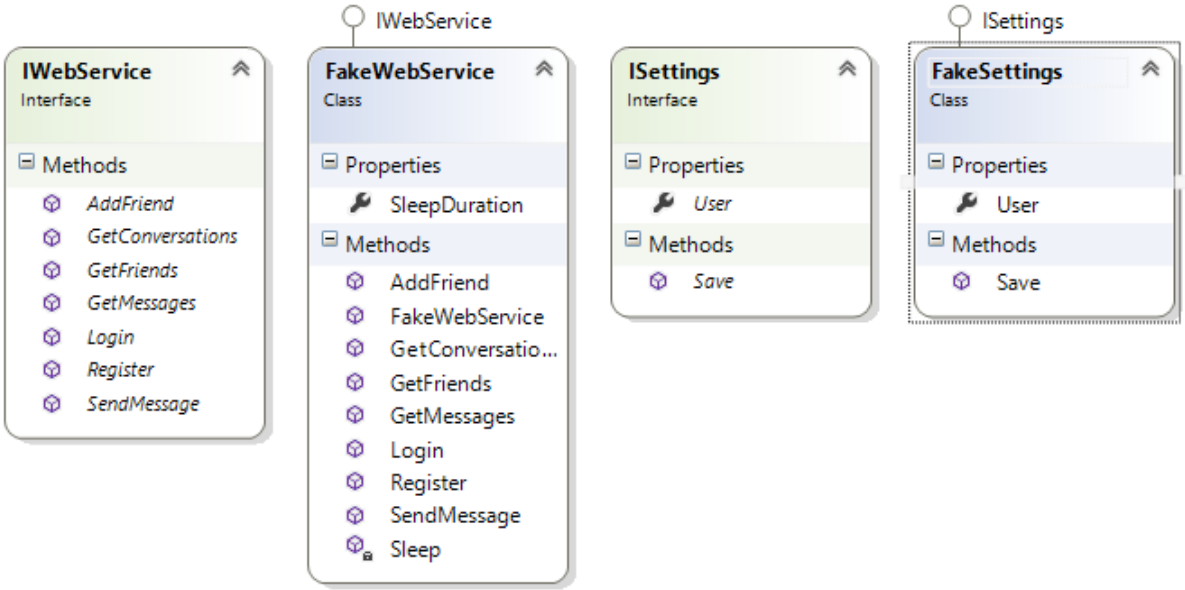

Solution
ProductSearch
ProductSearch.Core
References
Properties
Product.cs
ProductRepository.cs
ProductViewModel.cs
ProductSearch.Droid
References
Components
Assets
Core
Product.cs
ProductRepository.cs
ProductViewModel.cs
Properties
Resources
MainActivity.cs
ProductSearch.iOS
References
Components
Core
Product.cs
ProductRepository.cs
ProductViewModel.cs
Resources
AppDelegate.cs
Entitlements.plist
Info.plist
Main.cs
MainStoryboard.storyboard
ProductSearch.iOSViewController.cs

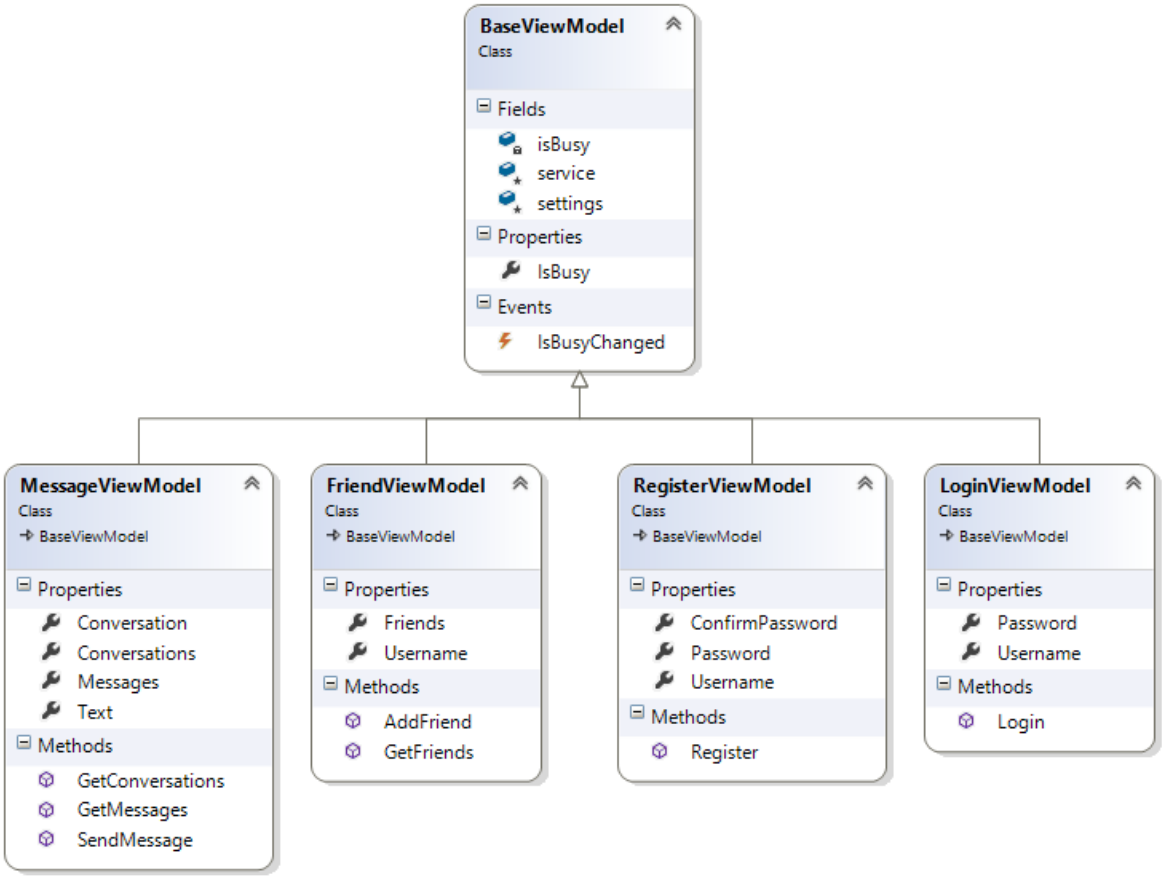

Solution
ProductSearch
ProductSearch.Core
References
Properties
Product.cs
ProductRepository.cs
ProductViewModel.cs
ProductSearch.Core.Droid
References
Components
Product.cs
ProductRepository.cs
ProductViewModel.cs
ProductSearch.Core.iOS
References
Components
Properties
Product.cs
ProductRepository.cs
ProductViewModel.cs
ProductSearch.Droid
ProductSearch.iOS

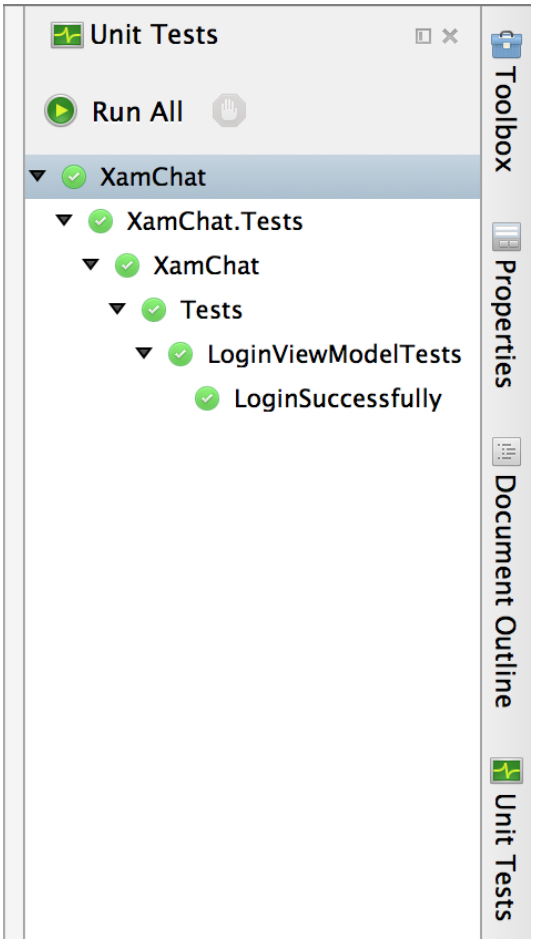
Chapter 4

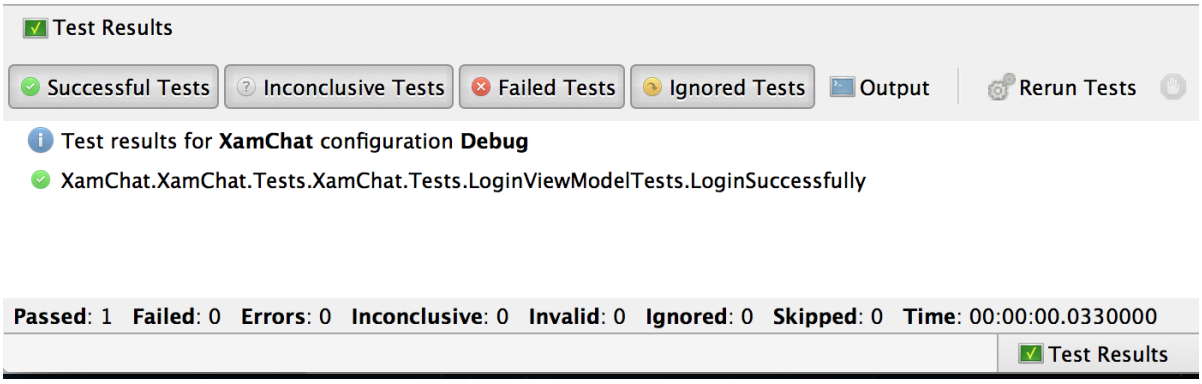

Username
LOGIN
Register
Back Conversations
Convo 1
Convo 2
Convo 3
Convo 4
Back Friends
Friend 1
Friend 2
Friend 3
Friend 4
Back Messages
Text
Text
Text
Text

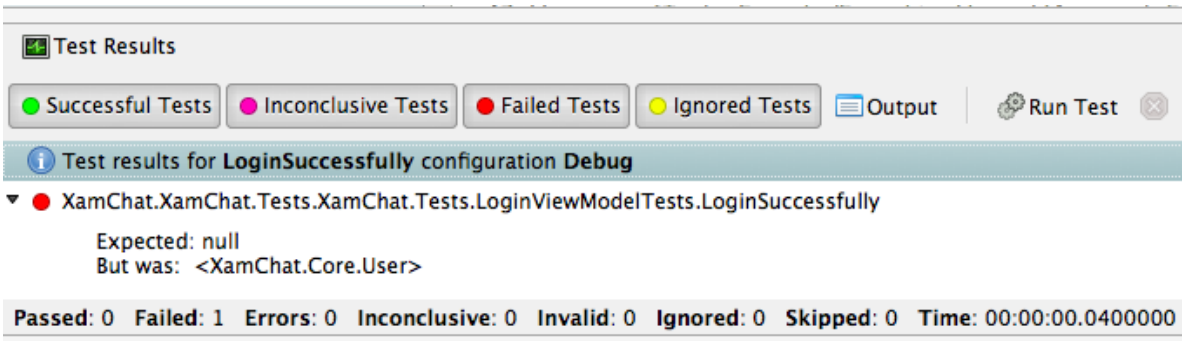

Conversation
Class
Properties
Id
UserId
Username
Message
Class
Properties
ConversationId
Id
Text
UserId
Username
User
Class
Properties
Id
Password
Username


IWebService
Interface
Methods
AddFriend
GetConversations
GetFriends
GetMessages
Login
Register
SendMessage
IWebService
FakeWebService
Class
Properties
SleepDuration
Methods
AddFriend
FakeWebService
GetConversatio...
GetFriends
GetMessages
Login
Register
SendMessage
Sleep
ISettings
Interface
Properties
User
Methods
Save
ISettings
FakeSettings
Class
Properties
User
Methods
Save

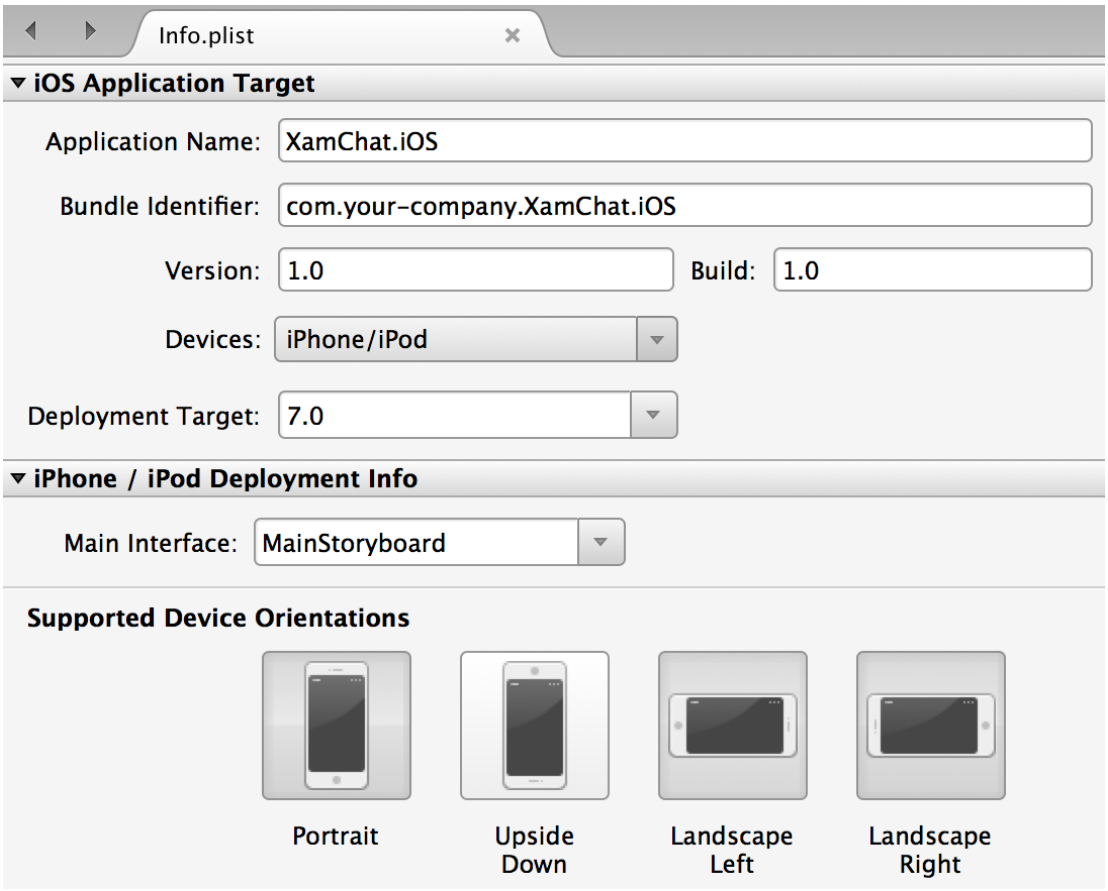

BaseViewModel
Class
Fields
isBusy
service
settings
Properties
IsBusy
Events
IsBusyChanged
MessageViewModel
Class
BaseViewModel
Properties
Conversation
Conversations
Messages
Text
Methods
GetConversations
GetMessages
SendMessage
FriendViewModel
Class
BaseViewModel
Properties
Friends
Username
Methods
AddFriend
GetFriends
RegisterViewModel
Class
BaseViewModel
Properties
ConfirmPassword
Password
Username
Methods
Register
LoginViewModel
Class
BaseViewModel
Properties
Password
Username
Methods
Login

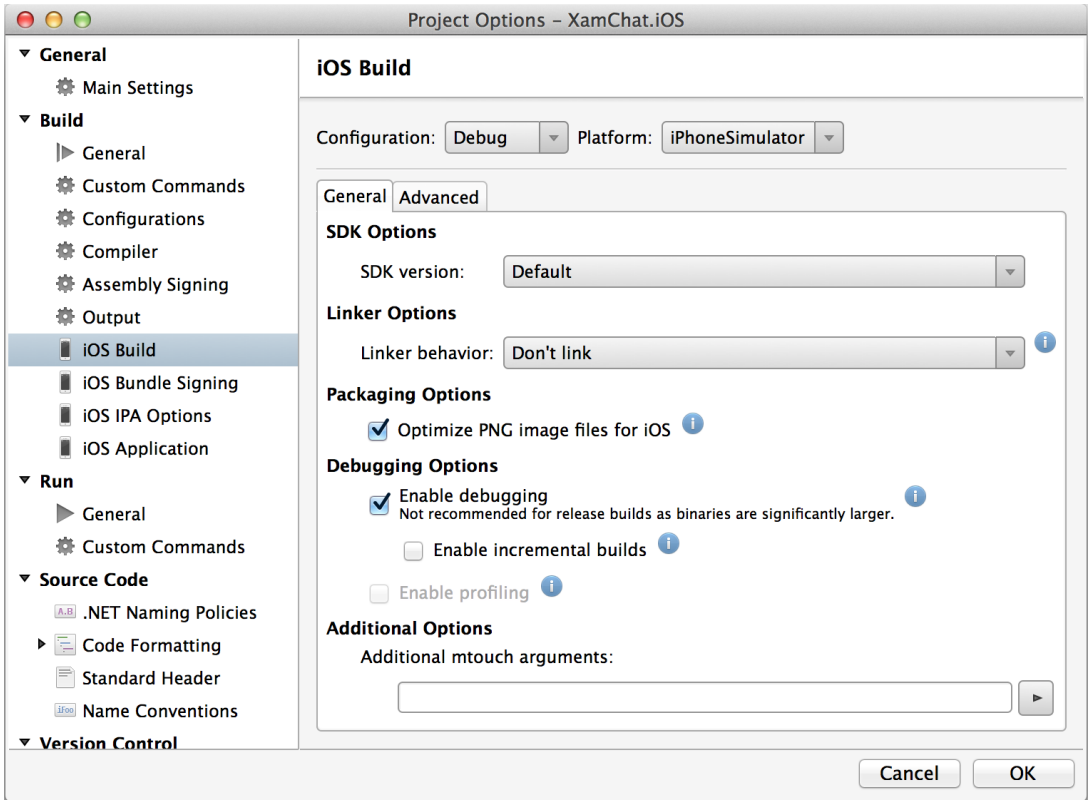

Unit Tests
Run All
XamChat
XamChat.Tests
XamChat
Tests
LoginViewModelTests
LoginSuccessfully
Toolbox
Properties
Document Outline
Unit Tests

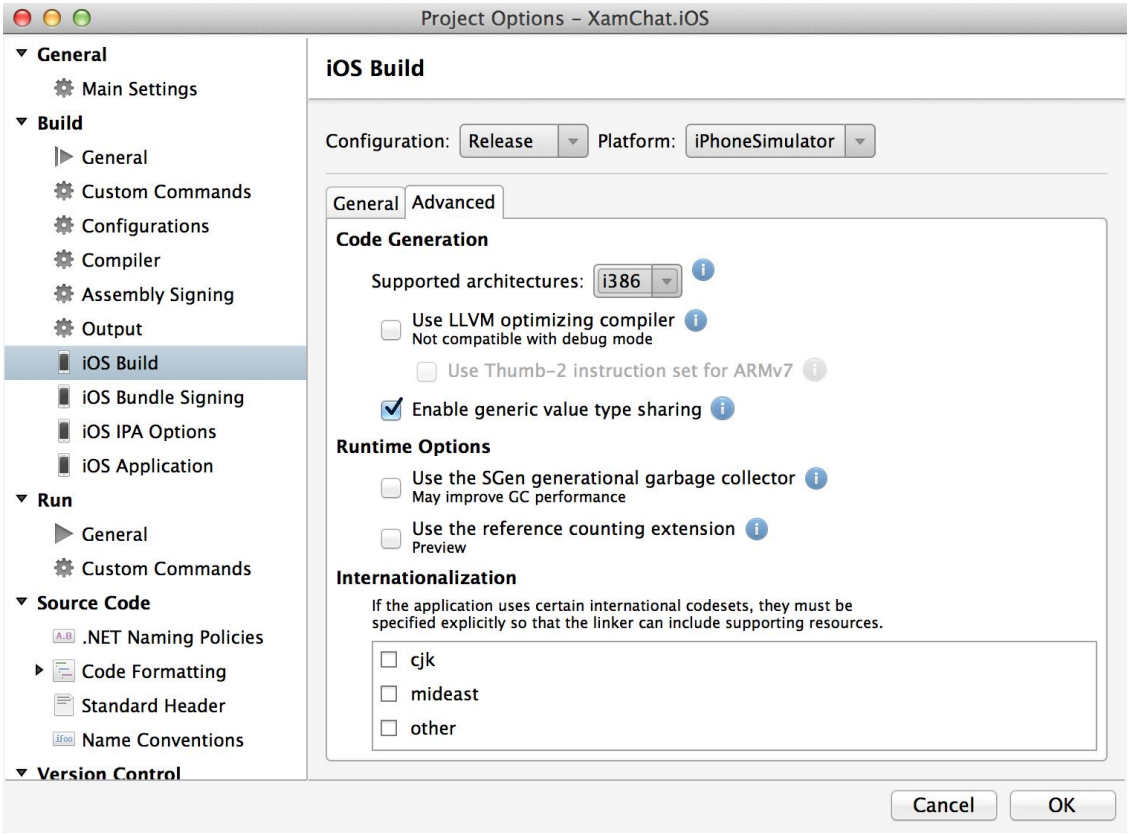

Test Results
Successful Tests
Inconclusive Tests
Failed Tests
Ignored Tests
Output
Rerun Tests
Test results for XamChat configuration Debug
XamChat.XamChat.Tests.XamChat.Tests.LoginViewModelTests.LoginSuccessfully
Passed: 1 Failed: 0 Errors: 0 Inconclusive: 0 Invalid: 0 Ignored: 0 Skipped: 0 Time: 00:00:00.0330000
Test Results

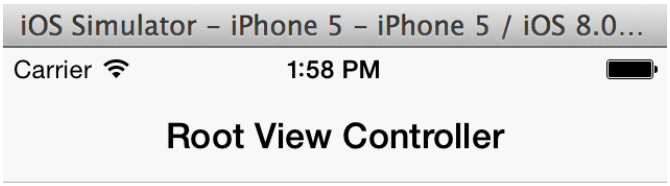

Test Results
Successful Tests
Inconclusive Tests
Failed Tests
Ignored Tests
Output
Run Test
Test results for LoginSuccessfully configuration Debug
XamChat.XamChat.Tests.XamChat.Tests.LoginViewModelTests.LoginSuccessfully
Expected: null
But was: <XamChat.Core.User>
Passed: 0 Failed: 1 Errors: 0 Inconclusive: 0 Invalid: 0 Ignored: 0 Skipped: 0 Time: 00:00:00.0400000

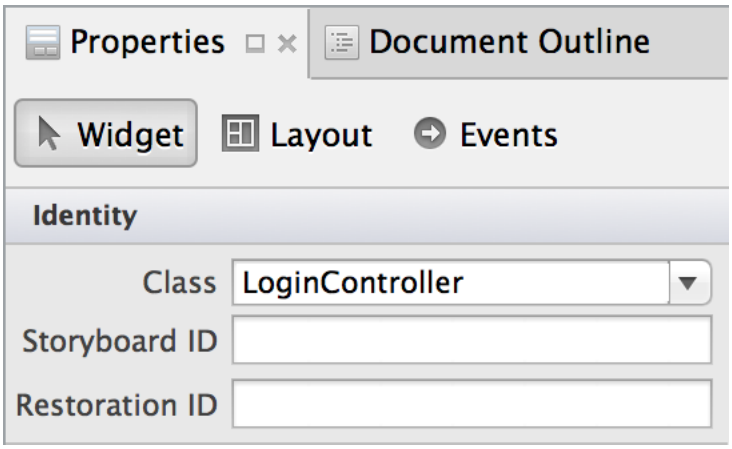
Chapter 5


Info.plist
iOS Application Target
Application Name: XamChat.iOS
Bundle Identifier: com.your-company.XamChat.iOS
Version: 1.0
Build: 1.0
Devices: iPhone/iPod
Deployment Target: 7.0
iPhone / iPod Deployment Info
Main Interface: MainStoryboard
Supported Device Orientations
Portrait
Upside Down
Landscape Left
Landscape Right

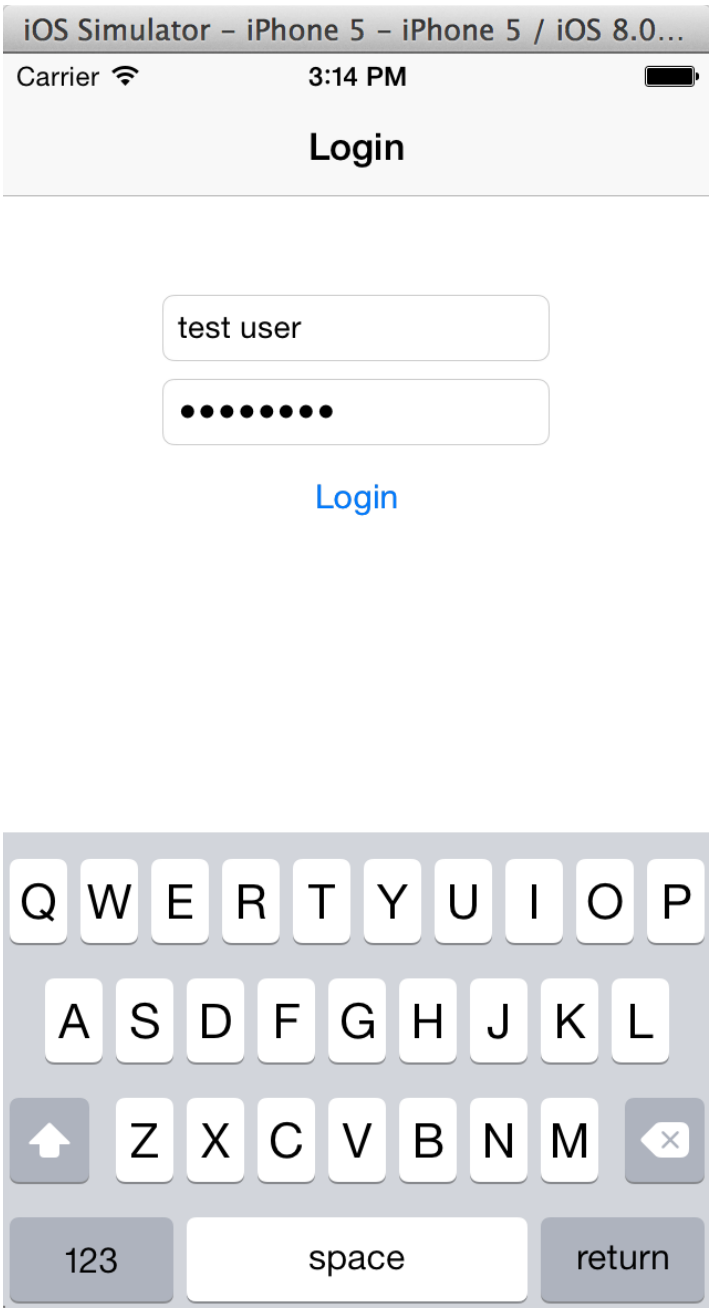

Project Options – XamChat.iOS
General
Main Settings
Build
General
Custom Commands
Configurations
Compiler
Assembly Signing
Output
iOS Build
iOS Bundle Signing
iOS IPA Options
iOS Application
Run
General
Custom Commands
Source Code
.NET Naming Policies
Code Formatting
Standard Header
Name Conventions
Version Control
iOS Build
Configuration: Debug
Platform: iPhoneSimulator
General
Advanced
SDK Options
SDK version: Default
Linker Options
Linker behavior: Don't link
Packaging Options
Optimize PNG image files for iOS
Debugging Options
Enable debugging
Not recommended for release builds as binaries are significantly larger.
Enable incremental builds
Enable profiling
Additional Options
Additional mtouch arguments:
Cancel
OK

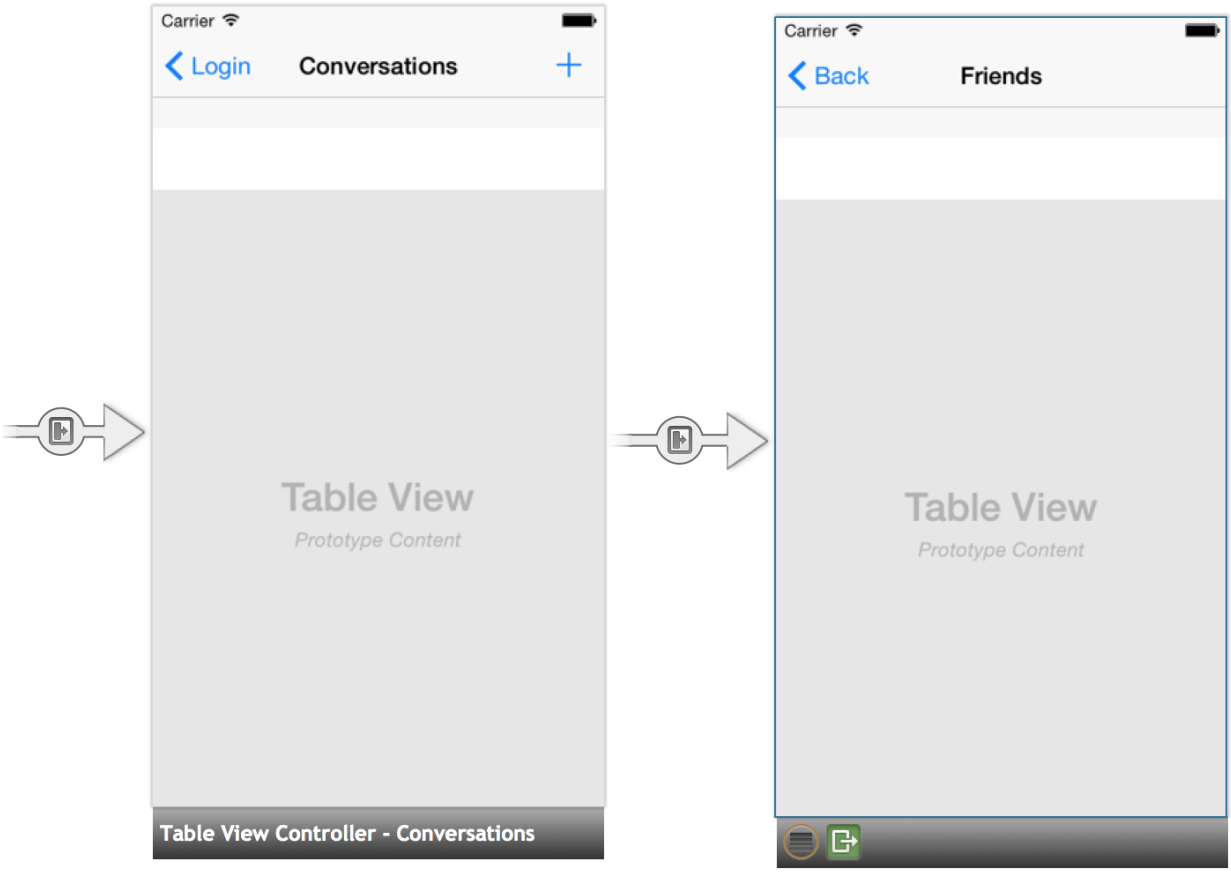

Project Options – XamChat.iOS
General
Main Settings
Build
General
Custom Commands
Configurations
Compiler
Assembly Signing
Output
iOS Build
iOS Bundle Signing
iOS IPA Options
iOS Application
Run
General
Custom Commands
Source Code
.NET Naming Policies
Code Formatting
Standard Header
Name Conventions
Version Control
iOS Build
Configuration: Release
Platform: iPhoneSimulator
General
Advanced
Code Generation
Supported architectures: i386
Use LLVM optimizing compiler
Not compatible with debug mode
Use Thumb-2 instruction set for ARMv7
Enable generic value type sharing
Runtime Options
Use the SGen generational garbage collector
May improve GC performance
Use the reference counting extension
Preview
Internationalization
If the application uses certain international codesets, they must be specified explicitly so that the linker can include supporting resources.
cjk
mideast
other
Cancel
OK

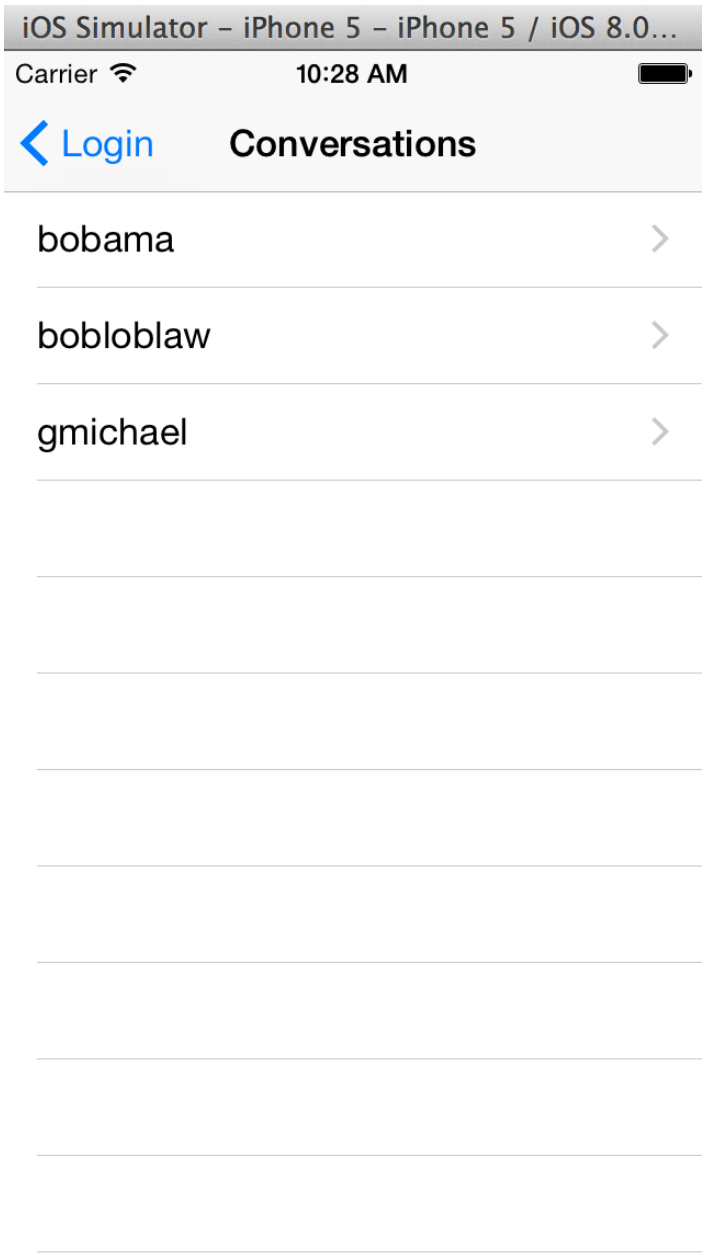

iOS Simulator - iPhone 5 - iPhone 5 / iOS 8.0...
Carrier
1:58 PM
Root View Controller

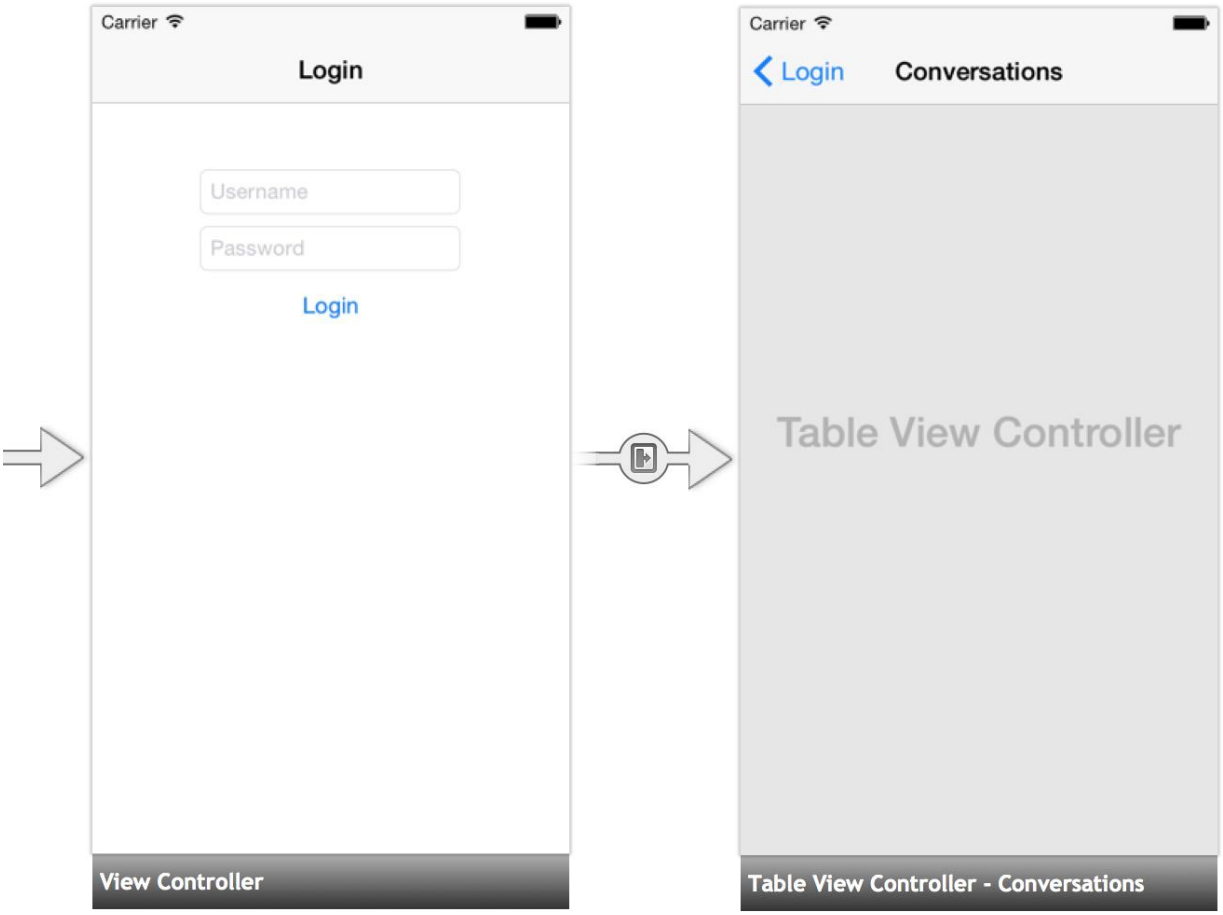


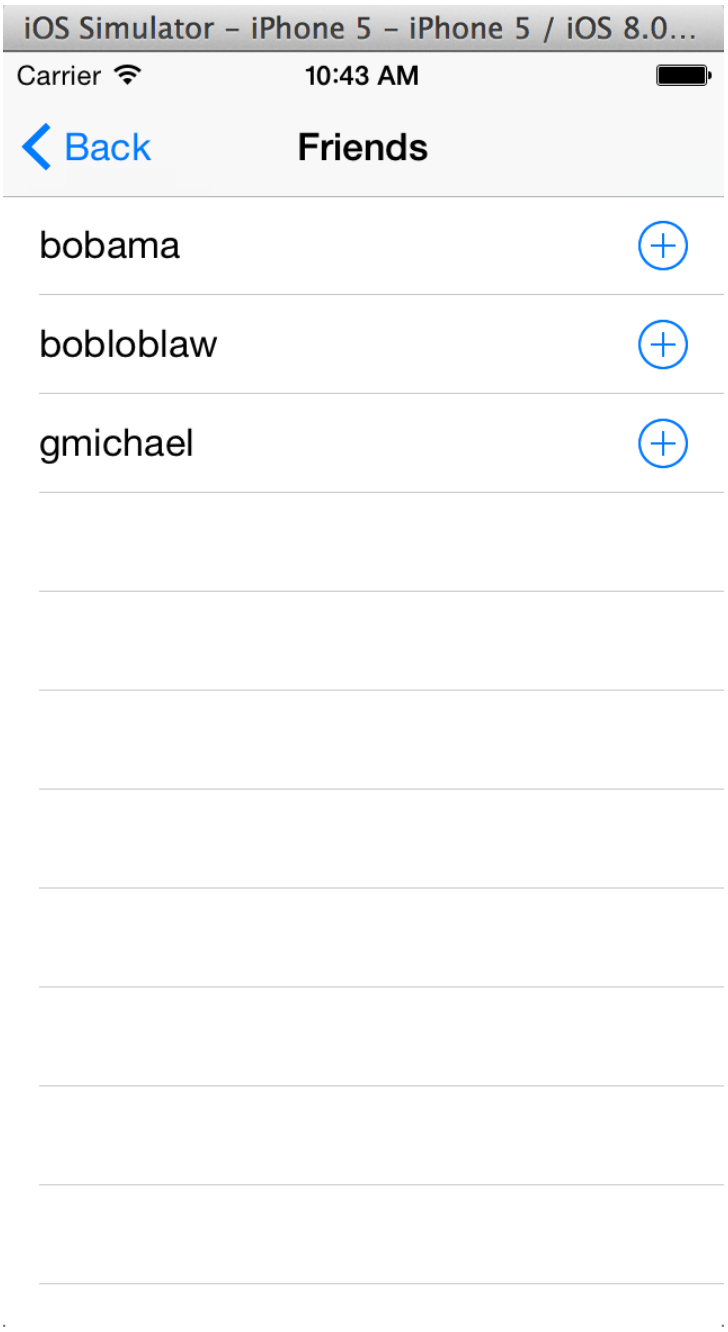

```
1  // WARNING
2  //
3  // This file has been generated automatically by Xamarin Studio from the outlets and
4  // actions declared in your storyboard file.
5  // Manual changes to this file will not be maintained.
6  //
7  using System;
8  using MonoTouch.Foundation;
9  using MonoTouch.UIKit;
10 using System.CodeDom.Compiler;
11
12 namespace XamChat.iOS
13 {
14     [Register ("LoginController")]
15     partial class LoginController
16     {
17         [Outlet]
18         [GeneratedCode ("iOS Designer", "1.0")]
19         UIActivityIndicatorView indicator { get; set; }
20
21         [Outlet]
22         [GeneratedCode ("iOS Designer", "1.0")]
23         UIButton login { get; set; }
24
25         [Outlet]
26         [GeneratedCode ("iOS Designer", "1.0")]
27         UITextField password { get; set; }
28
29         [Outlet]
30         [GeneratedCode ("iOS Designer", "1.0")]
31         UITextField username { get; set; }
```

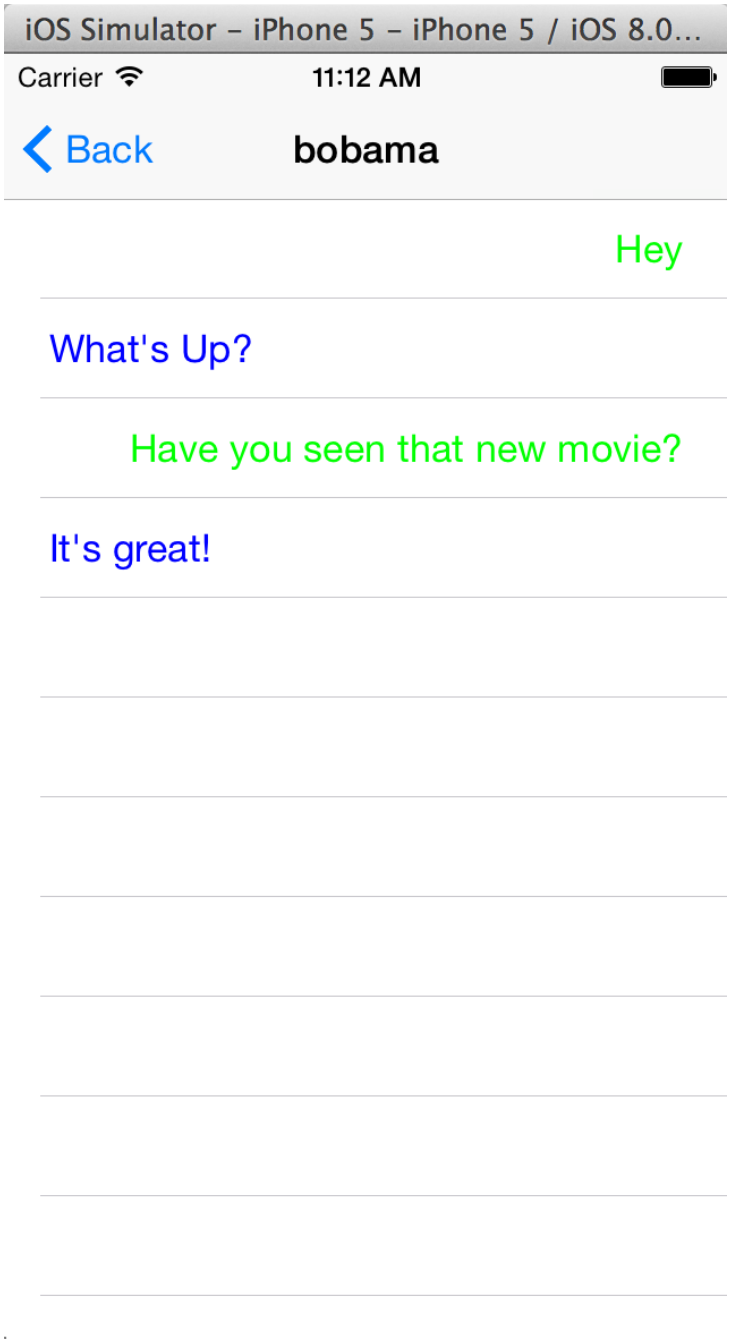

iOS Simulator - iPhone 5 - iPhone 5 / iOS 8.0...
Carrier
3:14 PM
Login
test user
Login
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
123
space
return

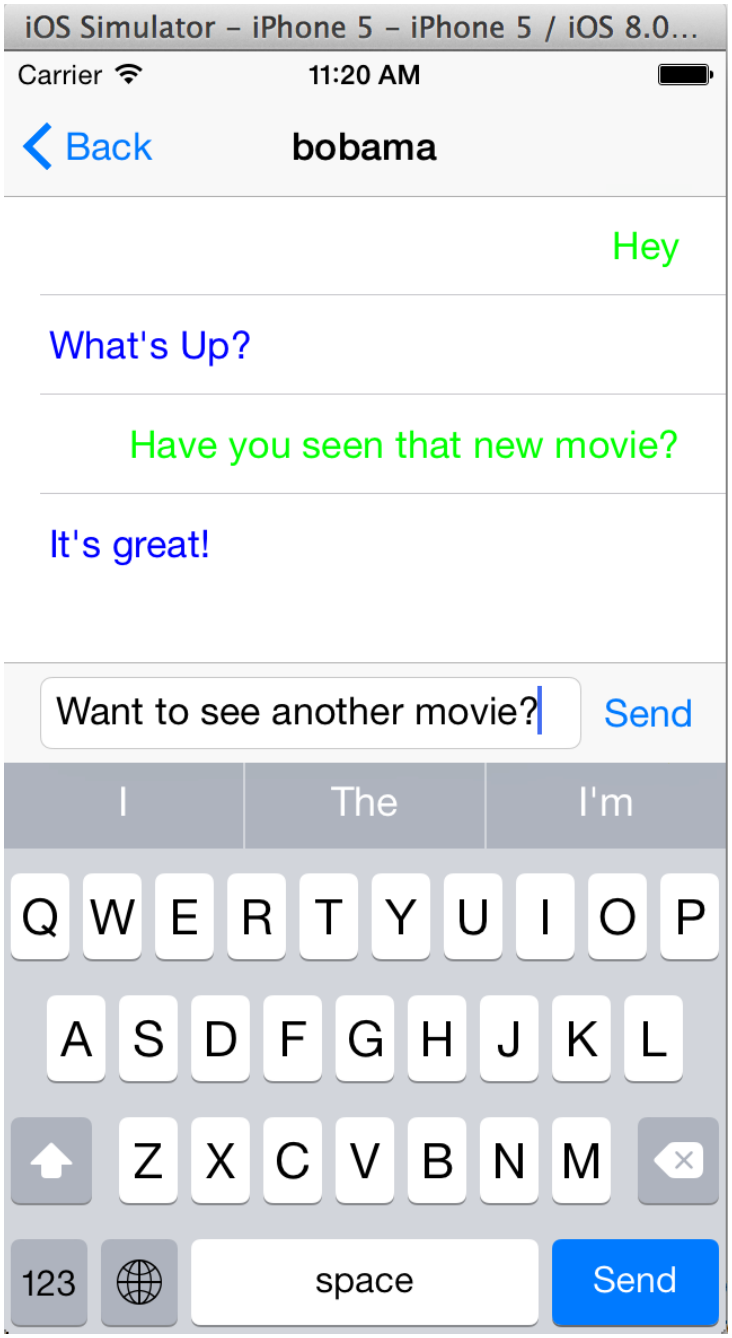

Carrier
Login
Conversations
Table View
Prototype Content
Table View Controller - Conversations
Carrier
Back
Friends
Table View
Prototype Content


iOS Simulator - iPhone 5 - iPhone 5 / iOS 8.0...
Carrier
10:28 AM
Login
Conversations
bobama
bobloblaw
gmichael

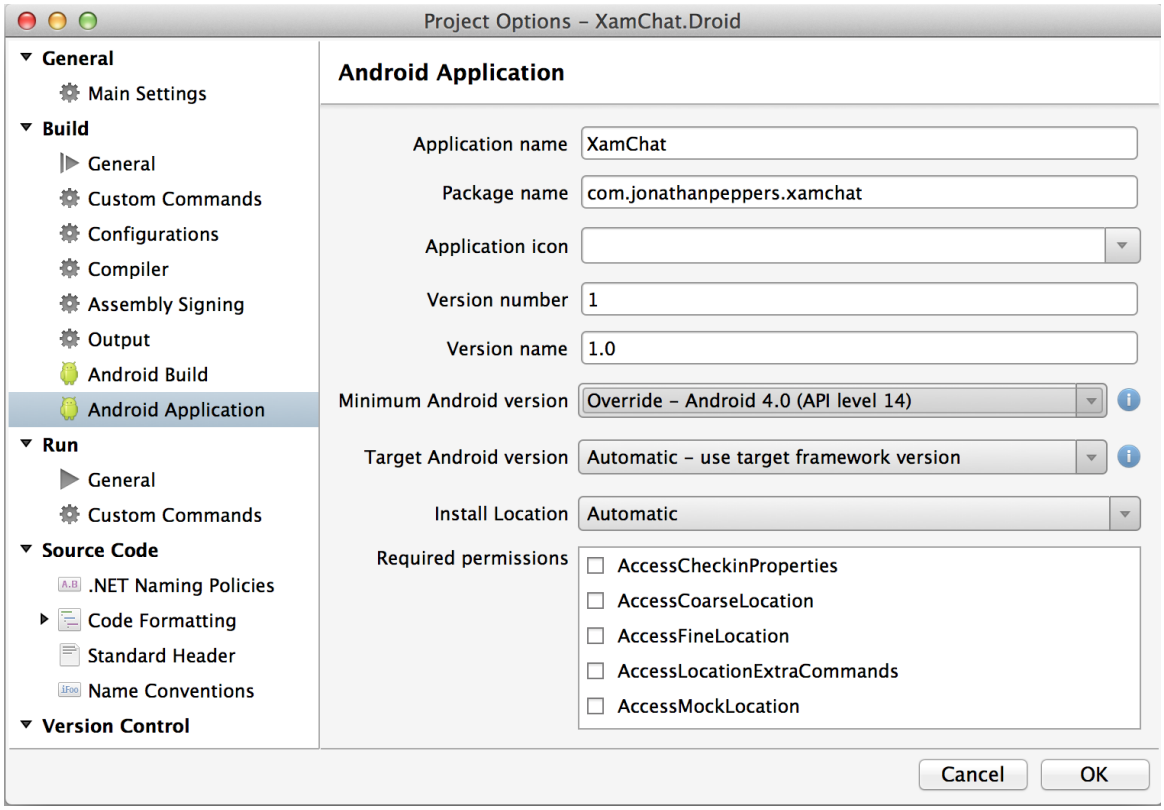

Carrier
Login
Username
Password
Login
View Controller
Carrier
Login
Conversations
Table View Controller
Table View Controller - Conversations

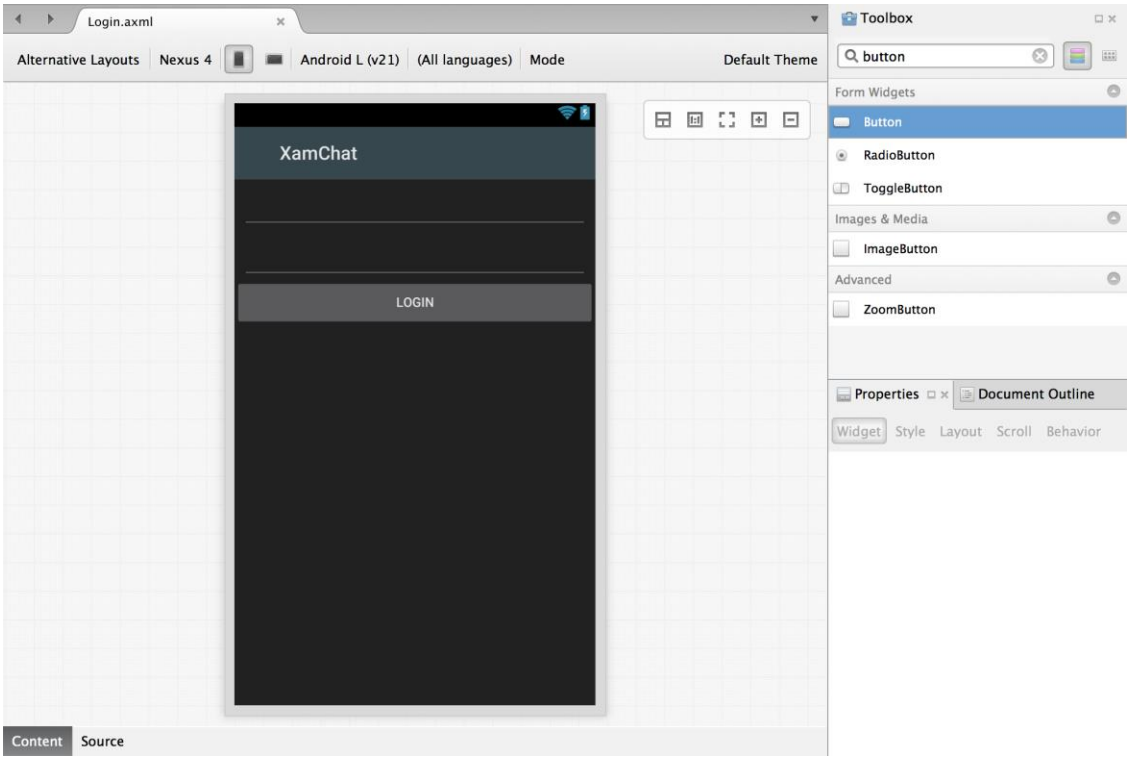

iOS Simulator - iPhone 5 - iPhone 5 / iOS 8.0...
Carrier
10:43 AM
Back
Friends
bobama
bobloblaw
gmichael

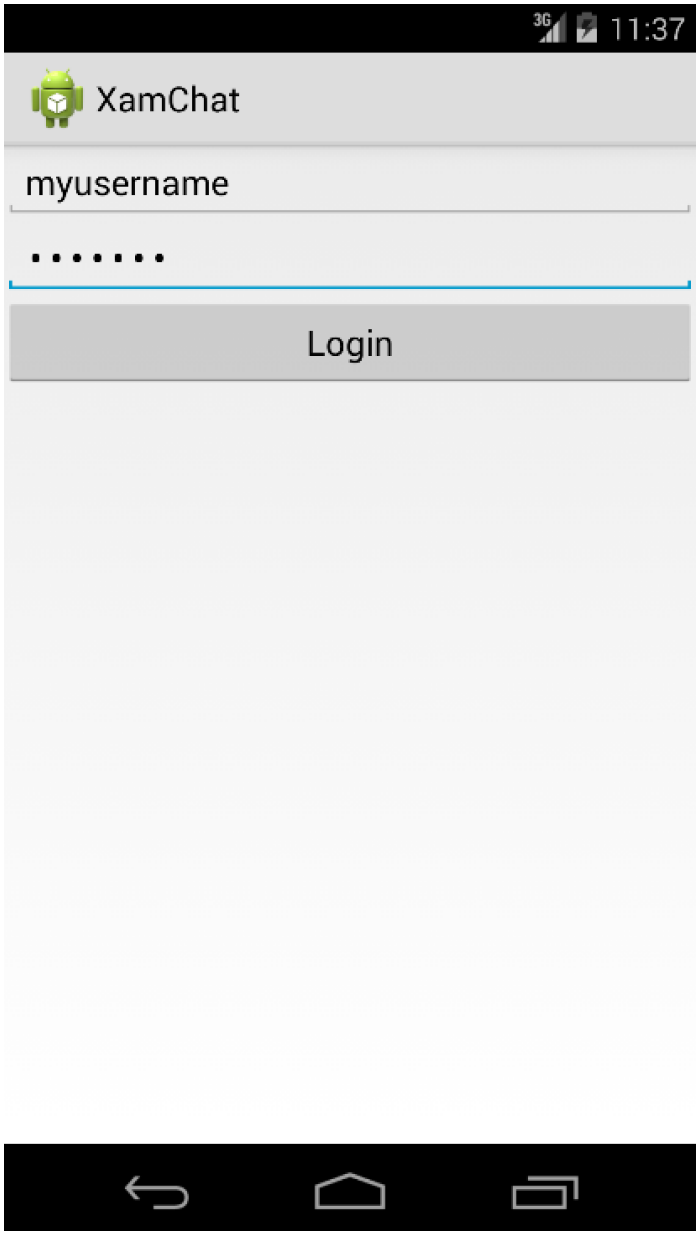

iOS Simulator - iPhone 5 - iPhone 5 / iOS 8.0...
Carrier
11:12 AM
Back
bobama
Hey
What's Up?
Have you seen that new movie?
It's great!

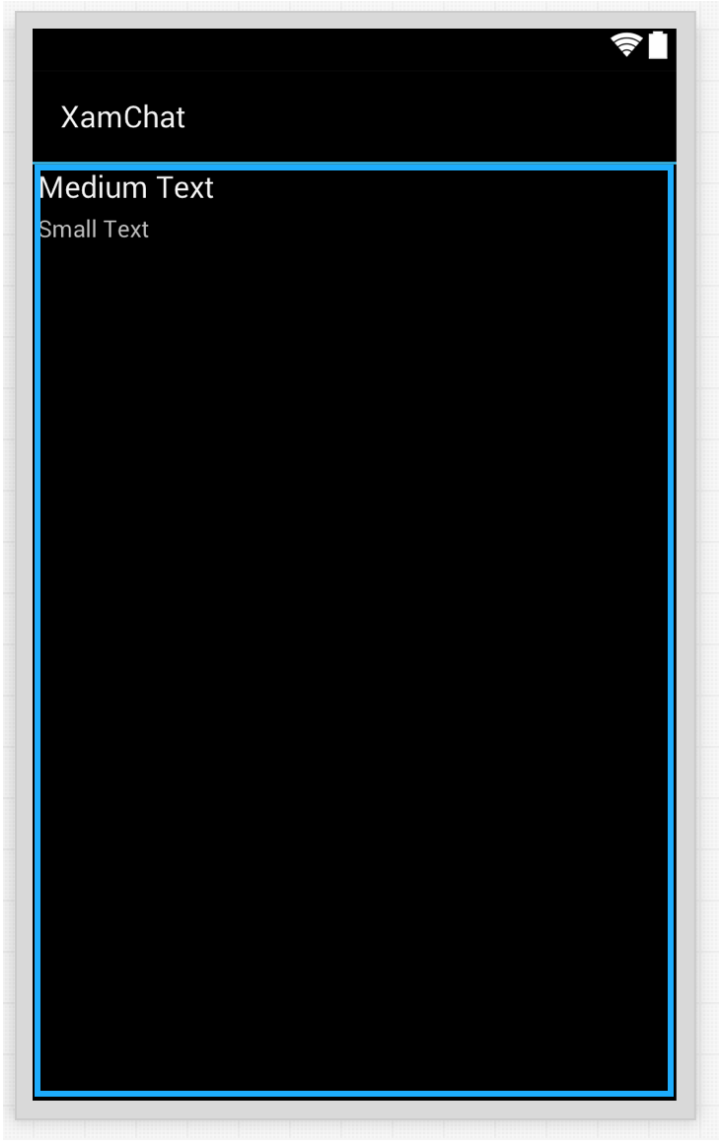

iOS Simulator - iPhone 5 - iPhone 5 / iOS 8.0...
Carrier
11:20 AM
Back
bobama
Hey
What's Up?
Have you seen that new movie?
It's great!
Want to see another movie?
Send
I
The
I'm
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
123
space
Send

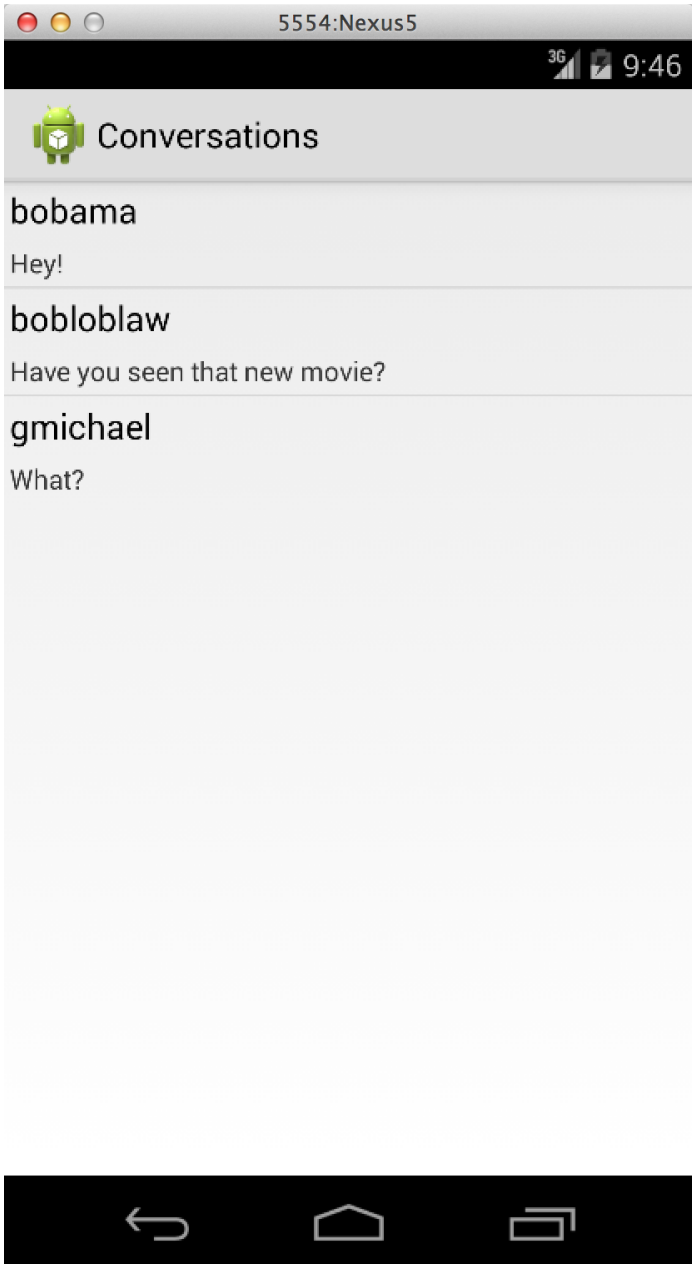
Chapter 6

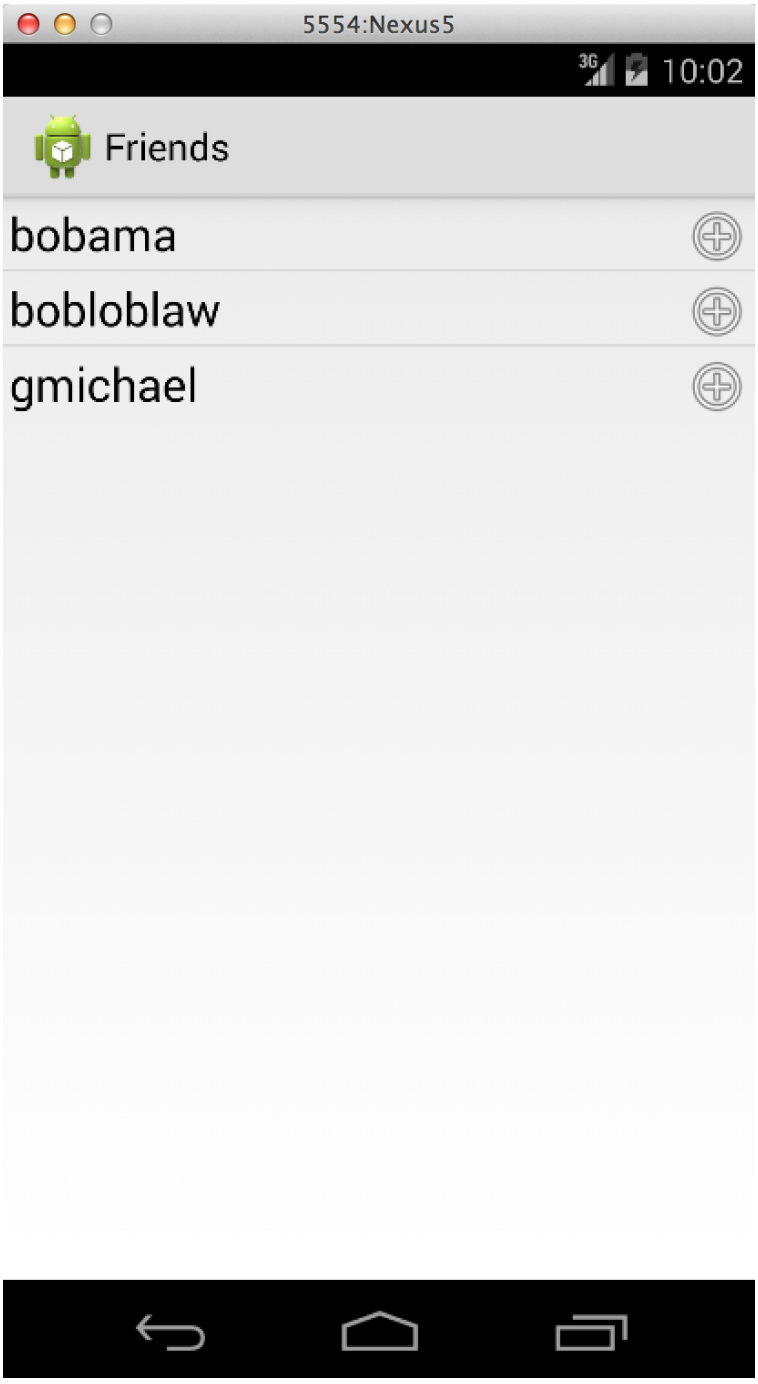

Project Options – XamChat.Droid
General
Main Settings
Build
General
Custom Commands
Configurations
Compiler
Assembly Signing
Output
Android Build
Android Application
Run
General
Custom Commands
Source Code
.NET Naming Policies
Code Formatting
Standard Header
Name Conventions
Version Control
Android Application
Application name
XamChat
Package name
com.jonathanpeppers.xamchat
Application icon
Version number
1
Version name
1.0
Minimum Android version
Override – Android 4.0 (API level 14)
Target Android version
Automatic – use target framework version
Install Location
Automatic
Required permissions
AccessCheckinProperties
AccessCoarseLocation
AccessFineLocation
AccessLocationExtraCommands
AccessMockLocation
Cancel
OK

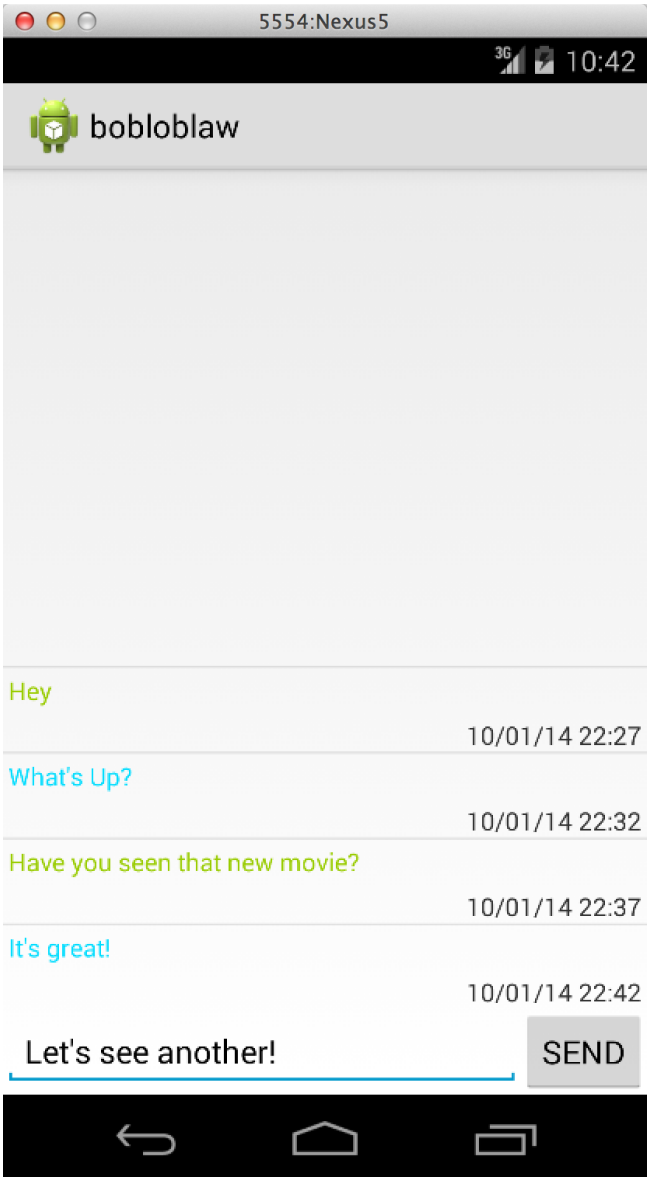

Login.axml
Alternative Layouts
Nexus 4
Android L (v21)
(All languages)
Mode
Default Theme
XamChat
LOGIN
Content
Source
Toolbox
button
Form Widgets
Button
RadioButton
ToggleButton
Images & Media
ImageButton
Advanced
ZoomButton
Properties
Document Outline
Widget
Style
Layout
Scroll
Behavior


11:37
XamChat
myusername
Login


XamChat
Medium Text
Small Text


5554:Nexus5
9:46
Conversations
bobama
Hey!
bobloblaw
Have you seen that new movie?
gmichael
What?


5554:Nexus5
3G
10:02
Friends
bobama
bobloblaw
gmichael

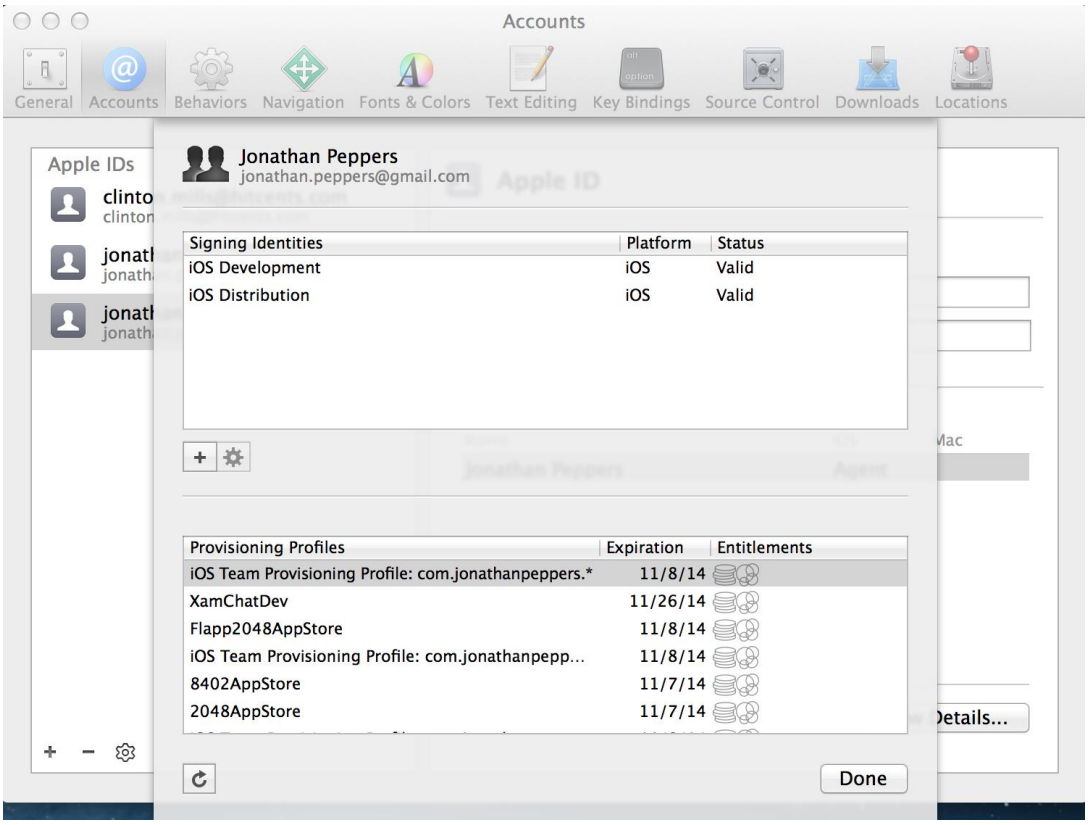

5554:Nexus5
10:42
bobloblaw
Hey
10/01/14 22:27
What's Up?
10/01/14 22:32
Have you seen that new movie?
10/01/14 22:37
It's great!
10/01/14 22:42
Let's see another!
SEND

Chapter 7

Device Information

Name	Jon Peppers' iPhone
Model	iPhone 5s (Model A1453, A1533)
Capacity	12.16 GB (2.53 GB available)
Battery	96%
iOS	8.0.2 (12A405)
Identifier	[redacted]

View Device Logs | Take Screenshot



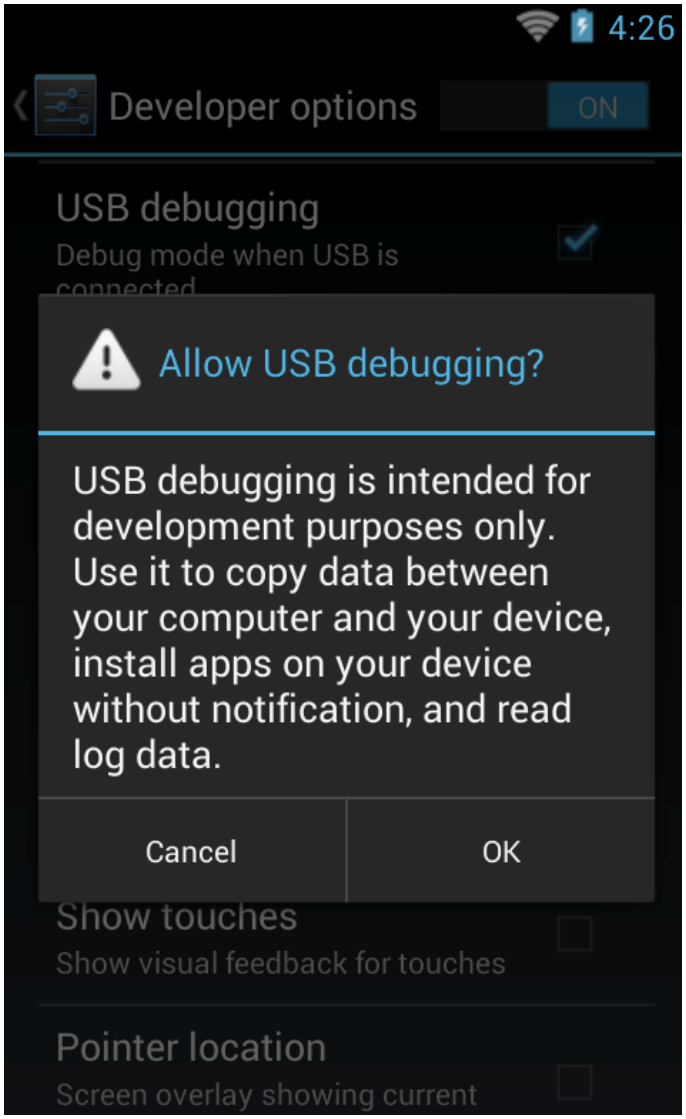
Your provisioning profile is ready.

Download and Install

Download and double click the following file to install your Provisioning Profile.

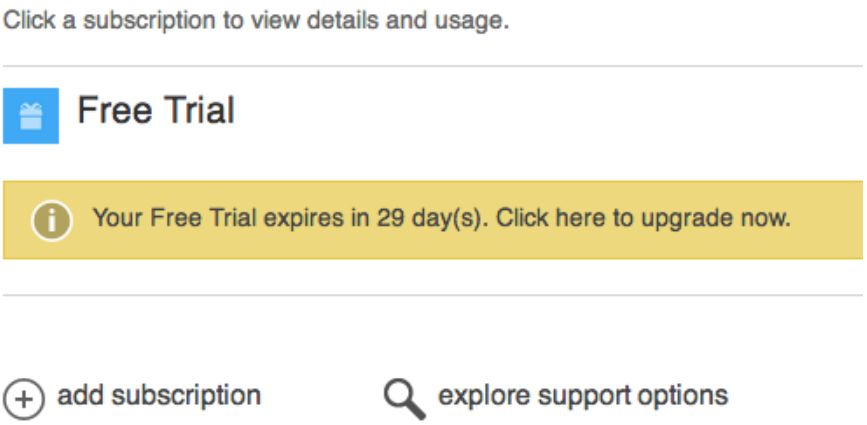
Name: JonPeppersDev
Type: iOS Development
App ID: [redacted]com.jonathanpeppers.*
Expires: Oct 11, 2015

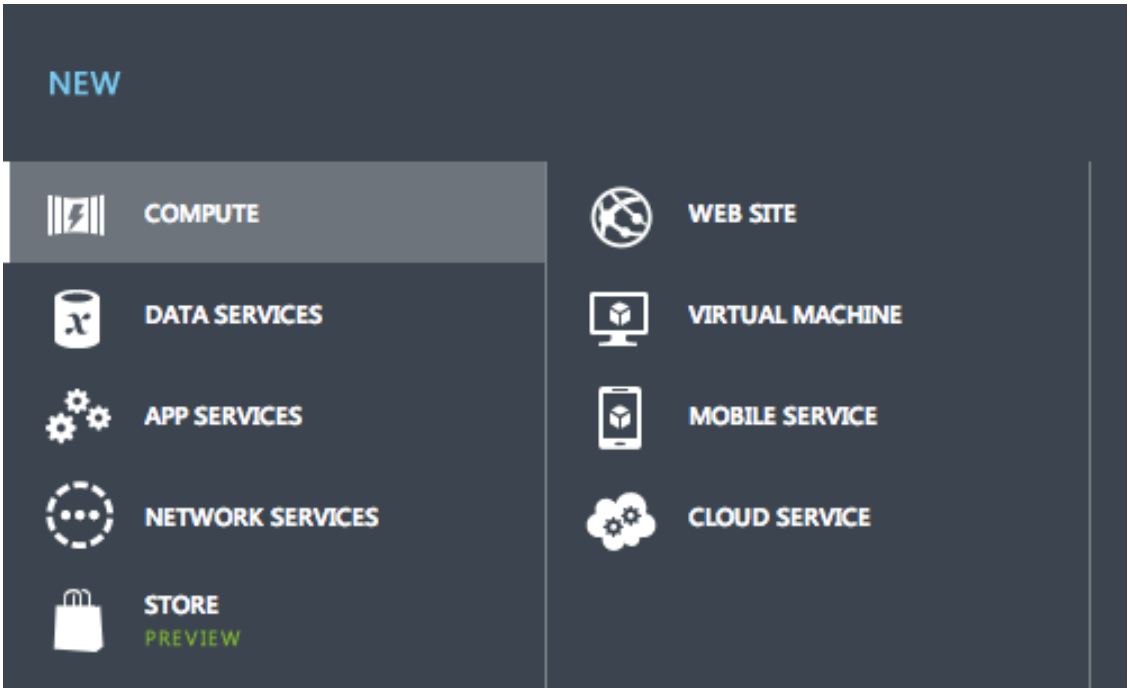
Download

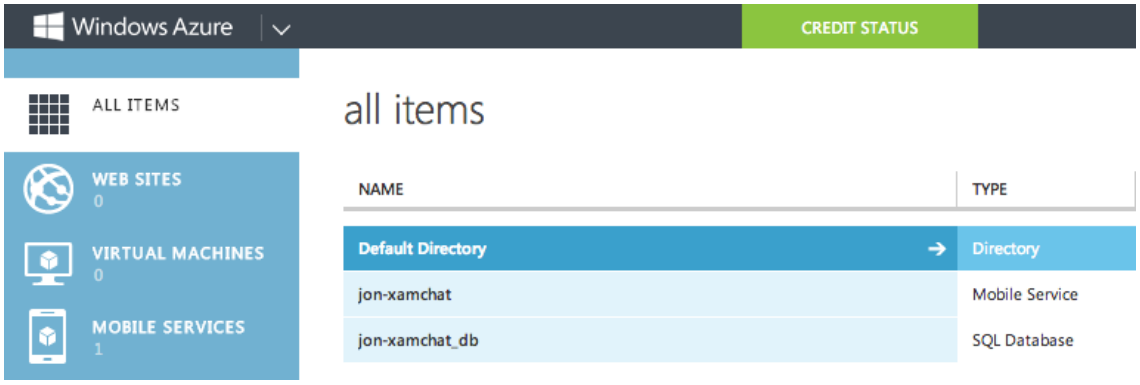

4:26
Developer options
ON
USB debugging
Debug mode when USB is
Allow USB debugging?
USB debugging is intended for development purposes only. Use it to copy data between your computer and your device, install apps on your device without notification, and read log data.
Cancel
OK
Show touches
Show visual feedback for touches
Pointer location
Screen overlay showing current

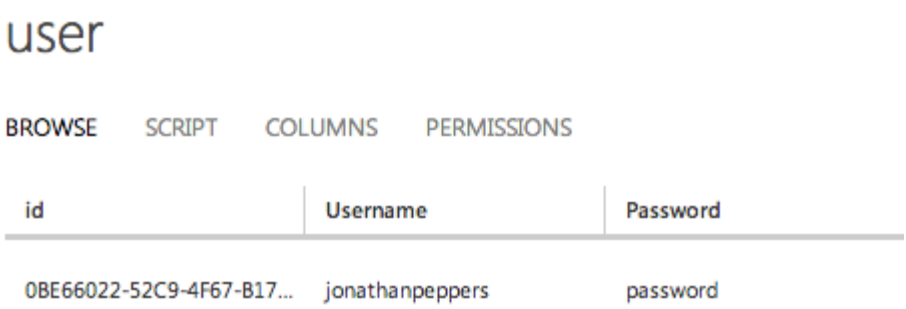

Select Device
Devices
Samsung -SGH-I777
device
Start Emulator
Create Emulator
Refresh
Cancel
OK

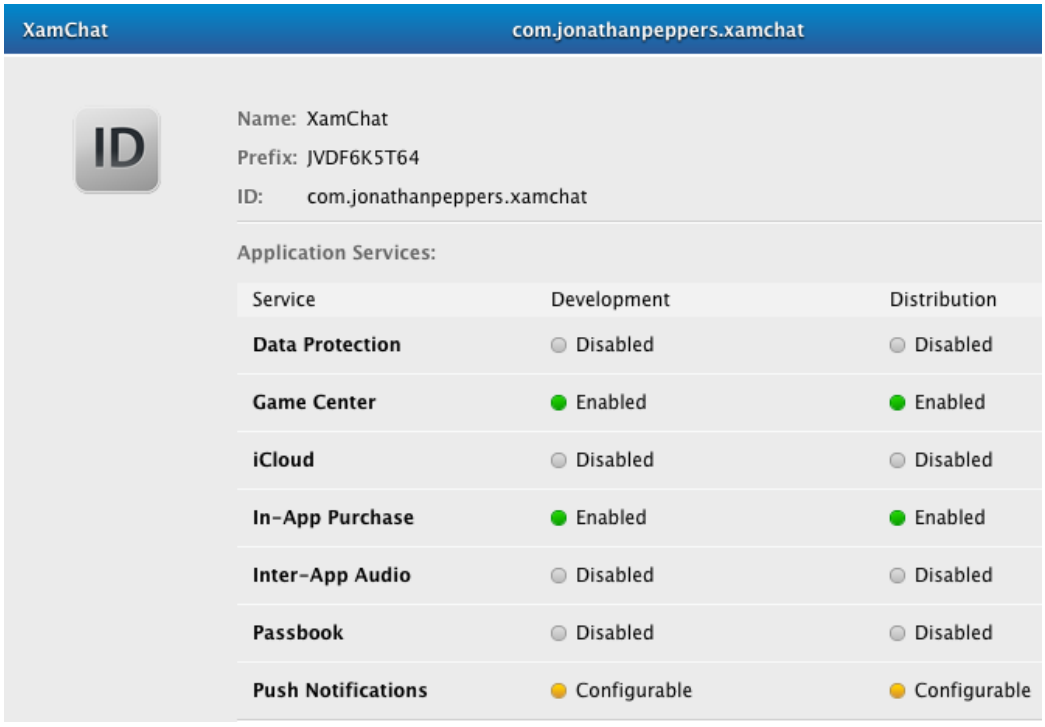
Chapter 8


Click a subscription to view details and usage.
Free Trial
Your Free Trial expires in 29 day(s). Click here to upgrade now.
add subscription
explore support options


NEW
COMPUTE
DATA SERVICES
APP SERVICES
NETWORK SERVICES
STORE
PREVIEW
WEB SITE
VIRTUAL MACHINE
MOBILE SERVICE
CLOUD SERVICE


Windows Azure
CREDIT STATUS
ALL ITEMS
WEB SITES
0
VIRTUAL MACHINES
0
MOBILE SERVICES
1
all items
NAME
TYPE
Default Directory
Directory
jon-xamchat
Mobile Service
jon-xamchat_db
SQL Database


user
BROWSE
SCRIPT
COLUMNS
PERMISSIONS
id
Username
Password
0BE66022-52C9-4F67-B17...
jonathanpeppers
password


XamChat
com.jonathanpeppers.xamchat
ID
Name: XamChat
Prefix: JVDF6K5T64
ID: com.jonathanpeppers.xamchat
Application Services:
Service
Development
Distribution
Data Protection
Disabled
Disabled
Game Center
Enabled
Enabled
iCloud
Disabled
Disabled
In-App Purchase
Enabled
Enabled
Inter-App Audio
Disabled
Disabled
Passbook
Disabled
Disabled
Push Notifications
Configurable
Configurable

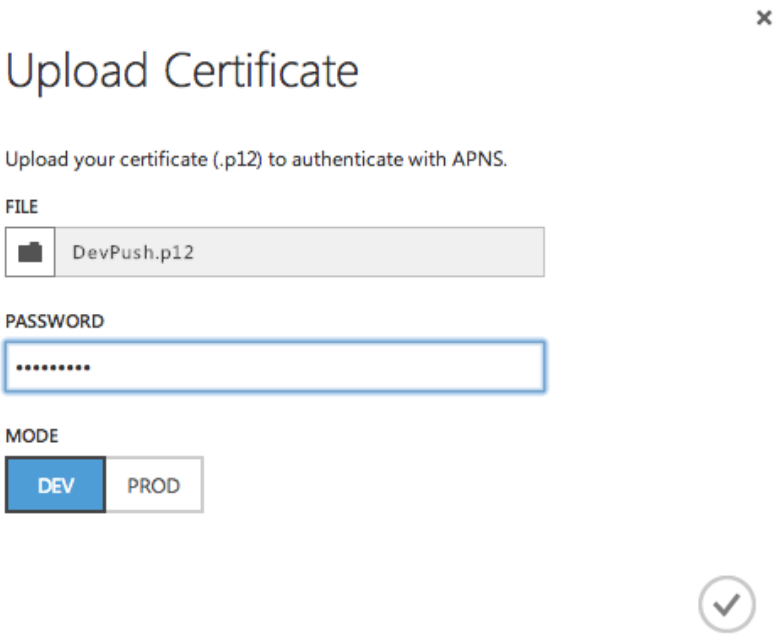
Your provisioning profile is ready.

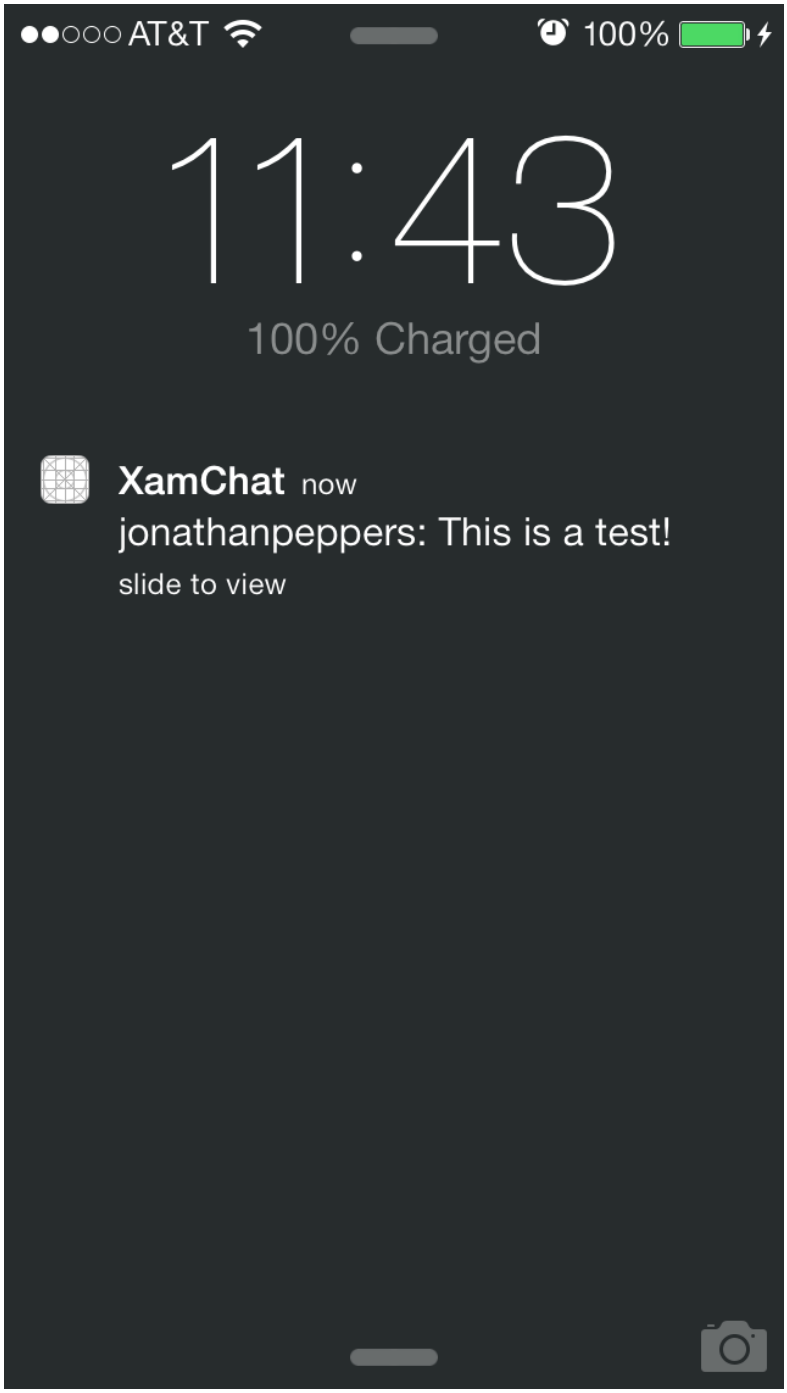
Download and Install

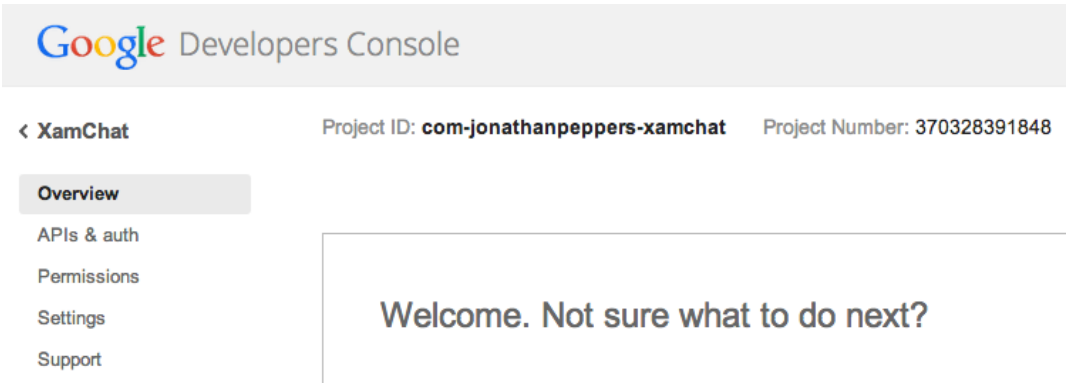
Download and double click the following file to install your Provisioning Profile.

Name: XamChatDev
Type: Development
App ID: [redacted].com.jonathanpeppers.xamchat
Expires: Nov 25, 2014

Download

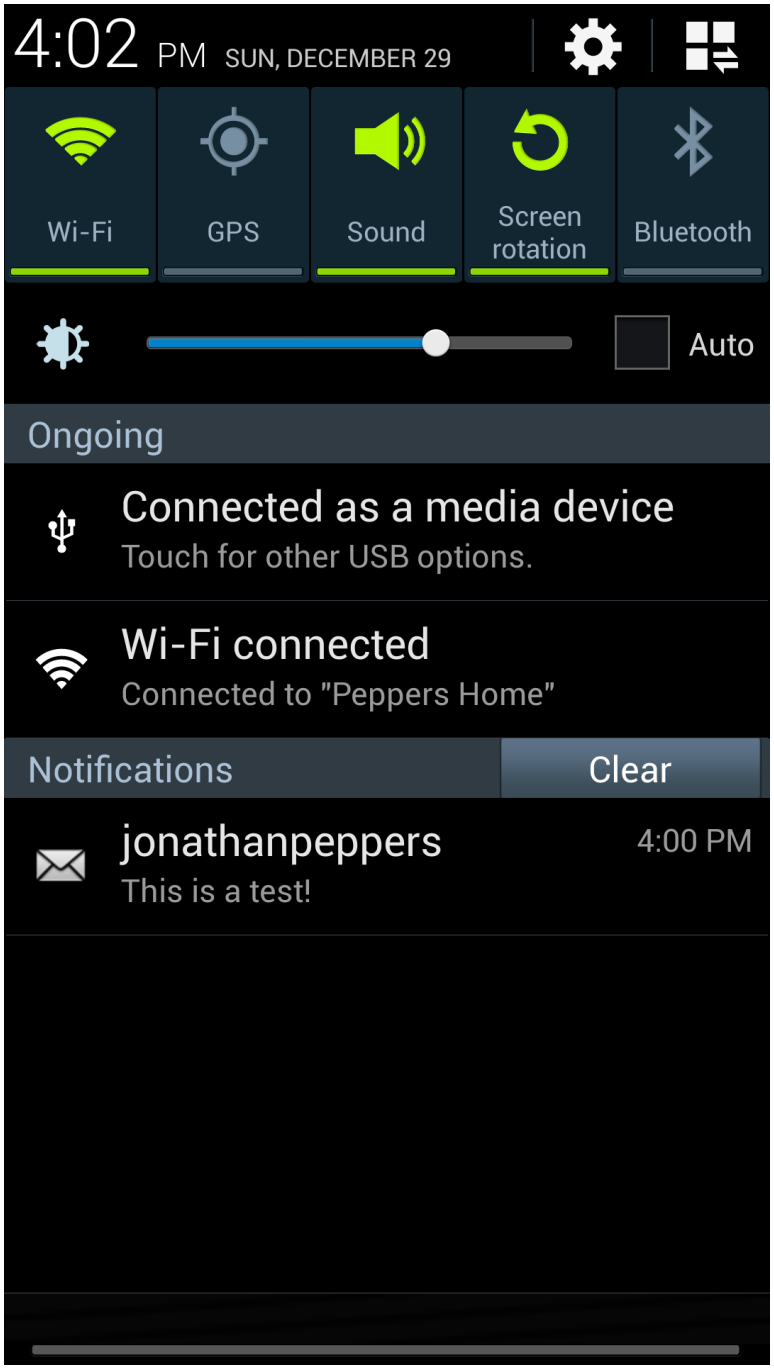



AT&T
100%
11:43
100% Charged
XamChat now
jonathanpeppers: This is a test!
slide to view

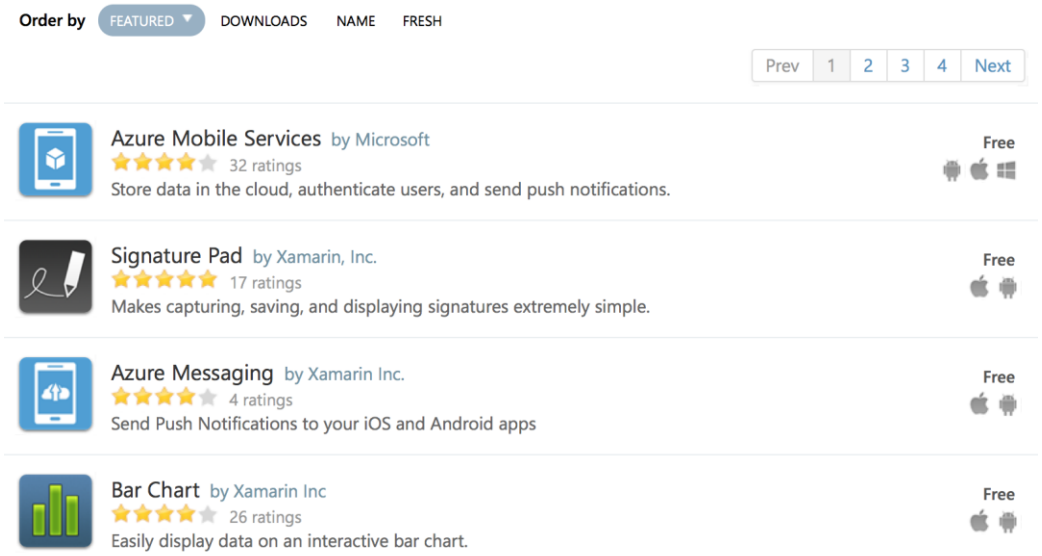


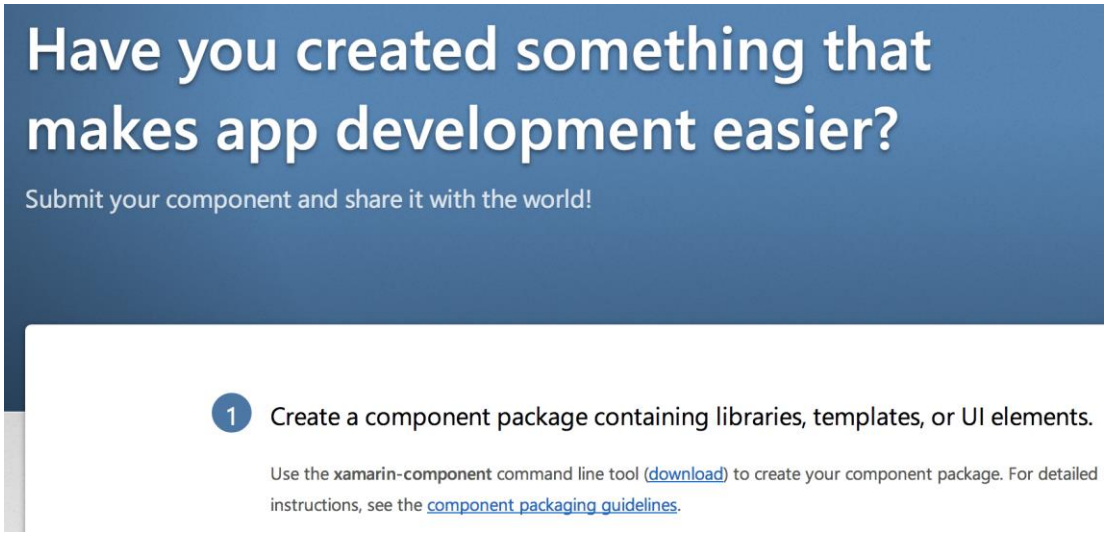
google cloud messaging settings

API KEY [redacted]


4:02 PM SUN, DECEMBER 29
Wi-Fi
GPS
Sound
Screen rotation
Bluetooth
Auto
Ongoing
Connected as a media device
Touch for other USB options.
Wi-Fi connected
Connected to "Peppers Home"
Notifications
Clear
jonathanpeppers
4:00 PM
This is a test!

Chapter 9


Order by
FEATURED
DOWNLOADS
NAME
FRESH
Prev
1
2
3
4
Next
Azure Mobile Services by Microsoft
32 ratings
Store data in the cloud, authenticate users, and send push notifications.
Free
Signature Pad by Xamarin, Inc.
17 ratings
Makes capturing, saving, and displaying signatures extremely simple.
Free
Azure Messaging by Xamarin Inc.
4 ratings
Send Push Notifications to your iOS and Android apps
Free
Bar Chart by Xamarin Inc
26 ratings
Easily display data on an interactive bar chart.
Free


Have you created something that makes app development easier?
Submit your component and share it with the world!
1
Create a component package containing libraries, templates, or UI elements.
Use the xamarin-component command line tool (download) to create your component package. For detailed instructions, see the component packaging guidelines.

Lucene Net

Scan Date: Thursday Dec 5, 2013

Xamarin analyzed the following assemblies for compatibility with Xamarin.Android, Xamarin.iOS, **Windows Phone** and **Windows Store**:

- Lucene.Net.dll

Percent of code that can run unmodified on each platform

What does this report tell me?

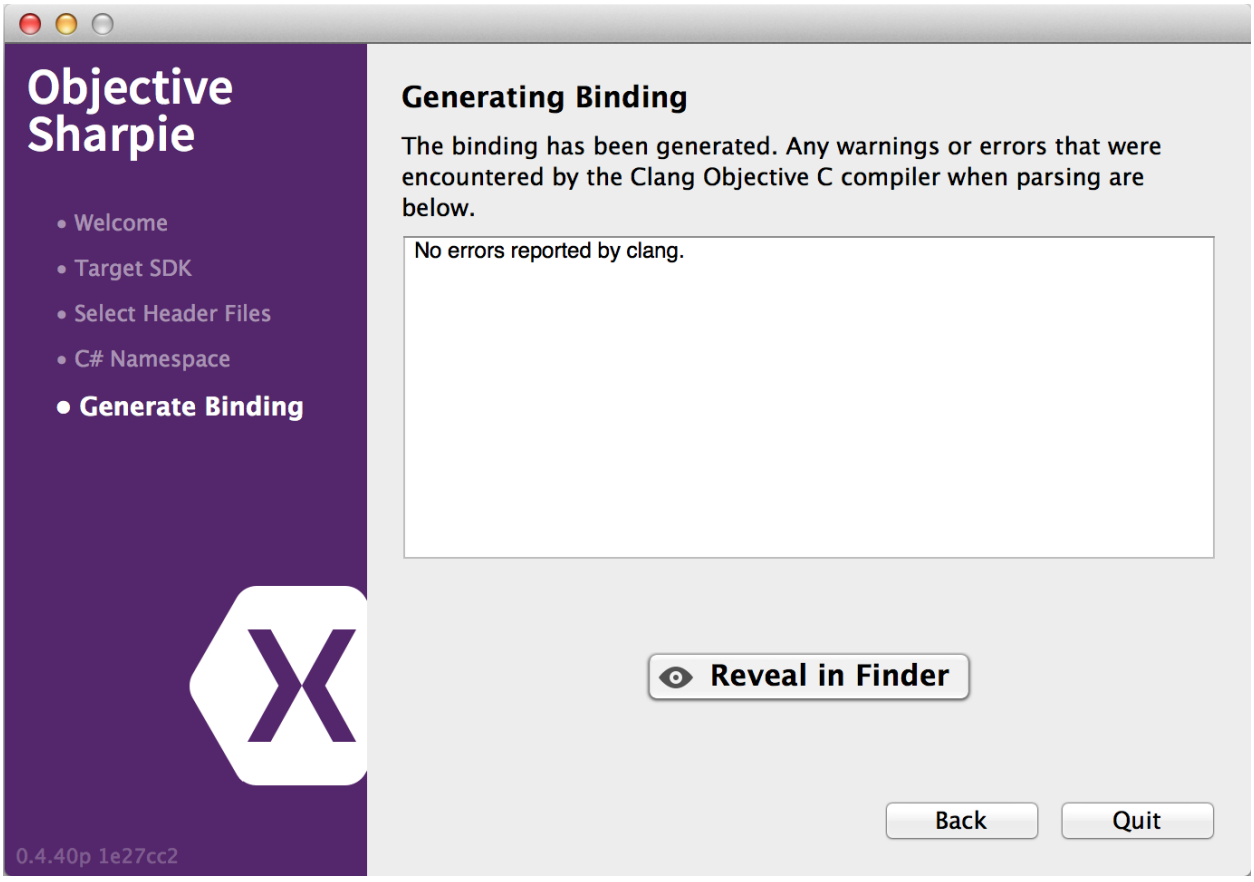
The Xamarin .NET Mobility Scanner analyzed 131,375 method calls. This compatibility report details only the 783 methods that were not available on all of the platforms you selected. Compatibility percentages are determined by calculating how many types depend on incompatible method calls compared to the total number of types evaluated. The more platform-specific method calls that you replace with cross-platform alternatives, the more mobile your code becomes, and the more delicious bananas you will earn!

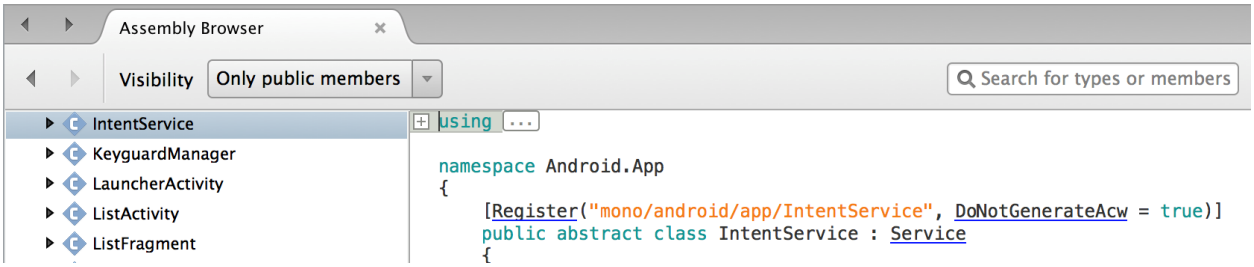
Errors

3 Errors | 0 Warnings | 0 Messages | Build Output

!		Line	Description
✕	☐	113	**The type or namespace name `ILGenerator' could not be found. Are you missing an assembly reference? (CS0246)**
✕	☐	128	**The type or namespace name `ILGenerator' could not be found. Are you missing an assembly reference? (CS0246)**
✕	☐	134	**The type or namespace name `ILGenerator' could not be found. Are you missing an assembly reference? (CS0246)**

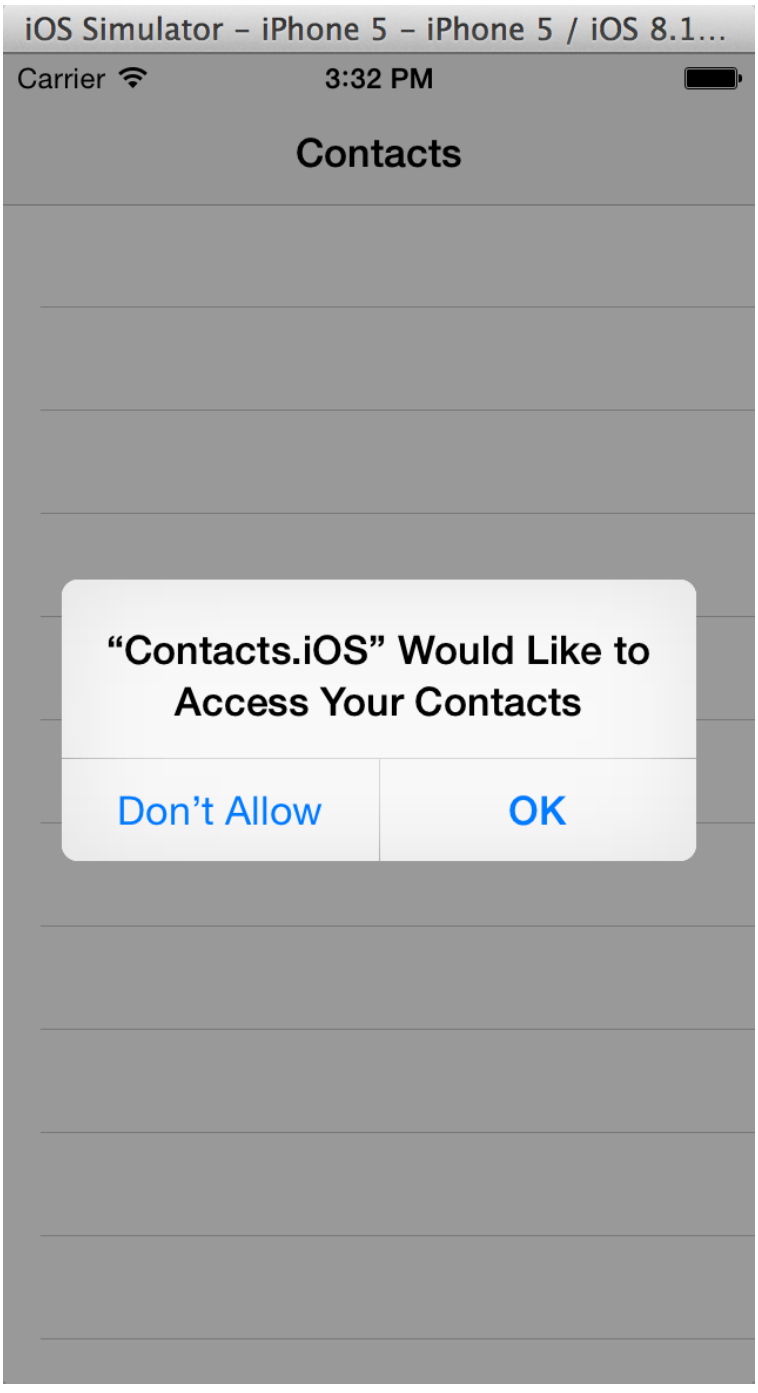
```
#region License
//
// Author: Nate Kohari <nate@enkari.com>
// Copyright (c) 2007-2010, Enkari, Ltd.
//
// Dual-licensed under the Apache License, Version 2.0, and the Microsoft Public License (Ms-PL).
// See the file LICENSE.txt for details.
//
#endregion
#if !NO_LCG
#region Using Directives
using System;
using System.Reflection;
using System.Reflection.Emit;
using Ninject.Components;
#endregion

namespace Ninject.Injection
{
    /// <summary>
    /// Creates injectors for members via <see cref="DynamicMethod"/>s.
    /// </summary>
    public class DynamicMethodInjectorFactory : NinjectComponent, IInjectorFactory
    {
        /// <summary>
        /// Gets or creates an injector for the specified constructor.
        /// </summary>
        /// <param name="constructor">The constructor.</param>
        /// <returns>The created injector.</returns>
        public ConstructorInjector Create(ConstructorInfo constructor)
        {
            #if SILVERLIGHT
            var dynamicMethod = new DynamicMethod(GetAnonymousMethodName(), typeof(object), new[]
            #else
            var dynamicMethod = new DynamicMethod(GetAnonymousMethodName(), typeof(object), new[]
            #endif

            ILGenerator il = dynamicMethod.GetILGenerator();

            EmitLoadMethodArguments(il, constructor);
            il.Emit(OpCodes.Newobj, constructor);
```

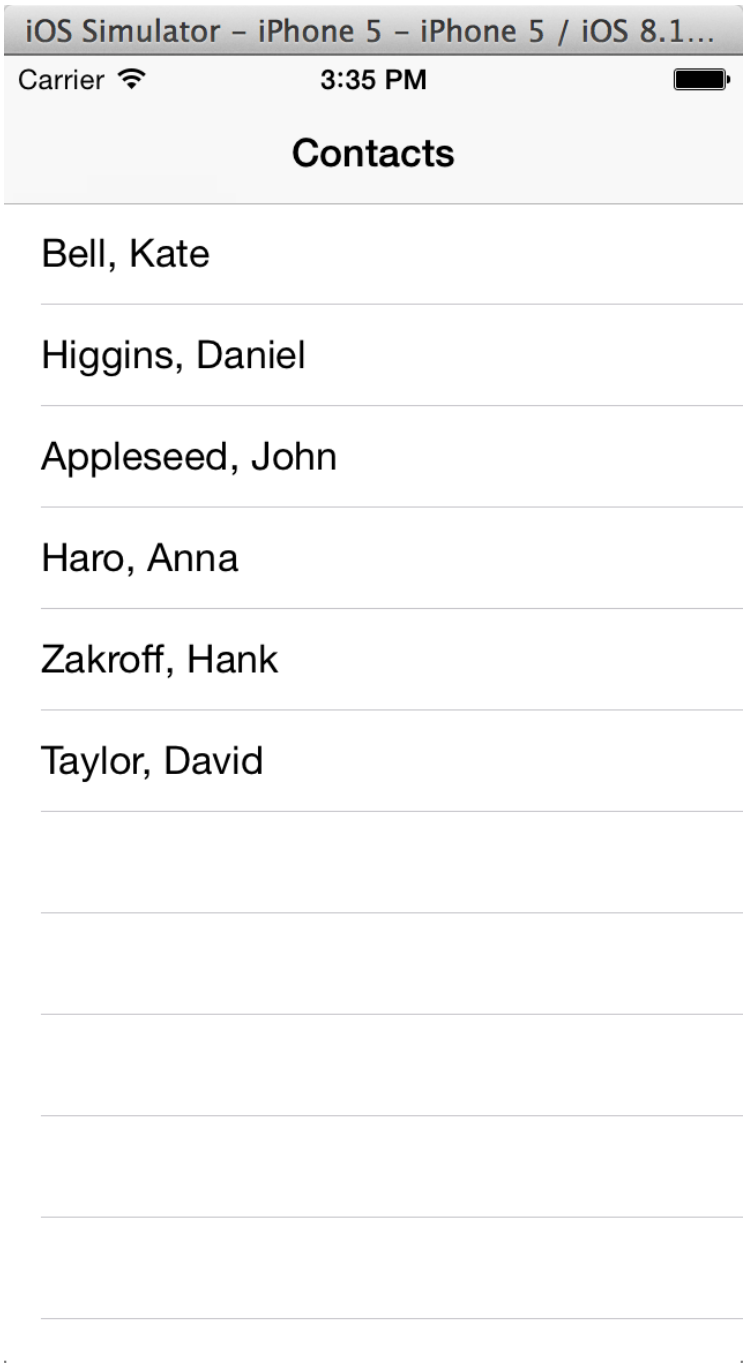

Objective Sharpie
• Welcome
• Target SDK
• Select Header Files
• C# Namespace
• Generate Binding
0.4.40p 1e27cc2
Generating Binding
The binding has been generated. Any warnings or errors that were encountered by the Clang Objective C compiler when parsing are below.
No errors reported by clang.
Reveal in Finder
Back
Quit

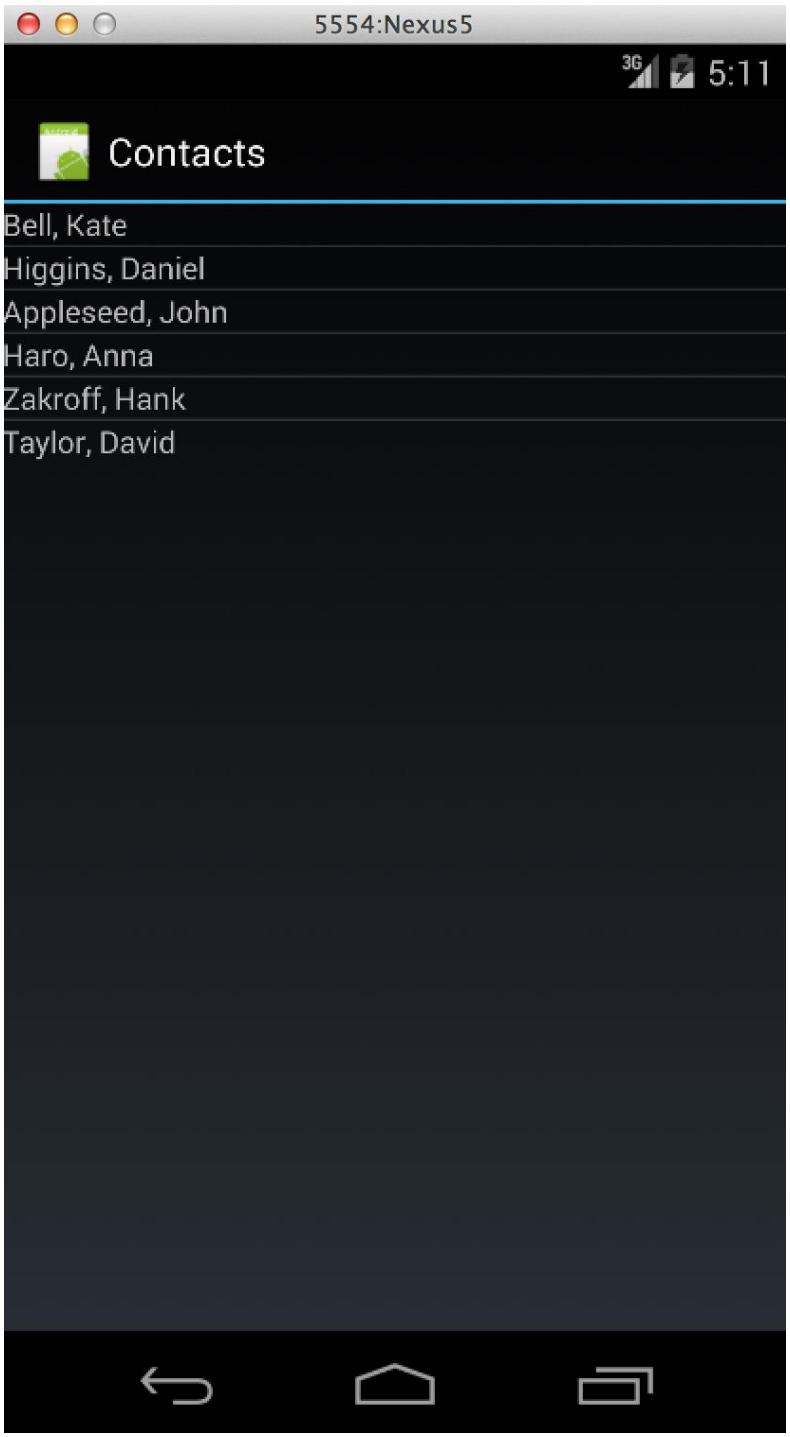

Assembly Browser
Visibility
Only public members
Search for types or members
IntentService
KeyguardManager
LauncherActivity
ListActivity
ListFragment
using ...
namespace Android.App
{
[Register("mono/android/app/IntentService", DoNotGenerateAcw = true)]
public abstract class IntentService : Service
{

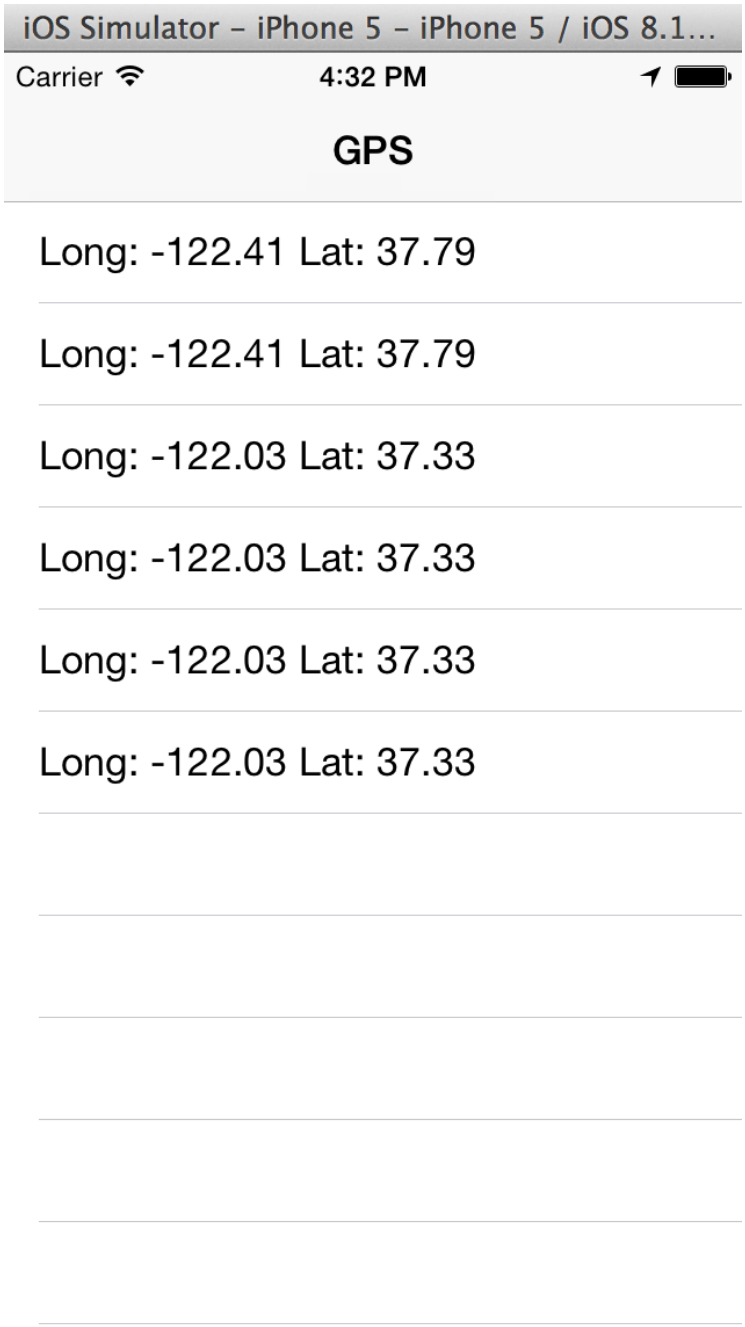
Chapter 10

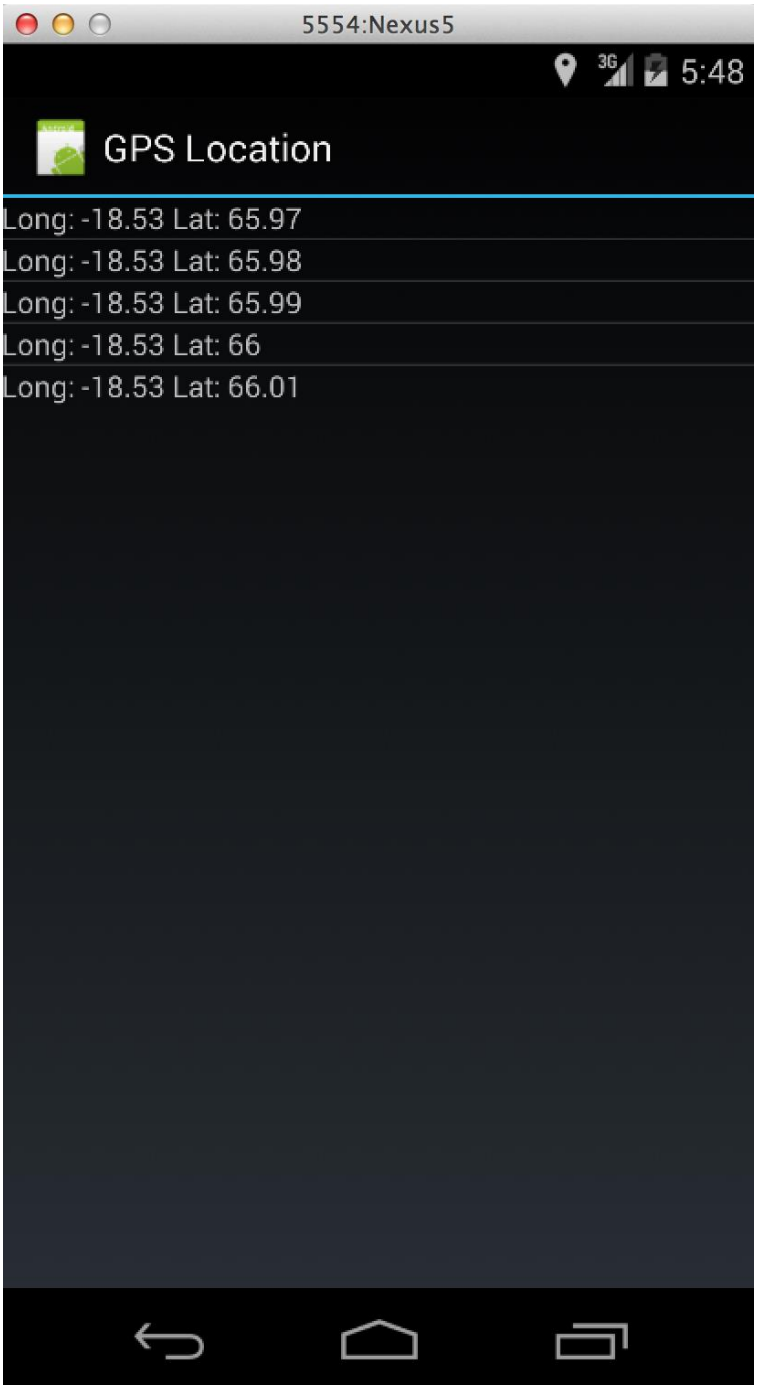

Xamarin Components
Xamarin Component Store ► Xamarin.Mobile
Suggest a Component
Submit a Component
Xamarin.Mobile 0.7.4
Xamarin Inc.
37 ratings
Compatible with
Xamarin.Mobile is a library that exposes a single set of APIs for accessing common mobile device functionality across iOS, Android and Windows platforms.
Getting Started
License
Website
Add to App
Publisher
Xamarin Inc.
Category
Libraries
Price
Free
Published On
September 30, 2014 (52 days ago)
Tags
iOS
Android
WP7
WP8
WinRT
ios-unified

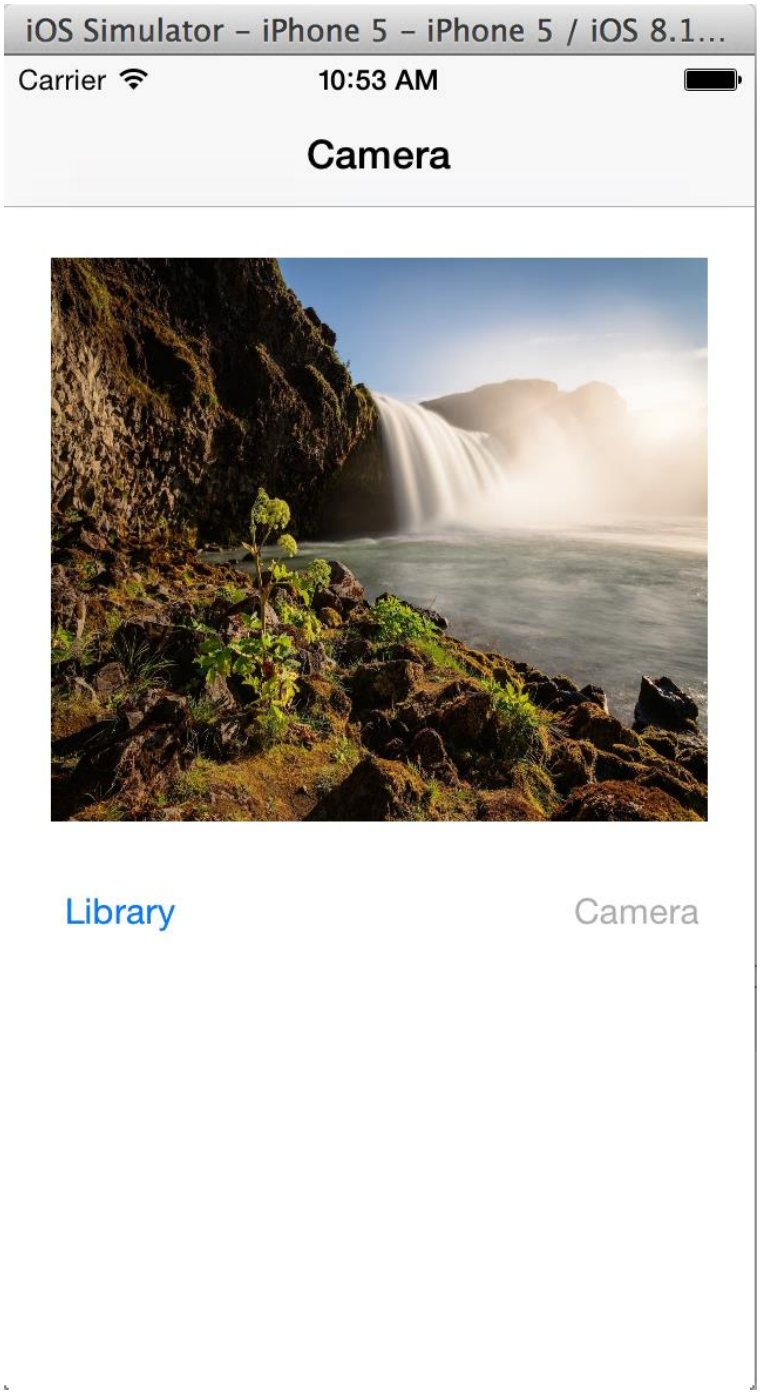

iOS Simulator – iPhone 5 – iPhone 5 / iOS 8.1...
Carrier
3:32 PM
Contacts
“Contacts.iOS” Would Like to Access Your Contacts
Don’t Allow
OK

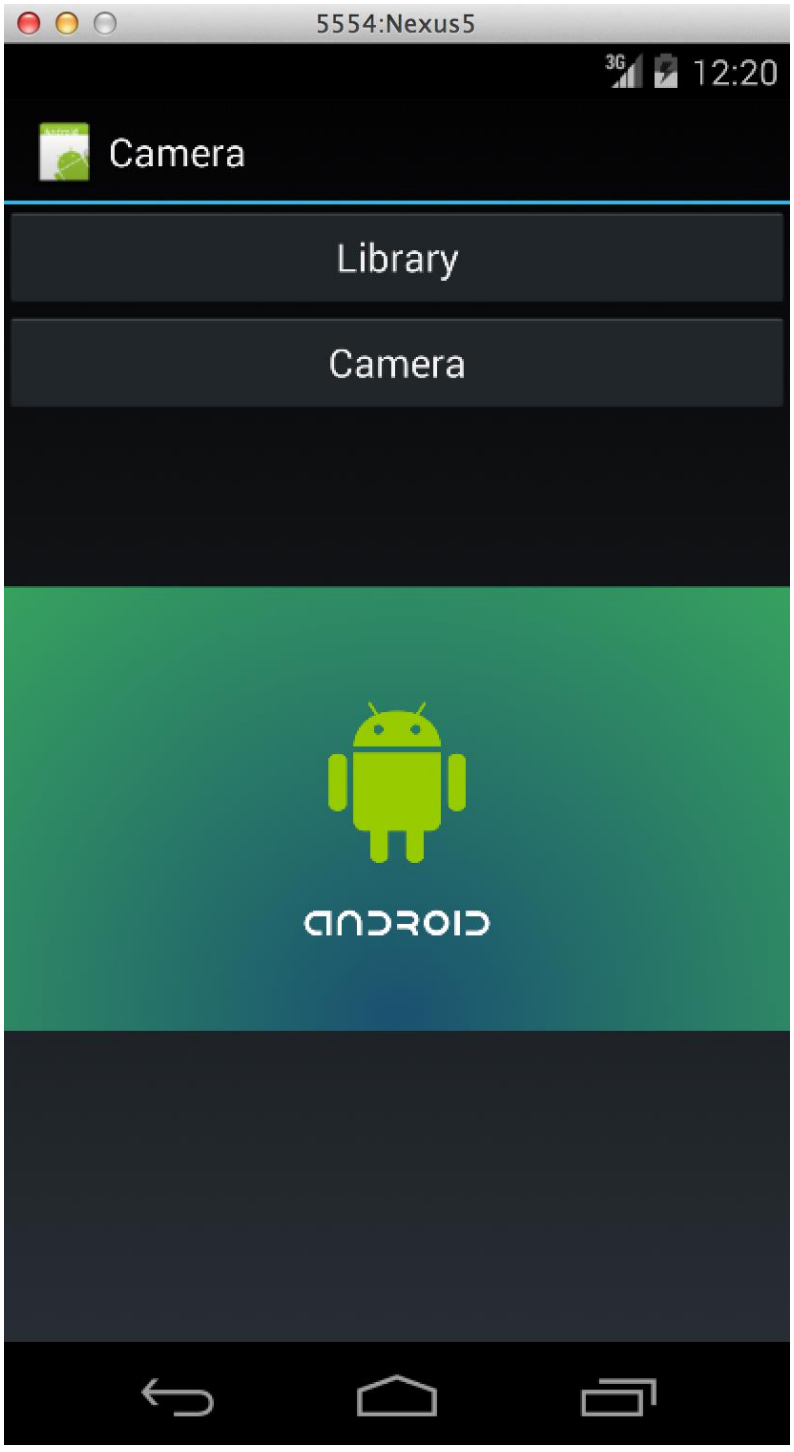

iOS Simulator - iPhone 5 - iPhone 5 / iOS 8.1...
Carrier
3:35 PM
Contacts
Bell, Kate
Higgins, Daniel
Appleseed, John
Haro, Anna
Zakroff, Hank
Taylor, David


5554:Nexus5
5:11
Contacts
Bell, Kate
Higgins, Daniel
Appleseed, John
Haro, Anna
Zakroff, Hank
Taylor, David

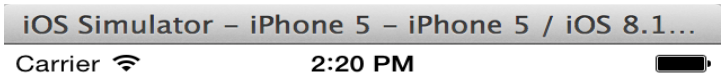

iOS Simulator - iPhone 5 - iPhone 5 / iOS 8.1...
Carrier
4:32 PM
GPS
Long: -122.41 Lat: 37.79
Long: -122.41 Lat: 37.79
Long: -122.03 Lat: 37.33
Long: -122.03 Lat: 37.33
Long: -122.03 Lat: 37.33
Long: -122.03 Lat: 37.33


5554:Nexus5
5:48
GPS Location
Long: -18.53 Lat: 65.97
Long: -18.53 Lat: 65.98
Long: -18.53 Lat: 65.99
Long: -18.53 Lat: 66
Long: -18.53 Lat: 66.01

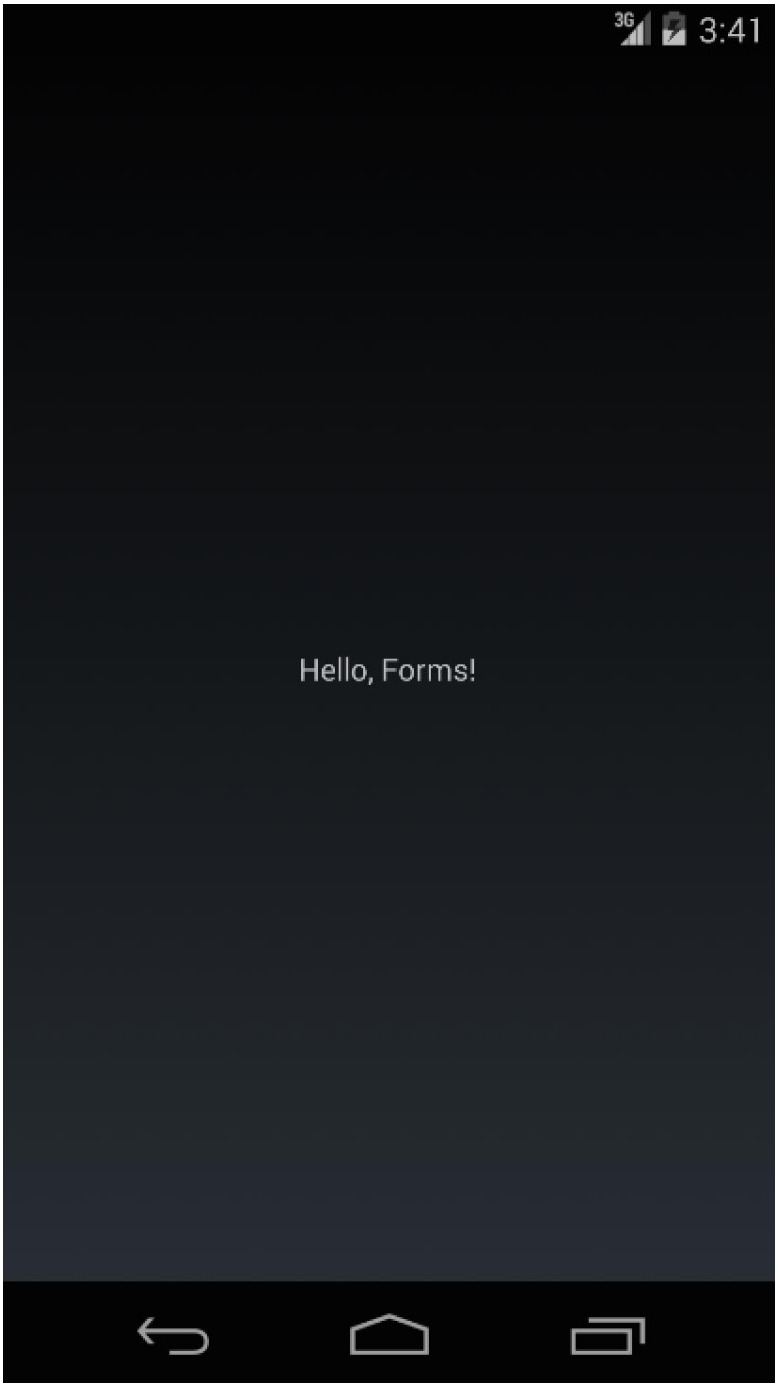

iOS Simulator - iPhone 5 - iPhone 5 / iOS 8.1...
Carrier
10:53 AM
Camera
Library
Camera

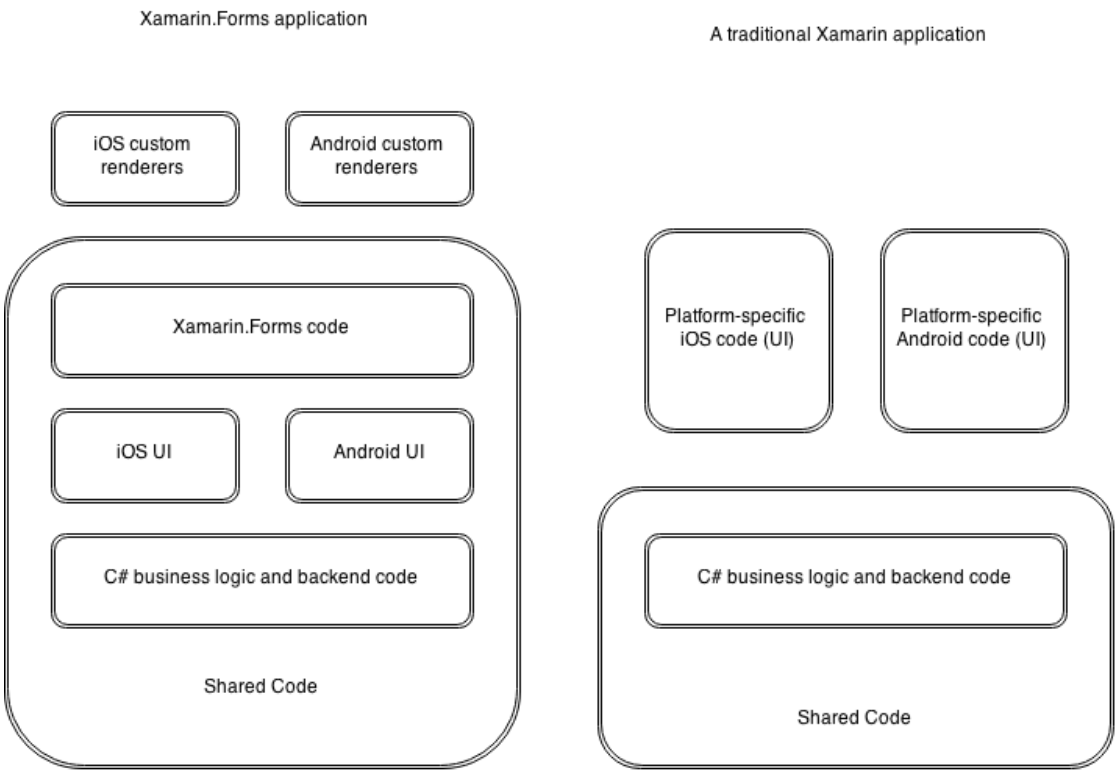

5554:Nexus5
12:20
Camera
Library
Camera
ANDROID

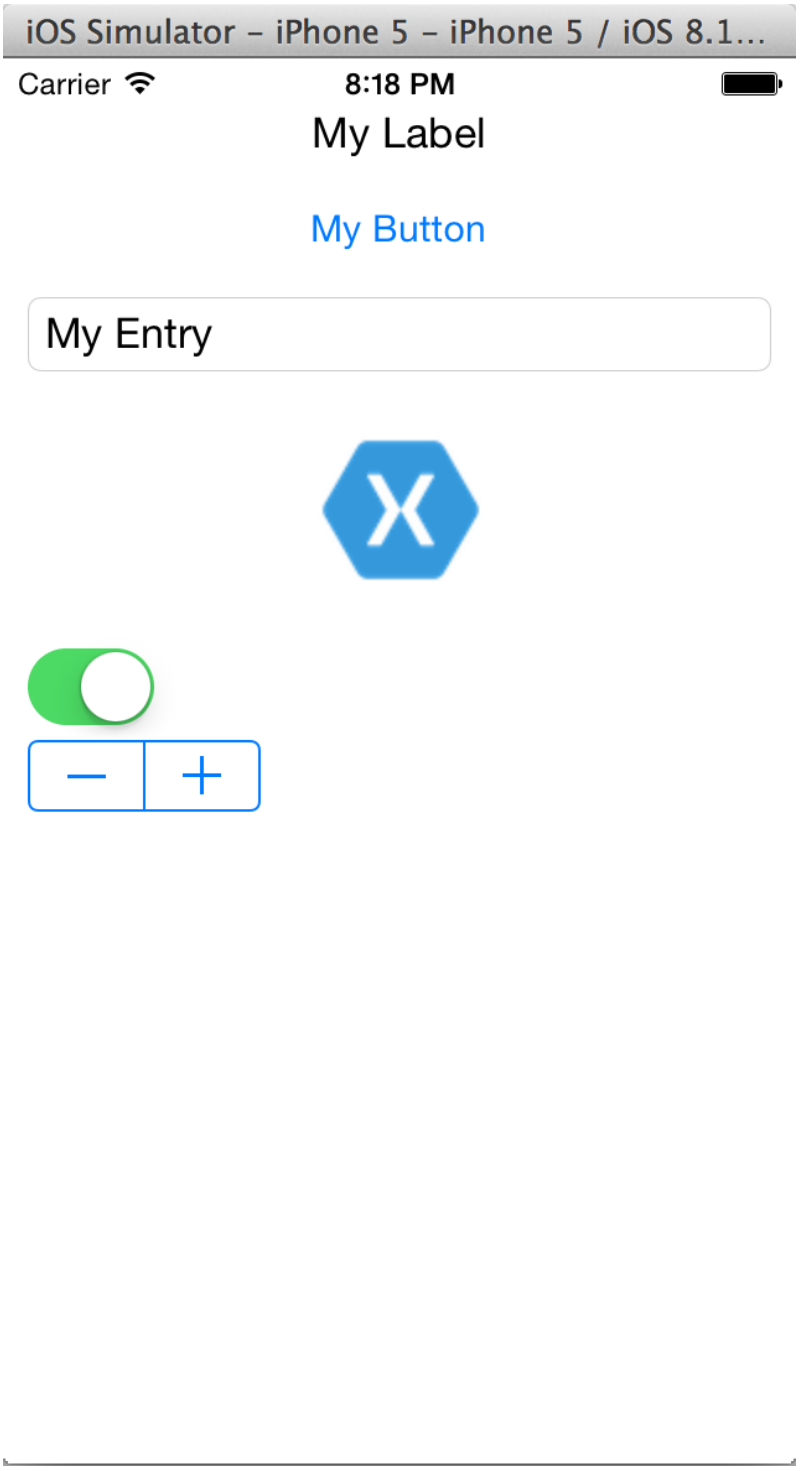
Chapter 11

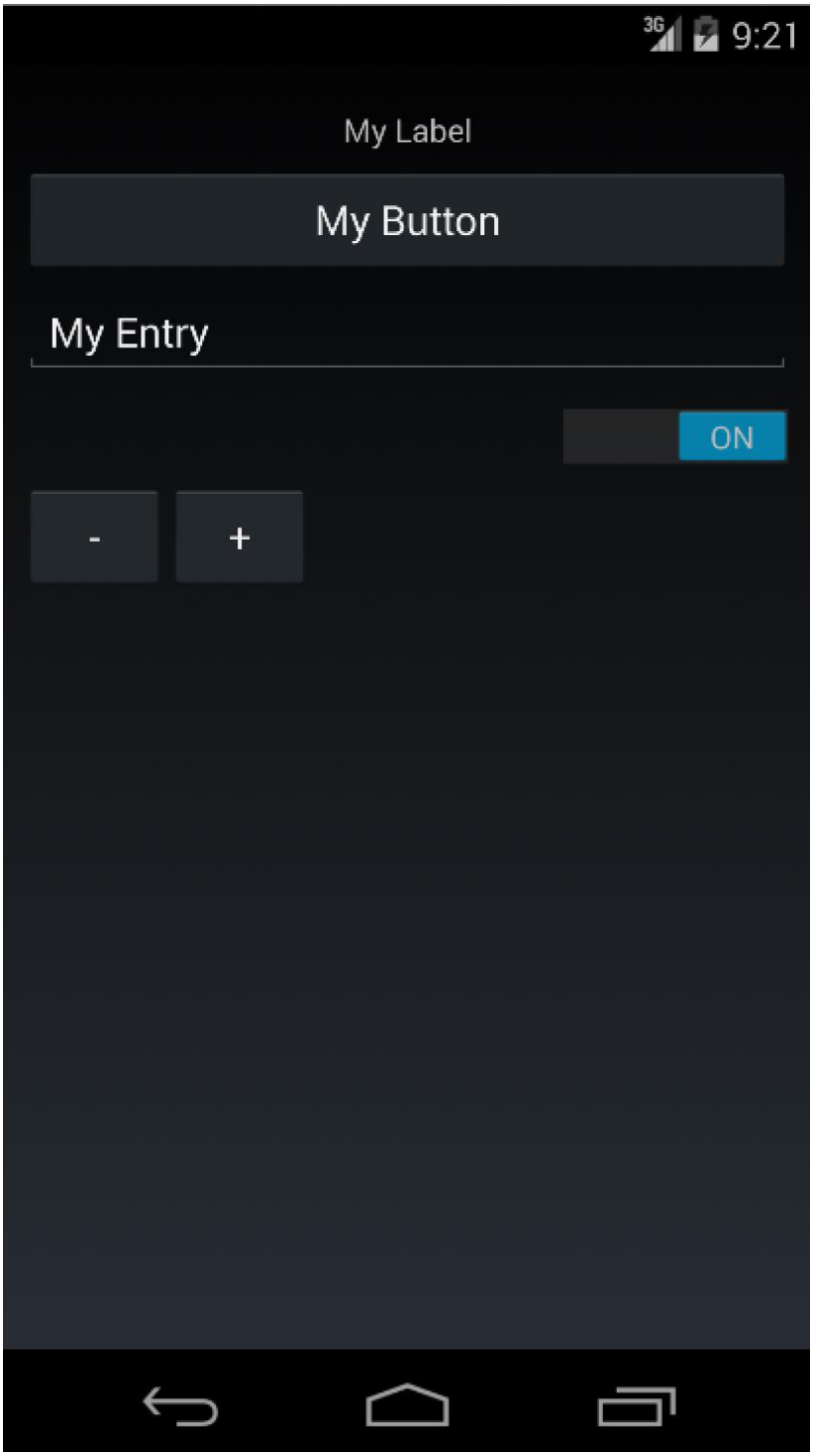


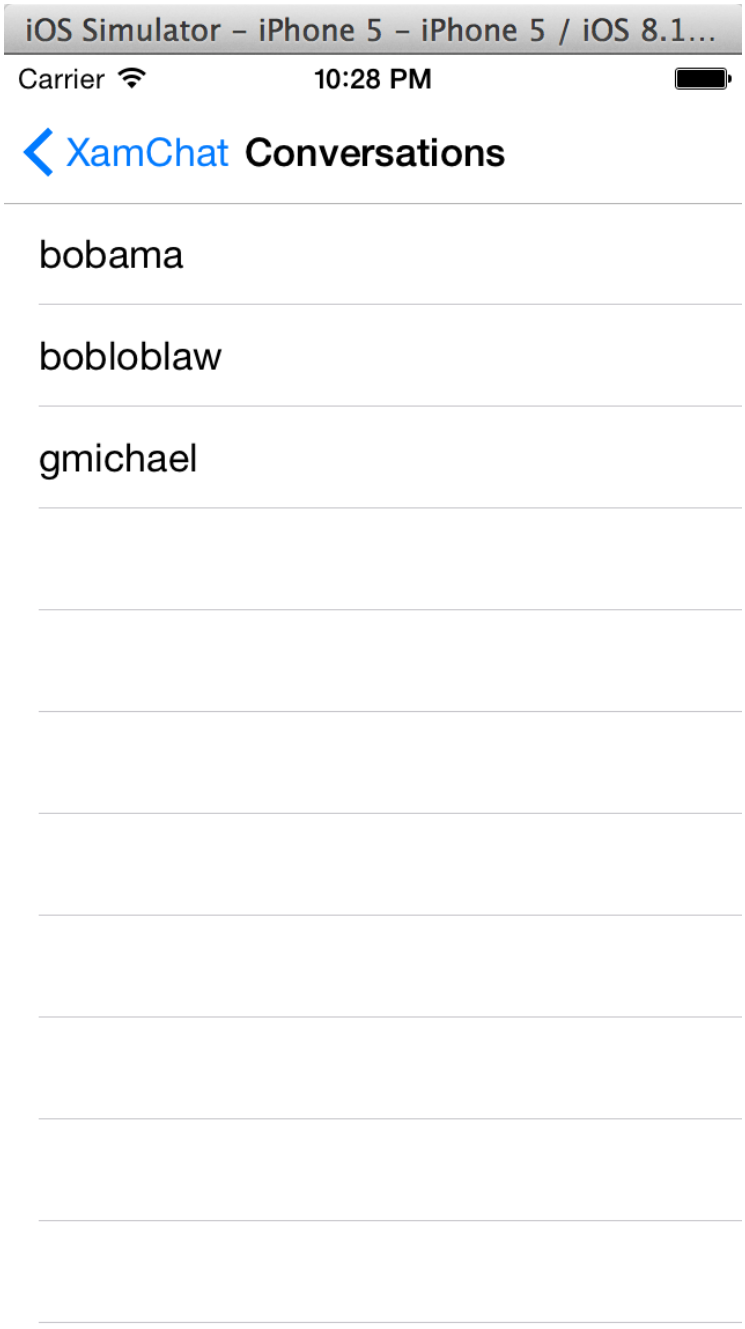
Hello, Forms!


3:41
Hello, Forms!


Xamarin.Forms application
iOS custom renderers
Android custom renderers
Xamarin.Forms code
iOS UI
Android UI
C# business logic and backend code
Shared Code
A traditional Xamarin application
Platform-specific iOS code (UI)
Platform-specific Android code (UI)
C# business logic and backend code
Shared Code


iOS Simulator - iPhone 5 - iPhone 5 / iOS 8.1...
Carrier
8:18 PM
My Label
My Button
My Entry


3G
9:21
My Label
My Button
My Entry
ON
-
+


iOS Simulator – iPhone 5 – iPhone 5 / iOS 8.1...
Carrier
10:28 PM
XamChat
Conversations
bobama
bobloblaw
gmichael

Chapter 12

App Review

We review all apps submitted to the App Store and Mac App Store to ensure they are reliable, perform as expected, and are free of offensive material. As you plan and develop your app, make sure to use these guidelines and resources.

Guidelines

App Review Guidelines

The App Review Guidelines provide rules and examples across a range of topics, including user interface design, functionality, content, and the use of specific technologies. Ensure your apps comply with these guidelines before submitting them for review.

- App Store Review Guidelines
- Mac App Store Review Guidelines

Design and Trademark Guidelines

The Human Interface Guidelines provide guidance on fundamental UI design principles and how to apply them to your apps. Developers who wish to use Apple's trademarks, service marks, or images should read the Guidelines for Using Apple Trademarks and Copyrights.

- iOS Human Interface Guidelines
- UI Design Dos and Don'ts
- OS X Human Interface Guidelines
- Guidelines for Using Apple Trademarks and Copyrights

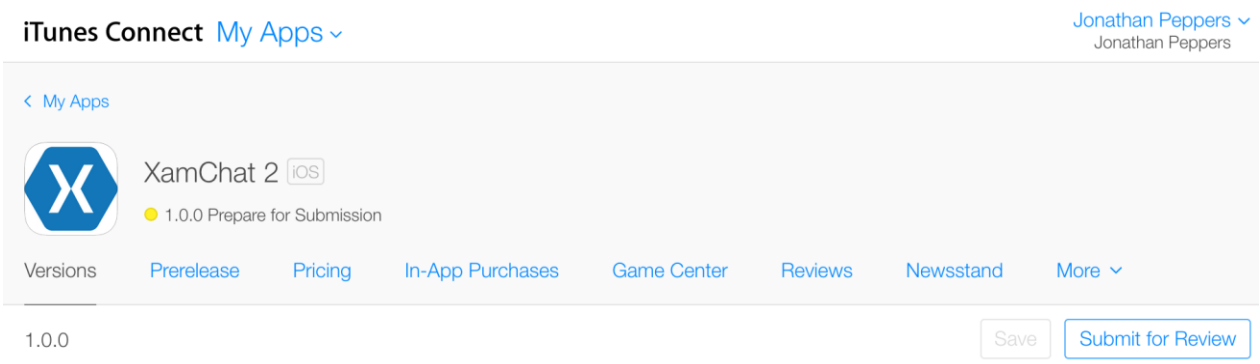
Your provisioning profile is ready.

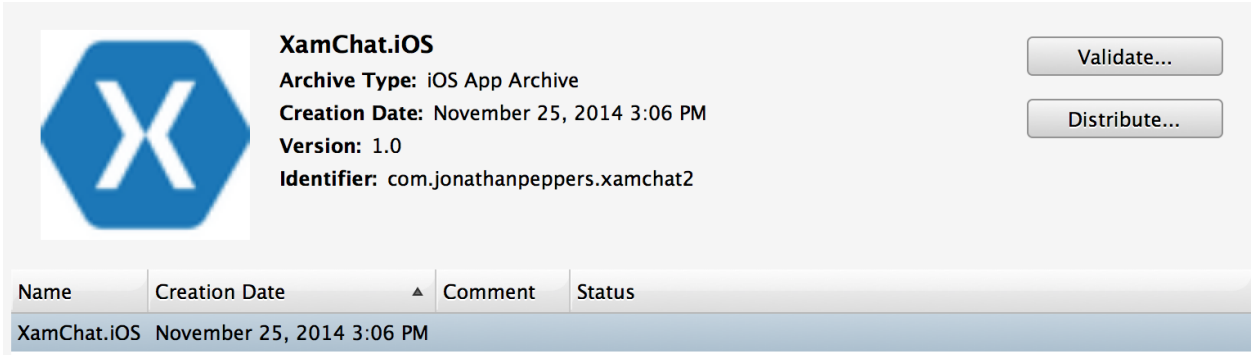
Download and Install

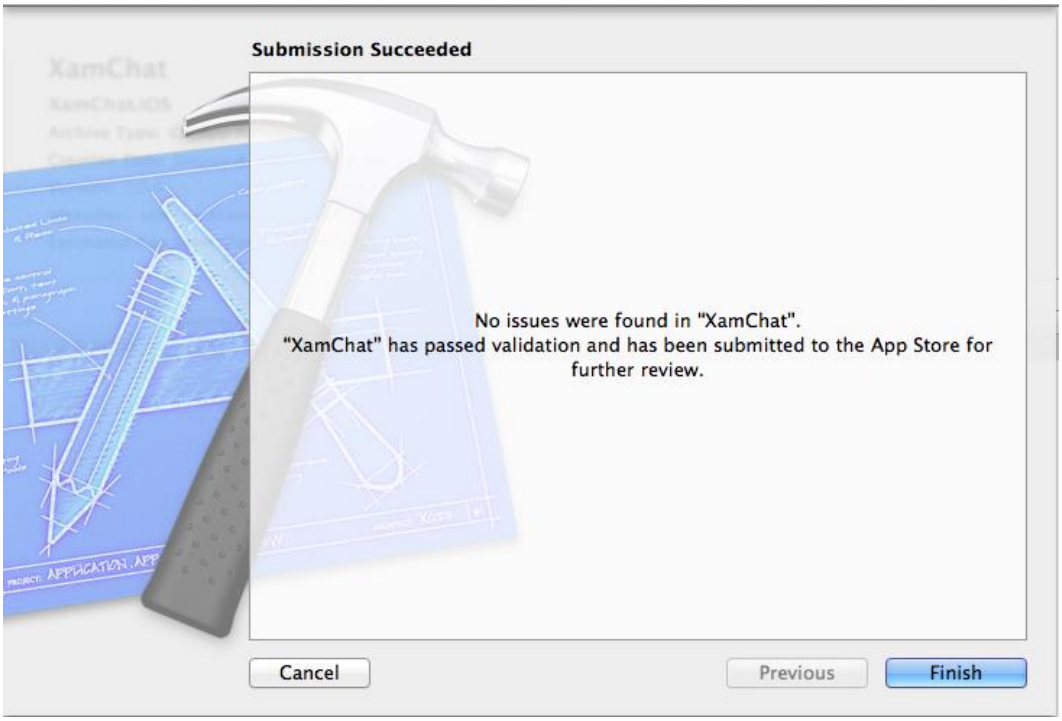
Download and double click the following file to install your Provisioning Profile.

Name: XamChatAppStore
Type: iOS Distribution
App ID: [redacted].com.jonathanpeppers.xamchat
Expires: Nov 25, 2015

Download


iTunes Connect My Apps
Jonathan Peppers
Jonathan Peppers
My Apps
XamChat 2
iOS
1.0.0 Prepare for Submission
Versions
Prerelease
Pricing
In-App Purchases
Game Center
Reviews
Newsstand
More
1.0.0
Save
Submit for Review


XamChat.iOS
Archive Type: iOS App Archive
Creation Date: November 25, 2014 3:06 PM
Version: 1.0
Identifier: com.jonathanpeppers.xamchat2
Validate...
Distribute...
Name
Creation Date
Comment
Status
XamChat.iOS
November 25, 2014 3:06 PM


Submission Succeeded
No issues were found in "XamChat".
"XamChat" has passed validation and has been submitted to the App Store for further review.
Cancel
Previous
Finish

Processing

Build	Upload Date	Version	Status
1.0	Nov 25, 2014	1.0	Uploaded

Build

1.0 (1.0)

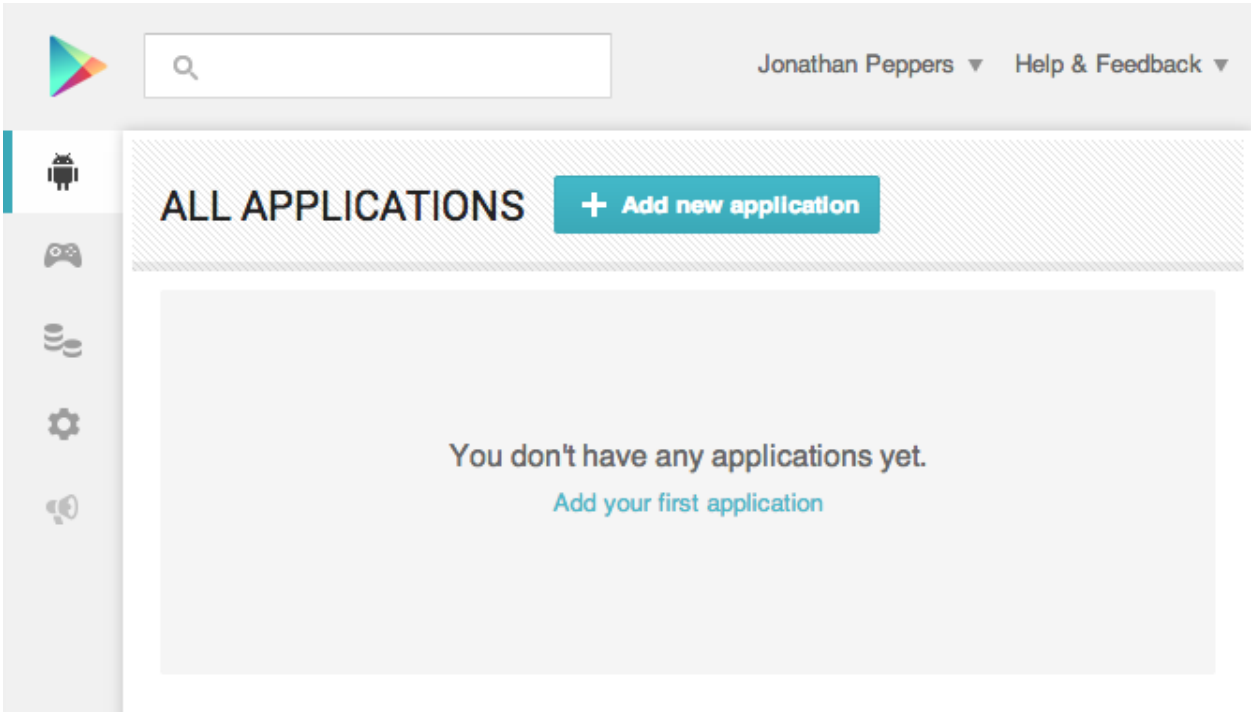
Upload Date

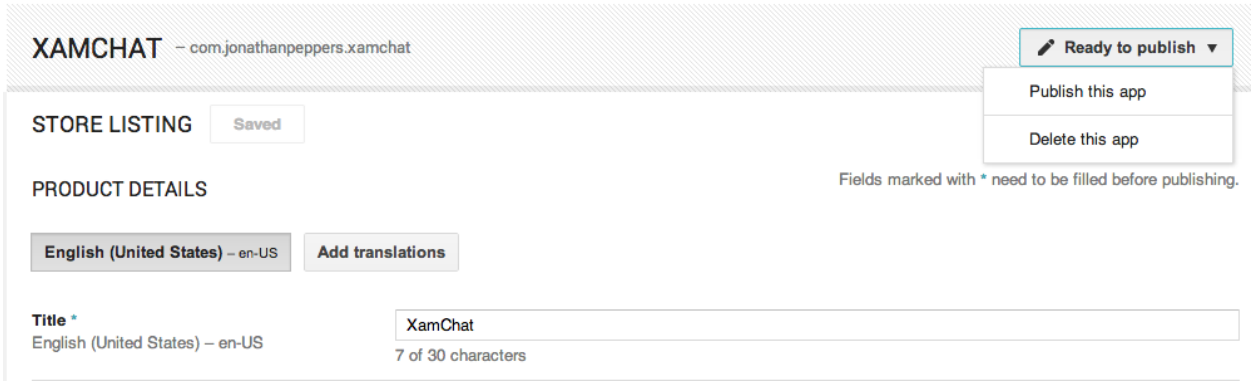
Nov 25, 2014 3:13 PM

```
Jonathans-MacBook-Pro-3:Git jonathanpeppers$ keytool -genkey -v -keystore XamChat.keystore -alias XamChat -keyalg RSA -keysize 2048 -validity 10000
Enter keystore password:
Re-enter new password:
What is your first and last name?
  [Unknown]:  Jonathan Peppers
What is the name of your organizational unit?
  [Unknown]:  Jonathan Peppers
What is the name of your organization?
  [Unknown]:  Jonathan Peppers
What is the name of your City or Locality?
  [Unknown]:  Bowling Green
What is the name of your State or Province?
  [Unknown]:  KY
What is the two-letter country code for this unit?
  [Unknown]:  US
Is CN=Jonathan Peppers, OU=Jonathan Peppers, O=Jonathan Peppers, L=Bowling Green, ST=KY, C=US correct?
  [no]:  yes

Generating 2,048 bit RSA key pair and self-signed certificate (SHA256withRSA) with a validity of 10,000 days
        for: CN=Jonathan Peppers, OU=Jonathan Peppers, O=Jonathan Peppers, L=Bowling Green, ST=KY, C=US
Enter key password for <XamChat>
        (RETURN if same as keystore password):
[Storing XamChat.keystore]
```

Publishing package

```
Waiting for packaging to complete

Signing package with custom key

Package successfully signed
File created: /Users/jonathanpeppers/Desktop/com.jonathanpeppers.xamchat.apk
```





Google Play Developer Program Policies

The policies listed below play an important role in maintaining a positive experience for everyone using Google Play. Defined terms used here have the same meaning as in the Developer Distribution Agreement. Be sure to check back from time to time, as these policies may change.

Content Policies

Our content policies apply to any content your app displays or links to, including any ads it shows to users and any user-generated content it hosts or links to. Further, they apply to any content from your developer account which is publicly displayed in Google Play, including your developer name and the landing page of your listed developer website. In addition to complying with these policies, the content of your app must be rated in accordance with our Content Rating Guidelines.