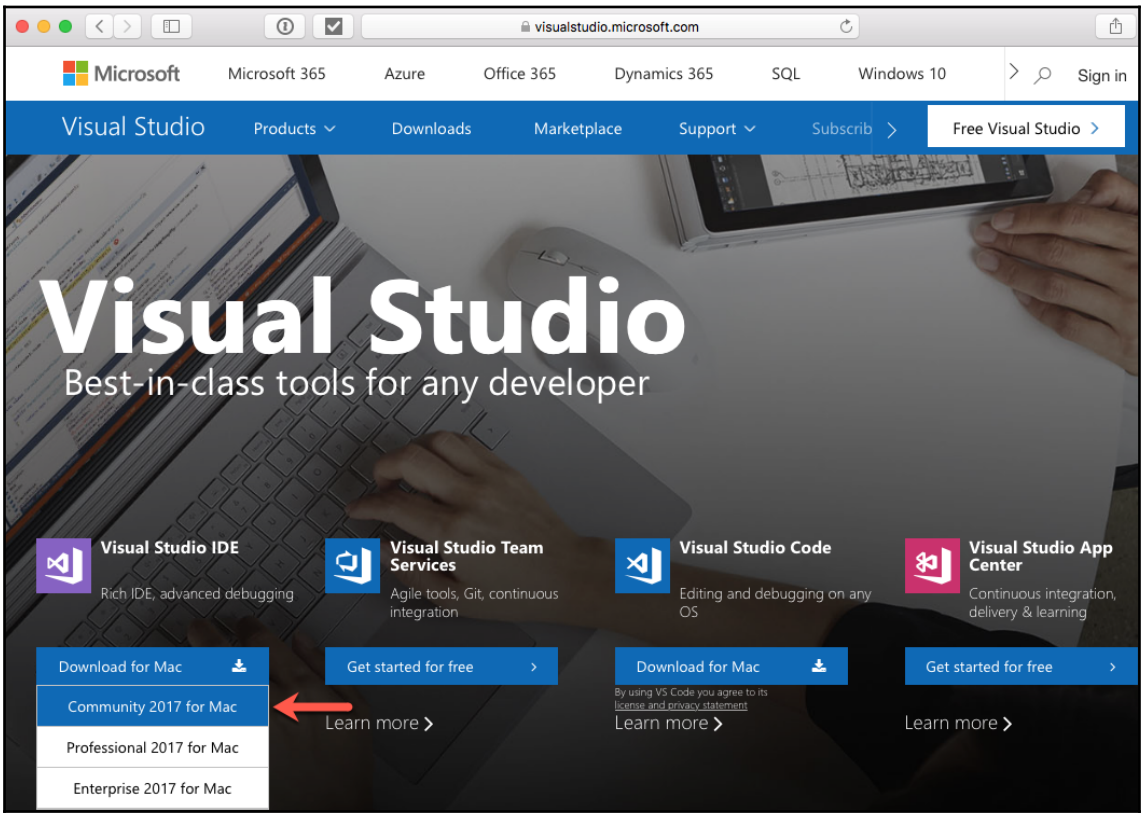
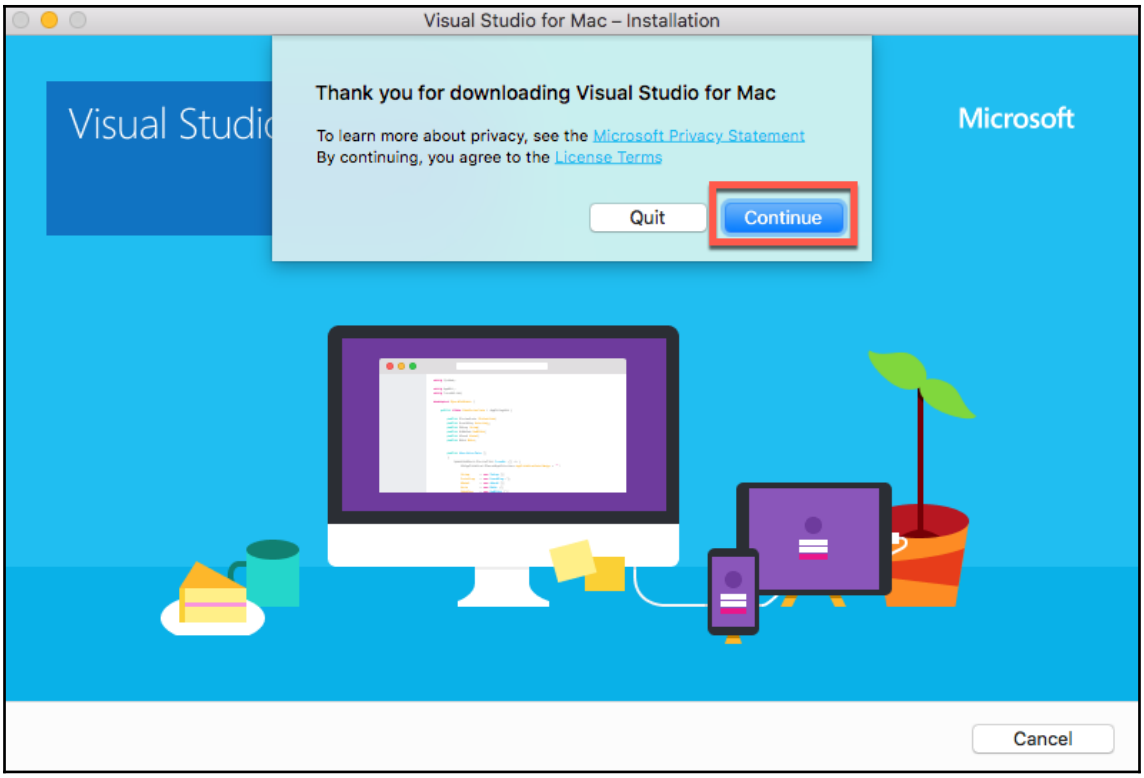
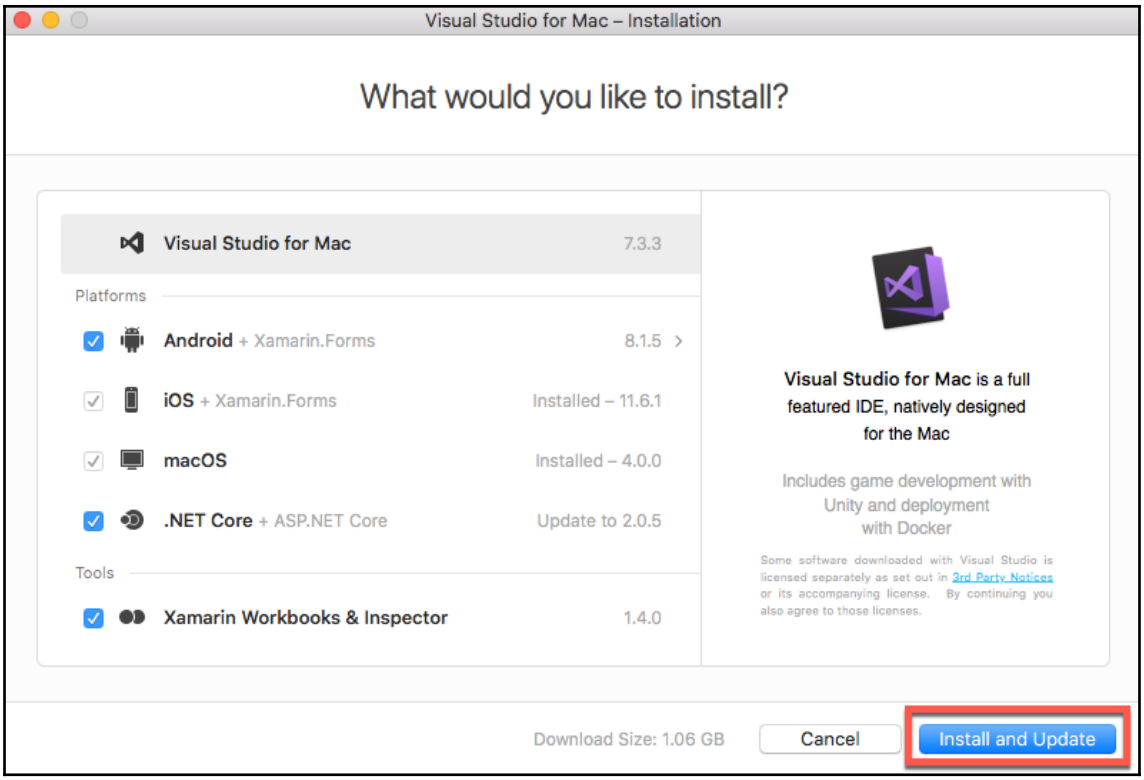
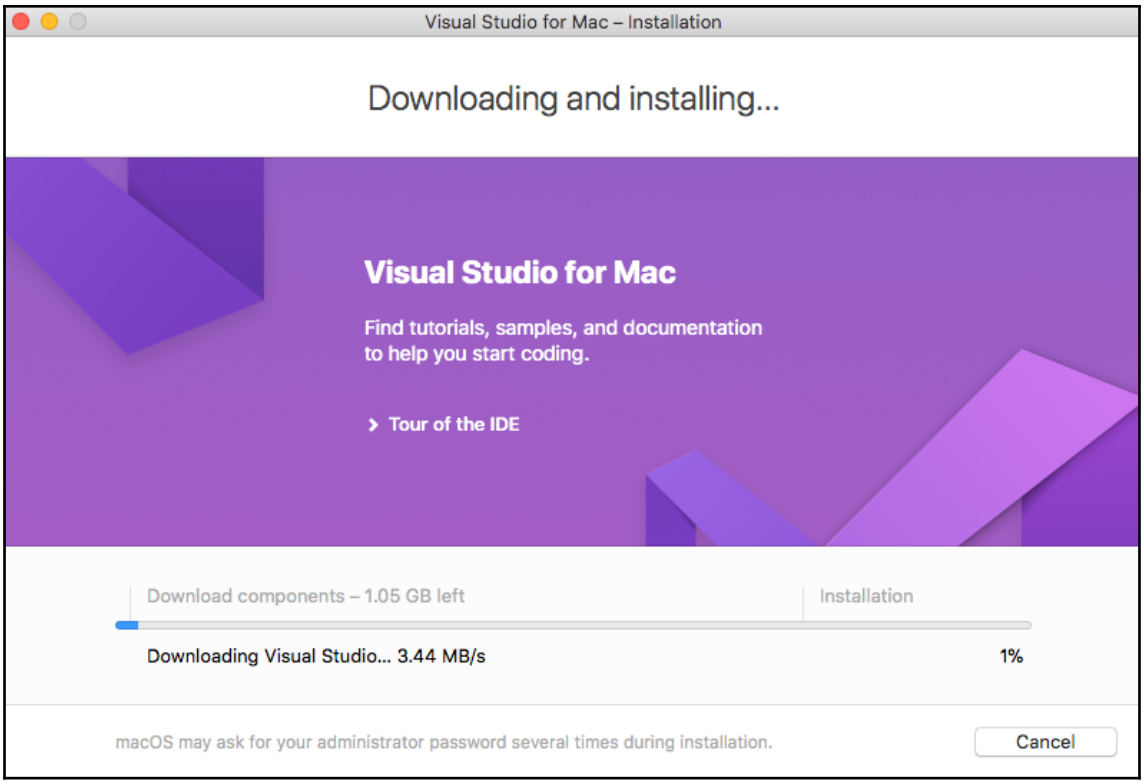
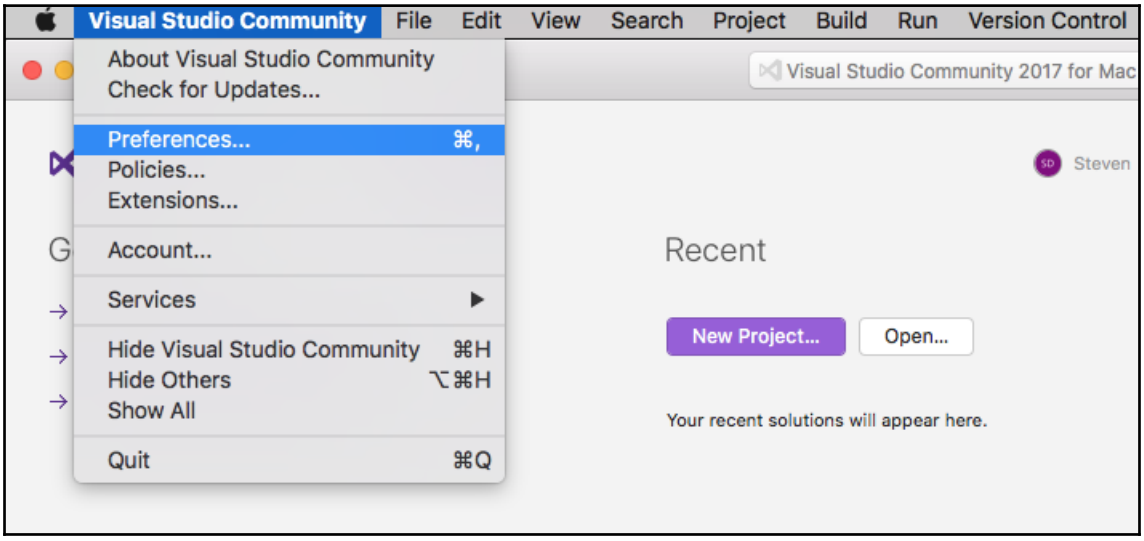
Chapter 1: Setting Up Visual Studio for Mac

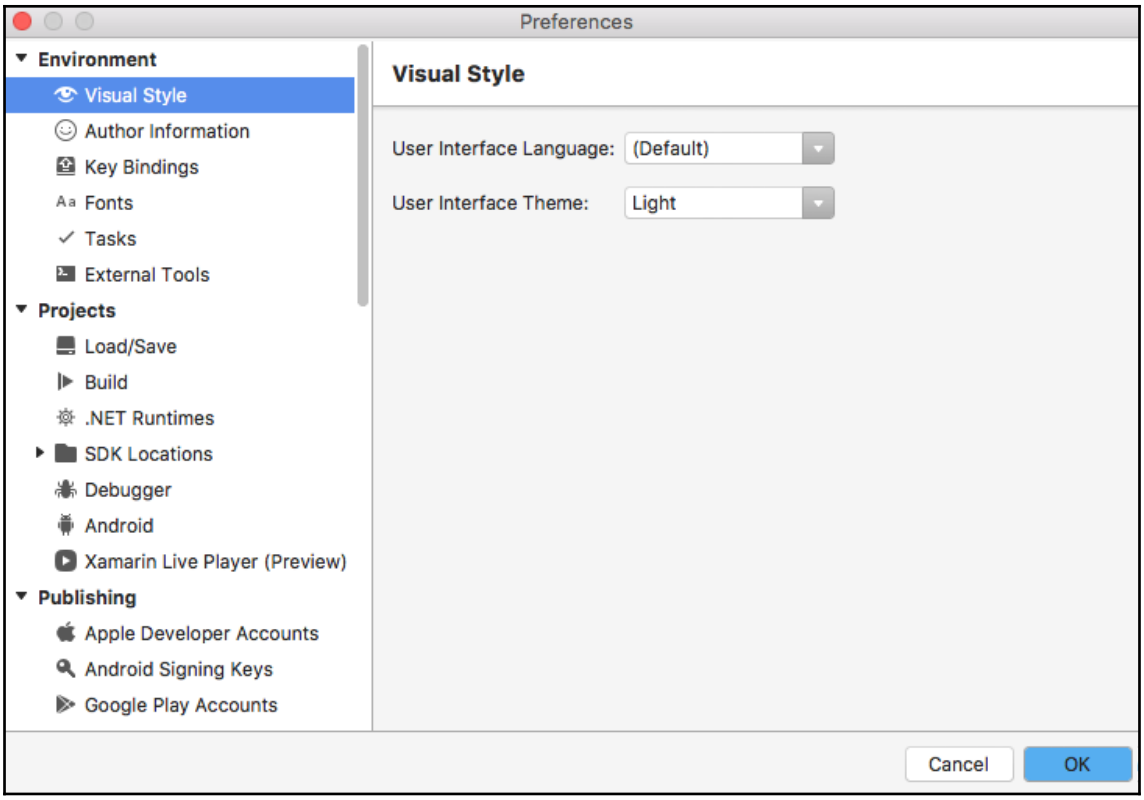


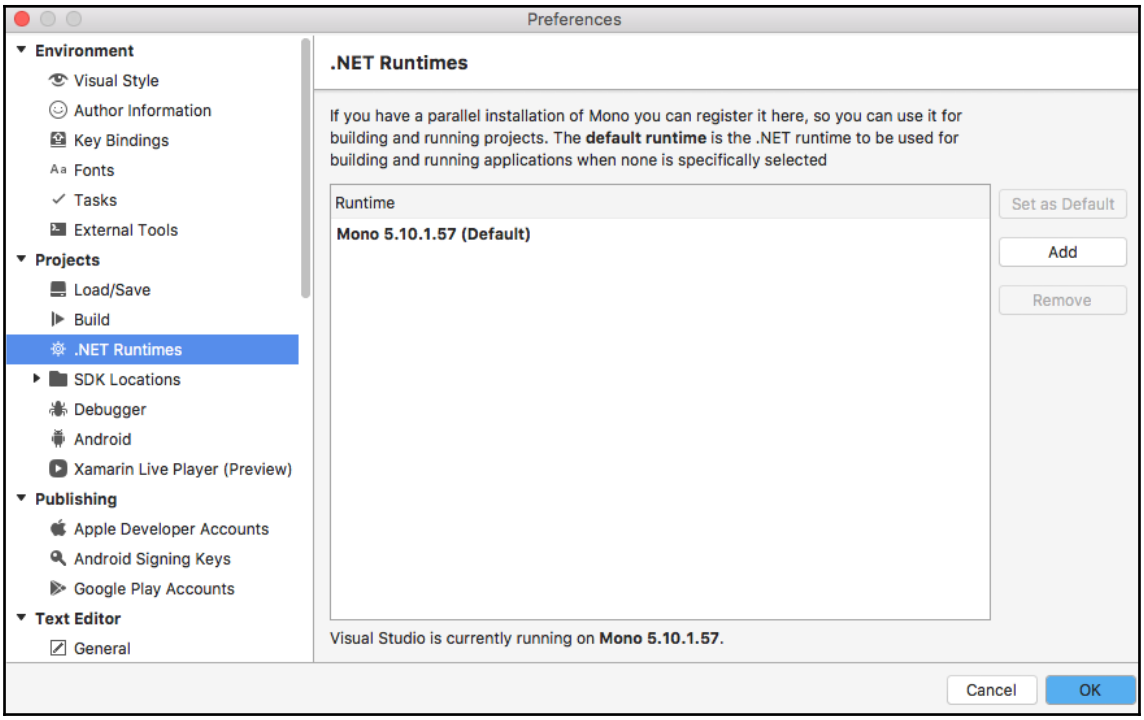

Visual Studio for Mac – Installation
Visual Studi
Thank you for downloading Visual Studio for Mac
To learn more about privacy, see the Microsoft Privacy Statement
By continuing, you agree to the License Terms
Quit
Continue
Microsoft
Cancel


Visual Studio for Mac – Installation
What would you like to install?
Visual Studio for Mac 7.3.3
Platforms
Android + Xamarin.Forms 8.1.5
iOS + Xamarin.Forms Installed – 11.6.1
macOS Installed – 4.0.0
.NET Core + ASP.NET Core Update to 2.0.5
Tools
Xamarin Workbooks & Inspector 1.4.0
Visual Studio for Mac is a full featured IDE, natively designed for the Mac
Includes game development with Unity and deployment with Docker
Some software downloaded with Visual Studio is licensed separately as set out in 3rd Party Notices or its accompanying license. By continuing you also agree to those licenses.
Download Size: 1.06 GB
Cancel
Install and Update


Visual Studio for Mac – Installation
Downloading and installing...
Visual Studio for Mac
Find tutorials, samples, and documentation to help you start coding.
Tour of the IDE
Download components – 1.05 GB left
Installation
Downloading Visual Studio... 3.44 MB/s
1%
macOS may ask for your administrator password several times during installation.
Cancel


Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
About Visual Studio Community
Check for Updates...
Preferences... ⌘,
Policies...
Extensions...
Account...
Services
Hide Visual Studio Community ⌘H
Hide Others ⌥⌘H
Show All
Quit ⌘Q
Visual Studio Community 2017 for Mac
Steven
Recent
New Project...
Open...
Your recent solutions will appear here.


Preferences
Environment
Visual Style
Author Information
Key Bindings
Fonts
Tasks
External Tools
Projects
Load/Save
Build
.NET Runtimes
SDK Locations
Debugger
Android
Xamarin Live Player (Preview)
Publishing
Apple Developer Accounts
Android Signing Keys
Google Play Accounts
Visual Style
User Interface Language:
(Default)
User Interface Theme:
Light
Cancel
OK


Preferences
Environment
Visual Style
Author Information
Key Bindings
Fonts
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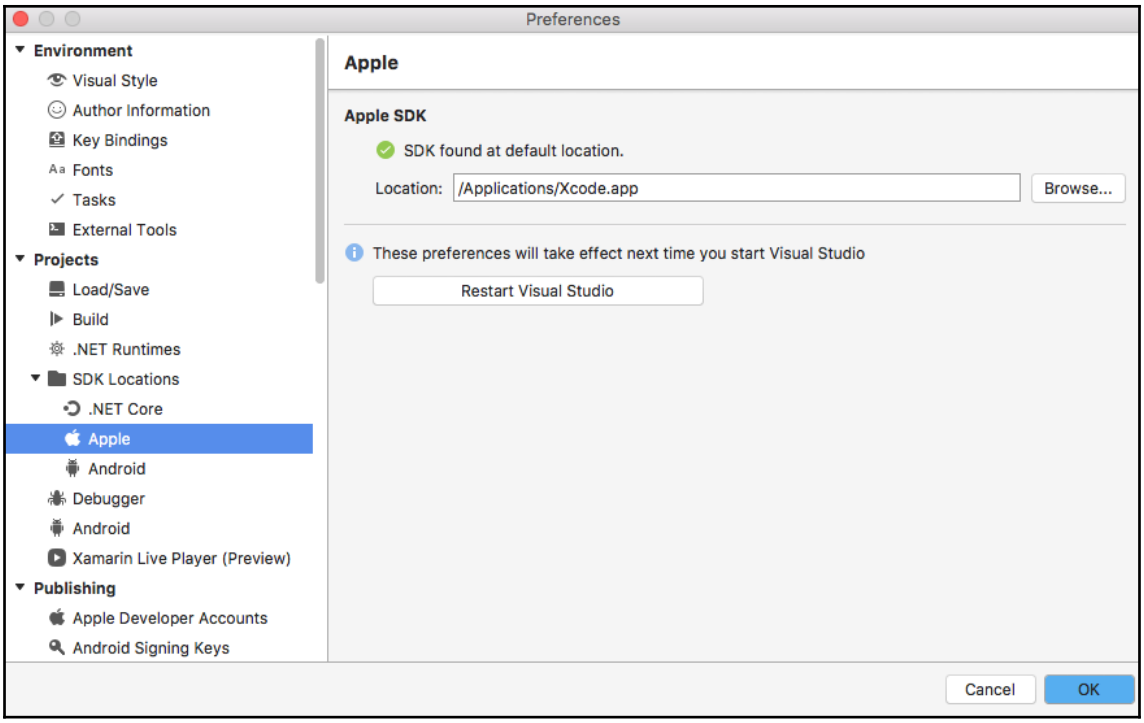
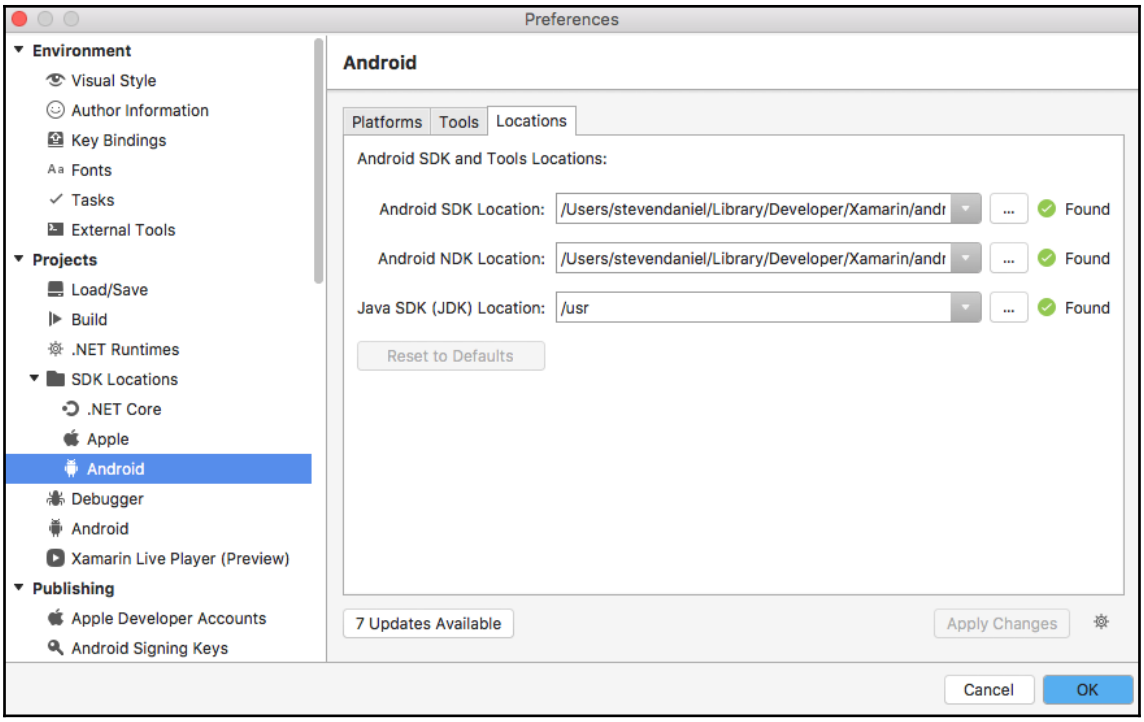
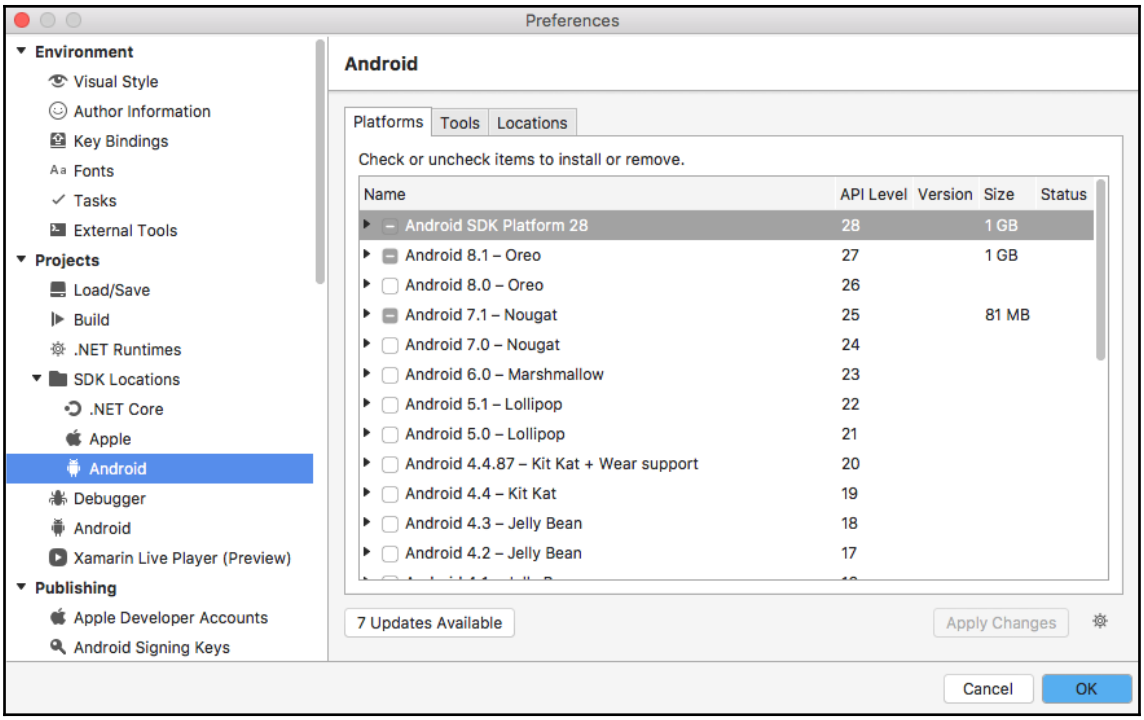
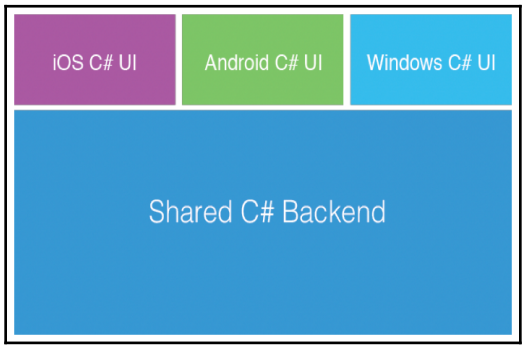
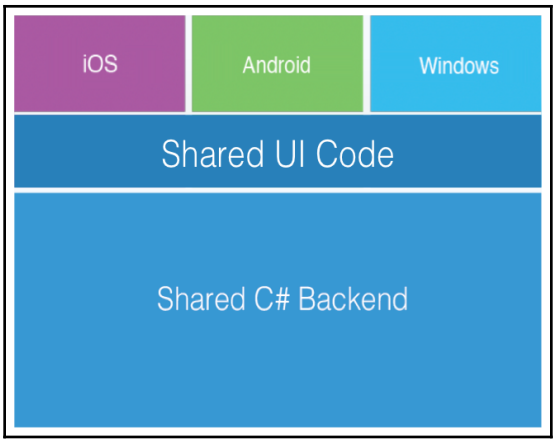
External Tools
Projects
Load/Save
Build
.NET Runtimes
SDK Locations
Debugger
Android
Xamarin Live Player (Preview)
Publishing
Apple Developer Accounts
Android Signing Keys
Google Play Accounts
Text Editor
General
.NET Runtimes
If you have a parallel installation of Mono you can register it here, so you can use it for building and running projects. The default runtime is the .NET runtime to be used for building and running applications when none is specifically selected
Runtime
Mono 5.10.1.57 (Default)
Set as Default
Add
Remove
Visual Studio is currently running on Mono 5.10.1.57.
Cancel
OK

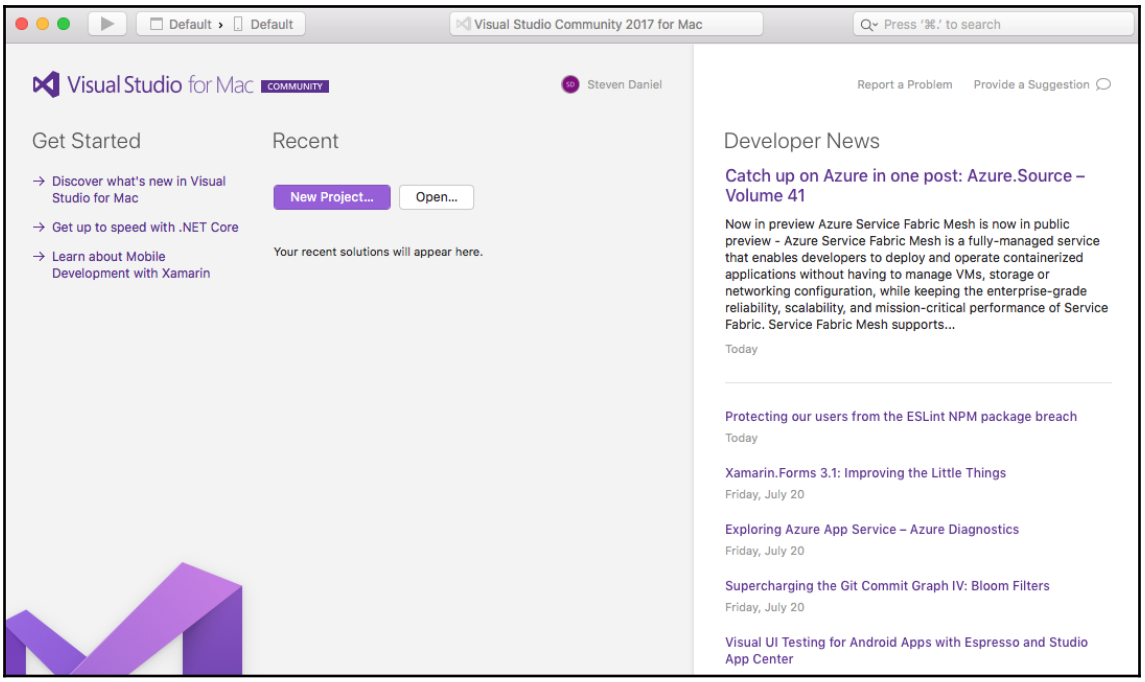

Preferences
Environment
Visual Style
Author Information
Key Bindings
Fonts
Tasks
External Tools
Projects
Load/Save
Build
.NET Runtimes
SDK Locations
.NET Core
Apple
Android
Debugger
Android
Xamarin Live Player (Preview)
Publishing
Apple Developer Accounts
Android Signing Keys
Apple
Apple SDK
SDK found at default location.
Location: /Applications/Xcode.app
Browse...
These preferences will take effect next time you start Visual Studio
Restart Visual Studio
Cancel
OK

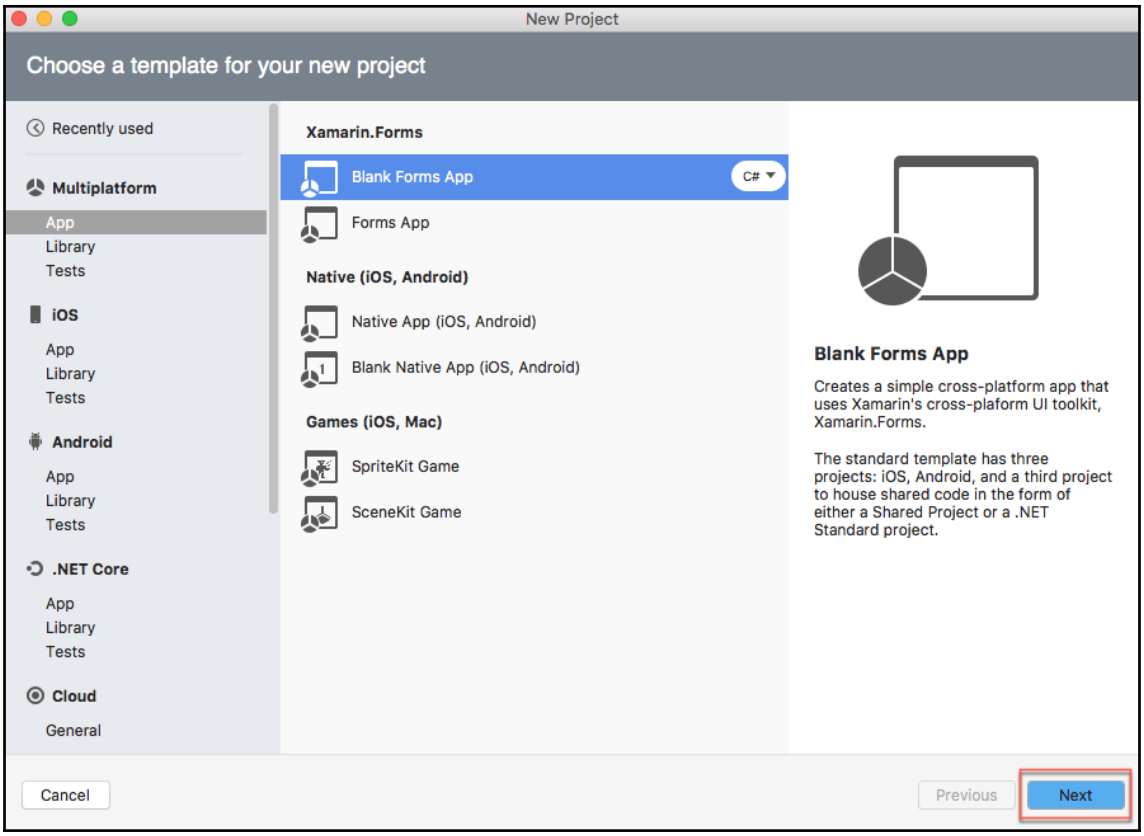

Preferences
Environment
Visual Style
Author Information
Key Bindings
Fonts
Tasks
External Tools
Projects
Load/Save
Build
.NET Runtimes
SDK Locations
.NET Core
Apple
Android
Debugger
Android
Xamarin Live Player (Preview)
Publishing
Apple Developer Accounts
Android Signing Keys
Android
Platforms
Tools
Locations
Android SDK and Tools Locations:
Android SDK Location:
/Users/stevendaniel/Library/Developer/Xamarin/andr
Found
Android NDK Location:
/Users/stevendaniel/Library/Developer/Xamarin/andr
Found
Java SDK (JDK) Location:
/usr
Found
Reset to Defaults
7 Updates Available
Apply Changes
Cancel
OK

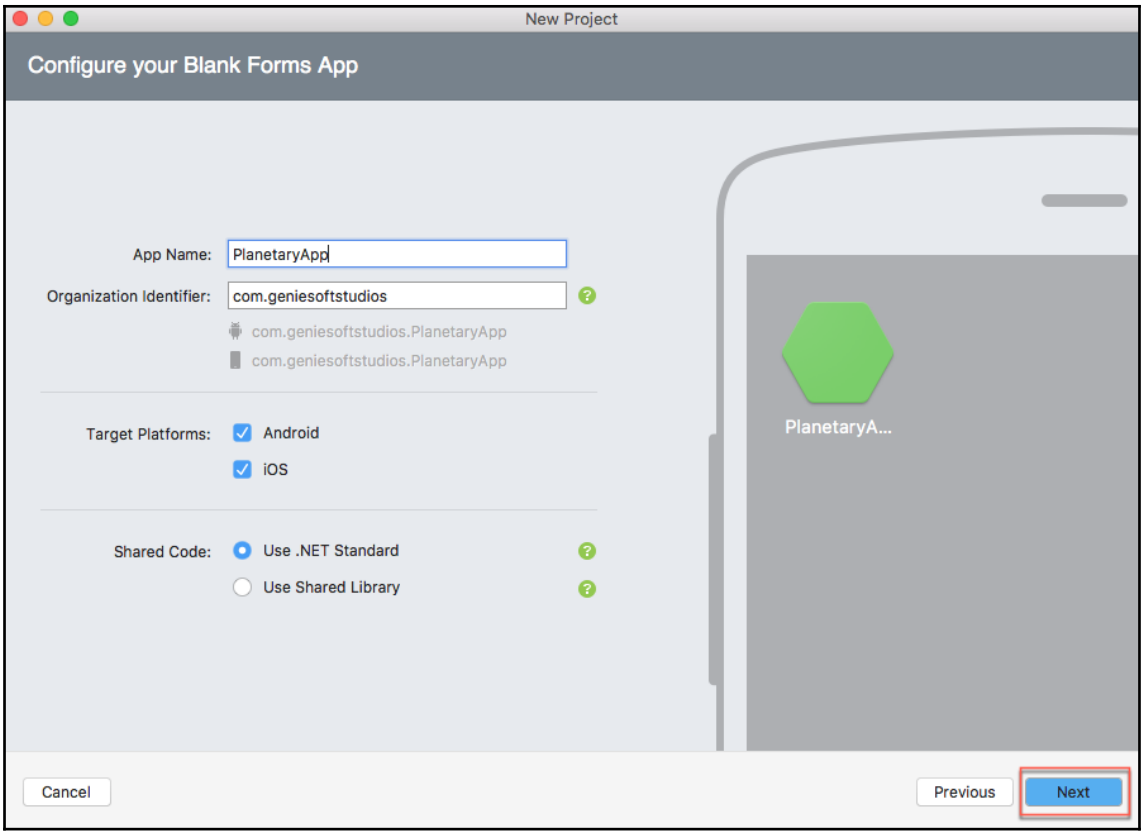

Preferences
Environment
Visual Style
Author Information
Key Bindings
Fonts
Tasks
External Tools
Projects
Load/Save
Build
.NET Runtimes
SDK Locations
.NET Core
Apple
Android
Debugger
Android
Xamarin Live Player (Preview)
Publishing
Apple Developer Accounts
Android Signing Keys
Android
Platforms
Tools
Locations
Check or uncheck items to install or remove.
Name
API Level
Version
Size
Status
Android SDK Platform 28 28 1 GB
Android 8.1 – Oreo 27 1 GB
Android 8.0 – Oreo 26
Android 7.1 – Nougat 25 81 MB
Android 7.0 – Nougat 24
Android 6.0 – Marshmallow 23
Android 5.1 – Lollipop 22
Android 5.0 – Lollipop 21
Android 4.4.87 – Kit Kat + Wear support 20
Android 4.4 – Kit Kat 19
Android 4.3 – Jelly Bean 18
Android 4.2 – Jelly Bean 17
7 Updates Available
Apply Changes
Cancel
OK

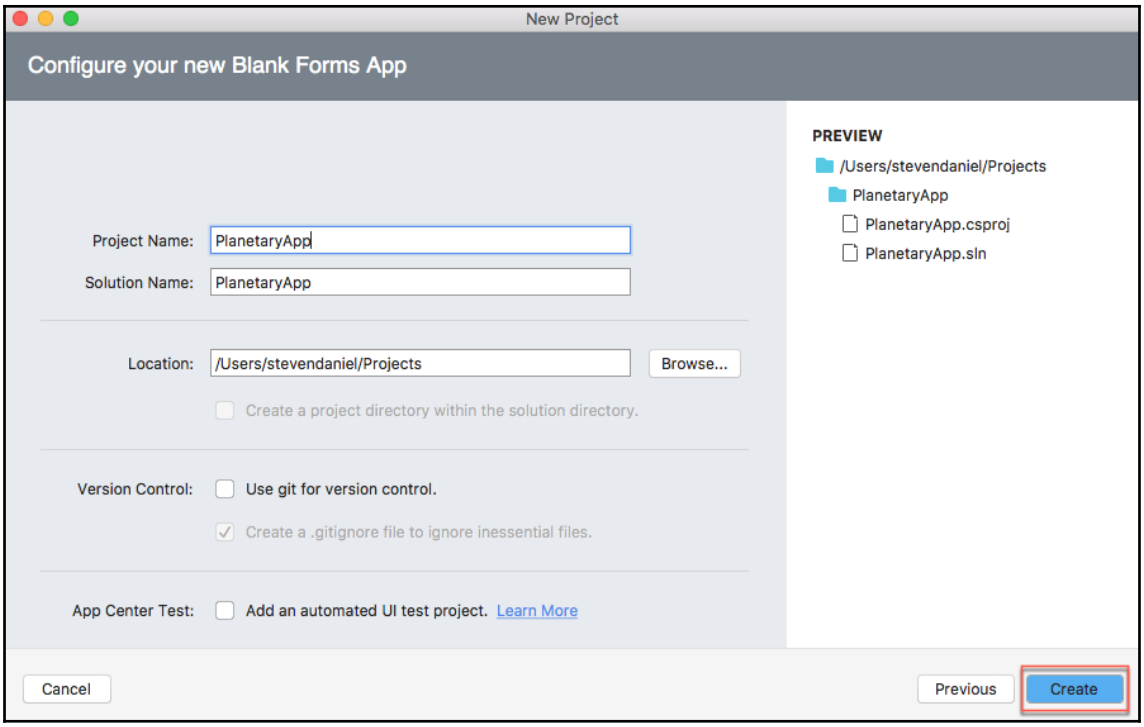

iOS C# UI
Android C# UI
Windows C# UI
Shared C# Backend

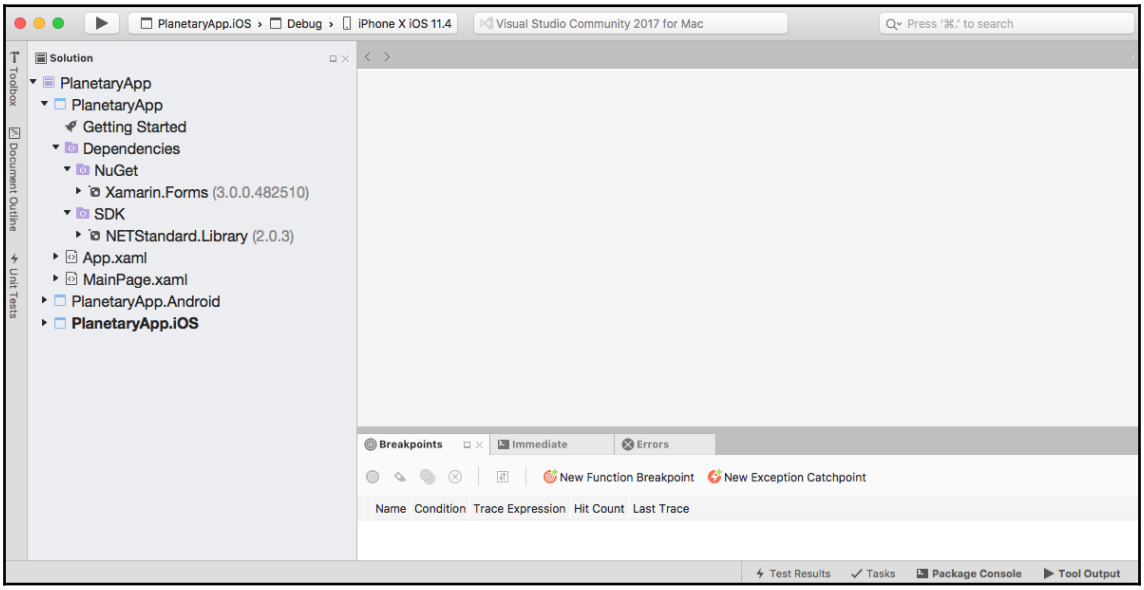

iOS
Android
Windows
Shared UI Code
Shared C# Backend

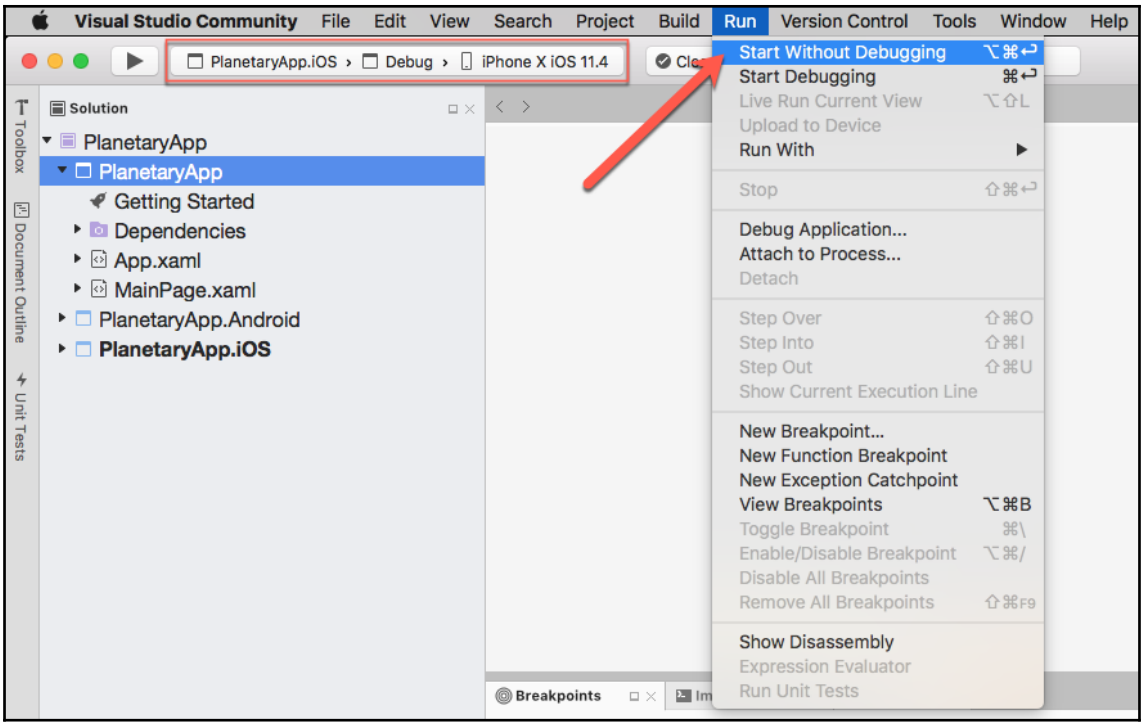

Default › Default
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Visual Studio for Mac
COMMUNITY
Steven Daniel
Report a Problem
Provide a Suggestion
Get Started
Discover what's new in Visual Studio for Mac
Get up to speed with .NET Core
Learn about Mobile Development with Xamarin
Recent
New Project...
Open...
Your recent solutions will appear here.
Developer News
Catch up on Azure in one post: Azure.Source – Volume 41
Now in preview Azure Service Fabric Mesh is now in public preview - Azure Service Fabric Mesh is a fully-managed service that enables developers to deploy and operate containerized applications without having to manage VMs, storage or networking configuration, while keeping the enterprise-grade reliability, scalability, and mission-critical performance of Service Fabric. Service Fabric Mesh supports...
Today
Protecting our users from the ESLint NPM package breach
Today
Xamarin.Forms 3.1: Improving the Little Things
Friday, July 20
Exploring Azure App Service – Azure Diagnostics
Friday, July 20
Supercharging the Git Commit Graph IV: Bloom Filters
Friday, July 20
Visual UI Testing for Android Apps with Espresso and Studio App Center

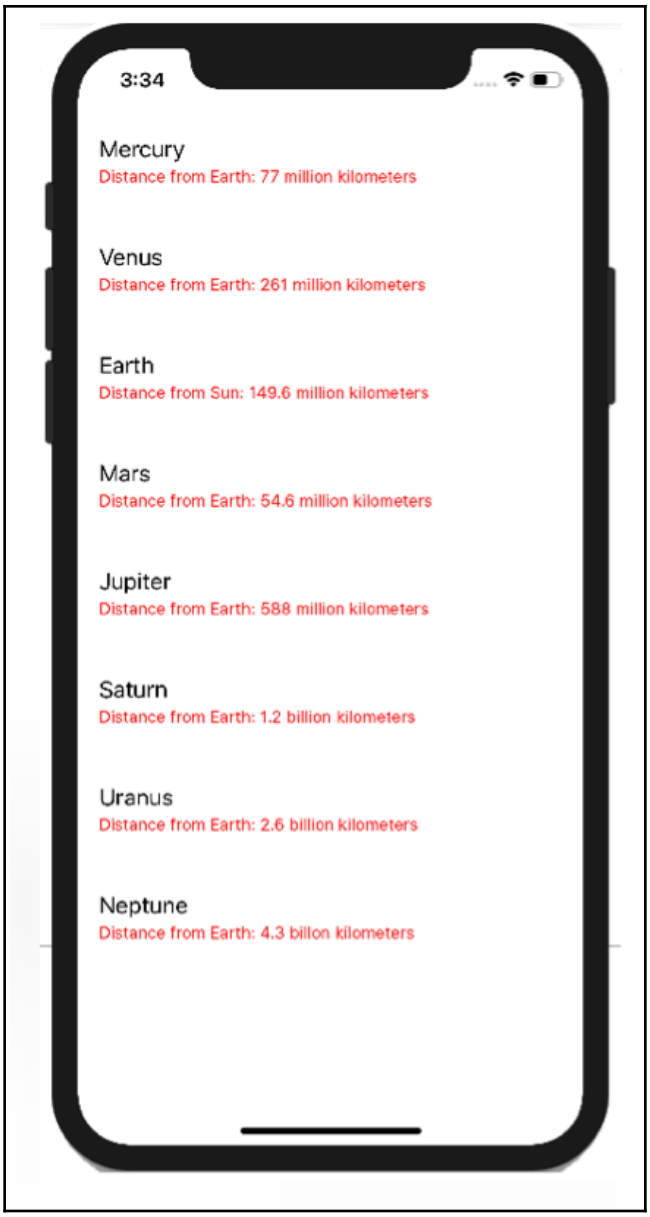

New Project
Choose a template for your new project
Recently used
Multiplatform
App
Library
Tests
iOS
App
Library
Tests
Android
App
Library
Tests
.NET Core
App
Library
Tests
Cloud
General
Xamarin.Forms
Blank Forms App
C#
Forms App
Native (iOS, Android)
Native App (iOS, Android)
Blank Native App (iOS, Android)
Games (iOS, Mac)
SpriteKit Game
SceneKit Game
Blank Forms App
Creates a simple cross-platform app that uses Xamarin's cross-plaform UI toolkit, Xamarin.Forms.
The standard template has three projects: iOS, Android, and a third project to house shared code in the form of either a Shared Project or a .NET Standard project.
Cancel
Previous
Next

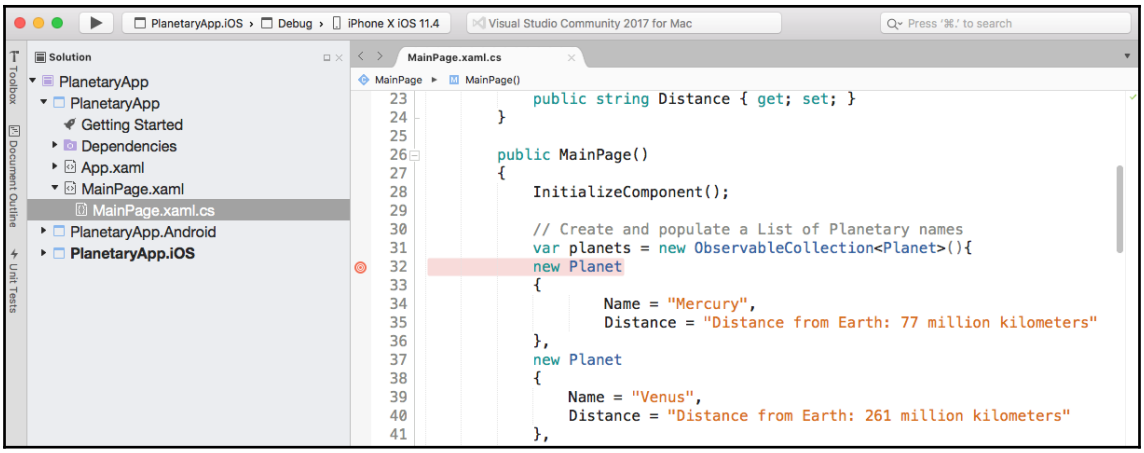

New Project
Configure your Blank Forms App
App Name:
PlanetaryApp
Organization Identifier:
com.geniesoftstudios
com.geniesoftstudios.PlanetaryApp
com.geniesoftstudios.PlanetaryApp
Target Platforms:
Android
iOS
Shared Code:
Use .NET Standard
Use Shared Library
PlanetaryA...
Cancel
Previous
Next

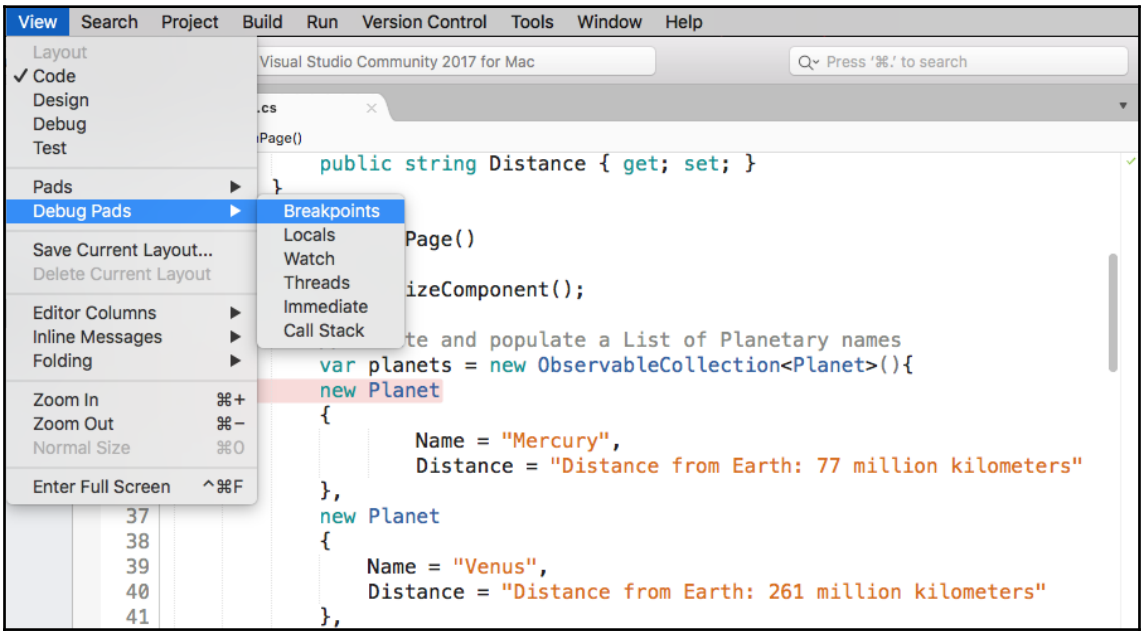

New Project
Configure your new Blank Forms App
PREVIEW
/Users/stevendaniel/Projects
PlanetaryApp
PlanetaryApp.csproj
PlanetaryApp.sln
Project Name: PlanetaryApp
Solution Name: PlanetaryApp
Location: /Users/stevendaniel/Projects
Browse...
Create a project directory within the solution directory.
Version Control: Use git for version control.
Create a .gitignore file to ignore inessential files.
App Center Test: Add an automated UI test project. Learn More
Cancel
Previous
Create


PlanetaryApp.iOS › Debug › iPhone X iOS 11.4
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Solution
PlanetaryApp
PlanetaryApp
Getting Started
Dependencies
NuGet
Xamarin.Forms (3.0.0.482510)
SDK
NETStandard.Library (2.0.3)
App.xaml
MainPage.xaml
PlanetaryApp.Android
PlanetaryApp.iOS
Breakpoints
Immediate
Errors
New Function Breakpoint
New Exception Catchpoint
Name Condition Trace Expression Hit Count Last Trace
Test Results
Tasks
Package Console
Tool Output


Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Window
Help
PlanetaryApp.iOS › Debug › iPhone X iOS 11.4
Start Without Debugging
Start Debugging
Live Run Current View
Upload to Device
Run With
Stop
Debug Application...
Attach to Process...
Detach
Step Over
Step Into
Step Out
Show Current Execution Line
New Breakpoint...
New Function Breakpoint
New Exception Catchpoint
View Breakpoints
Toggle Breakpoint
Enable/Disable Breakpoint
Disable All Breakpoints
Remove All Breakpoints
Show Disassembly
Expression Evaluator
Run Unit Tests
Solution
PlanetaryApp
PlanetaryApp
Getting Started
Dependencies
App.xaml
MainPage.xaml
PlanetaryApp.Android
PlanetaryApp.iOS
Toolbox
Document Outline
Unit Tests
Breakpoints


3:34
Mercury
Distance from Earth: 77 million kilometers
Venus
Distance from Earth: 261 million kilometers
Earth
Distance from Sun: 149.6 million kilometers
Mars
Distance from Earth: 54.6 million kilometers
Jupiter
Distance from Earth: 588 million kilometers
Saturn
Distance from Earth: 1.2 billion kilometers
Uranus
Distance from Earth: 2.6 billion kilometers
Neptune
Distance from Earth: 4.3 billon kilometers


PlanetaryApp.iOS › Debug › iPhone X iOS 11.4
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Solution
PlanetaryApp
PlanetaryApp
Getting Started
Dependencies
App.xaml
MainPage.xaml
MainPage.xaml.cs
PlanetaryApp.Android
PlanetaryApp.iOS
MainPage.xaml.cs
MainPage
MainPage()
public string Distance { get; set; }
}
public MainPage()
{
InitializeComponent();
// Create and populate a List of Planetary names
var planets = new ObservableCollection<Planet>(){
new Planet
{
Name = "Mercury",
Distance = "Distance from Earth: 77 million kilometers"
},
new Planet
{
Name = "Venus",
Distance = "Distance from Earth: 261 million kilometers"
},


View
Search
Project
Build
Run
Version Control
Tools
Window
Help
Layout
Code
Design
Debug
Test
Pads
Debug Pads
Save Current Layout...
Delete Current Layout
Editor Columns
Inline Messages
Folding
Zoom In ⌘+
Zoom Out ⌘−
Normal Size ⌘0
Enter Full Screen ^⌘F
Breakpoints
Locals
Watch
Threads
Immediate
Call Stack
Visual Studio Community 2017 for Mac
Press '⌘.' to search
public string Distance { get; set; }
}
Page()
izeComponent();
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{
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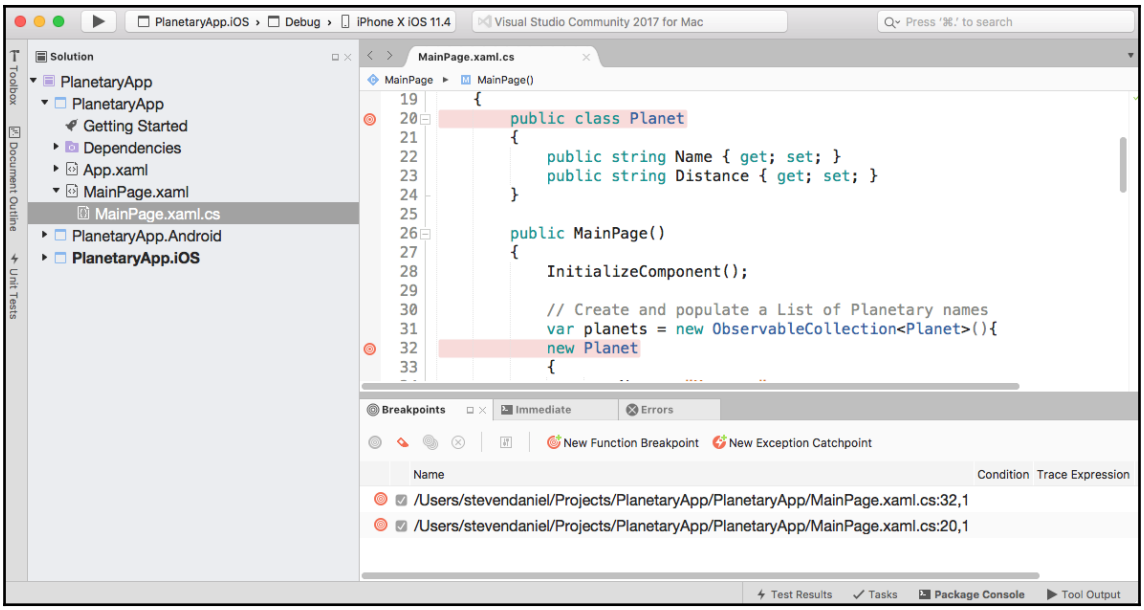
Distance = "Distance from Earth: 261 million kilometers"
},


PlanetaryApp.iOS › Debug › iPhone X iOS 11.4
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Solution
PlanetaryApp
PlanetaryApp
Getting Started
Dependencies
App.xaml
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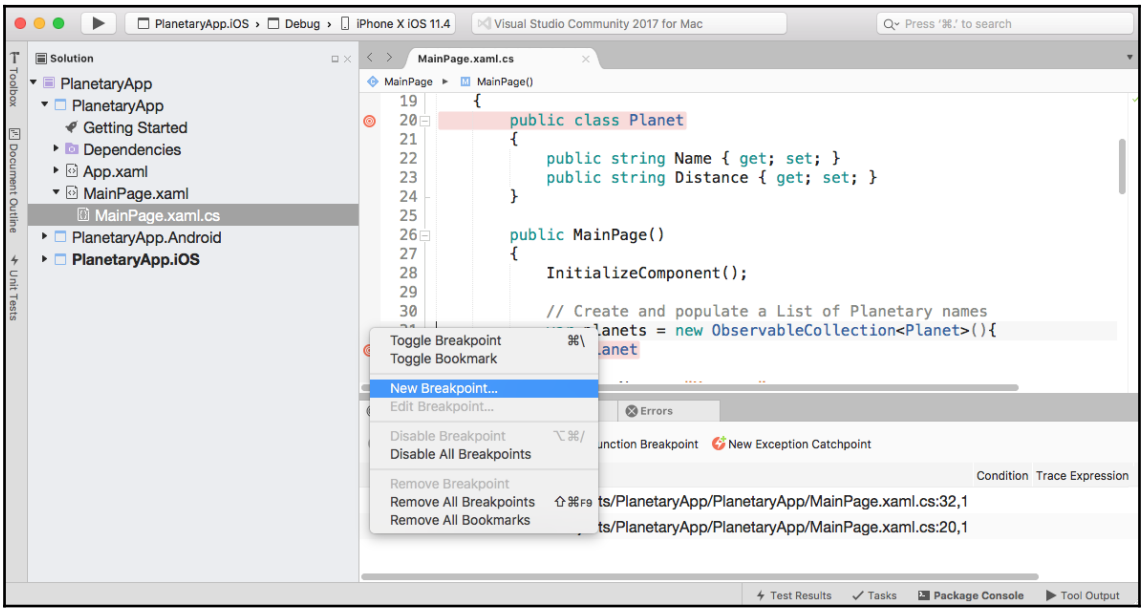
MainPage.xaml.cs
PlanetaryApp.Android
PlanetaryApp.iOS
MainPage.xaml.cs
MainPage
MainPage()
19 {
20 public class Planet
21 {
22 public string Name { get; set; }
23 public string Distance { get; set; }
24 }
25
26 public MainPage()
27 {
28 InitializeComponent();
29
30 // Create and populate a List of Planetary names
31 var planets = new ObservableCollection<Planet>(){
32 new Planet
33 {
Breakpoints
Immediate
Errors
New Function Breakpoint
New Exception Catchpoint
Name
Condition
Trace Expression
/Users/stevendaniel/Projects/PlanetaryApp/PlanetaryApp/MainPage.xaml.cs:32,1
/Users/stevendaniel/Projects/PlanetaryApp/PlanetaryApp/MainPage.xaml.cs:20,1
Test Results
Tasks
Package Console
Tool Output


PlanetaryApp.iOS › Debug › iPhone X iOS 11.4
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Solution
PlanetaryApp
PlanetaryApp
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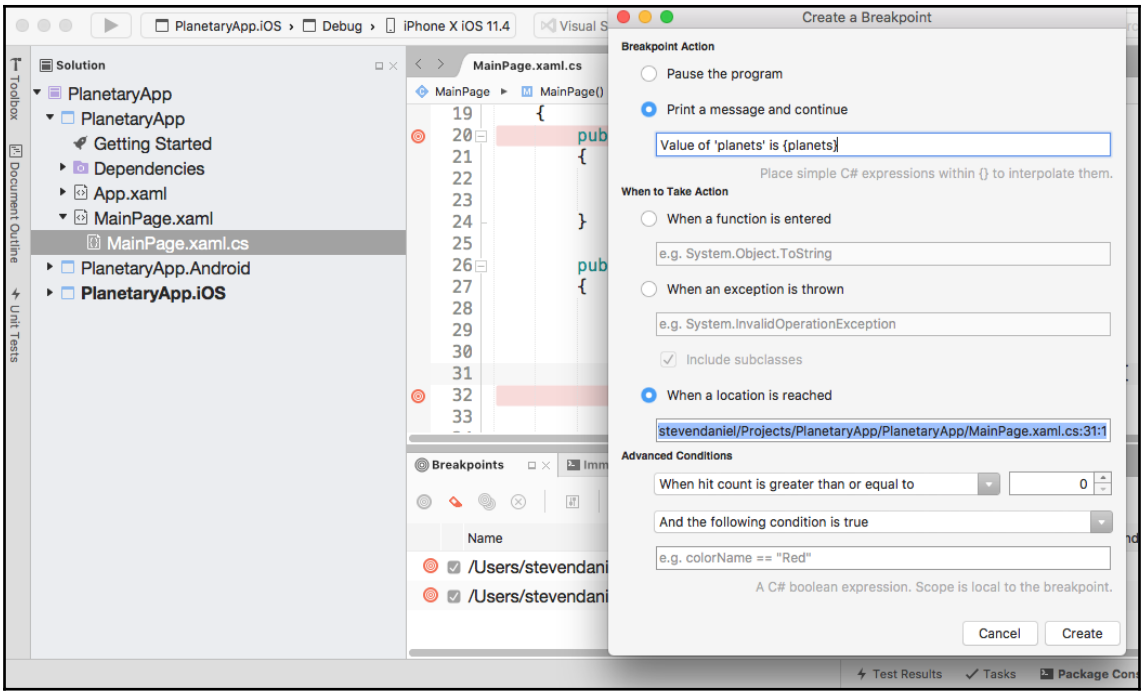
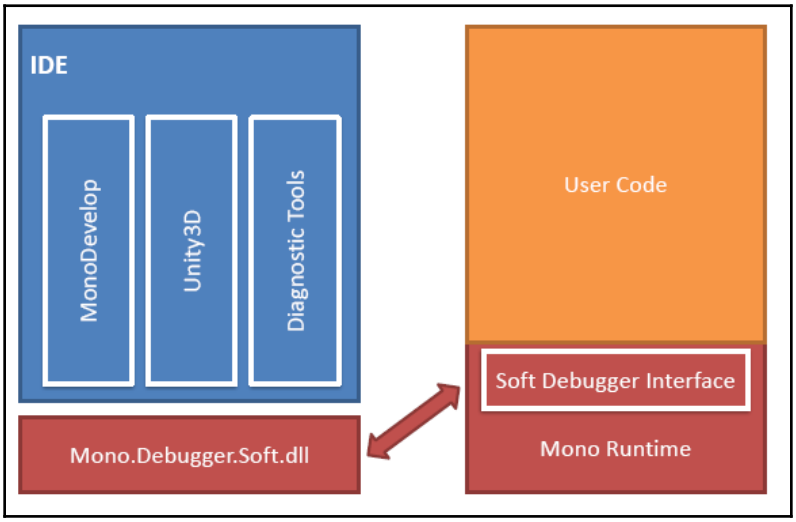
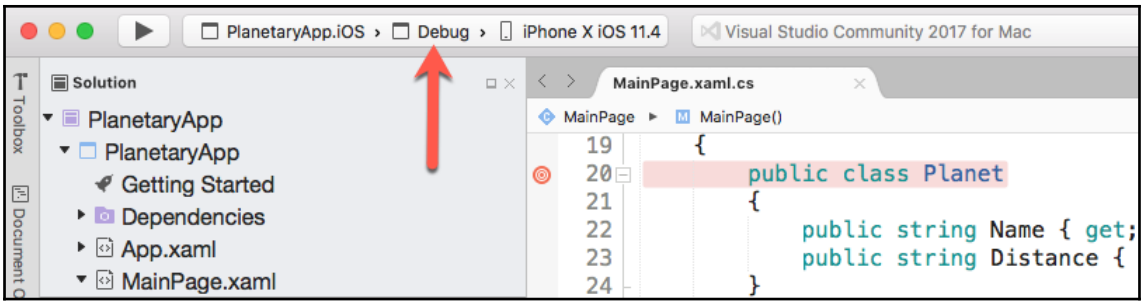
MainPage.xaml
MainPage.xaml.cs
PlanetaryApp.Android
PlanetaryApp.iOS
MainPage.xaml.cs
MainPage
MainPage()
19 {
20 public class Planet
21 {
22 public string Name { get; set; }
23 public string Distance { get; set; }
24 }
25
26 public MainPage()
27 {
28 InitializeComponent();
29
30 // Create and populate a List of Planetary names
Toggle Breakpoint ⌘\
Toggle Bookmark
New Breakpoint...
Edit Breakpoint...
Disable Breakpoint ⌥⌘/
Disable All Breakpoints
Remove Breakpoint
Remove All Breakpoints ⇧⌘F9
Remove All Bookmarks
Errors
New Exception Catchpoint
Condition
Trace Expression
Test Results
Tasks
Package Console
Tool Output


PlanetaryApp.iOS › Debug › iPhone X iOS 11.4
Solution
PlanetaryApp
PlanetaryApp
Getting Started
Dependencies
App.xaml
MainPage.xaml
MainPage.xaml.cs
PlanetaryApp.Android
PlanetaryApp.iOS
MainPage.xaml.cs
MainPage
MainPage()
Breakpoints
Name
/Users/stevendani
/Users/stevendani
Create a Breakpoint
Breakpoint Action
Pause the program
Print a message and continue
Value of 'planets' is {planets}
Place simple C# expressions within {} to interpolate them.
When to Take Action
When a function is entered
e.g. System.Object.ToString
When an exception is thrown
e.g. System.InvalidOperationException
Include subclasses
When a location is reached
stevendaniel/Projects/PlanetaryApp/PlanetaryApp/MainPage.xaml.cs:31:1
Advanced Conditions
When hit count is greater than or equal to
0
And the following condition is true
e.g. colorName == "Red"
A C# boolean expression. Scope is local to the breakpoint.
Cancel
Create
Test Results
Tasks


IDE
MonoDevelop
Unity3D
Diagnostic Tools
User Code
Soft Debugger Interface
Mono Runtime
Mono.Debugger.Soft.dll


PlanetaryApp.iOS › Debug › iPhone X iOS 11.4
Visual Studio Community 2017 for Mac
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PlanetaryApp
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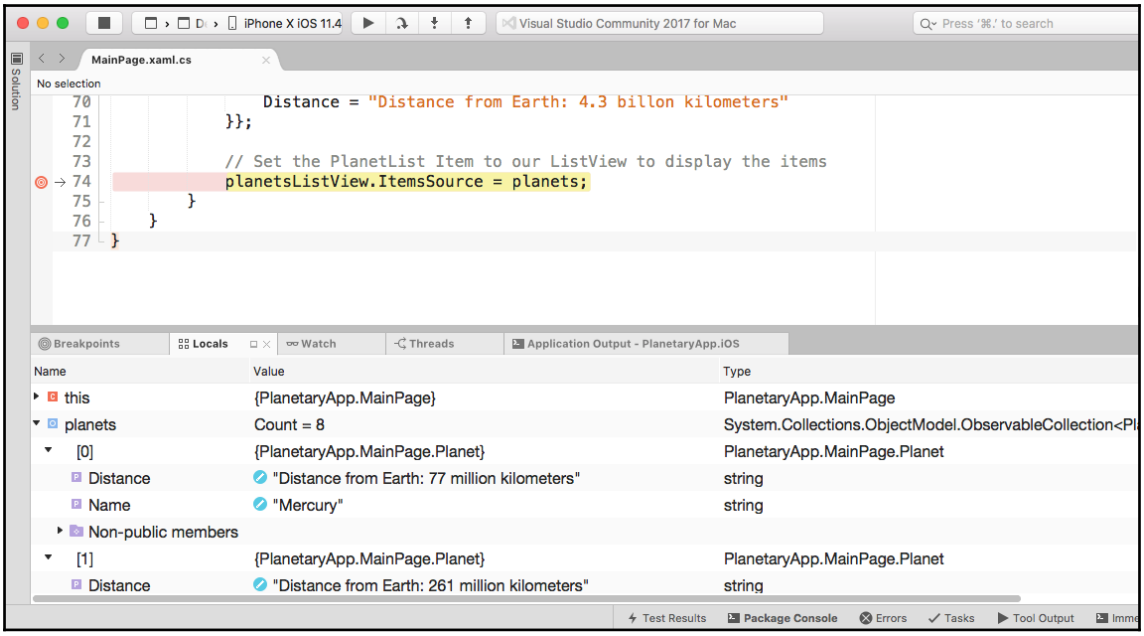
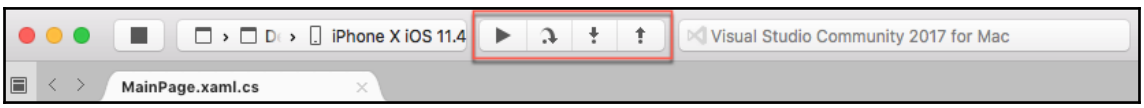
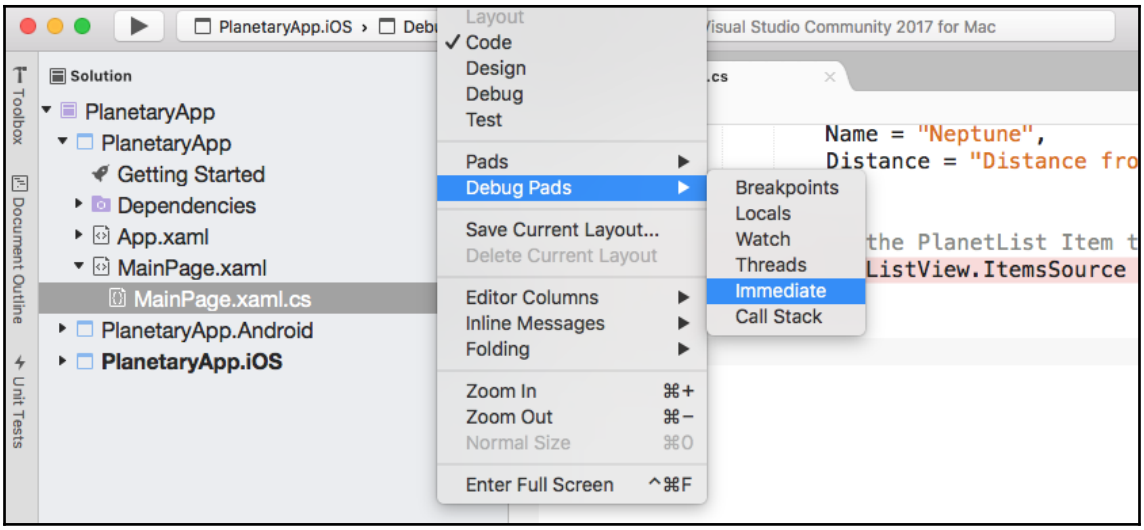
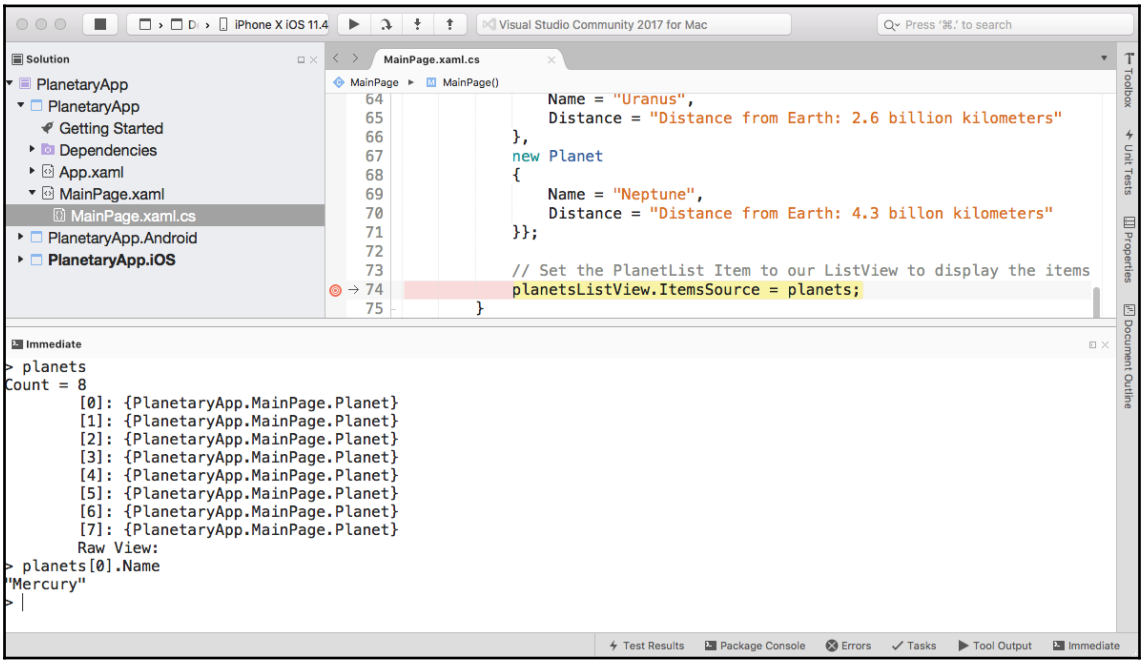
App.xaml
MainPage.xaml
MainPage.xaml.cs
MainPage
MainPage()
19 {
20 public class Planet
21 {
22 public string Name { get;
23 public string Distance {
24 }

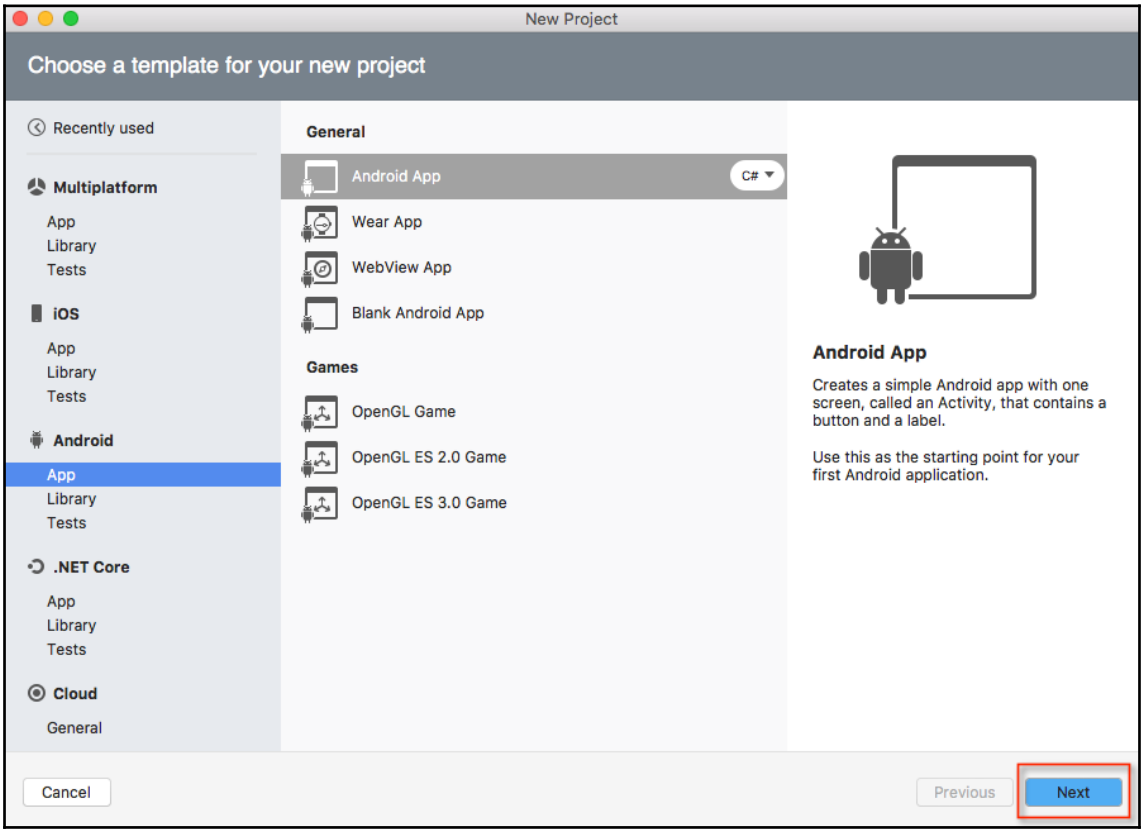

MainPage.xaml.cs
No selection
70 Distance = "Distance from Earth: 4.3 billon kilometers"
71 }};
72
73 // Set the PlanetList Item to our ListView to display the items
74 planetsListView.ItemsSource = planets;
75 }
76 }
77 }
Breakpoints
Locals
Watch
Threads
Application Output - PlanetaryApp.iOS
Name
Value
Type
this
{PlanetaryApp.MainPage}
PlanetaryApp.MainPage
planets
Count = 8
System.Collections.ObjectModel.ObservableCollection<Pl
[0]
{PlanetaryApp.MainPage.Planet}
PlanetaryApp.MainPage.Planet
Distance
"Distance from Earth: 77 million kilometers"
string
Name
"Mercury"
string
Non-public members
[1]
{PlanetaryApp.MainPage.Planet}
PlanetaryApp.MainPage.Planet
Distance
"Distance from Earth: 261 million kilometers"
string
Test Results
Package Console
Errors
Tasks
Tool Output

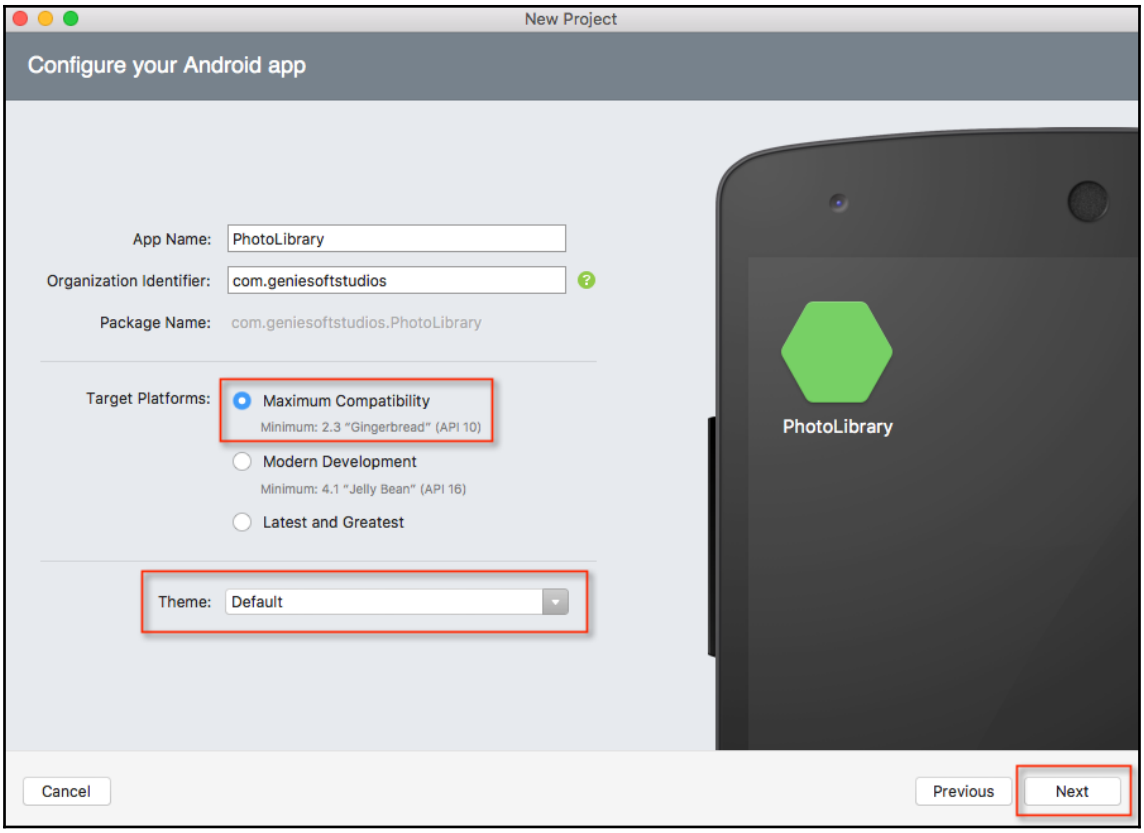

iPhone X iOS 11.4
Visual Studio Community 2017 for Mac
MainPage.xaml.cs

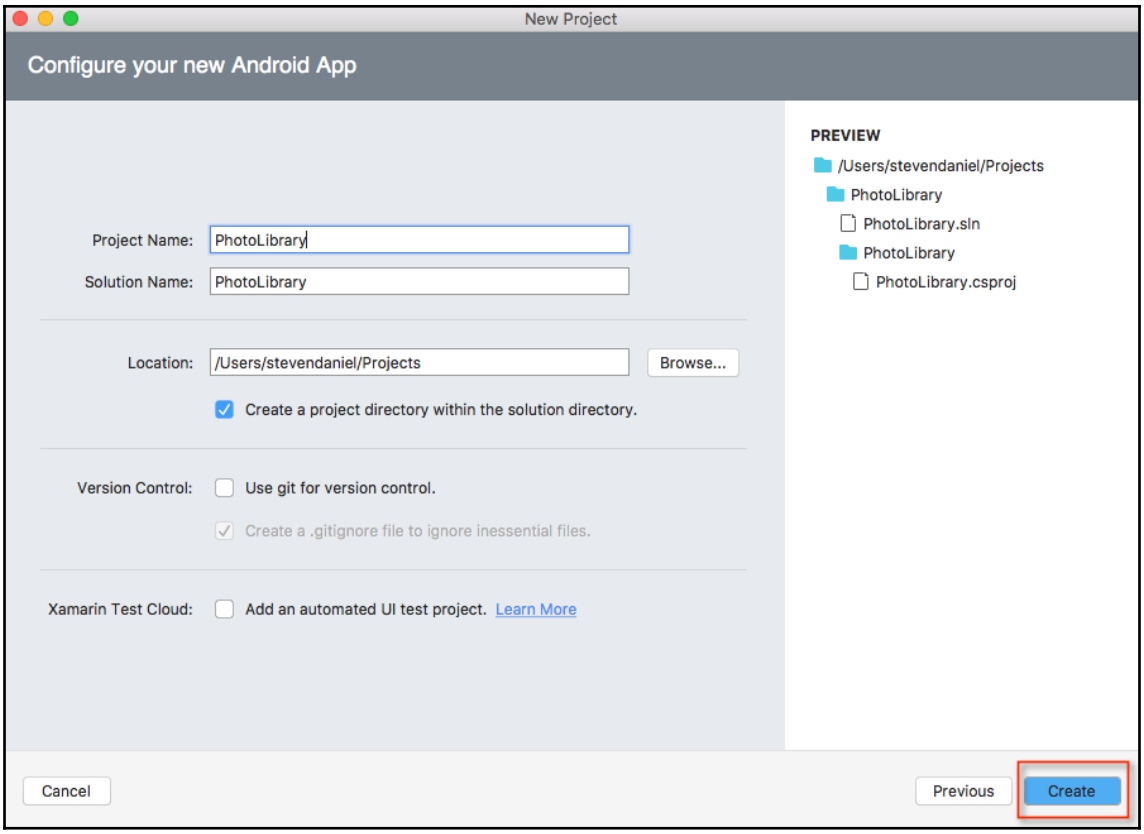

PlanetaryApp.iOS
Solution
PlanetaryApp
PlanetaryApp
Getting Started
Dependencies
App.xaml
MainPage.xaml
MainPage.xaml.cs
PlanetaryApp.Android
PlanetaryApp.iOS
Toolbox
Document Outline
Unit Tests
Layout
Code
Design
Debug
Test
Pads
Debug Pads
Save Current Layout...
Delete Current Layout
Editor Columns
Inline Messages
Folding
Zoom In ⌘+
Zoom Out ⌘−
Normal Size ⌘0
Enter Full Screen ^⌘F
Breakpoints
Locals
Watch
Threads
Immediate
Call Stack
Visual Studio Community 2017 for Mac
Name = "Neptune",
Distance = "Distance fro
the PlanetList Item t
ListView.ItemsSource

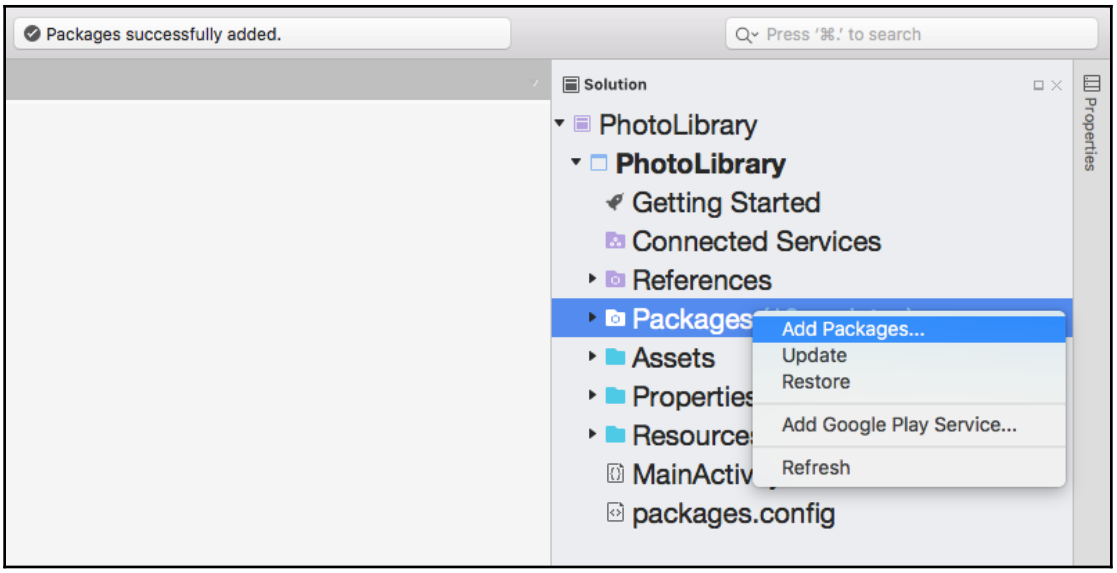

iPhone X iOS 11.4
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Solution
PlanetaryApp
PlanetaryApp
Getting Started
Dependencies
App.xaml
MainPage.xaml
MainPage.xaml.cs
PlanetaryApp.Android
PlanetaryApp.iOS
MainPage.xaml.cs
MainPage
MainPage()
64 Name = "Uranus",
65 Distance = "Distance from Earth: 2.6 billion kilometers"
66 },
67 new Planet
68 {
69 Name = "Neptune",
70 Distance = "Distance from Earth: 4.3 billon kilometers"
71 }};
72
73 // Set the PlanetList Item to our ListView to display the items
74 planetsListView.ItemsSource = planets;
75 }
Immediate
> planets
Count = 8
[0]: {PlanetaryApp.MainPage.Planet}
[1]: {PlanetaryApp.MainPage.Planet}
[2]: {PlanetaryApp.MainPage.Planet}
[3]: {PlanetaryApp.MainPage.Planet}
[4]: {PlanetaryApp.MainPage.Planet}
[5]: {PlanetaryApp.MainPage.Planet}
[6]: {PlanetaryApp.MainPage.Planet}
[7]: {PlanetaryApp.MainPage.Planet}
Raw View:
> planets[0].Name
"Mercury"
>
Test Results
Package Console
Errors
Tasks
Tool Output
Immediate
Toolbox
Unit Tests
Properties
Document Outline

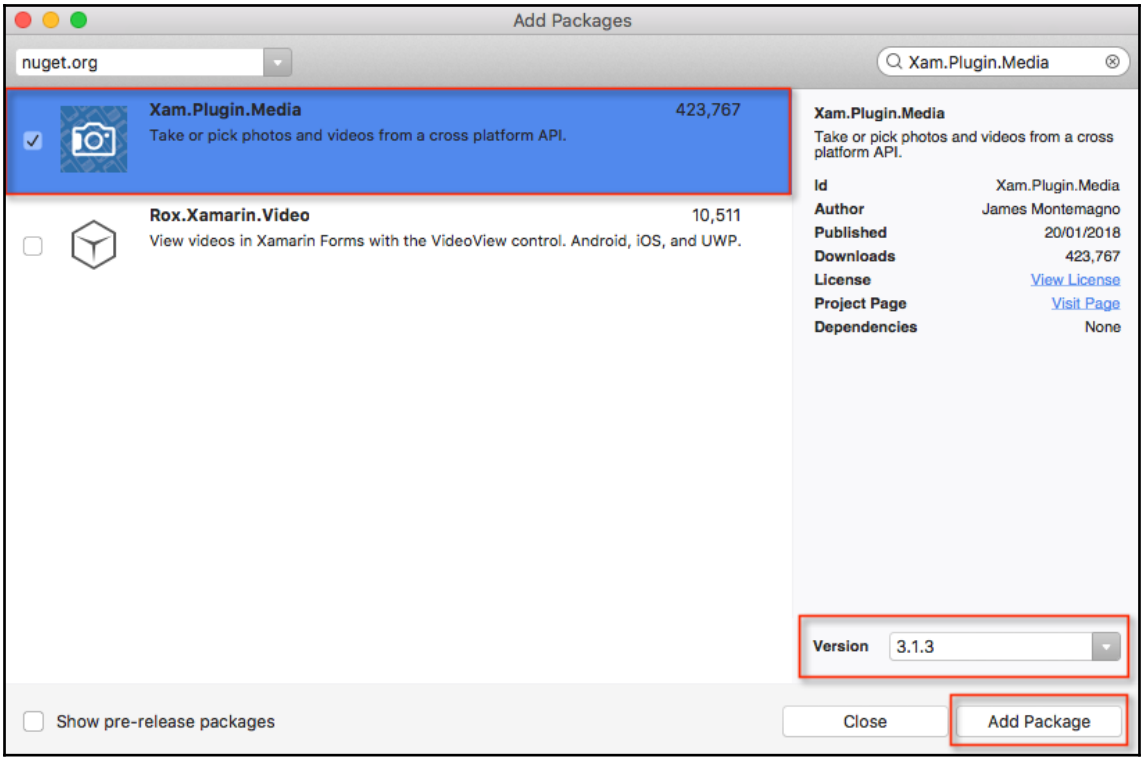
Chapter 2:
Building a PhotoLibrary App Using Android

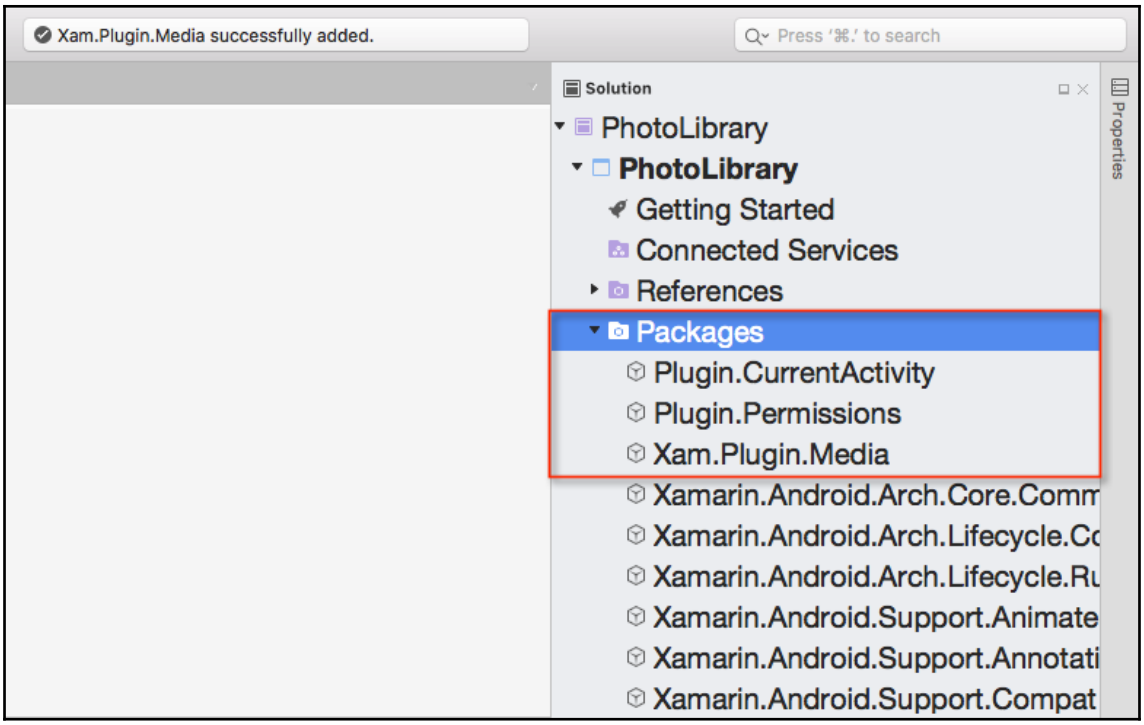


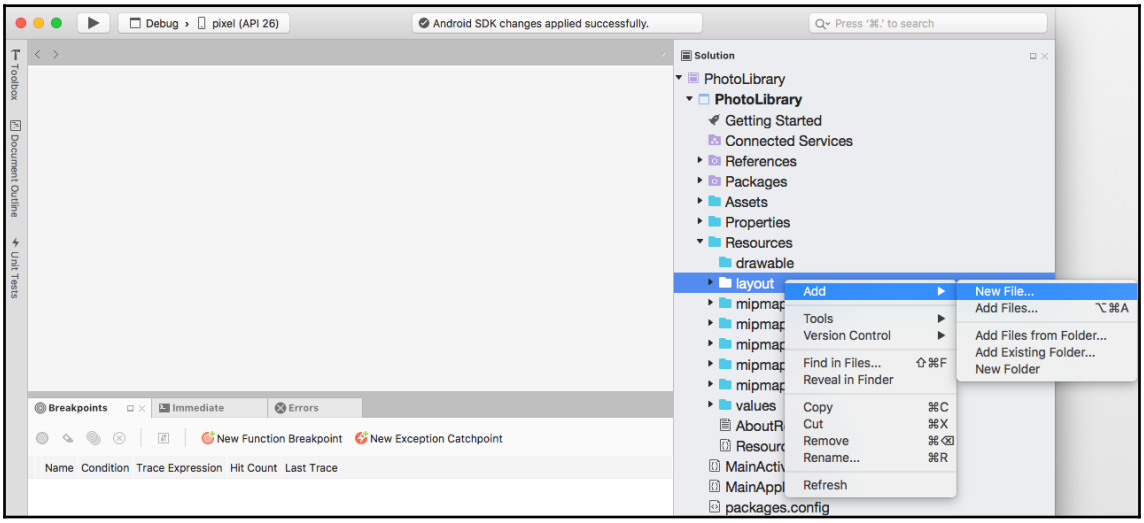

New Project
Configure your Android app
App Name:
PhotoLibrary
Organization Identifier:
com.geniesoftstudios
Package Name:
com.geniesoftstudios.PhotoLibrary
Target Platforms:
Maximum Compatibility
Minimum: 2.3 "Gingerbread" (API 10)
Modern Development
Minimum: 4.1 "Jelly Bean" (API 16)
Latest and Greatest
Theme:
Default
PhotoLibrary
Cancel
Previous
Next

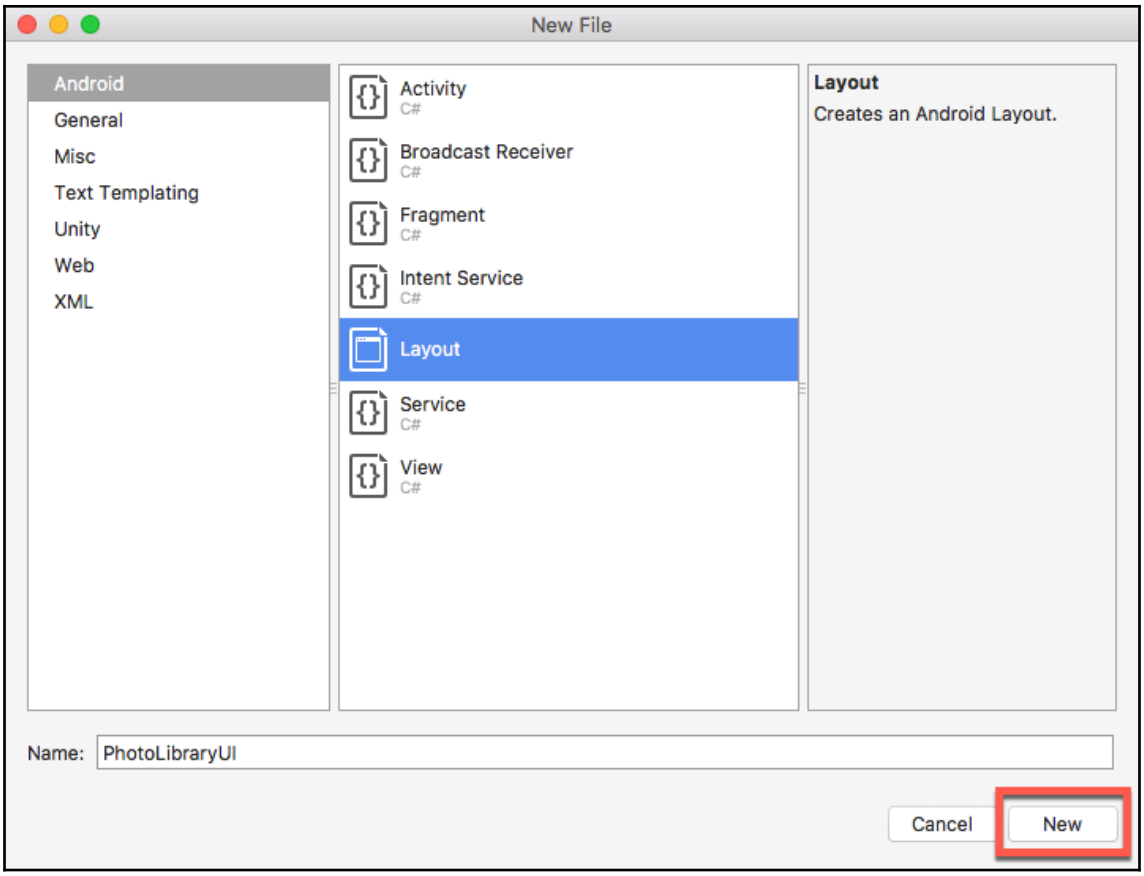

New Project
Configure your new Android App
PREVIEW
/Users/stevendaniel/Projects
PhotoLibrary
PhotoLibrary.sln
PhotoLibrary
PhotoLibrary.csproj
Project Name:
PhotoLibrary
Solution Name:
PhotoLibrary
Location:
/Users/stevendaniel/Projects
Browse...
Create a project directory within the solution directory.
Version Control:
Use git for version control.
Create a .gitignore file to ignore inessential files.
Xamarin Test Cloud:
Add an automated UI test project.
Learn More
Cancel
Previous
Create

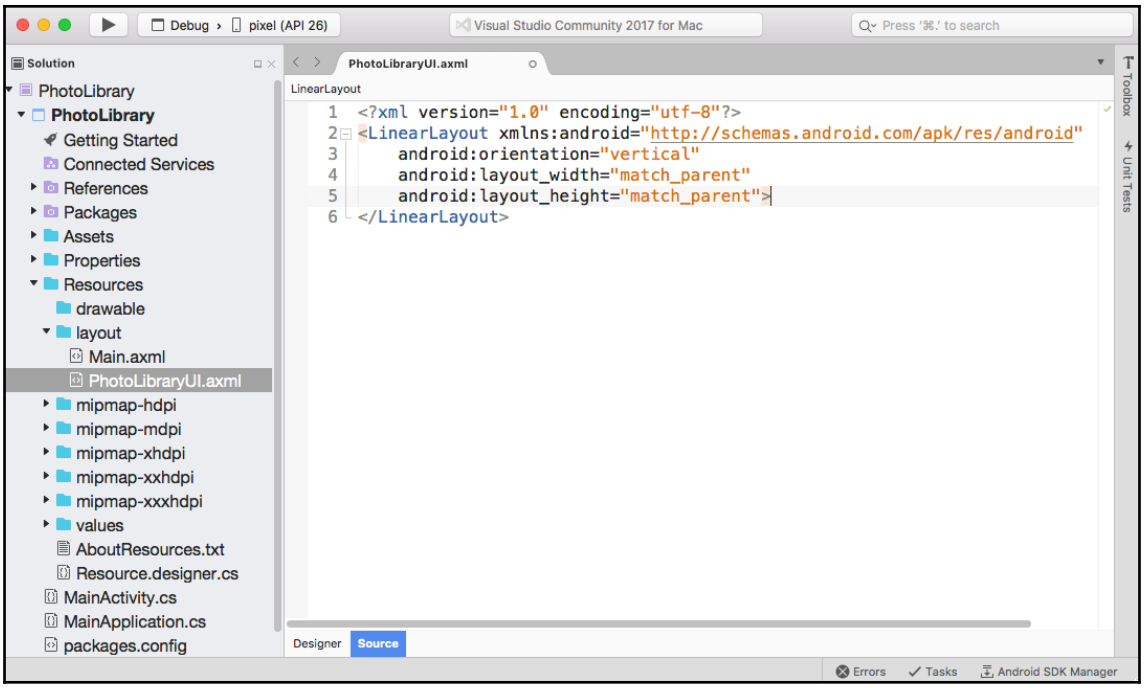

Packages successfully added.
Press '⌘.' to search
Solution
PhotoLibrary
PhotoLibrary
Getting Started
Connected Services
References
Packages
Assets
Properties
Resources
MainActiv
packages.config
Add Packages...
Update
Restore
Add Google Play Service...
Refresh
Properties


Add Packages
nuget.org
Xam.Plugin.Media
Xam.Plugin.Media
Take or pick photos and videos from a cross platform API.
423,767
Rox.Xamarin.Video
View videos in Xamarin Forms with the VideoView control. Android, iOS, and UWP.
10,511
Xam.Plugin.Media
Take or pick photos and videos from a cross platform API.
Id Xam.Plugin.Media
Author James Montemagno
Published 20/01/2018
Downloads 423,767
License View License
Project Page Visit Page
Dependencies None
Version 3.1.3
Show pre-release packages
Close
Add Package


Xam.Plugin.Media successfully added.
Press '⌘.' to search
Solution
PhotoLibrary
PhotoLibrary
Getting Started
Connected Services
References
Packages
Plugin.CurrentActivity
Plugin.Permissions
Xam.Plugin.Media
Xamarin.Android.Arch.Core.Comm
Xamarin.Android.Arch.Lifecycle.Cc
Xamarin.Android.Arch.Lifecycle.Ru
Xamarin.Android.Support.Animate
Xamarin.Android.Support.Annotati
Xamarin.Android.Support.Compat
Properties


Debug
pixel (API 26)
Android SDK changes applied successfully.
Press '⌘.' to search
Toolbox
Document Outline
Unit Tests
Solution
PhotoLibrary
PhotoLibrary
Getting Started
Connected Services
References
Packages
Assets
Properties
Resources
drawable
layout
values
packages.config
Add
Tools
Version Control
Find in Files...
Reveal in Finder
Copy
Cut
Remove
Rename...
Refresh
New File...
Add Files...
Add Files from Folder...
Add Existing Folder...
New Folder
Breakpoints
Immediate
Errors
New Function Breakpoint
New Exception Catchpoint
Name
Condition
Trace Expression
Hit Count
Last Trace


New File
Android
General
Misc
Text Templating
Unity
Web
XML
Activity
C#
Broadcast Receiver
C#
Fragment
C#
Intent Service
C#
Layout
Service
C#
View
C#
Layout
Creates an Android Layout.
Name:
PhotoLibraryUI
Cancel
New


Debug › pixel (API 26)
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Solution
PhotoLibrary
PhotoLibrary
Getting Started
Connected Services
References
Packages
Assets
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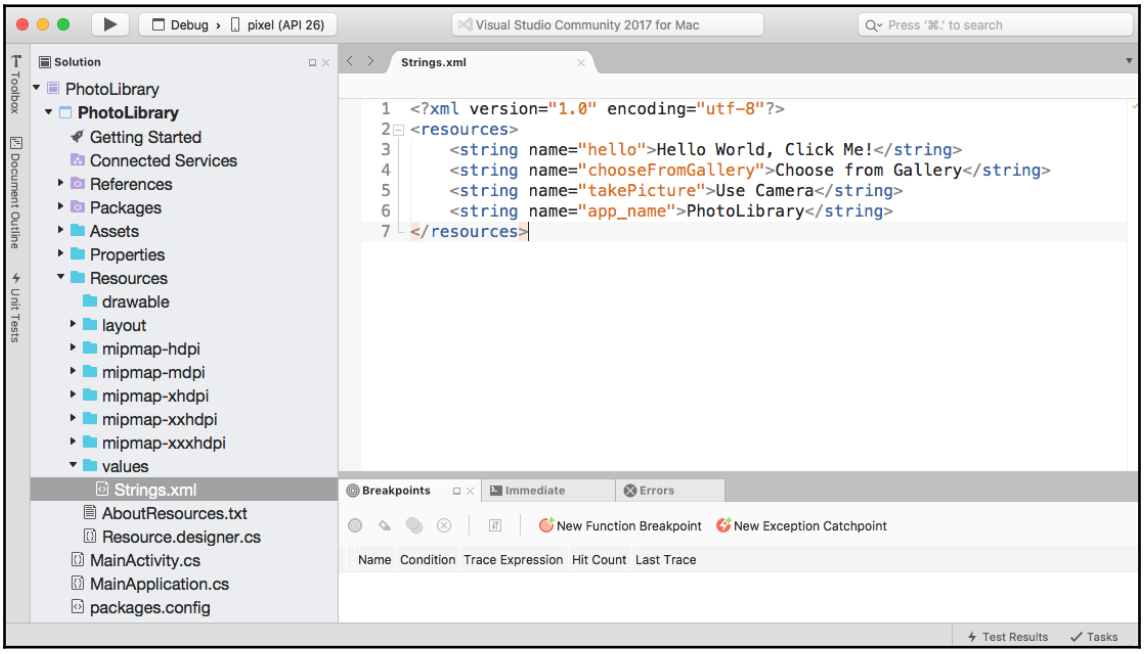
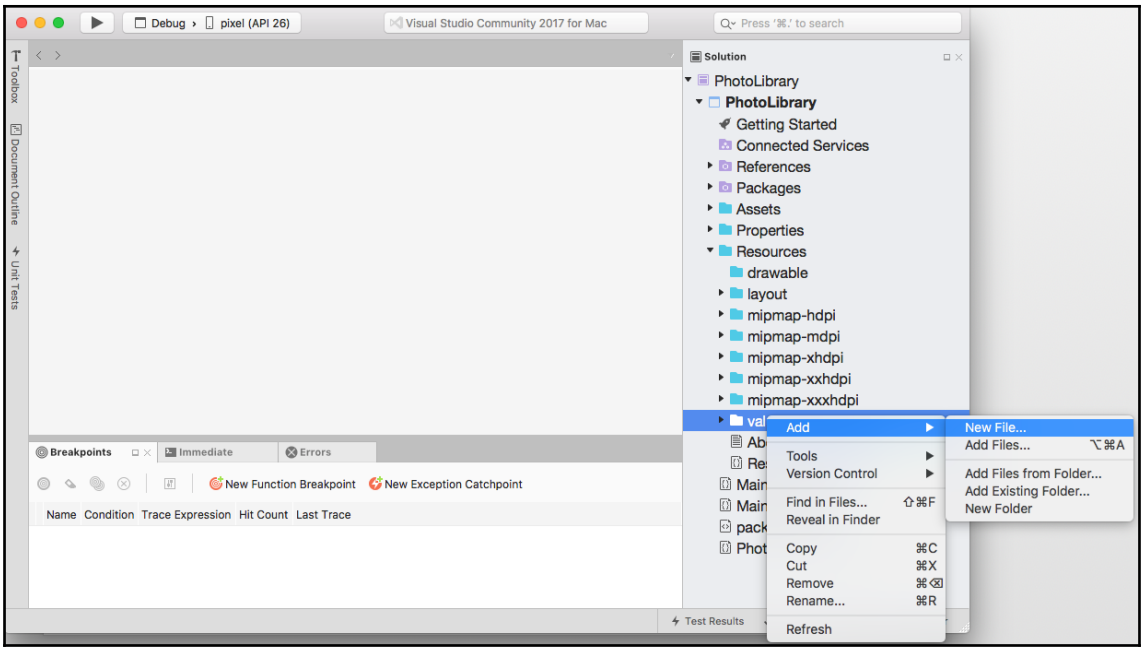
drawable
layout
Main.axml
PhotoLibraryUI.axml
mipmap-hdpi
mipmap-mdpi
mipmap-xhdpi
mipmap-xxhdpi
mipmap-xxxhdpi
values
AboutResources.txt
Resource.designer.cs
MainActivity.cs
MainApplication.cs
packages.config
PhotoLibraryUI.axml
LinearLayout
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
android:orientation="vertical"
android:layout_width="match_parent"
android:layout_height="match_parent">
</LinearLayout>
Designer
Source
Errors
Tasks
Android SDK Manager
Toolbox
Unit Tests


Debug › pixel (API 26)
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Solution
PhotoLibrary
PhotoLibrary
Getting Started
Connected Services
References
Packages
Assets
Properties
Resources
drawable
layout
mipmap-hdpi
mipmap-mdpi
mipmap-xhdpi
mipmap-xxhdpi
mipmap-xxxhdpi
values
Strings.xml
AboutResources.txt
Resource.designer.cs
MainActivity.cs
MainApplication.cs
packages.config
Strings.xml
<?xml version="1.0" encoding="utf-8"?>
<resources>
<string name="hello">Hello World, Click Me!</string>
<string name="chooseFromGallery">Choose from Gallery</string>
<string name="takePicture">Use Camera</string>
<string name="app_name">PhotoLibrary</string>
</resources>
Breakpoints
Immediate
Errors
New Function Breakpoint
New Exception Catchpoint
Name
Condition
Trace Expression
Hit Count
Last Trace
Test Results
Tasks
Toolbox
Document Outline
Unit Tests


Debug › pixel (API 26)
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Toolbox
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PhotoLibrary
PhotoLibrary
Getting Started
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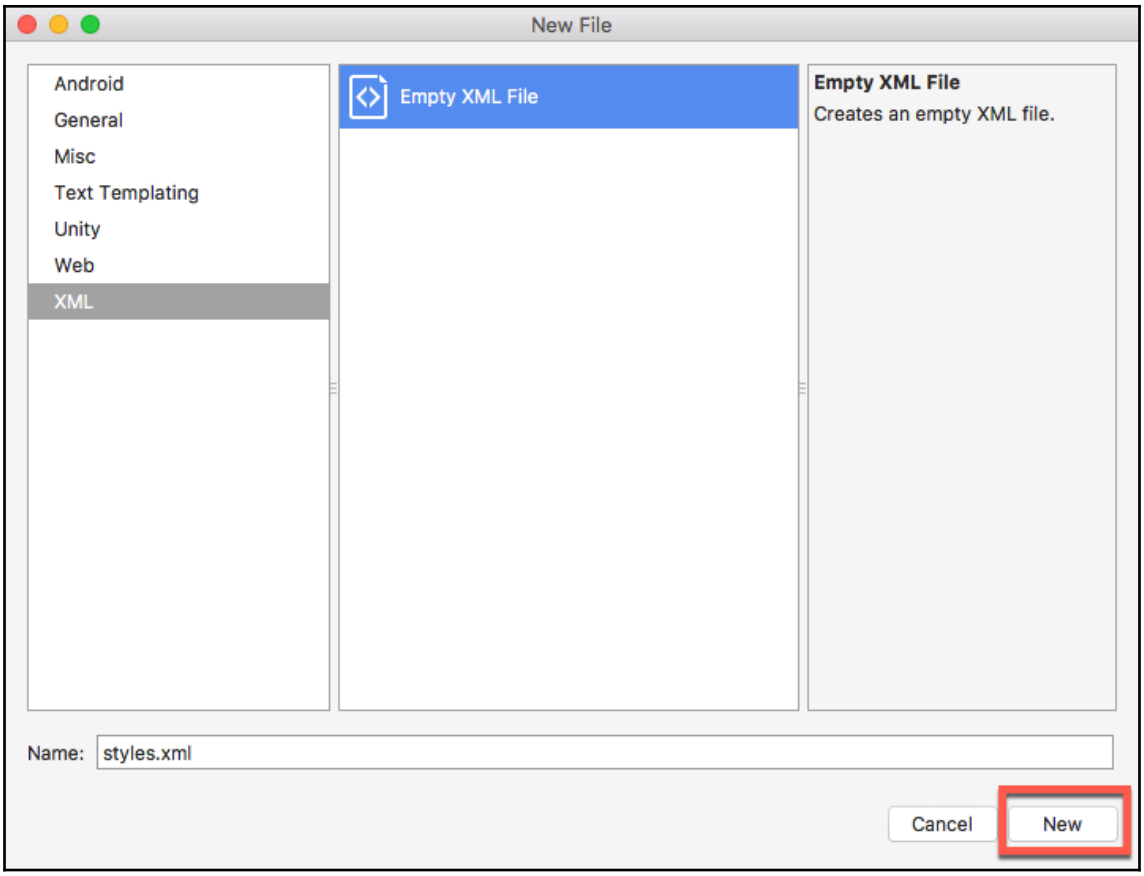
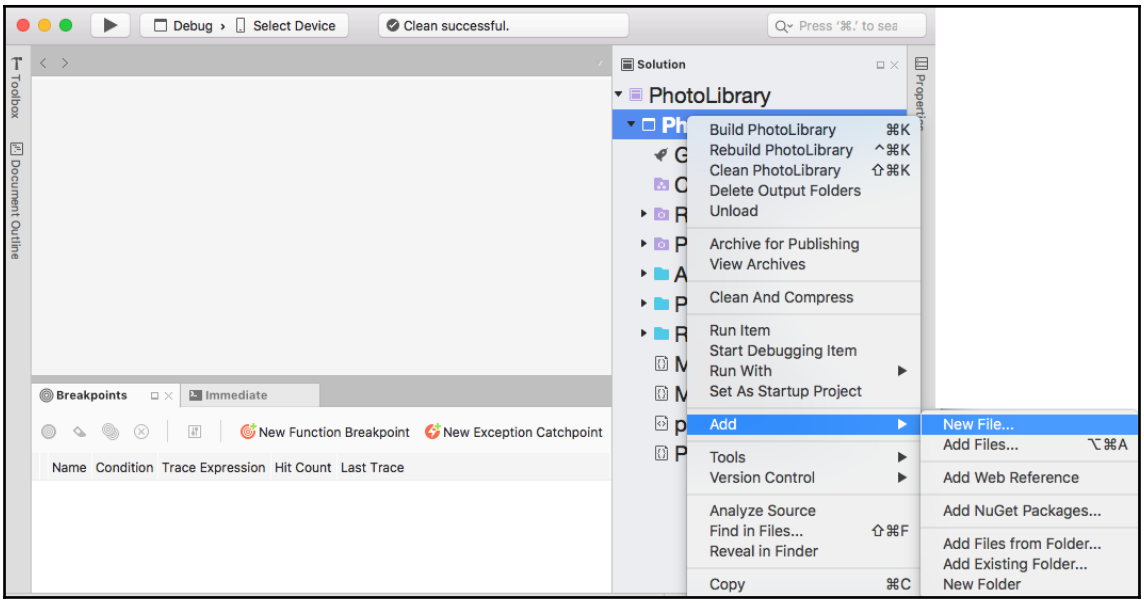
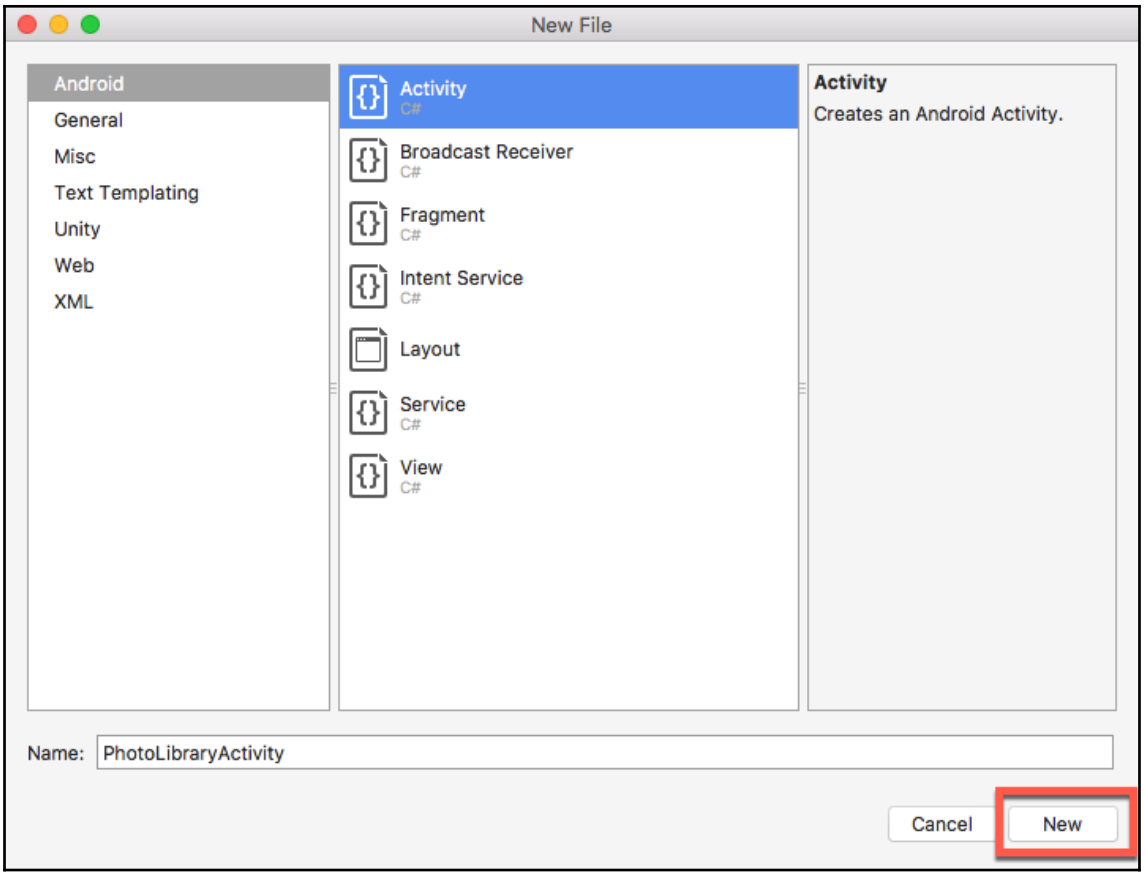
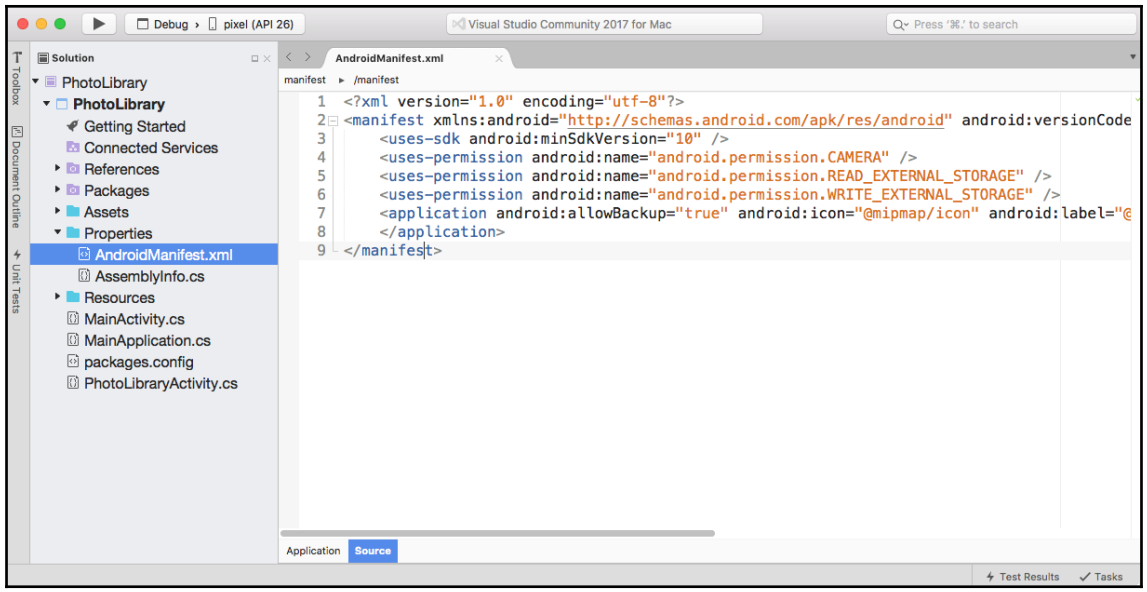
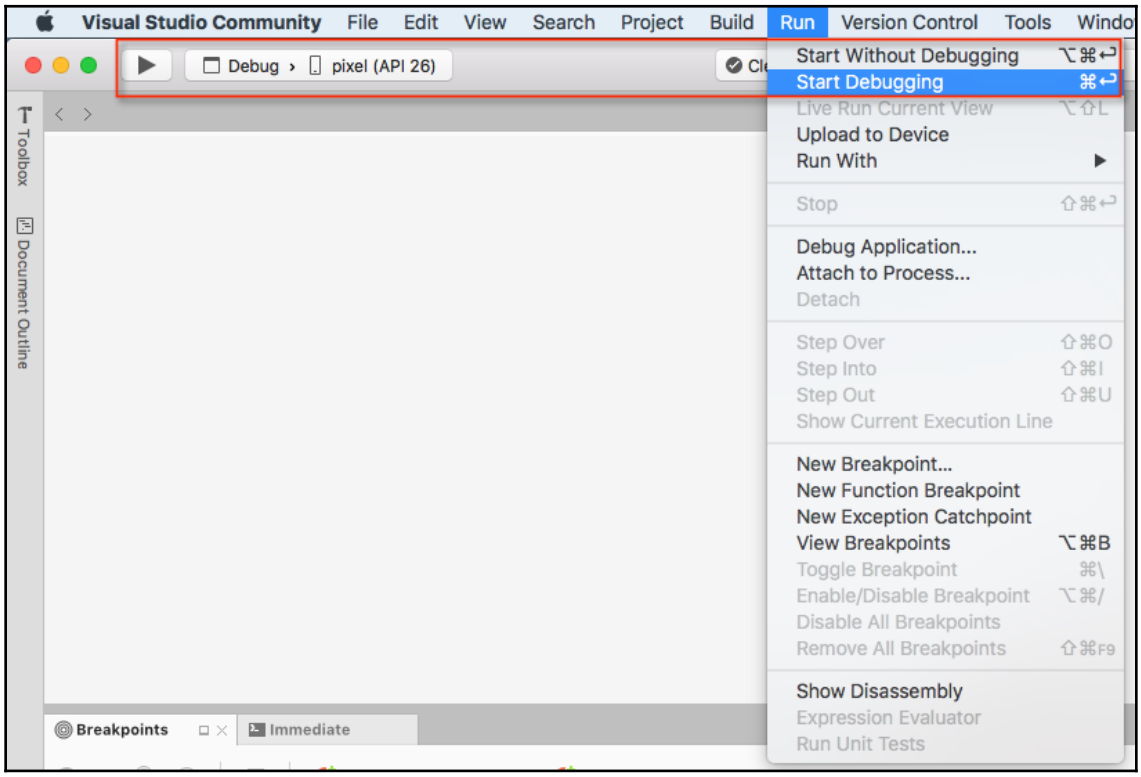
Assets
Properties
Resources
drawable
layout
mipmap-hdpi
mipmap-mdpi
mipmap-xhdpi
mipmap-xxhdpi
mipmap-xxxhdpi
Add
New File...
Add Files... ⌥⌘A
Tools
Version Control
Add Files from Folder...
Add Existing Folder...
New Folder
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
Breakpoints
Immediate
Errors
New Function Breakpoint
New Exception Catchpoint
Name Condition Trace Expression Hit Count Last Trace
Test Results

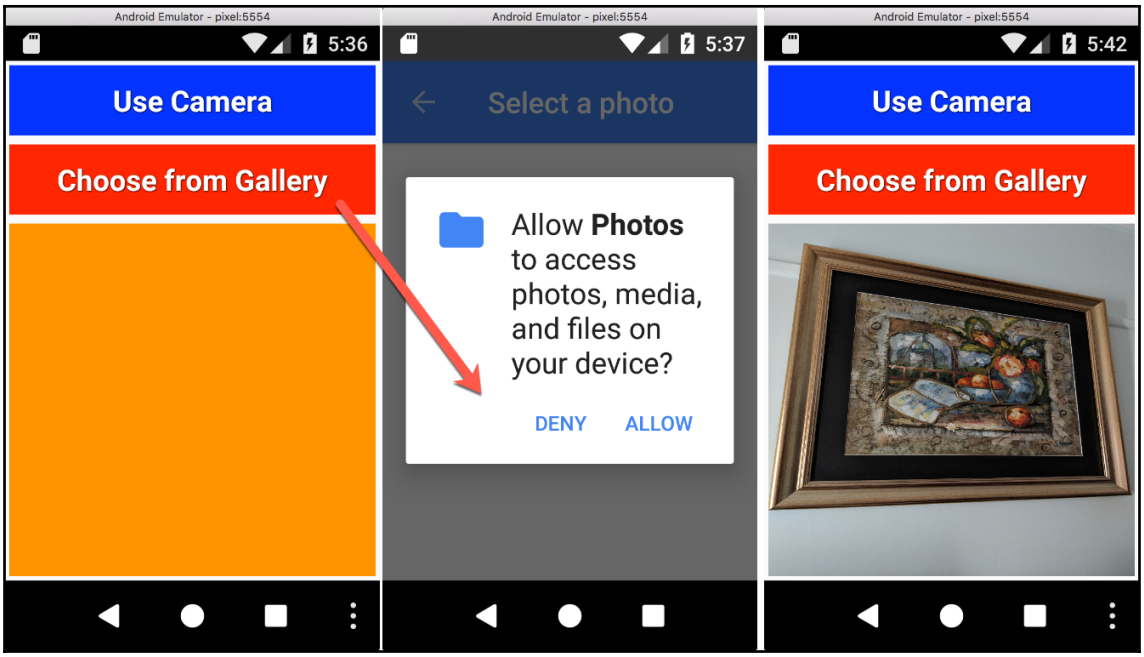

New File
Android
General
Misc
Text Templating
Unity
Web
XML
Empty XML File
Empty XML File
Creates an empty XML file.
Name:
styles.xml
Cancel
New


Debug › Select Device
Clean successful.
Press '⌘.' to sea
Toolbox
Document Outline
Solution
PhotoLibrary
Build PhotoLibrary ⌘K
Rebuild PhotoLibrary ^⌘K
Clean PhotoLibrary ⇧⌘K
Delete Output Folders
Unload
Archive for Publishing
View Archives
Clean And Compress
Run Item
Start Debugging Item
Run With
Set As Startup Project
Add
Tools
Version Control
Analyze Source
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
New File...
Add Files... ⌥⌘A
Add Web Reference
Add NuGet Packages...
Add Files from Folder...
Add Existing Folder...
New Folder
Breakpoints
Immediate
New Function Breakpoint
New Exception Catchpoint
Name
Condition
Trace Expression
Hit Count
Last Trace

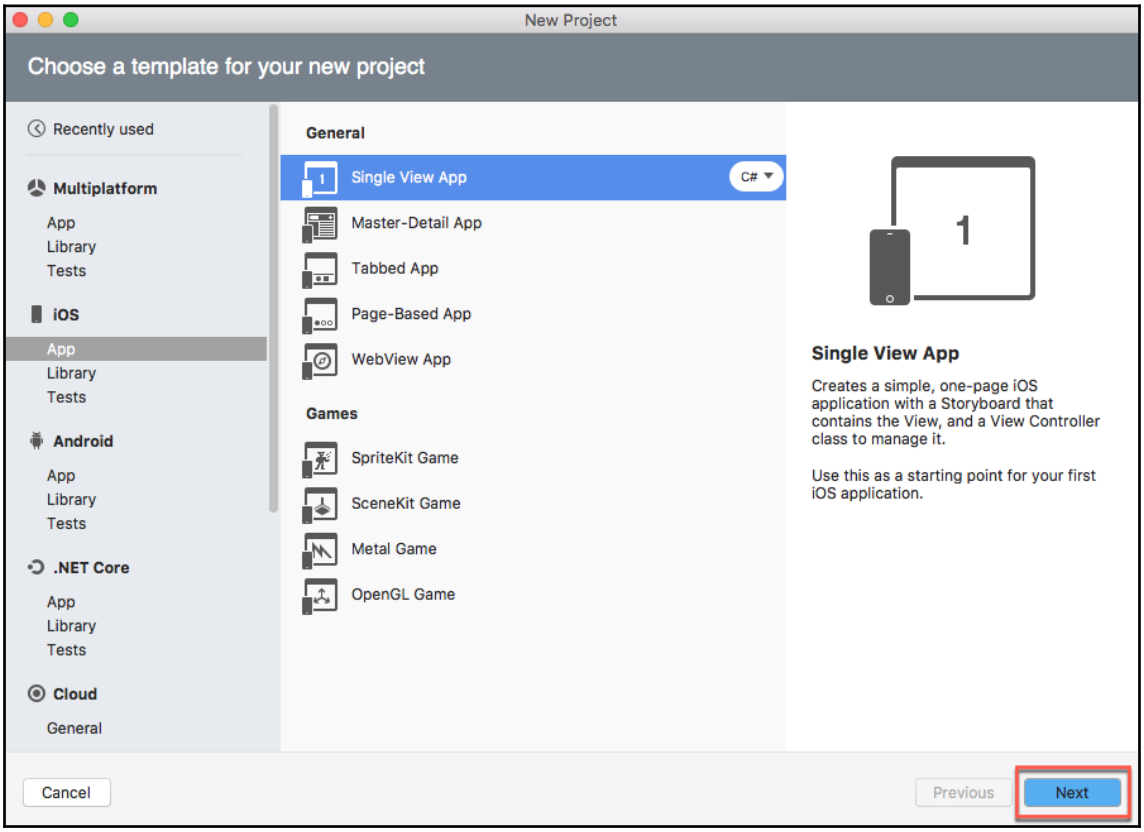

New File
Android
General
Misc
Text Templating
Unity
Web
XML
Activity
C#
Broadcast Receiver
C#
Fragment
C#
Intent Service
C#
Layout
Service
C#
View
C#
Activity
Creates an Android Activity.
Name:
PhotoLibraryActivity
Cancel
New


Debug › pixel (API 26)
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Solution
PhotoLibrary
PhotoLibrary
Getting Started
Connected Services
References
Packages
Assets
Properties
AndroidManifest.xml
AssemblyInfo.cs
Resources
MainActivity.cs
MainApplication.cs
packages.config
PhotoLibraryActivity.cs
AndroidManifest.xml
manifest ▸ /manifest
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android" android:versionCode
<uses-sdk android:minSdkVersion="10" />
<uses-permission android:name="android.permission.CAMERA" />
<uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
<application android:allowBackup="true" android:icon="@mipmap/icon" android:label="@
</application>
</manifest>
Application
Source
Test Results
Tasks
Toolbox
Document Outline
Unit Tests

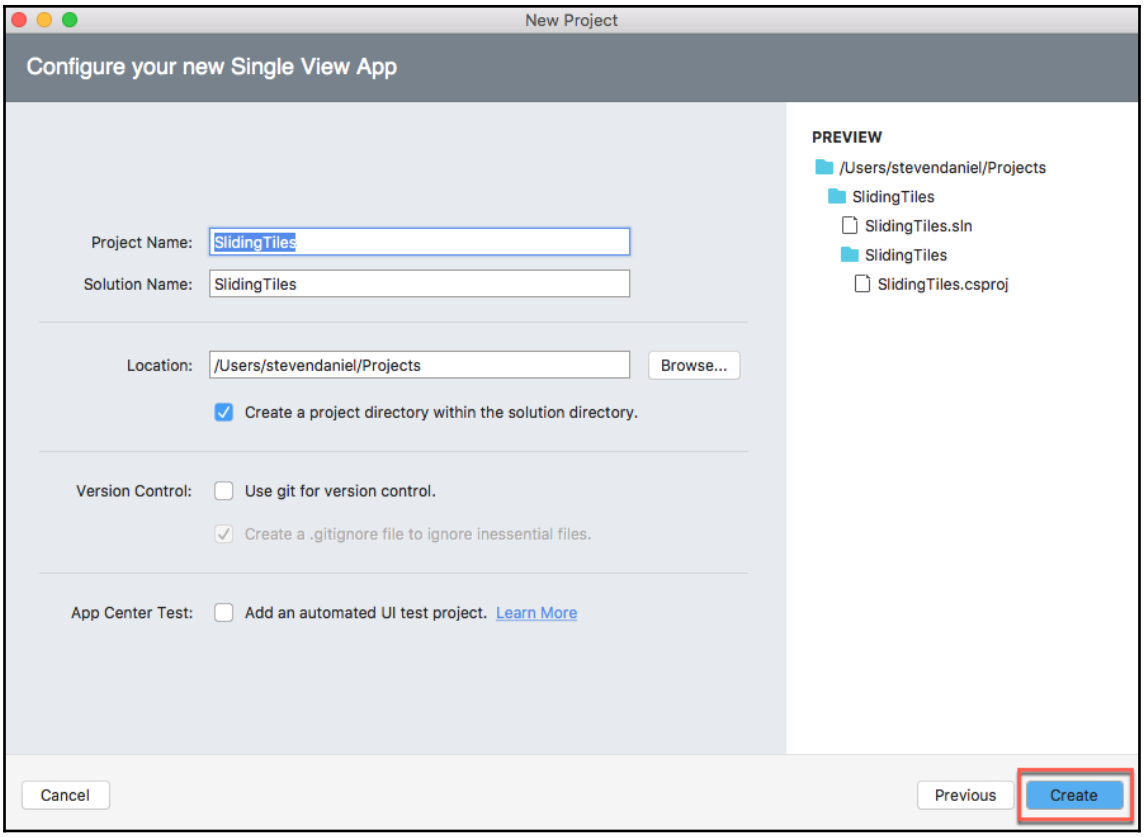

Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Windo
Debug › pixel (API 26)
Start Without Debugging ⌥⌘↩
Start Debugging ⌘↩
Live Run Current View ⌥⇧L
Upload to Device
Run With
Stop ⇧⌘↩
Debug Application...
Attach to Process...
Detach
Step Over ⇧⌘O
Step Into ⇧⌘I
Step Out ⇧⌘U
Show Current Execution Line
New Breakpoint...
New Function Breakpoint
New Exception Catchpoint
View Breakpoints ⌥⌘B
Toggle Breakpoint ⌘\
Enable/Disable Breakpoint ⌥⌘/
Disable All Breakpoints
Remove All Breakpoints ⇧⌘F9
Show Disassembly
Expression Evaluator
Run Unit Tests
Breakpoints
Immediate
Toolbox
Document Outline

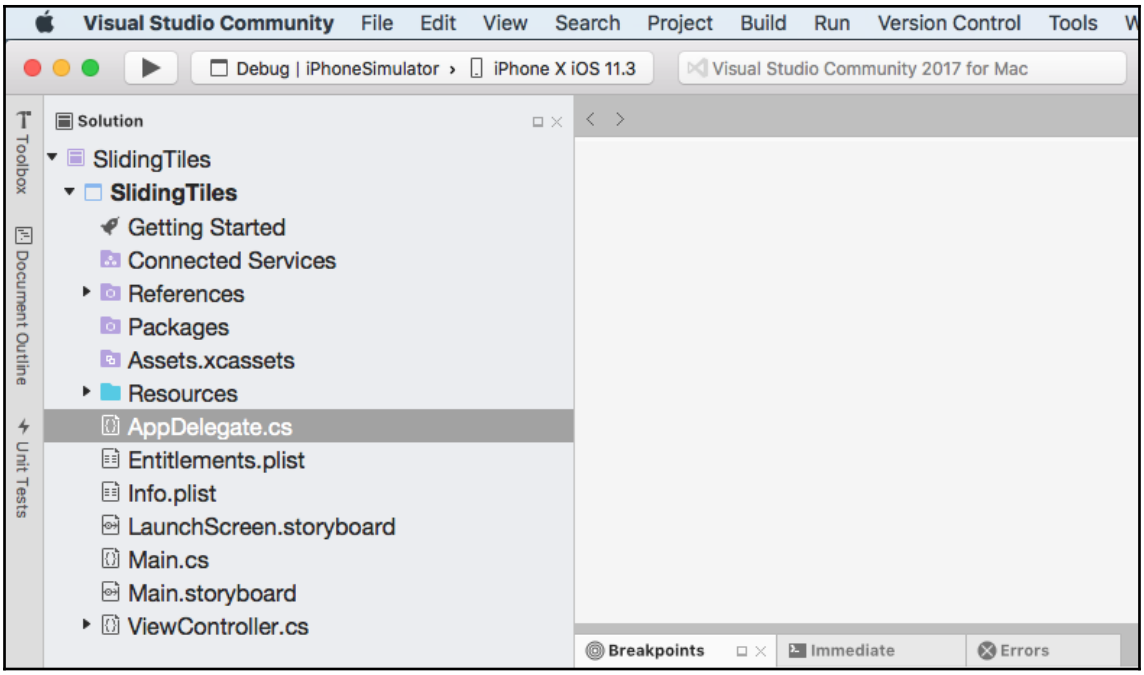

Android Emulator - pixel:5554
5:36
Use Camera
Choose from Gallery
Android Emulator - pixel:5554
5:37
Select a photo
Allow Photos to access photos, media, and files on your device?
DENY
ALLOW
Android Emulator - pixel:5554
5:42
Use Camera
Choose from Gallery

Chapter 3:
Building a SlidingTiles Game Using Xamarin .iOS



New Project
Configure your iOS app
App Name:
BookLibrary
Organization Identifier:
com.geniesoftstudios
Bundle Identifier:
com.geniesoftstudios.BookLibrary
Team:
Select a team...
Devices:
iPad
iPhone
Select the minimum iOS version you want to support.
Target:
iOS 11.4
Carrier
BookLibrary
Cancel
Previous
Next


New Project
Configure your new Single View App
PREVIEW
/Users/stevendaniel/Projects
SlidingTiles
SlidingTiles.sln
SlidingTiles
SlidingTiles.csproj
Project Name:
SlidingTiles
Solution Name:
SlidingTiles
Location:
/Users/stevendaniel/Projects
Browse...
Create a project directory within the solution directory.
Version Control:
Use git for version control.
Create a .gitignore file to ignore inessential files.
App Center Test:
Add an automated UI test project.
Learn More
Cancel
Previous
Create


Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Debug | iPhoneSimulator
iPhone X iOS 11.3
Visual Studio Community 2017 for Mac
Toolbox
Document Outline
Unit Tests
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SlidingTiles
SlidingTiles
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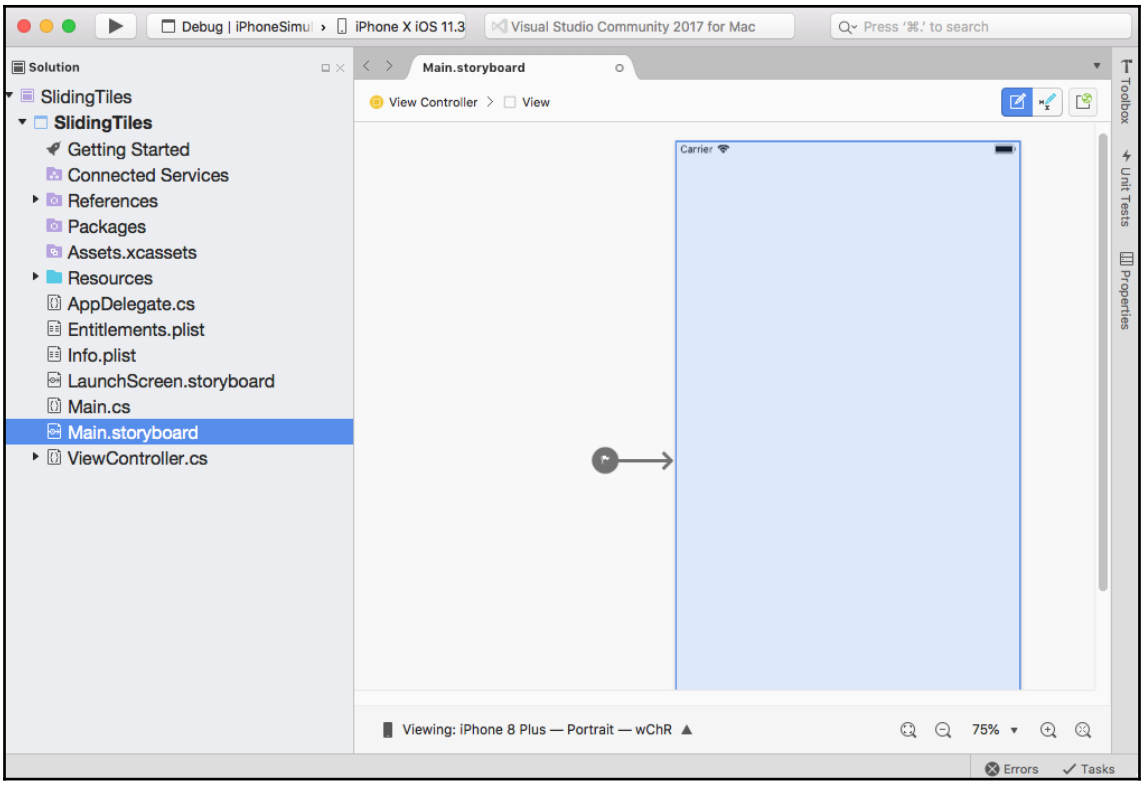
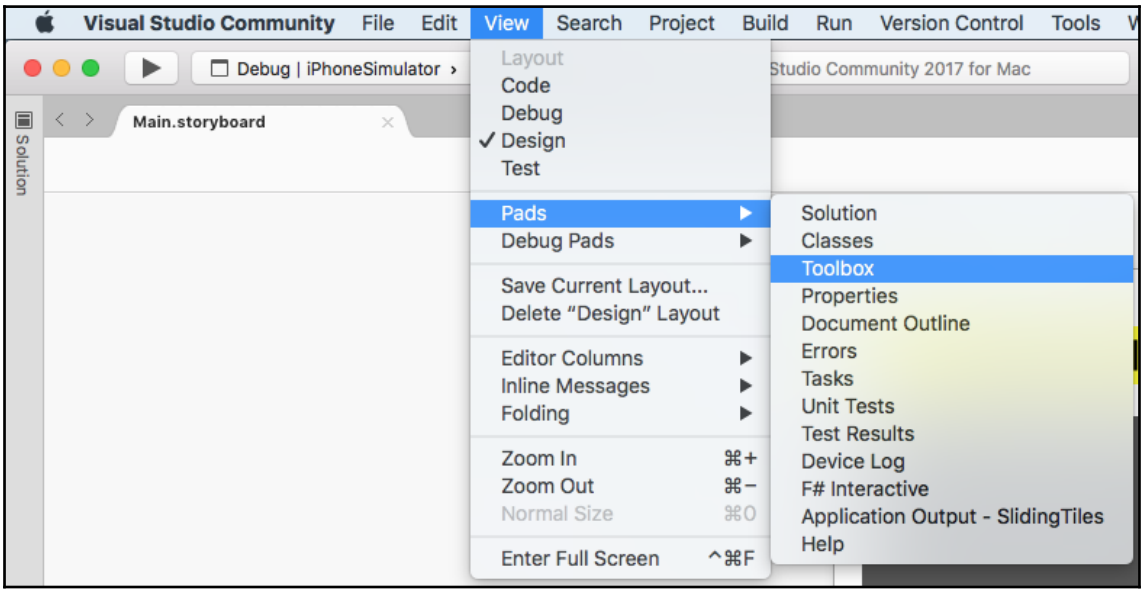
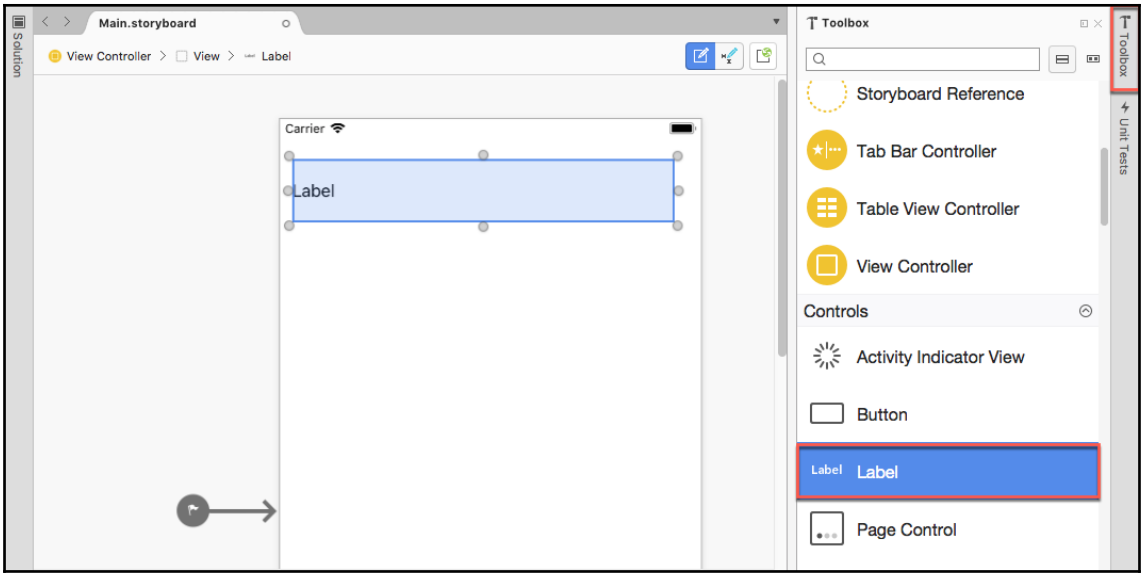
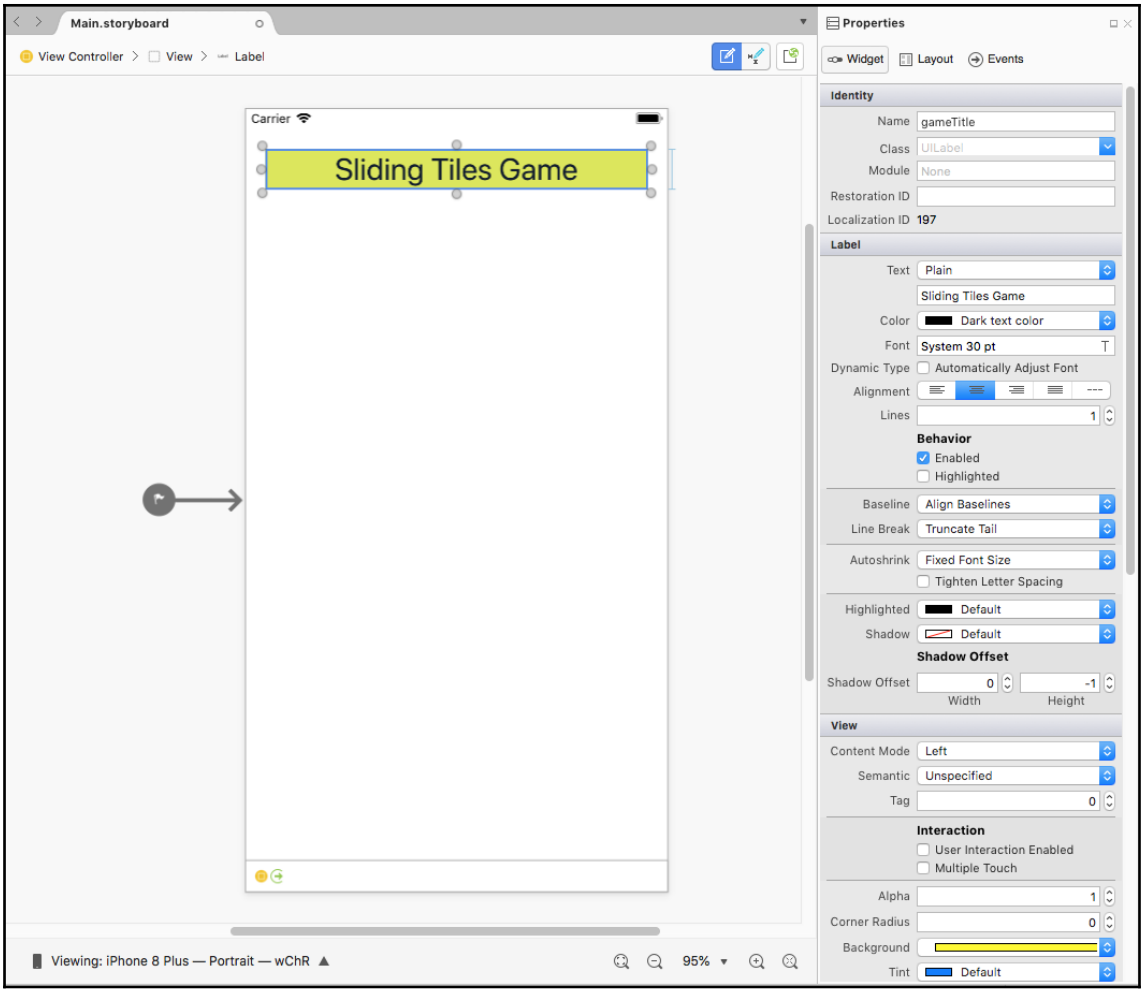
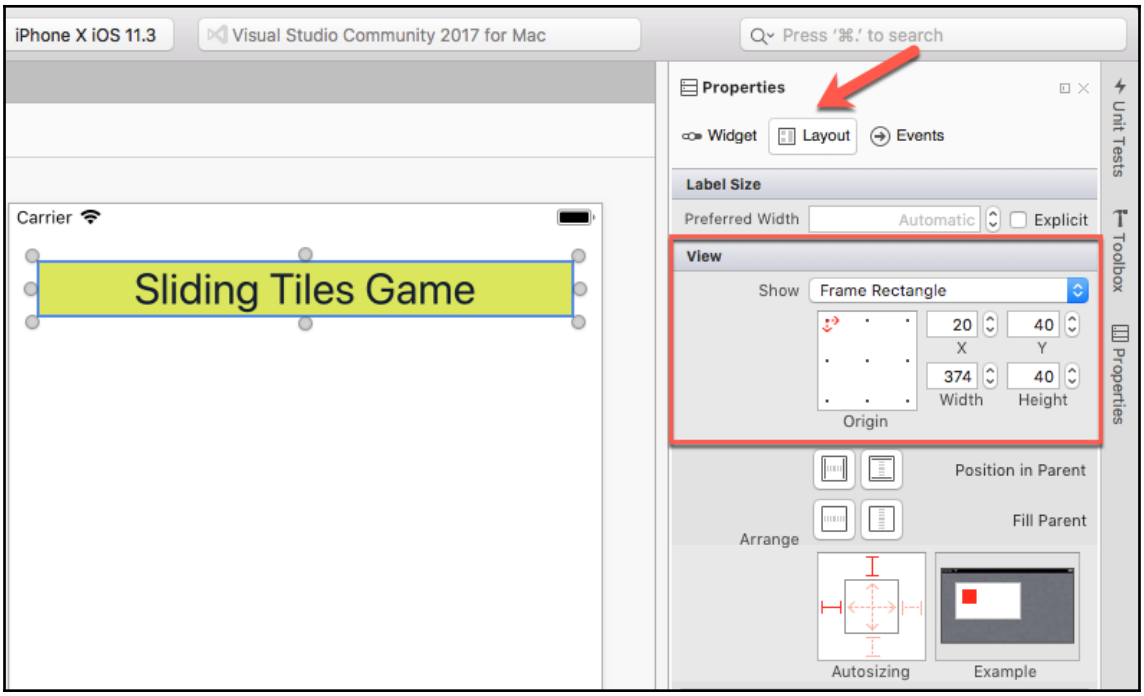
Assets.xcassets
Resources
AppDelegate.cs
Entitlements.plist
Info.plist
LaunchScreen.storyboard
Main.cs
Main.storyboard
ViewController.cs
Breakpoints
Immediate
Errors


Debug | iPhoneSimul
iPhone X iOS 11.3
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Solution
SlidingTiles
SlidingTiles
Getting Started
Connected Services
References
Packages
Assets.xcassets
Resources
AppDelegate.cs
Entitlements.plist
Info.plist
LaunchScreen.storyboard
Main.cs
Main.storyboard
ViewController.cs
Main.storyboard
View Controller
View
Carrier
Toolbox
Unit Tests
Properties
Viewing: iPhone 8 Plus — Portrait — wChR
75%
Errors
Tasks

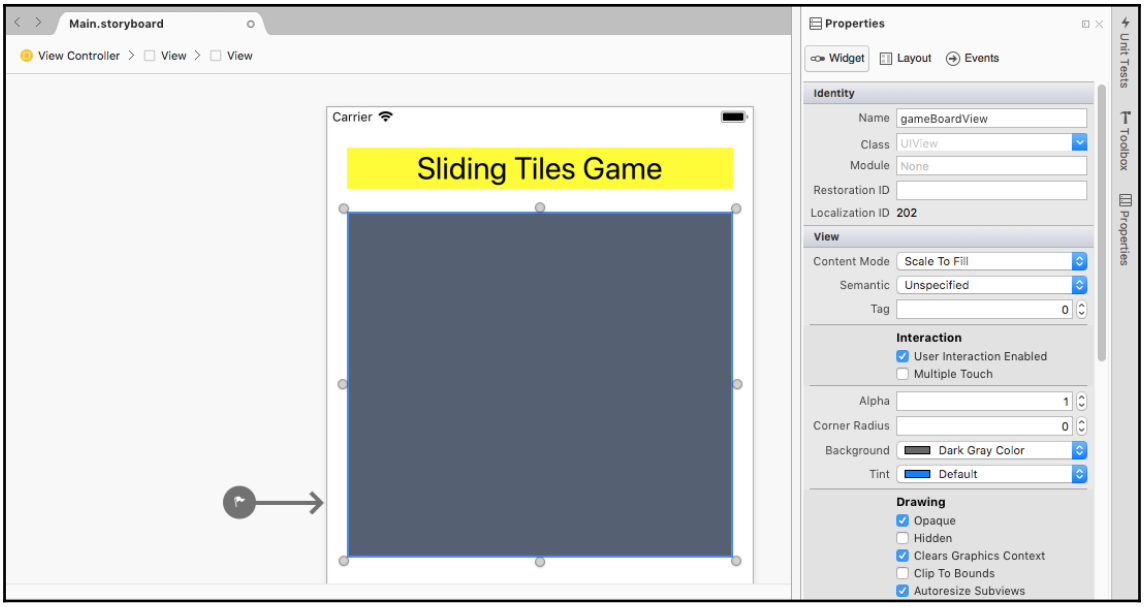

Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Debug | iPhoneSimulator
Studio Community 2017 for Mac
Solution
Main.storyboard
Layout
Code
Debug
Design
Test
Pads
Debug Pads
Save Current Layout...
Delete "Design" Layout
Editor Columns
Inline Messages
Folding
Zoom In ⌘+
Zoom Out ⌘−
Normal Size ⌘0
Enter Full Screen ^⌘F
Solution
Classes
Toolbox
Properties
Document Outline
Errors
Tasks
Unit Tests
Test Results
Device Log
F# Interactive
Application Output - SlidingTiles
Help

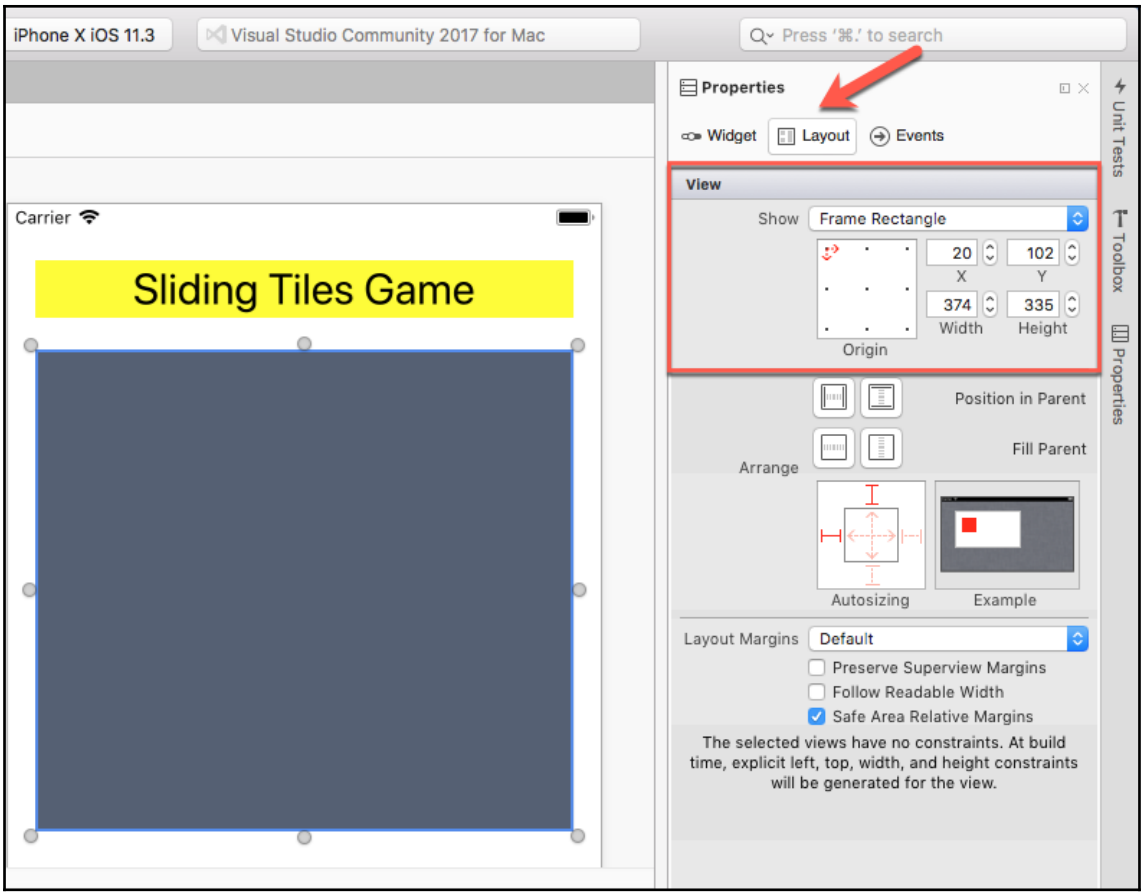

Solution
Main.storyboard
View Controller
View
Label
Carrier
Label
Toolbox
Storyboard Reference
Tab Bar Controller
Table View Controller
View Controller
Controls
Activity Indicator View
Button
Label
Label
Page Control
Toolbox
Unit Tests

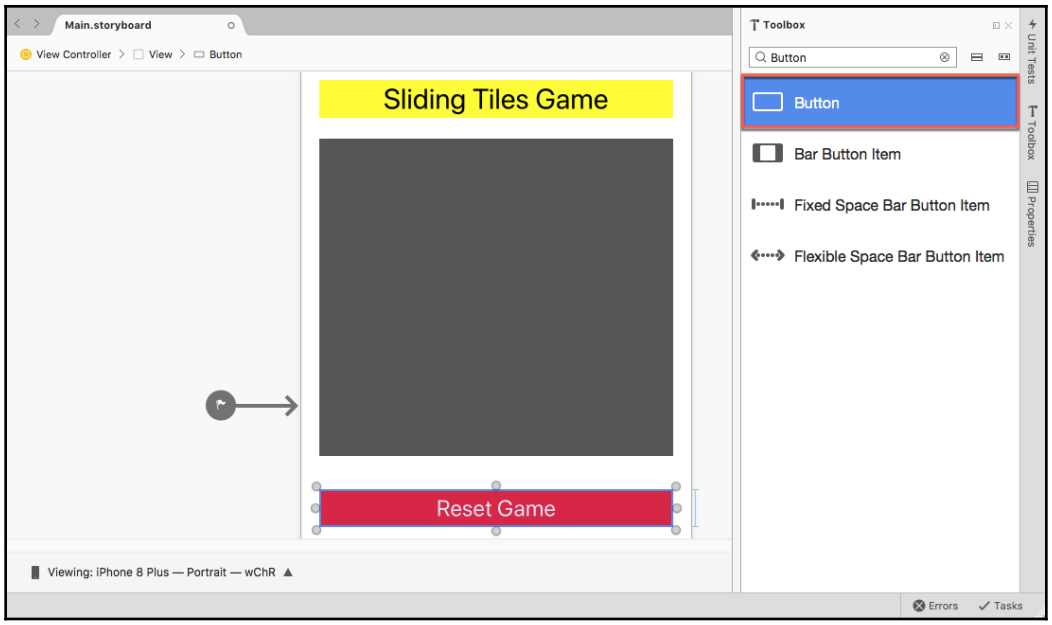

Main.storyboard
View Controller
View
Label
Carrier
Sliding Tiles Game
Viewing: iPhone 8 Plus — Portrait — wChR
95%
Properties
Widget
Layout
Events
Identity
Name
gameTitle
Class
UILabel
Module
None
Restoration ID
Localization ID
197
Label
Text
Plain
Sliding Tiles Game
Color
Dark text color
Font
System 30 pt
Dynamic Type
Automatically Adjust Font
Alignment
Lines
1
Behavior
Enabled
Highlighted
Baseline
Align Baselines
Line Break
Truncate Tail
Autoshrink
Fixed Font Size
Tighten Letter Spacing
Highlighted
Default
Shadow
Default
Shadow Offset
Shadow Offset
0
-1
Width
Height
View
Content Mode
Left
Semantic
Unspecified
Tag
0
Interaction
User Interaction Enabled
Multiple Touch
Alpha
1
Corner Radius
0
Background
Tint
Default

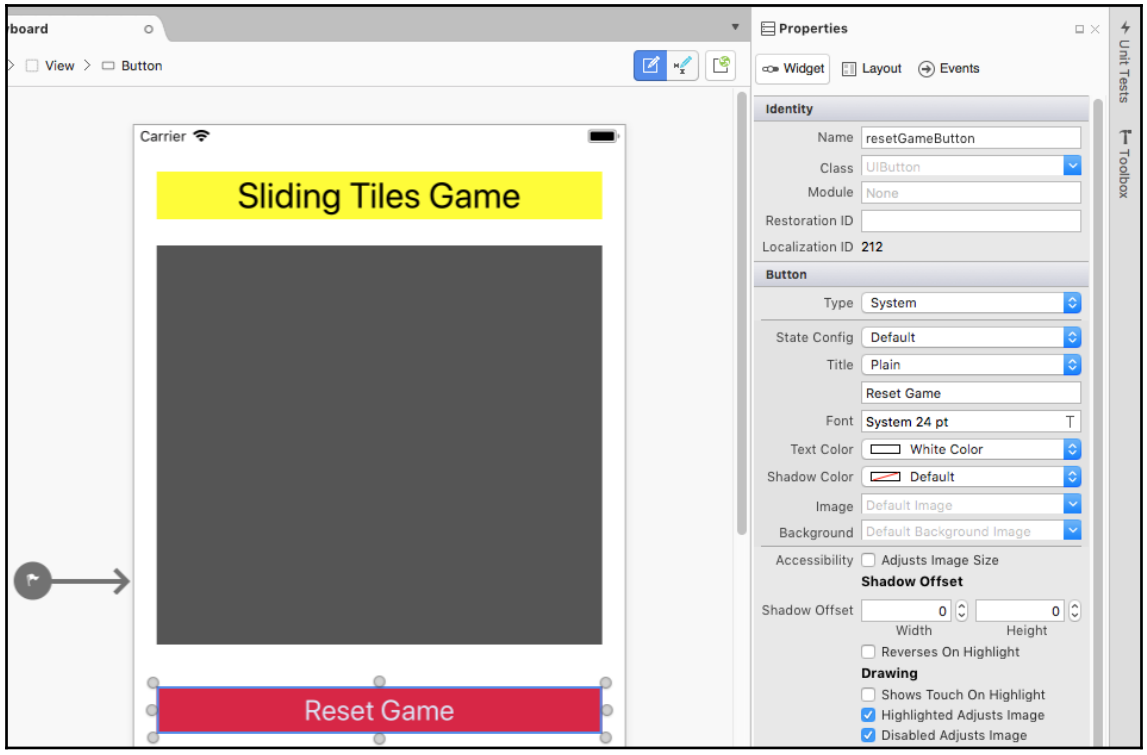

iPhone X iOS 11.3
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Carrier
Sliding Tiles Game
Properties
Widget
Layout
Events
Label Size
Preferred Width
Automatic
Explicit
View
Show
Frame Rectangle
20
X
40
Y
374
Width
40
Height
Origin
Position in Parent
Fill Parent
Arrange
Autosizing
Example
Unit Tests
Toolbox
Properties

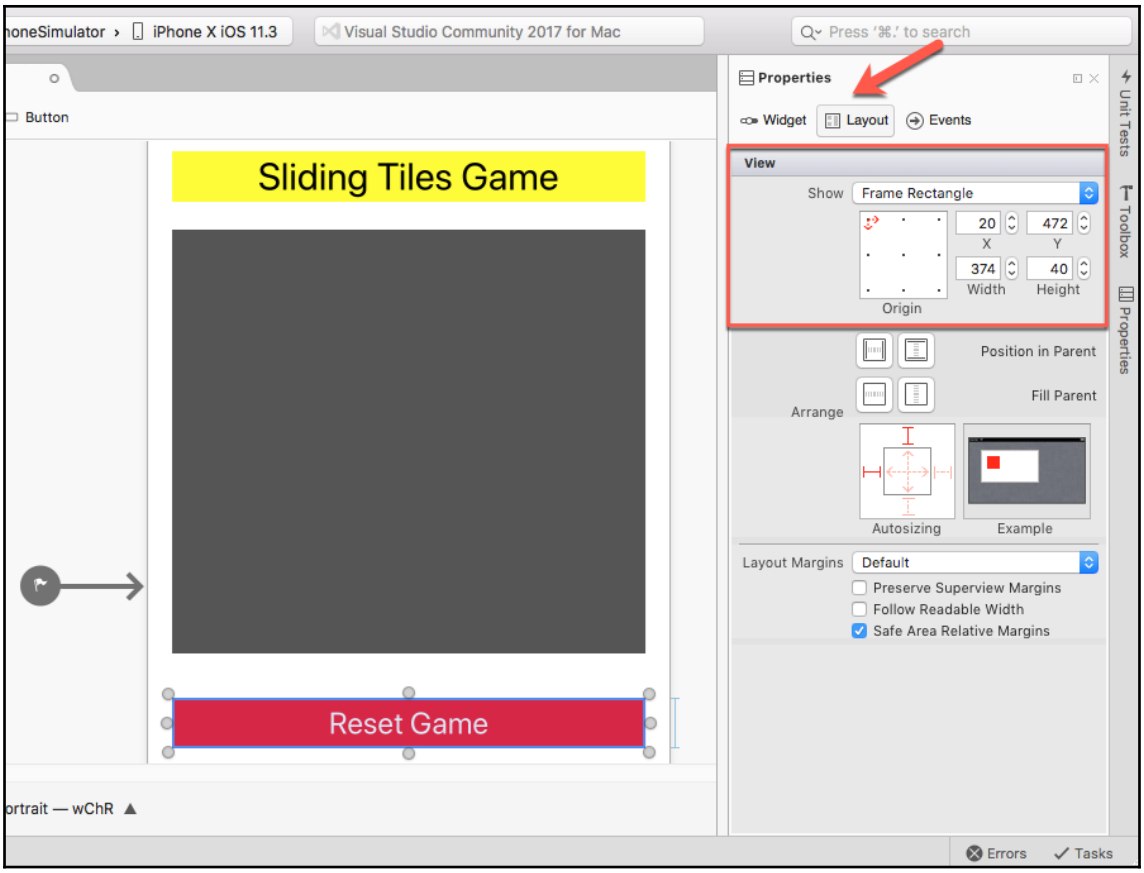
Main.storyboard
View Controller
View
View
Carrier
Sliding Tiles Game
Viewing: iPhone 8 Plus — Portrait — wChR
100%
Toolbox
View
SpriteKit View
Stack View Horizontal
Stack View Vertical
Table View
Table View Cell
Text View
Web View
WebKit View
Container View
View
Errors
Tasks
Unit Tests
Toolbox

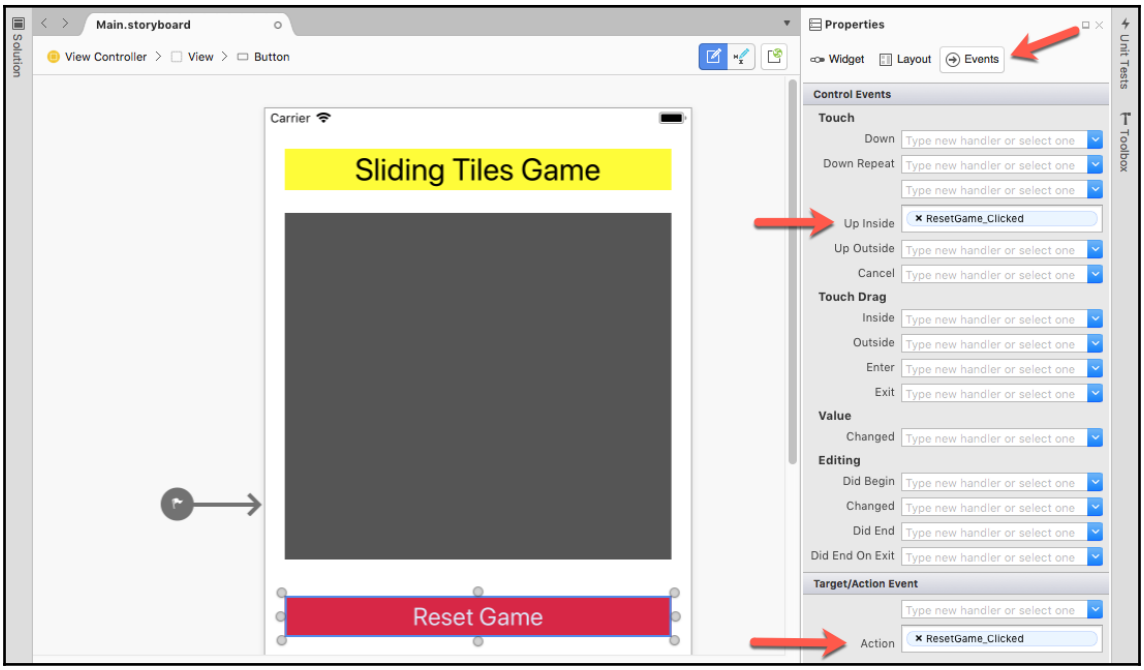

Main.storyboard
View Controller
View
View
Carrier
Sliding Tiles Game
Properties
Widget
Layout
Events
Identity
Name
gameBoardView
Class
UIView
Module
None
Restoration ID
Localization ID
202
View
Content Mode
Scale To Fill
Semantic
Unspecified
Tag
0
Interaction
User Interaction Enabled
Multiple Touch
Alpha
1
Corner Radius
0
Background
Dark Gray Color
Tint
Default
Drawing
Opaque
Hidden
Clears Graphics Context
Clip To Bounds
Autoresize Subviews
Unit Tests
Toolbox
Properties

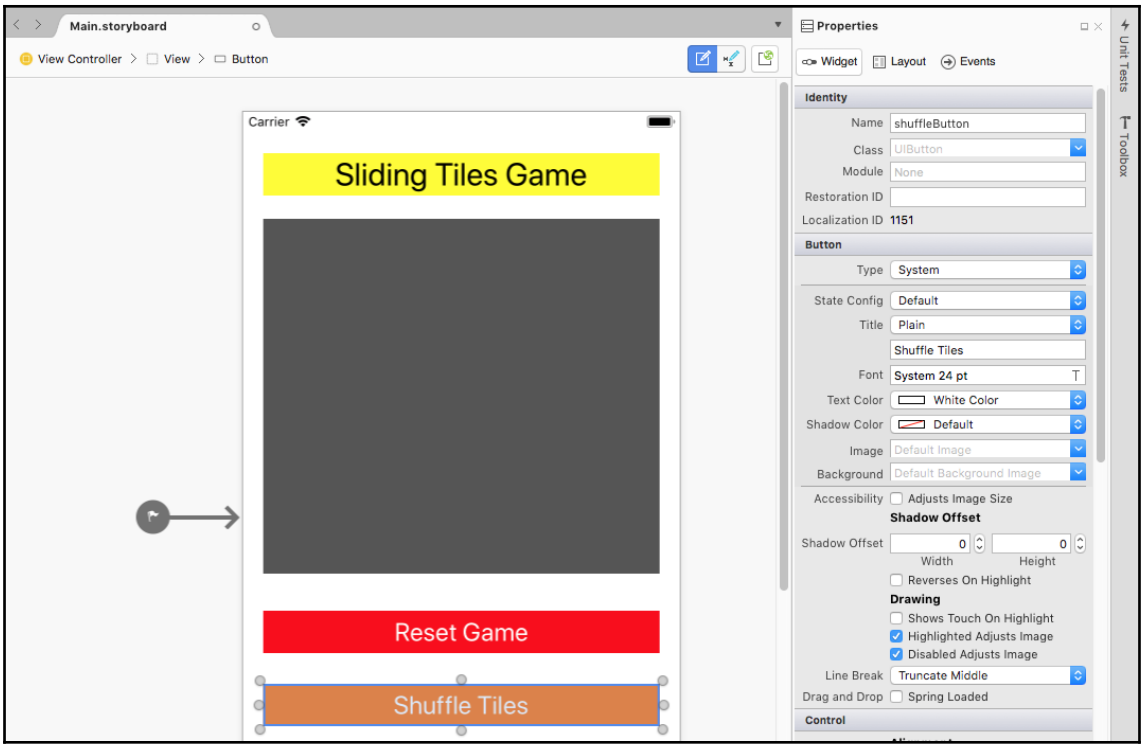

iPhone X iOS 11.3
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Carrier
Sliding Tiles Game
Properties
Widget
Layout
Events
View
Show
Frame Rectangle
20
X
102
Y
374
Width
335
Height
Origin
Position in Parent
Fill Parent
Arrange
Autosizing
Example
Layout Margins
Default
Preserve Superview Margins
Follow Readable Width
Safe Area Relative Margins
The selected views have no constraints. At build time, explicit left, top, width, and height constraints will be generated for the view.
Unit Tests
Toolbox
Properties

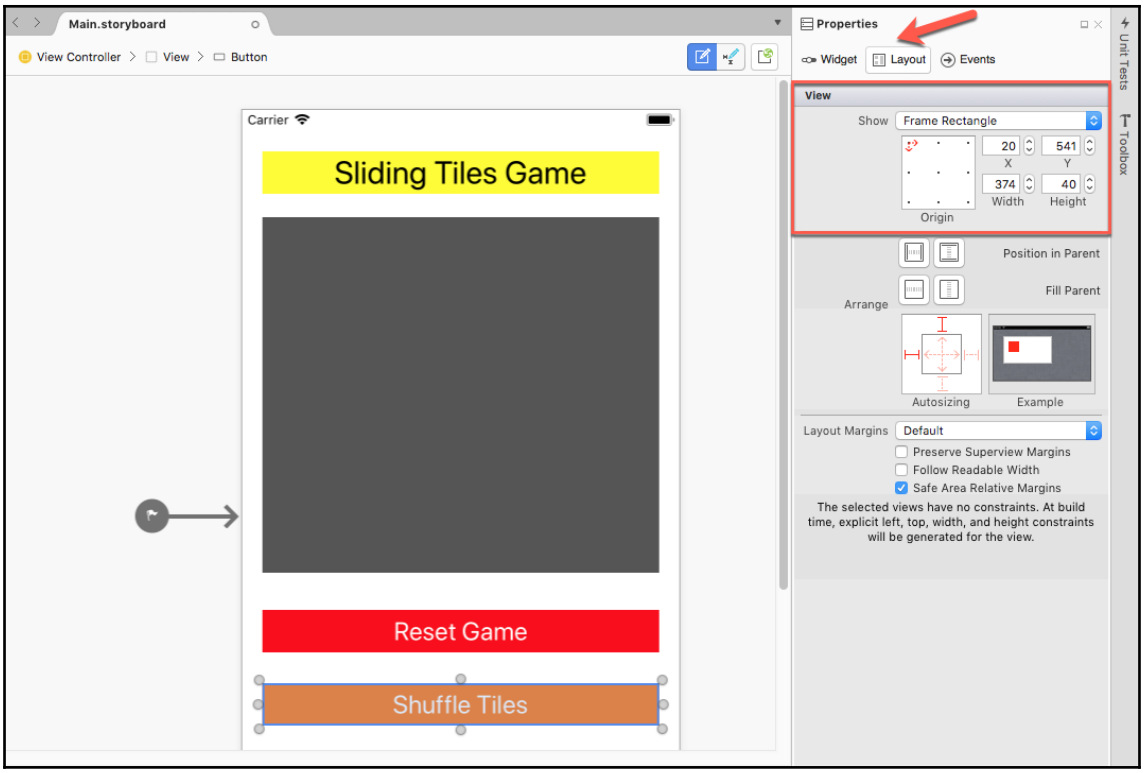

Main.storyboard
View Controller
View
Button
Sliding Tiles Game
Reset Game
Viewing: iPhone 8 Plus — Portrait — wChR
Toolbox
Button
Button
Bar Button Item
Fixed Space Bar Button Item
Flexible Space Bar Button Item
Unit Tests
Toolbox
Properties
Errors
Tasks

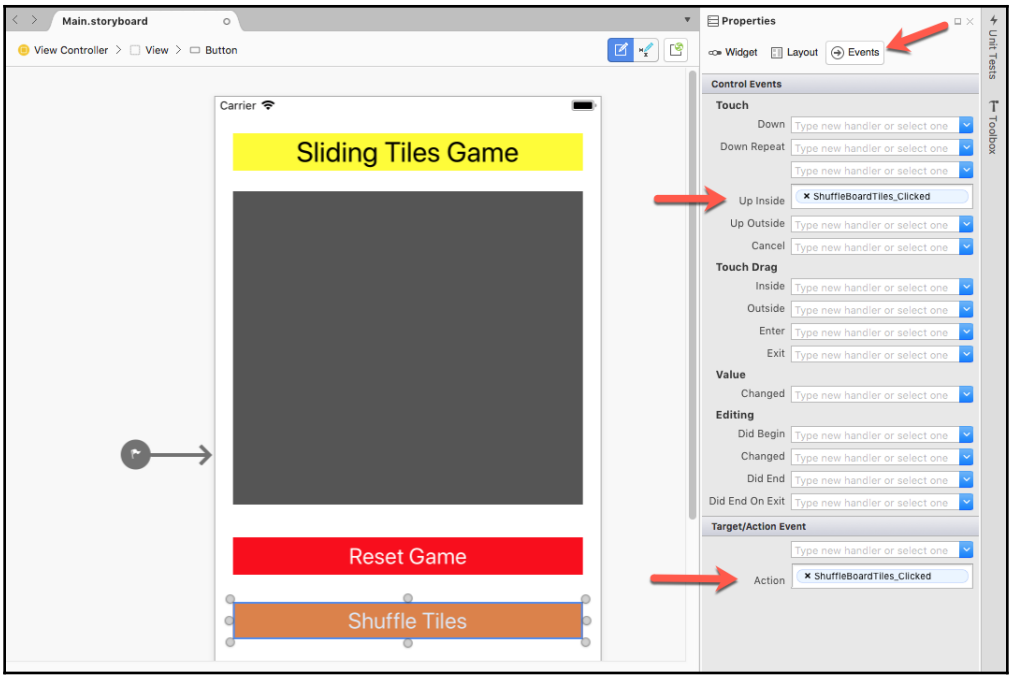

View
Button
Carrier
Sliding Tiles Game
Reset Game
Properties
Widget
Layout
Events
Identity
Name
resetGameButton
Class
UIButton
Module
None
Restoration ID
Localization ID
212
Button
Type
System
State Config
Default
Title
Plain
Reset Game
Font
System 24 pt
Text Color
White Color
Shadow Color
Default
Image
Default Image
Background
Default Background Image
Accessibility
Adjusts Image Size
Shadow Offset
Shadow Offset
0
0
Width
Height
Reverses On Highlight
Drawing
Shows Touch On Highlight
Highlighted Adjusts Image
Disabled Adjusts Image
Unit Tests
Toolbox

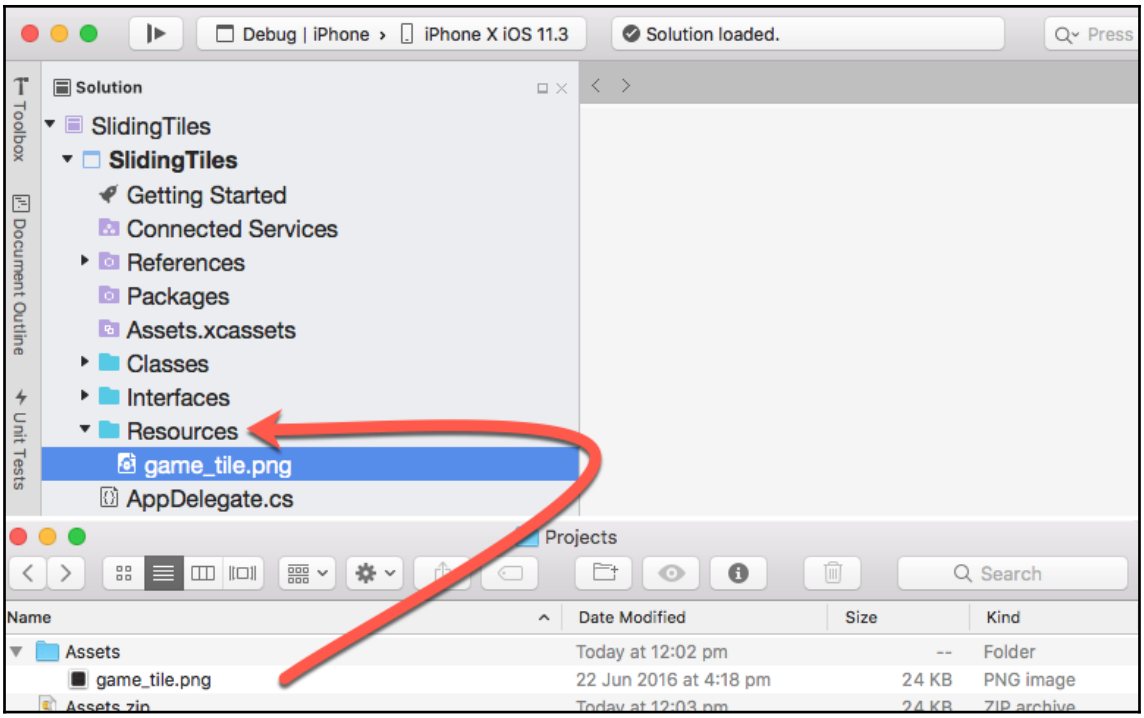

Visual Studio Community 2017 for Mac
Press '⌘.' to search
Button
Sliding Tiles Game
Reset Game
Properties
Widget
Layout
Events
View
Show
Frame Rectangle
20
X
472
Y
374
Width
40
Height
Origin
Position in Parent
Arrange
Fill Parent
Autosizing
Example
Layout Margins
Default
Preserve Superview Margins
Follow Readable Width
Safe Area Relative Margins
Unit Tests
Toolbox
Properties
Errors
Tasks

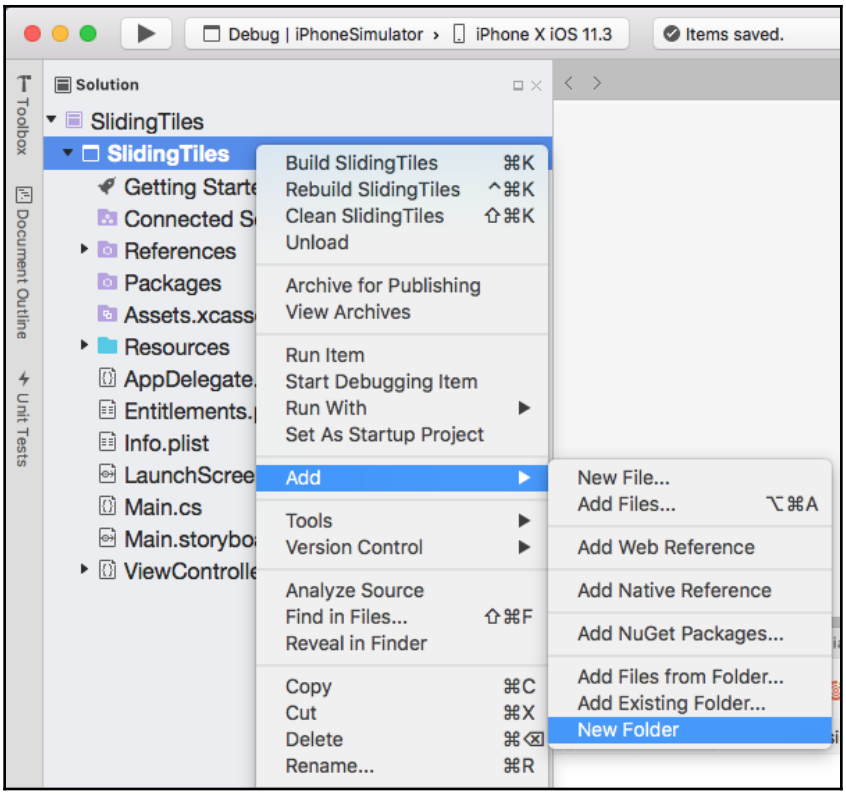

Main.storyboard
View Controller
View
Button
Carrier
Sliding Tiles Game
Reset Game
Properties
Widget
Layout
Events
Control Events
Touch
Down
Down Repeat
Up Inside
ResetGame_Clicked
Up Outside
Cancel
Touch Drag
Inside
Outside
Enter
Exit
Value
Changed
Editing
Did Begin
Changed
Did End
Did End On Exit
Target/Action Event
Action
ResetGame_Clicked
Type new handler or select one
Solution
Unit Tests
Toolbox

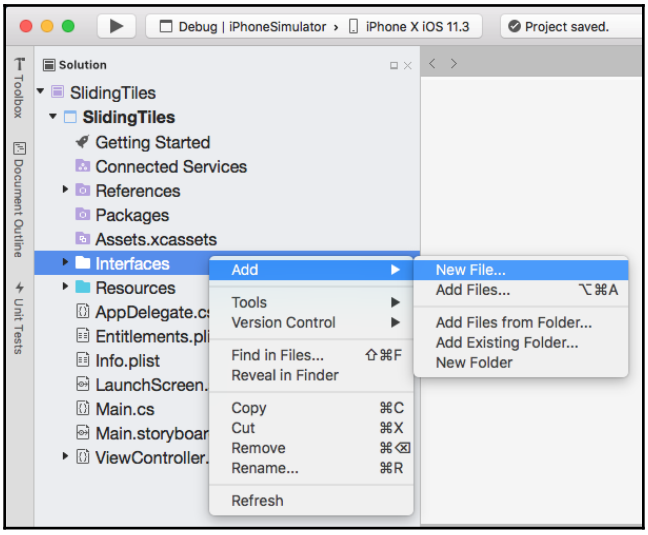

Main.storyboard
View Controller
View
Button
Carrier
Sliding Tiles Game
Reset Game
Shuffle Tiles
Properties
Widget
Layout
Events
Identity
Name
shuffleButton
Class
UIButton
Module
None
Restoration ID
Localization ID
1151
Button
Type
System
State Config
Default
Title
Plain
Shuffle Tiles
Font
System 24 pt
Text Color
White Color
Shadow Color
Default
Image
Default Image
Background
Default Background Image
Accessibility
Adjusts Image Size
Shadow Offset
Shadow Offset
0
0
Width
Height
Reverses On Highlight
Drawing
Shows Touch On Highlight
Highlighted Adjusts Image
Disabled Adjusts Image
Line Break
Truncate Middle
Drag and Drop
Spring Loaded
Control
Unit Tests
Toolbox

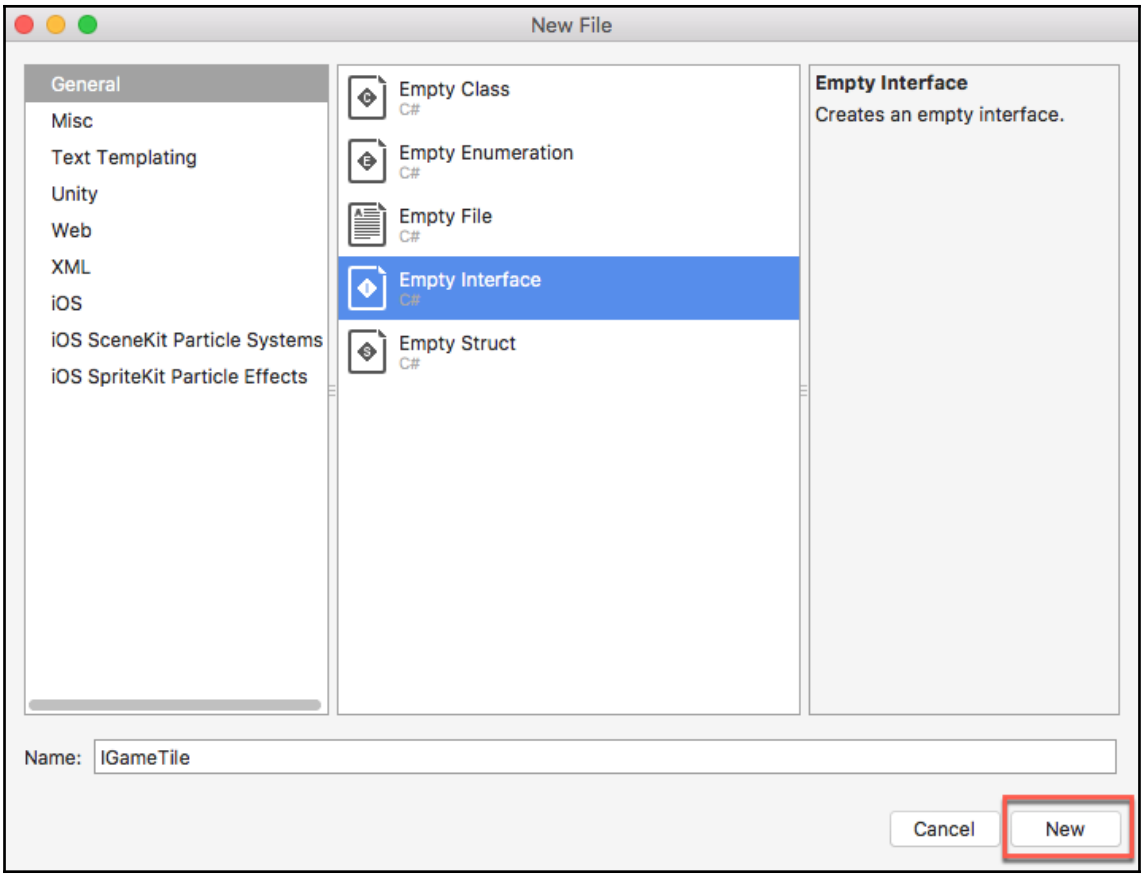

Main.storyboard
View Controller
View
Button
Carrier
Sliding Tiles Game
Reset Game
Shuffle Tiles
Properties
Widget
Layout
Events
View
Show
Frame Rectangle
20
X
541
Y
374
Width
40
Height
Origin
Position in Parent
Arrange
Fill Parent
Autosizing
Example
Layout Margins
Default
Preserve Superview Margins
Follow Readable Width
Safe Area Relative Margins
The selected views have no constraints. At build time, explicit left, top, width, and height constraints will be generated for the view.
Unit Tests
Toolbox

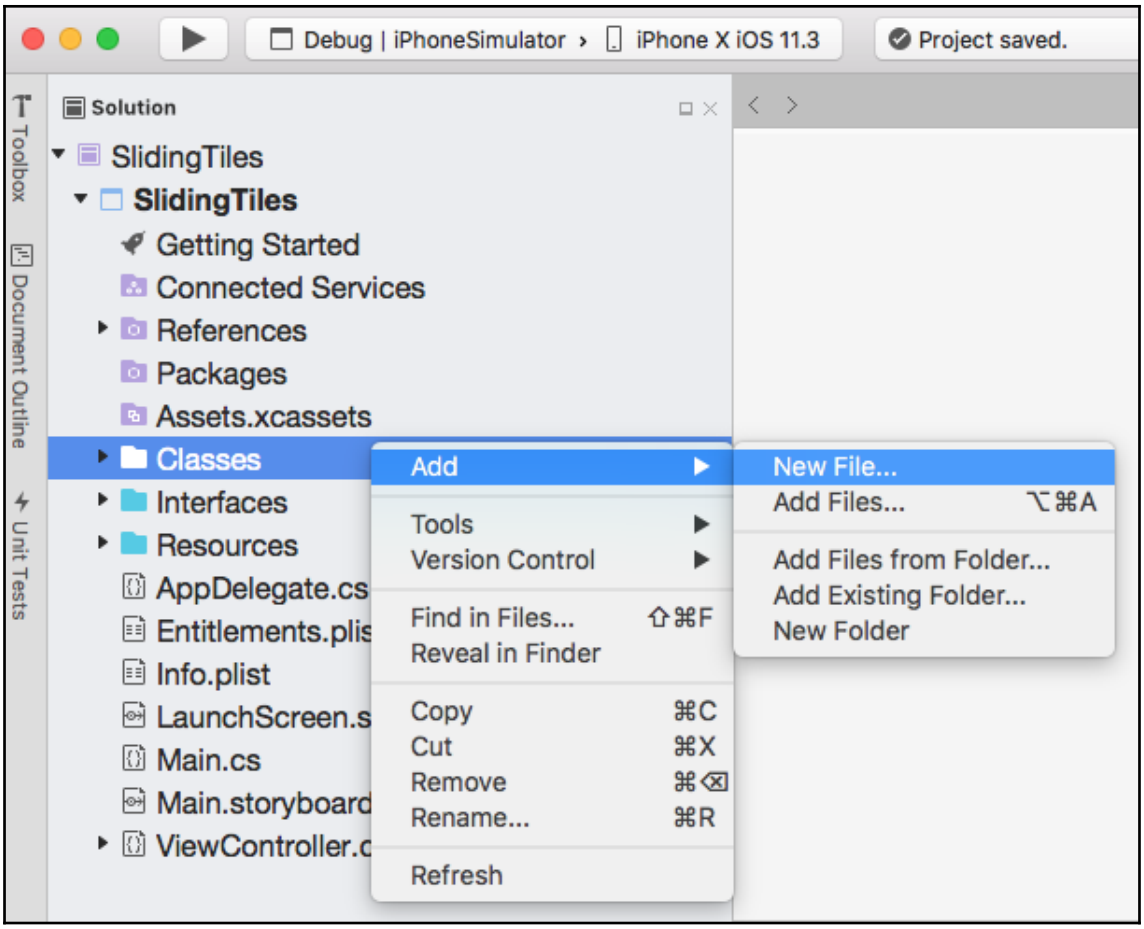

Main.storyboard
View Controller
View
Button
Carrier
Sliding Tiles Game
Reset Game
Shuffle Tiles
Properties
Widget
Layout
Events
Control Events
Touch
Down
Down Repeat
Up Inside
ShuffleBoardTiles_Clicked
Up Outside
Cancel
Touch Drag
Inside
Outside
Enter
Exit
Value
Changed
Editing
Did Begin
Changed
Did End
Did End On Exit
Target/Action Event
Action
ShuffleBoardTiles_Clicked
Type new handler or select one
Unit Tests
Toolbox

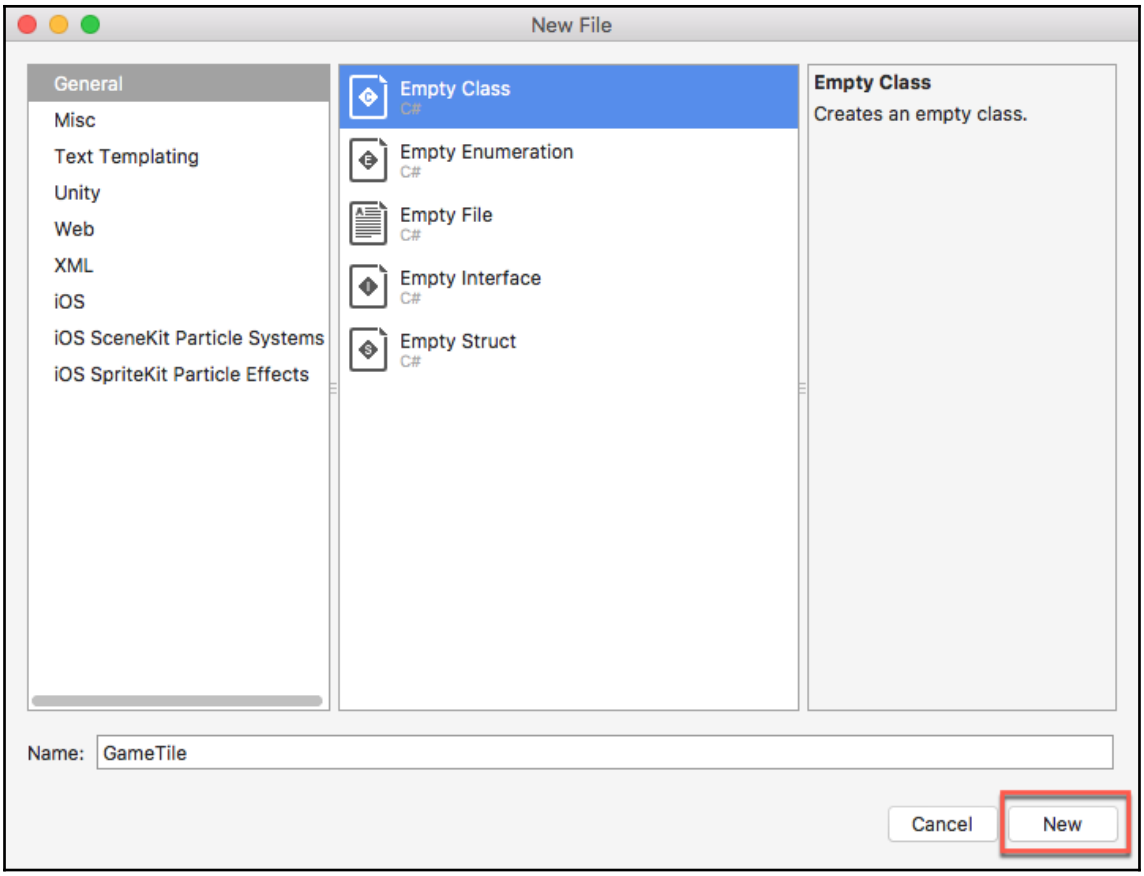

Debug | iPhone › iPhone X iOS 11.3
Solution loaded.
Press
Toolbox
Document Outline
Unit Tests
Solution
SlidingTiles
SlidingTiles
Getting Started
Connected Services
References
Packages
Assets.xcassets
Classes
Interfaces
Resources
game_tile.png
AppDelegate.cs
Projects
Search
Name
Date Modified
Size
Kind
Assets
Today at 12:02 pm
--
Folder
game_tile.png
22 Jun 2016 at 4:18 pm
24 KB
PNG image

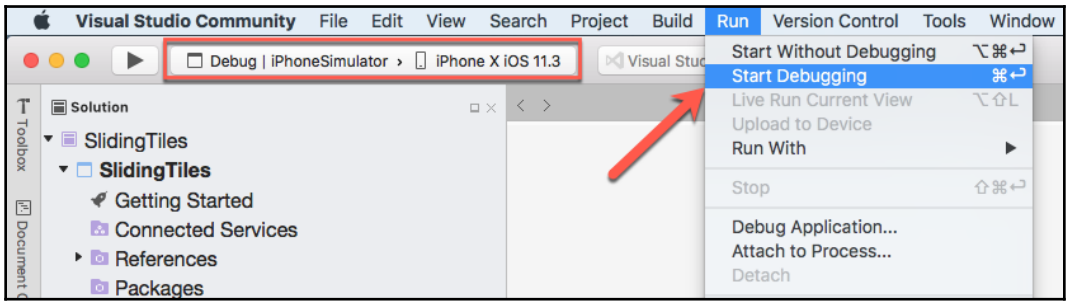

Debug | iPhoneSimulator › iPhone X iOS 11.3
Items saved.
Toolbox
Document Outline
Unit Tests
Solution
SlidingTiles
SlidingTiles
Getting Starte
Connected S
References
Packages
Assets.xcass
Resources
AppDelegate.
Entitlements.
Info.plist
LaunchScree
Main.cs
Main.storybo
ViewControlle
Build SlidingTiles ⌘K
Rebuild SlidingTiles ^⌘K
Clean SlidingTiles ⇧⌘K
Unload
Archive for Publishing
View Archives
Run Item
Start Debugging Item
Run With
Set As Startup Project
Add
Tools
Version Control
Analyze Source
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Delete ⌘⌫
Rename... ⌘R
New File...
Add Files... ⌥⌘A
Add Web Reference
Add Native Reference
Add NuGet Packages...
Add Files from Folder...
Add Existing Folder...
New Folder

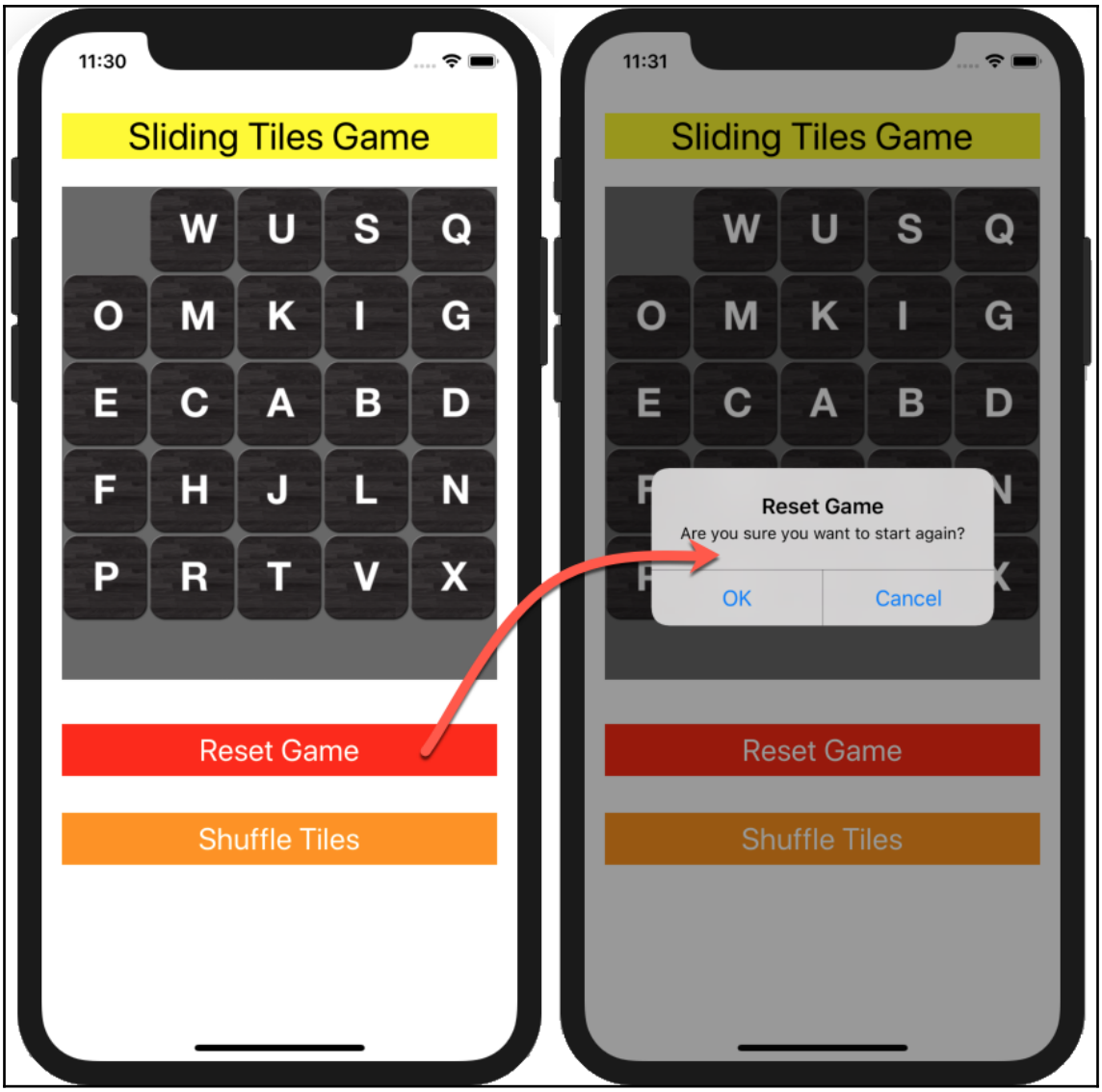

Debug | iPhoneSimulator › iPhone X iOS 11.3
Project saved.
Toolbox
Document Outline
Unit Tests
Solution
SlidingTiles
SlidingTiles
Getting Started
Connected Services
References
Packages
Assets.xcassets
Interfaces
Resources
AppDelegate.cs
Entitlements.pli
Info.plist
LaunchScreen.
Main.cs
Main.storyboar
ViewController.
Add
Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder


New File
General
Misc
Text Templating
Unity
Web
XML
iOS
iOS SceneKit Particle Systems
iOS SpriteKit Particle Effects
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Interface
Creates an empty interface.
Name:
IGameTile
Cancel
New

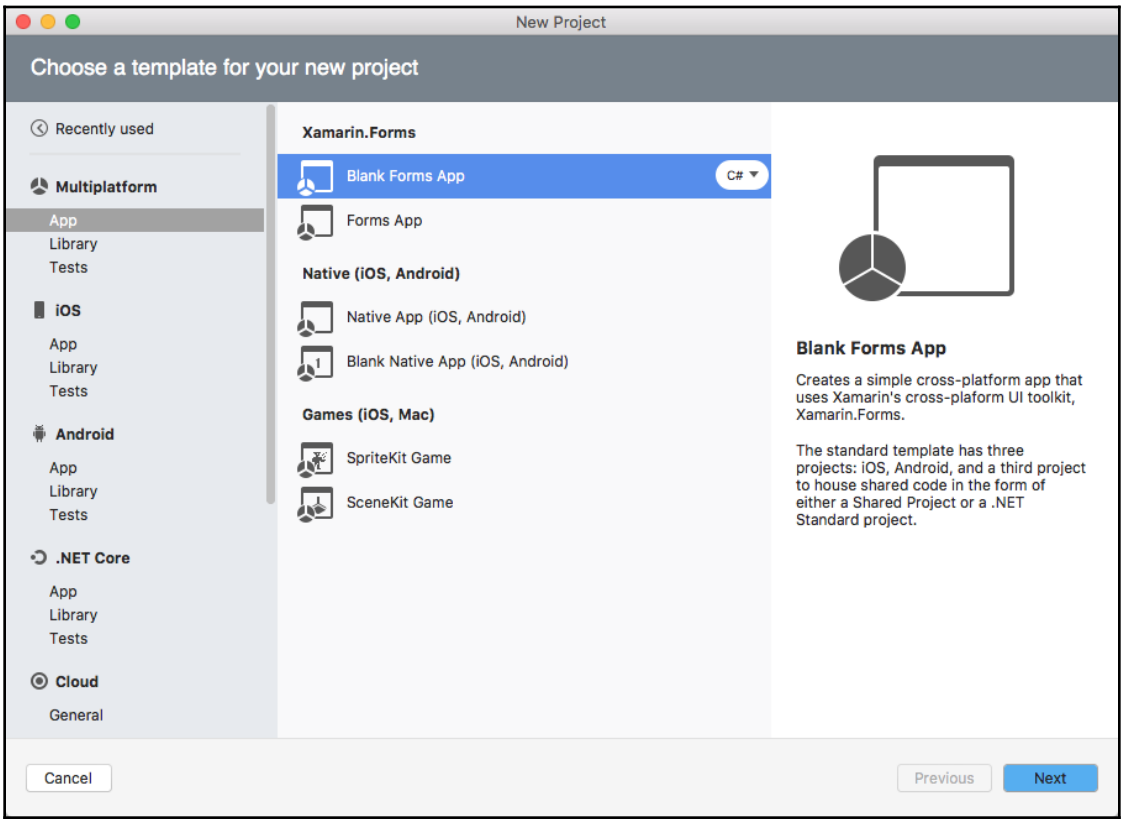

Debug | iPhoneSimulator › iPhone X iOS 11.3
Project saved.
Toolbox
Document Outline
Unit Tests
Solution
SlidingTiles
SlidingTiles
Getting Started
Connected Services
References
Packages
Assets.xcassets
Classes
Interfaces
Resources
AppDelegate.cs
Entitlements.plis
Info.plist
LaunchScreen.s
Main.cs
Main.storyboard
ViewController.c
Add
Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder

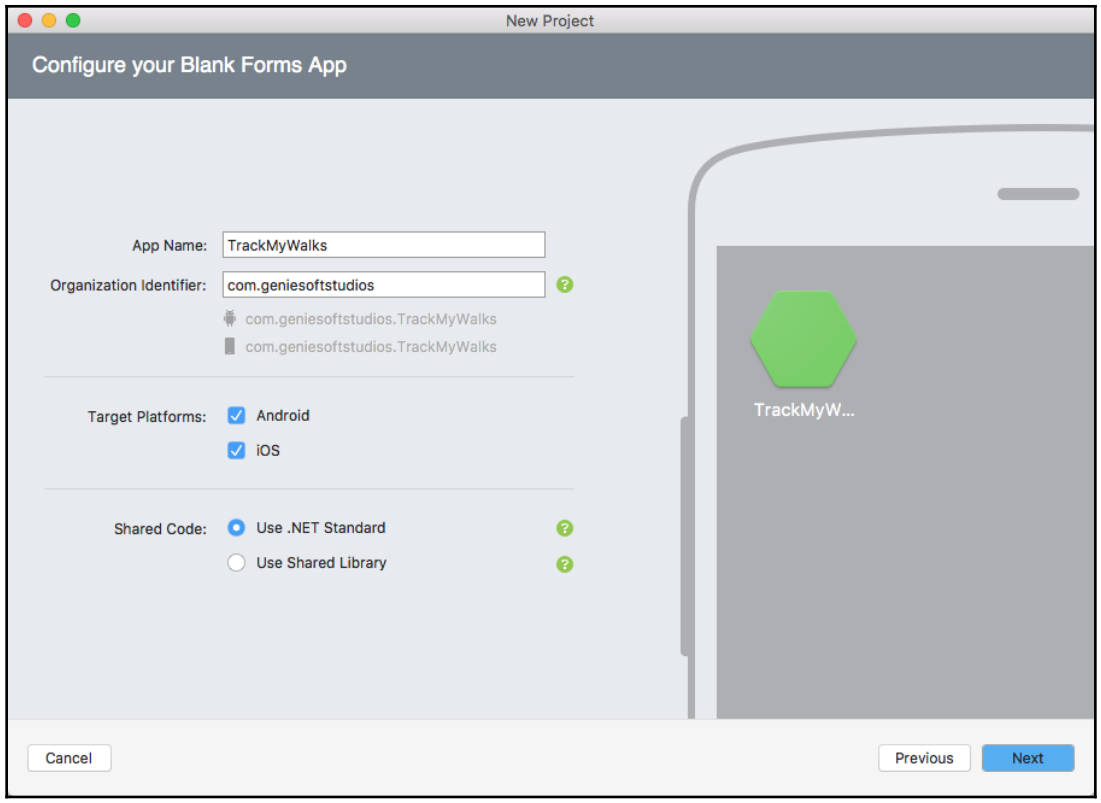

New File
General
Misc
Text Templating
Unity
Web
XML
iOS
iOS SceneKit Particle Systems
iOS SpriteKit Particle Effects
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
GameTile
Cancel
New

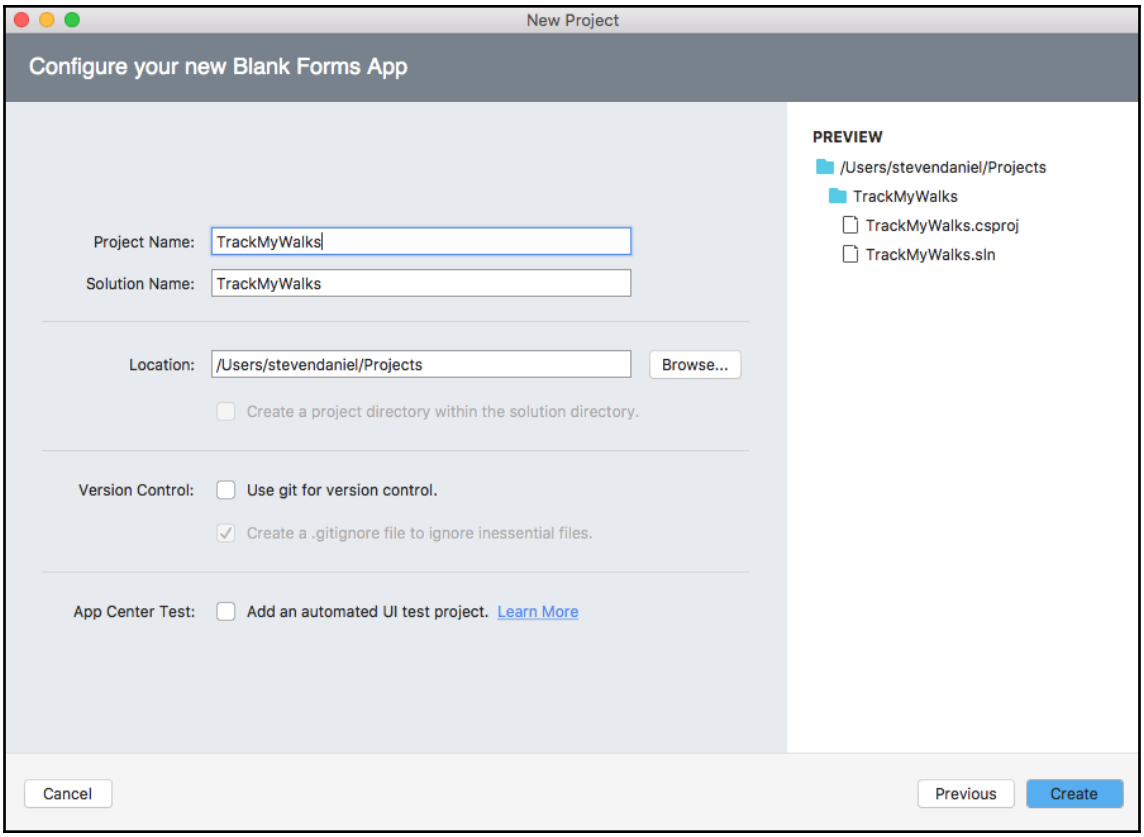

Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Window
Debug | iPhoneSimulator
iPhone X iOS 11.3
Start Without Debugging
Start Debugging
Live Run Current View
Upload to Device
Run With
Stop
Debug Application...
Attach to Process...
Detach
Solution
SlidingTiles
SlidingTiles
Getting Started
Connected Services
References
Packages
Toolbox

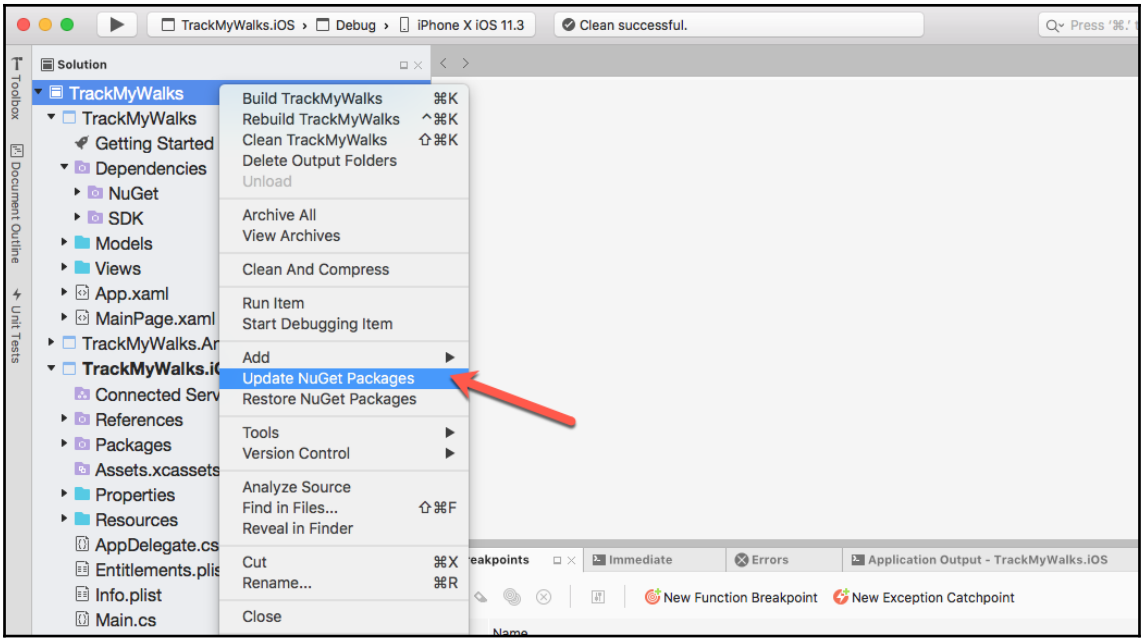

11:30
Sliding Tiles Game
W U S Q
O M K I G
E C A B D
F H J L N
P R T V X
Reset Game
Shuffle Tiles
11:31
Sliding Tiles Game
W U S Q
O M K I G
E C A B D
Reset Game
Are you sure you want to start again?
OK
Cancel
Reset Game
Shuffle Tiles

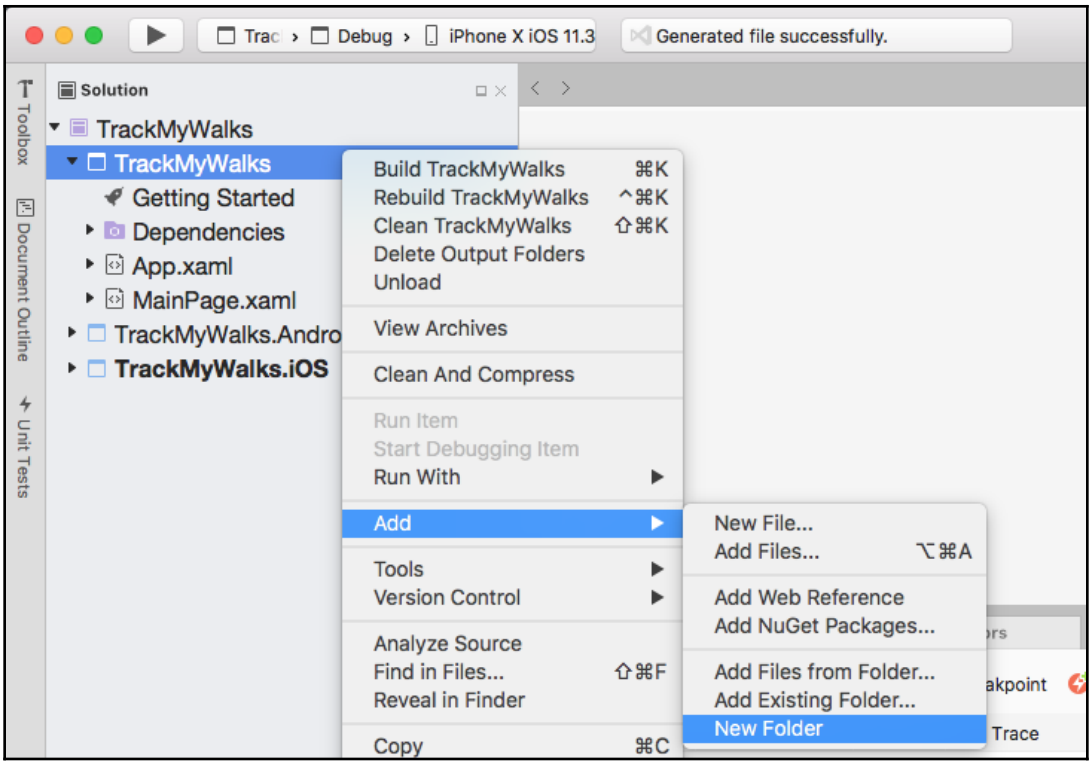
Chapter 4:
Creating the TrackMyWalks Native App

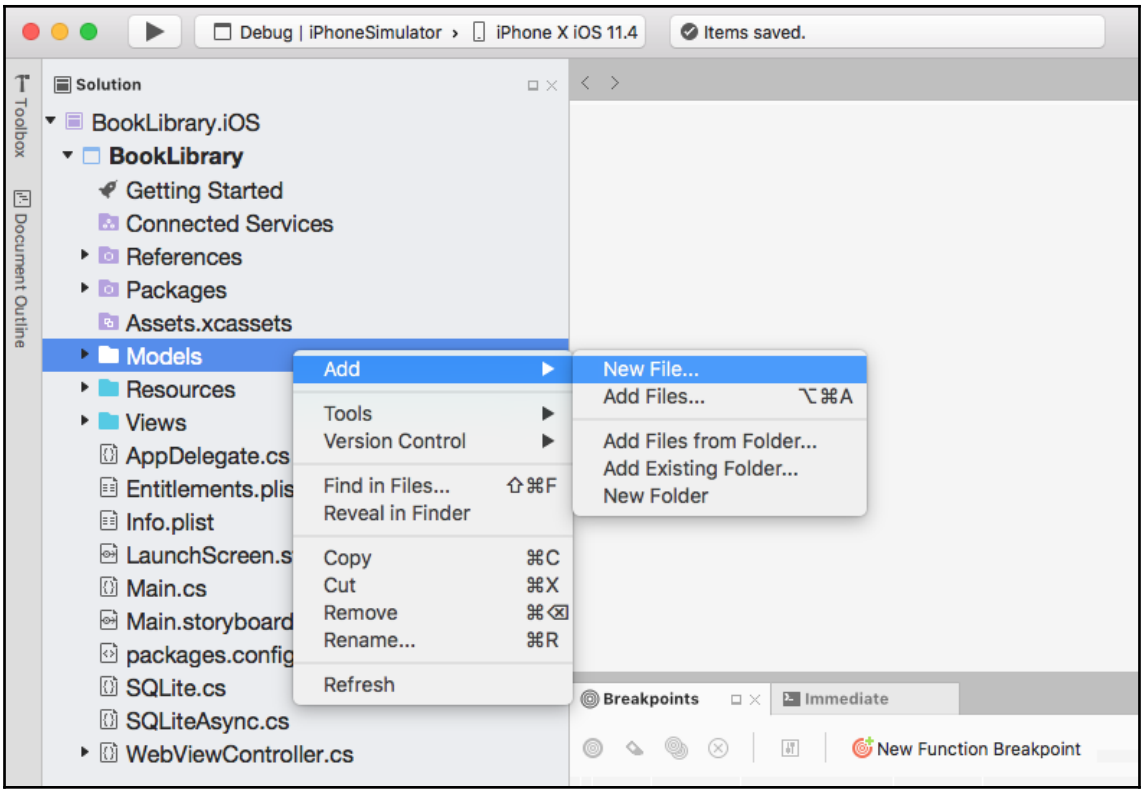


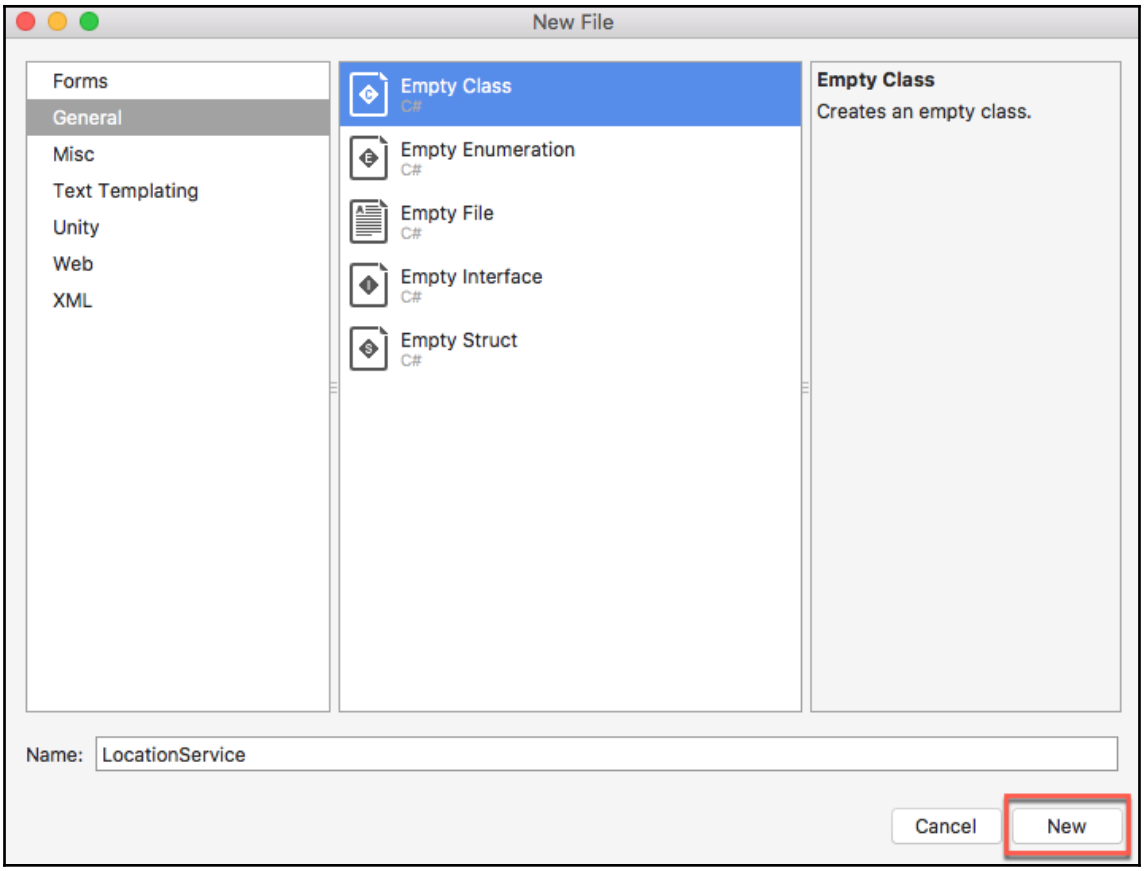

New Project
Configure your Blank Forms App
App Name:
TrackMyWalks
Organization Identifier:
com.geniesoftstudios
com.geniesoftstudios.TrackMyWalks
com.geniesoftstudios.TrackMyWalks
Target Platforms:
Android
iOS
Shared Code:
Use .NET Standard
Use Shared Library
TrackMyW...
Cancel
Previous
Next

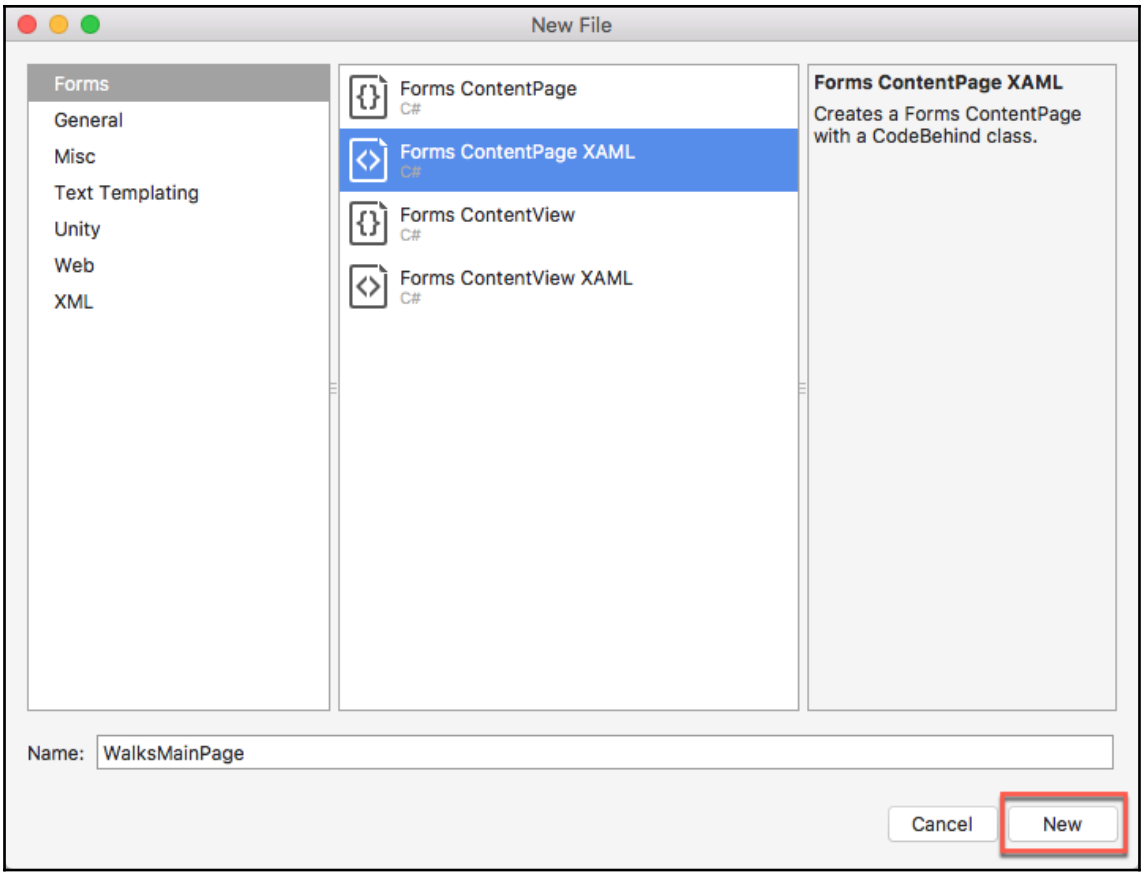

New Project
Configure your new Blank Forms App
PREVIEW
/Users/stevendaniel/Projects
TrackMyWalks
TrackMyWalks.csproj
TrackMyWalks.sln
Project Name:
TrackMyWalks
Solution Name:
TrackMyWalks
Location:
/Users/stevendaniel/Projects
Browse...
Create a project directory within the solution directory.
Version Control:
Use git for version control.
Create a .gitignore file to ignore inessential files.
App Center Test:
Add an automated UI test project.
Learn More
Cancel
Previous
Create

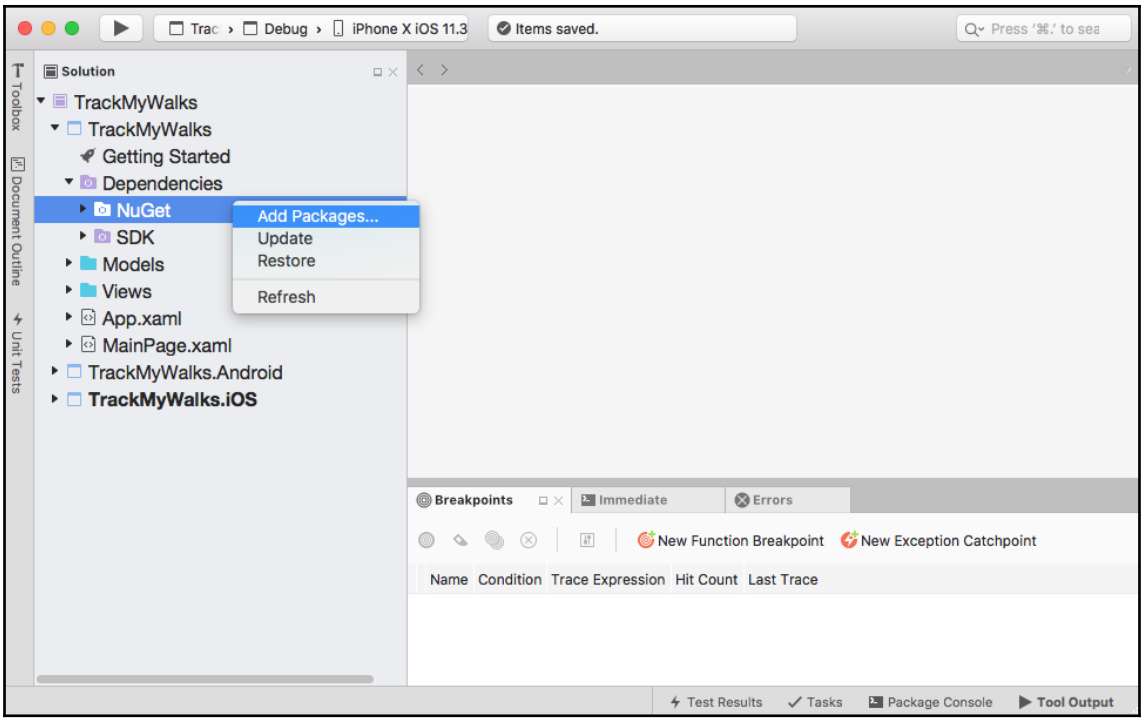

TrackMyWalks.iOS › Debug › iPhone X iOS 11.3
Clean successful.
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
NuGet
SDK
Models
Views
App.xaml
MainPage.xaml
Connected Serv
References
Packages
Assets.xcassets
Properties
Resources
AppDelegate.cs
Entitlements.plis
Info.plist
Main.cs
Build TrackMyWalks ⌘K
Rebuild TrackMyWalks ^⌘K
Clean TrackMyWalks ⇧⌘K
Delete Output Folders
Unload
Archive All
View Archives
Clean And Compress
Run Item
Start Debugging Item
Add
Update NuGet Packages
Restore NuGet Packages
Tools
Version Control
Analyze Source
Find in Files... ⇧⌘F
Reveal in Finder
Cut ⌘X
Rename... ⌘R
Close
Immediate
Errors
Application Output - TrackMyWalks.iOS
New Function Breakpoint
New Exception Catchpoint
Toolbox
Document Outline
Unit Tests

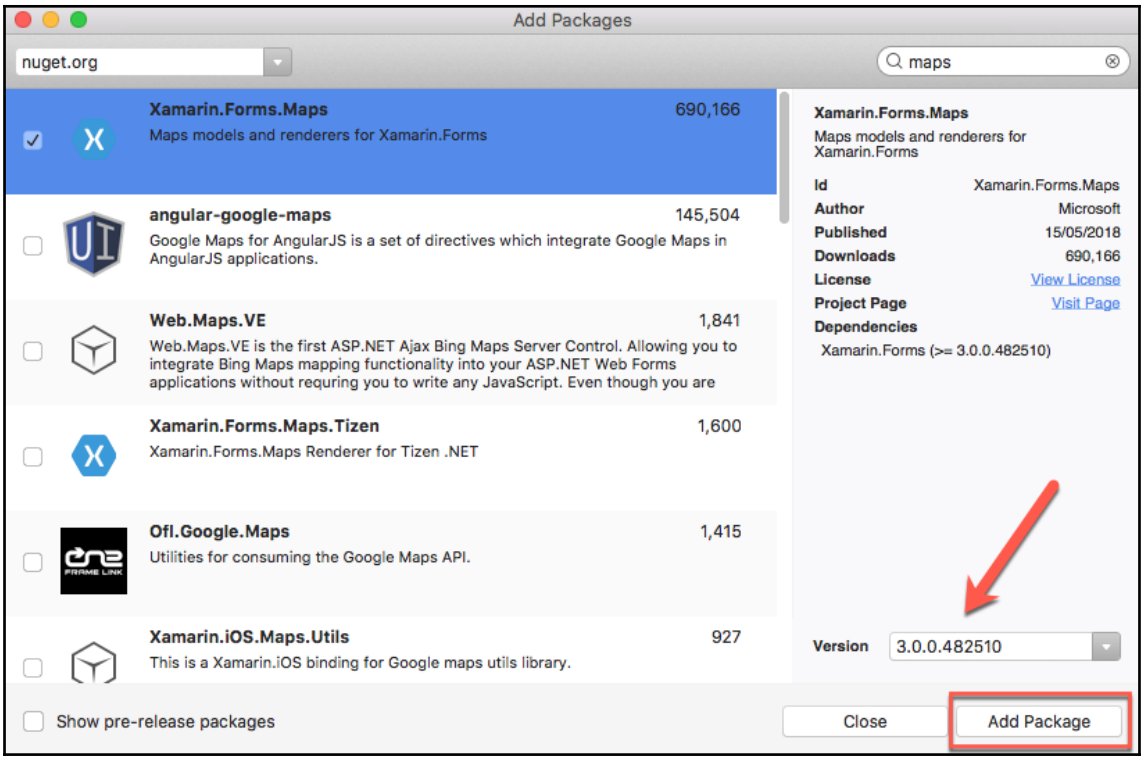

Trac › Debug › iPhone X iOS 11.3
Generated file successfully.
Toolbox
Document Outline
Unit Tests
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
App.xaml
MainPage.xaml
TrackMyWalks.Andro
TrackMyWalks.iOS
Build TrackMyWalks ⌘K
Rebuild TrackMyWalks ^⌘K
Clean TrackMyWalks ⇧⌘K
Delete Output Folders
Unload
View Archives
Clean And Compress
Run Item
Start Debugging Item
Run With
Add
Tools
Version Control
Analyze Source
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
New File...
Add Files... ⌥⌘A
Add Web Reference
Add NuGet Packages...
Add Files from Folder...
Add Existing Folder...
New Folder
Trace

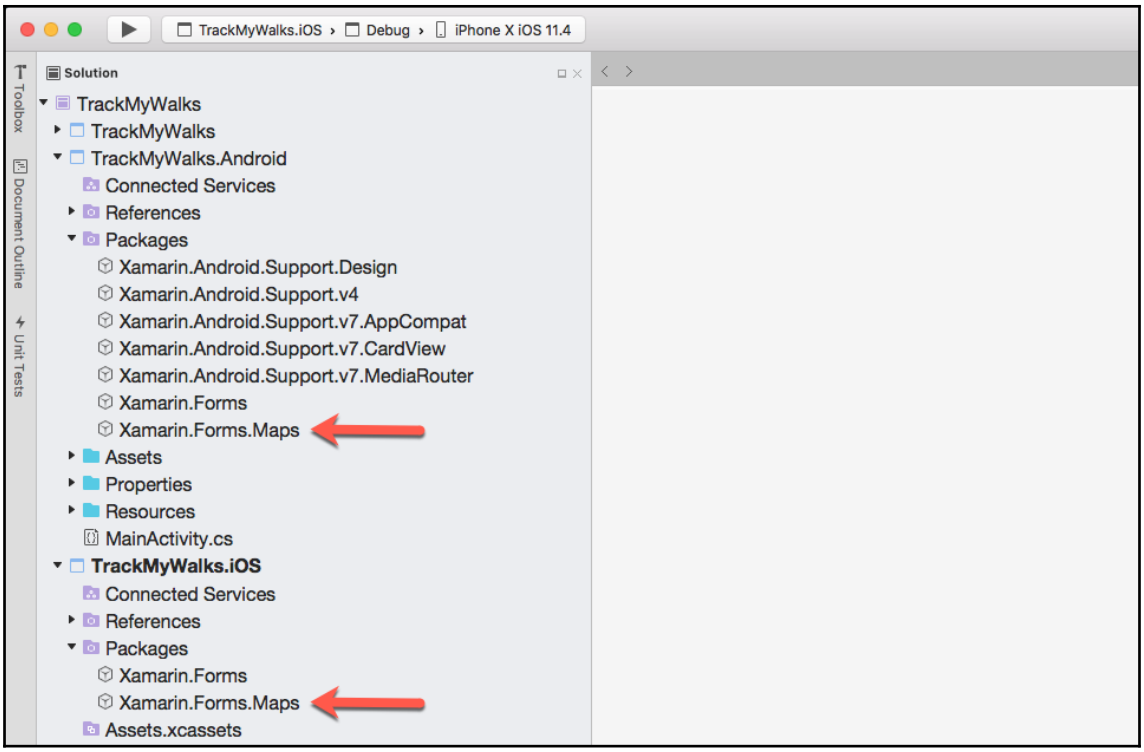

Debug | iPhoneSimulator
iPhone X iOS 11.4
Items saved.
Toolbox
Document Outline
Solution
BookLibrary.iOS
BookLibrary
Getting Started
Connected Services
References
Packages
Assets.xcassets
Models
Resources
Views
AppDelegate.cs
Entitlements.plis
Info.plist
LaunchScreen.s
Main.cs
Main.storyboard
packages.config
SQLite.cs
SQLiteAsync.cs
WebViewController.cs
Add
Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder
Breakpoints
Immediate
New Function Breakpoint

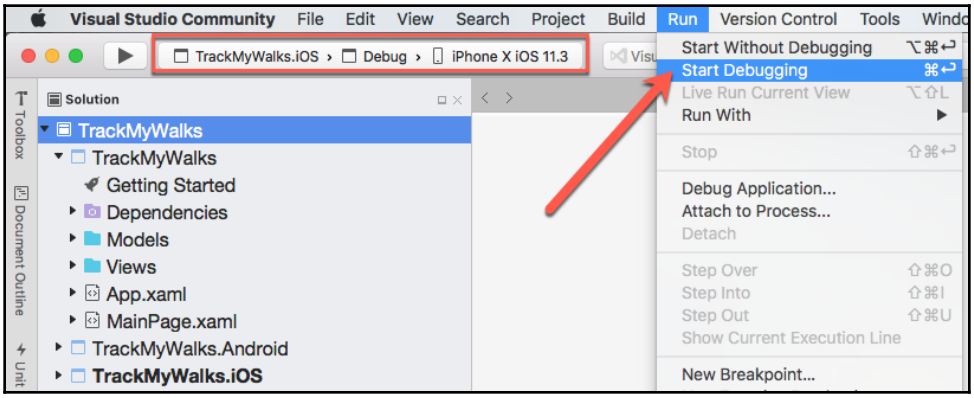

New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
LocationService
Cancel
New

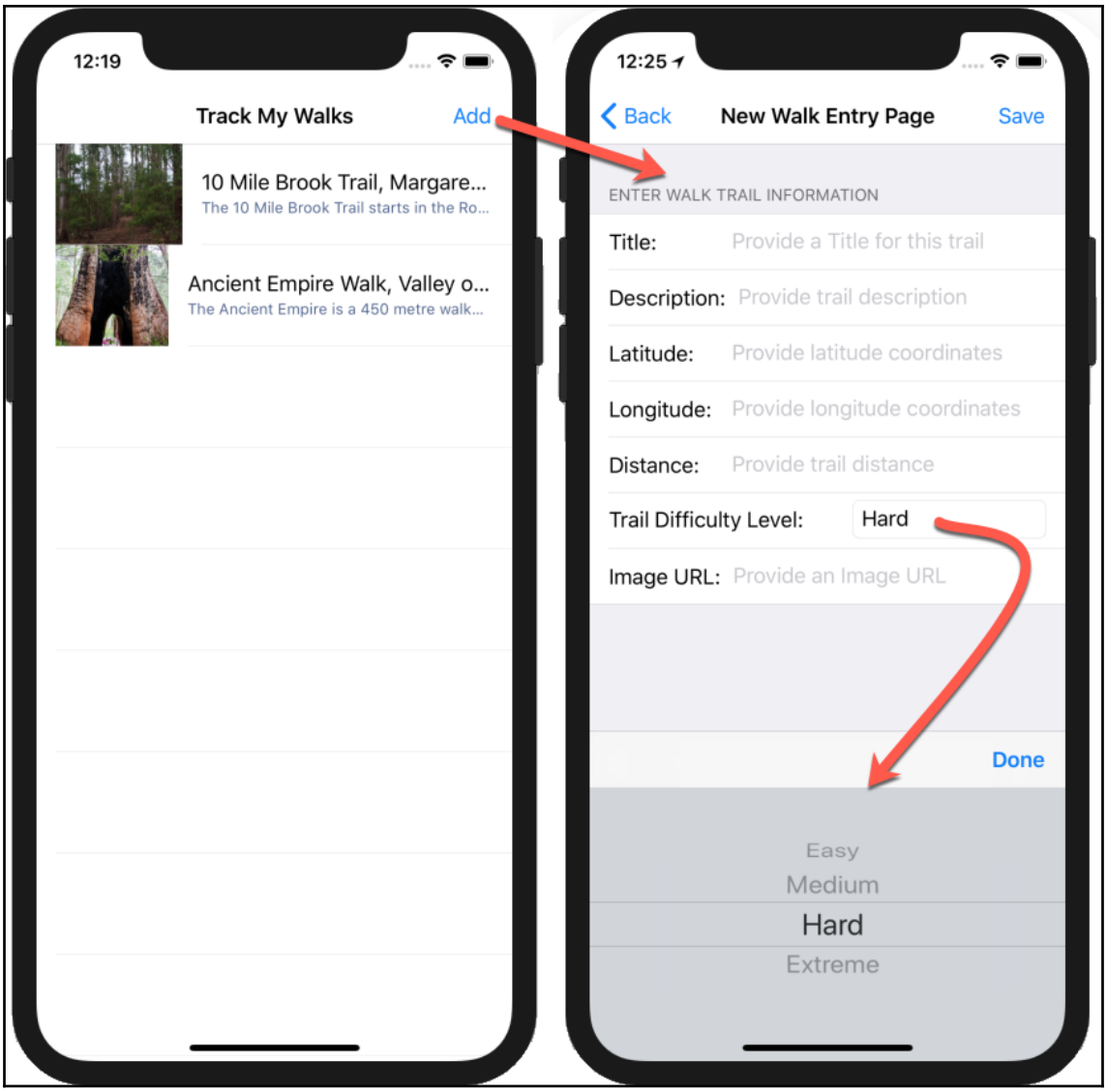

New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Forms ContentPage
C#
Forms ContentPage XAML
C#
Forms ContentView
C#
Forms ContentView XAML
C#
Forms ContentPage XAML
Creates a Forms ContentPage with a CodeBehind class.
Name:
WalksMainPage
Cancel
New

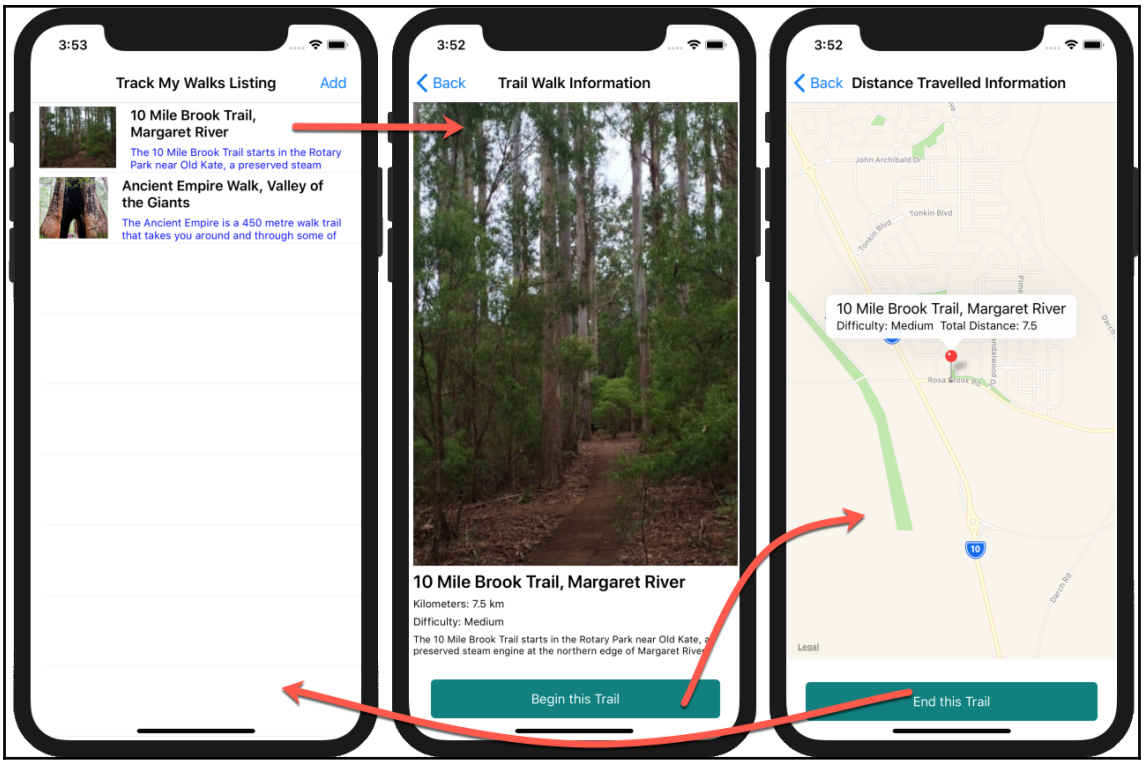

Trac › Debug › iPhone X iOS 11.3
Items saved.
Press '⌘.' to sea
Toolbox
Document Outline
Unit Tests
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
NuGet
SDK
Models
Views
App.xaml
MainPage.xaml
TrackMyWalks.Android
TrackMyWalks.iOS
Add Packages...
Update
Restore
Refresh
Breakpoints
Immediate
Errors
New Function Breakpoint
New Exception Catchpoint
Name
Condition
Trace Expression
Hit Count
Last Trace
Test Results
Tasks
Package Console
Tool Output


Add Packages
nuget.org
maps
Xamarin.Forms.Maps
690,166
Maps models and renderers for Xamarin.Forms
angular-google-maps
145,504
Google Maps for AngularJS is a set of directives which integrate Google Maps in AngularJS applications.
Web.Maps.VE
1,841
Web.Maps.VE is the first ASP.NET Ajax Bing Maps Server Control. Allowing you to integrate Bing Maps mapping functionality into your ASP.NET Web Forms applications without requring you to write any JavaScript. Even though you are
Xamarin.Forms.Maps.Tizen
1,600
Xamarin.Forms.Maps Renderer for Tizen .NET
Ofl.Google.Maps
1,415
Utilities for consuming the Google Maps API.
Xamarin.iOS.Maps.Utils
927
This is a Xamarin.iOS binding for Google maps utils library.
Xamarin.Forms.Maps
Maps models and renderers for Xamarin.Forms
Id
Xamarin.Forms.Maps
Author
Microsoft
Published
15/05/2018
Downloads
690,166
License
View License
Project Page
Visit Page
Dependencies
Xamarin.Forms (>= 3.0.0.482510)
Version
3.0.0.482510
Show pre-release packages
Close
Add Package

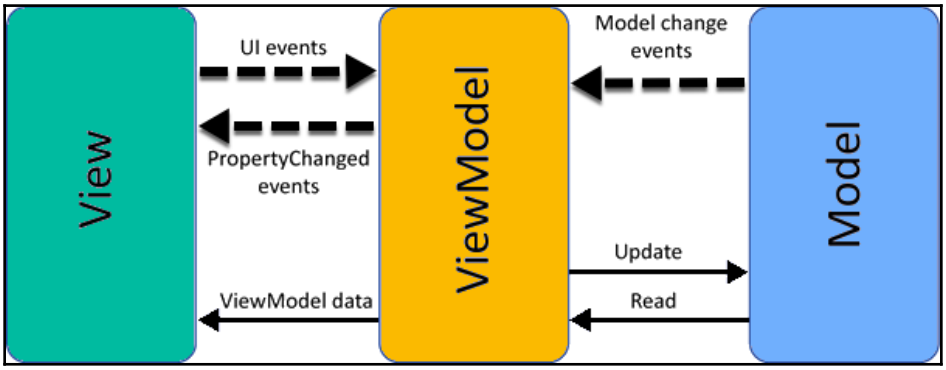

TrackMyWalks.iOS › Debug › iPhone X iOS 11.4
Solution
TrackMyWalks
TrackMyWalks
TrackMyWalks.Android
Connected Services
References
Packages
Xamarin.Android.Support.Design
Xamarin.Android.Support.v4
Xamarin.Android.Support.v7.AppCompat
Xamarin.Android.Support.v7.CardView
Xamarin.Android.Support.v7.MediaRouter
Xamarin.Forms
Xamarin.Forms.Maps
Assets
Properties
Resources
MainActivity.cs
TrackMyWalks.iOS
Connected Services
References
Packages
Xamarin.Forms
Xamarin.Forms.Maps
Assets.xcassets

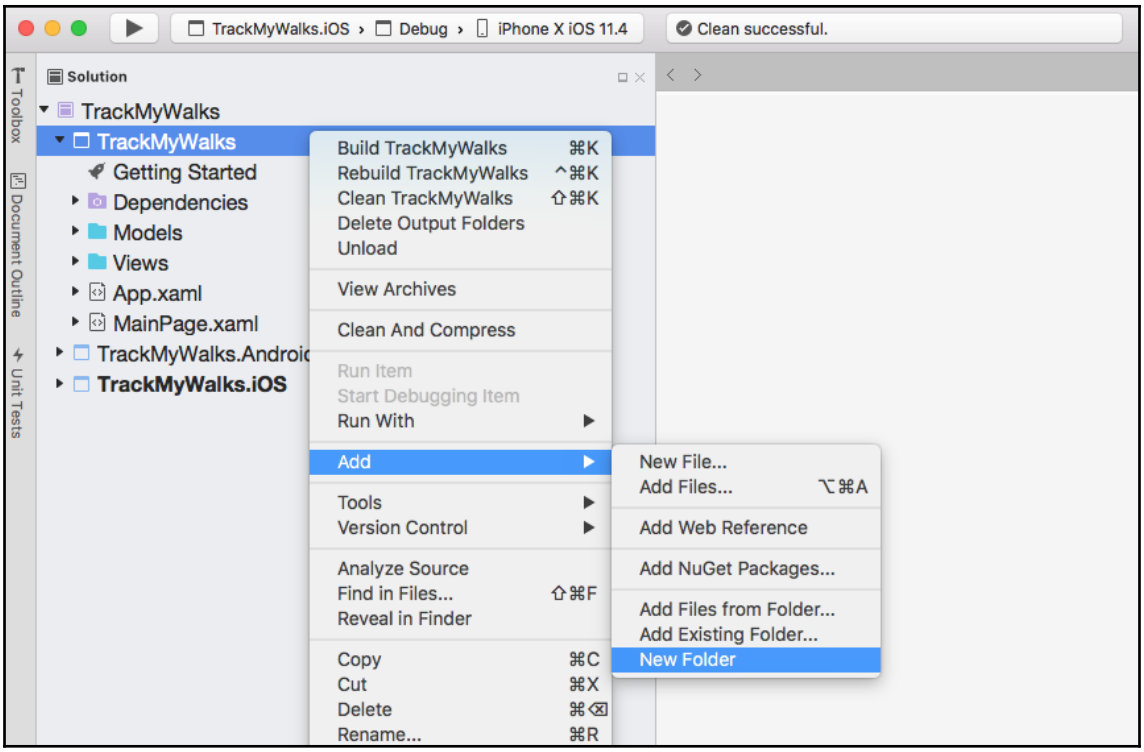

Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
TrackMyWalks.iOS › Debug › iPhone X iOS 11.3
Start Without Debugging
Start Debugging
Live Run Current View
Run With
Stop
Debug Application...
Attach to Process...
Detach
Step Over
Step Into
Step Out
Show Current Execution Line
New Breakpoint...
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
Models
Views
App.xaml
MainPage.xaml
TrackMyWalks.Android
TrackMyWalks.iOS


12:19
Track My Walks
Add
10 Mile Brook Trail, Margare...
The 10 Mile Brook Trail starts in the Ro...
Ancient Empire Walk, Valley o...
The Ancient Empire is a 450 metre walk...
12:25
Back
New Walk Entry Page
Save
ENTER WALK TRAIL INFORMATION
Title:
Provide a Title for this trail
Description:
Provide trail description
Latitude:
Provide latitude coordinates
Longitude:
Provide longitude coordinates
Distance:
Provide trail distance
Trail Difficulty Level:
Hard
Image URL:
Provide an Image URL
Done
Easy
Medium
Hard
Extreme



Chapter 5: MVVM and Data Binding




TrackMyWalks.iOS › Debug › iPhone X iOS 11.4
Clean successful.
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TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
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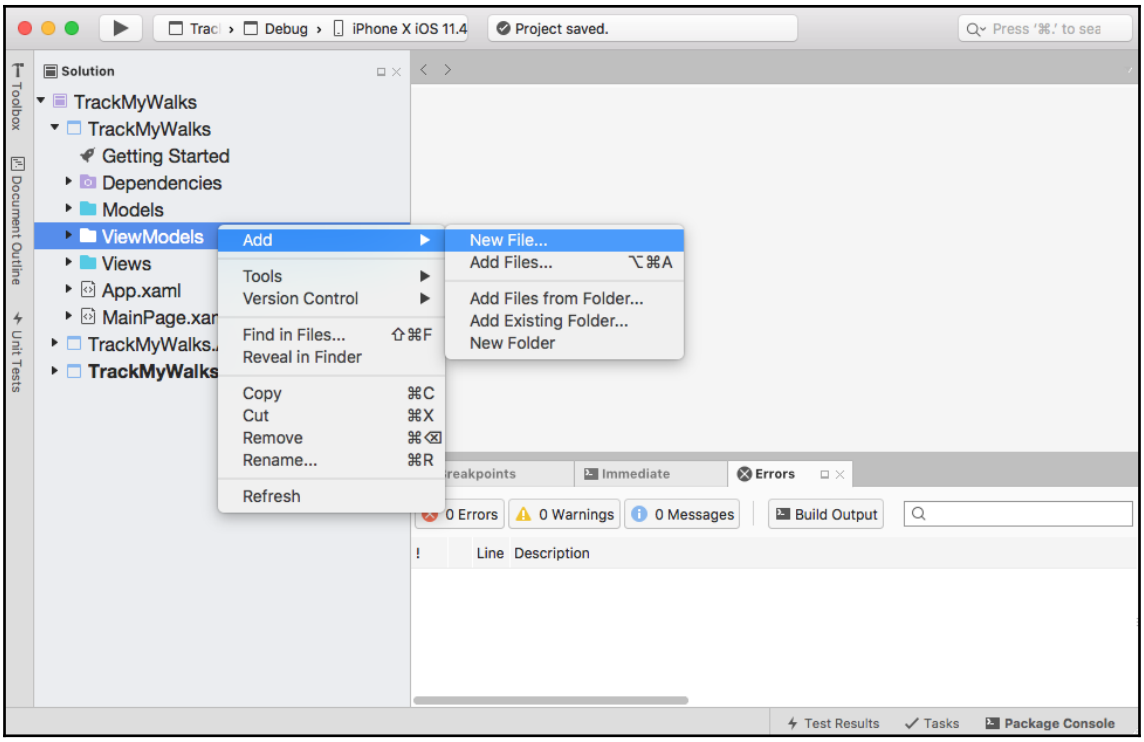
MainPage.xaml
TrackMyWalks.Android
TrackMyWalks.iOS
Build TrackMyWalks ⌘K
Rebuild TrackMyWalks ^⌘K
Clean TrackMyWalks ⇧⌘K
Delete Output Folders
Unload
View Archives
Clean And Compress
Run Item
Start Debugging Item
Run With
Add
Tools
Version Control
Analyze Source
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Delete ⌘⌫
Rename... ⌘R
New File...
Add Files... ⌥⌘A
Add Web Reference
Add NuGet Packages...
Add Files from Folder...
Add Existing Folder...
New Folder


Debug
iPhone X iOS 11.4
Project saved.
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
Models
ViewModels
Views
App.xaml
MainPage.xar
TrackMyWalks.
TrackMyWalks
Add
Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder
Immediate
Errors
0 Errors
0 Warnings
0 Messages
Build Output
Line
Description
Test Results
Tasks
Package Console
Toolbox
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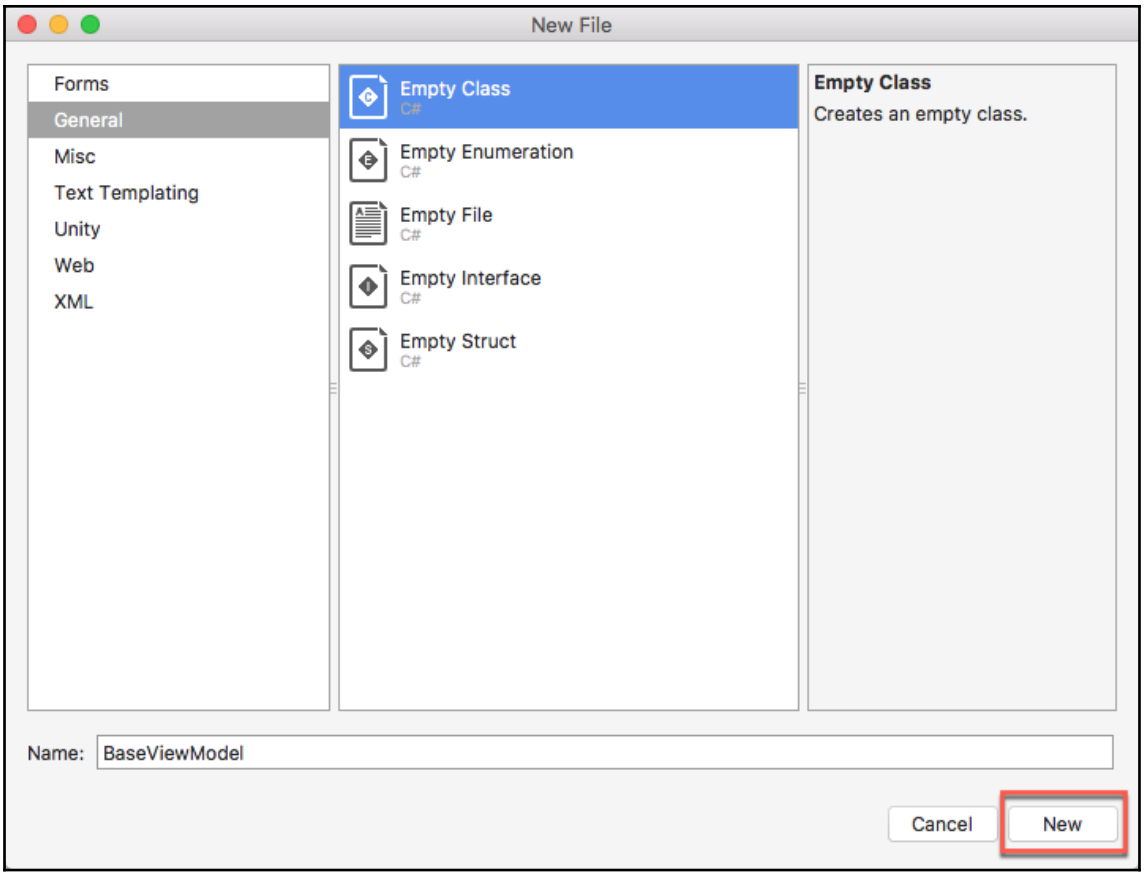
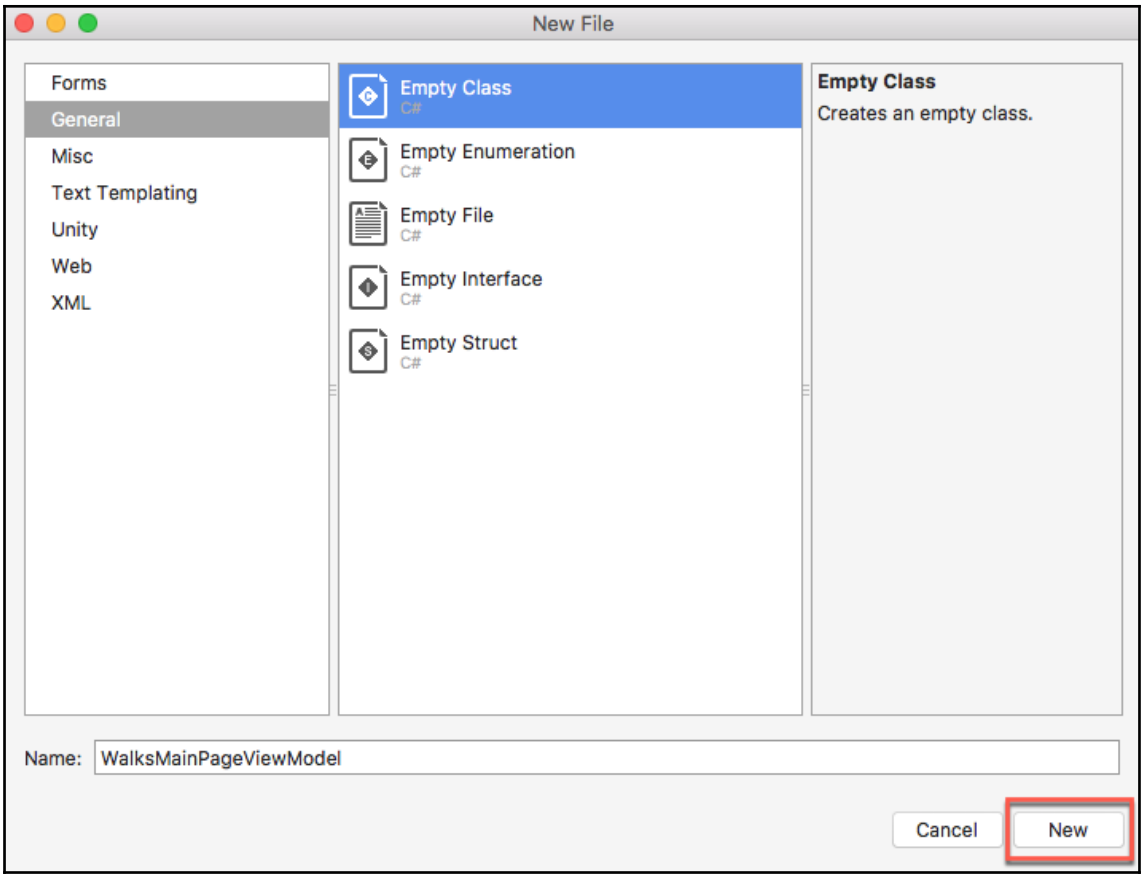
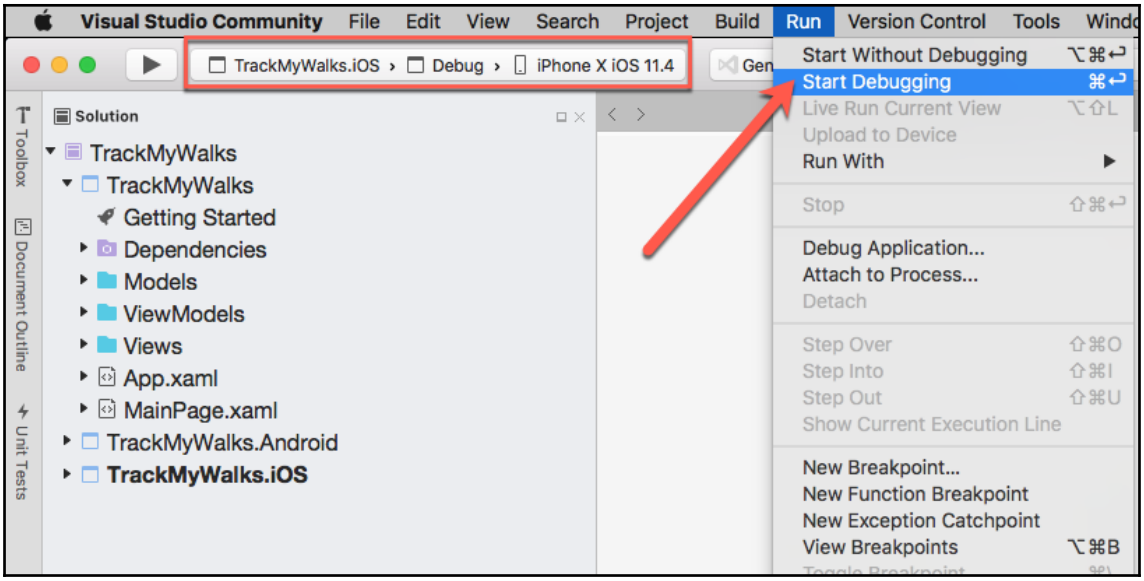

New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
BaseViewModel
Cancel
New


New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
WalksMainPageViewModel
Cancel
New


Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
TrackMyWalks.iOS › Debug › iPhone X iOS 11.4
Start Without Debugging
Start Debugging
Live Run Current View
Upload to Device
Run With
Stop
Debug Application...
Attach to Process...
Detach
Step Over
Step Into
Step Out
Show Current Execution Line
New Breakpoint...
New Function Breakpoint
New Exception Catchpoint
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TrackMyWalks
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MainPage.xaml
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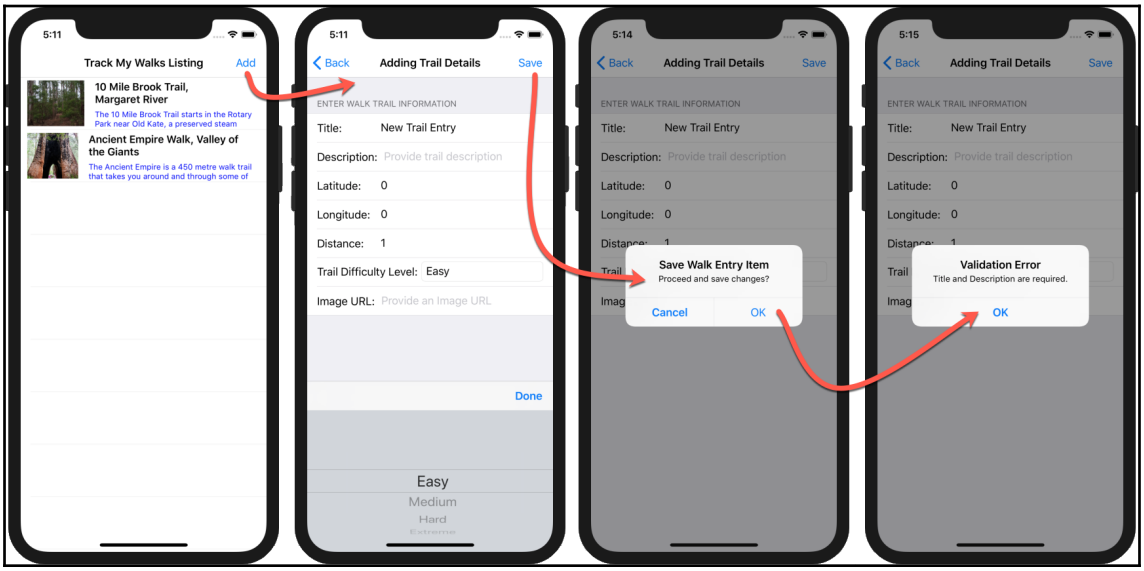
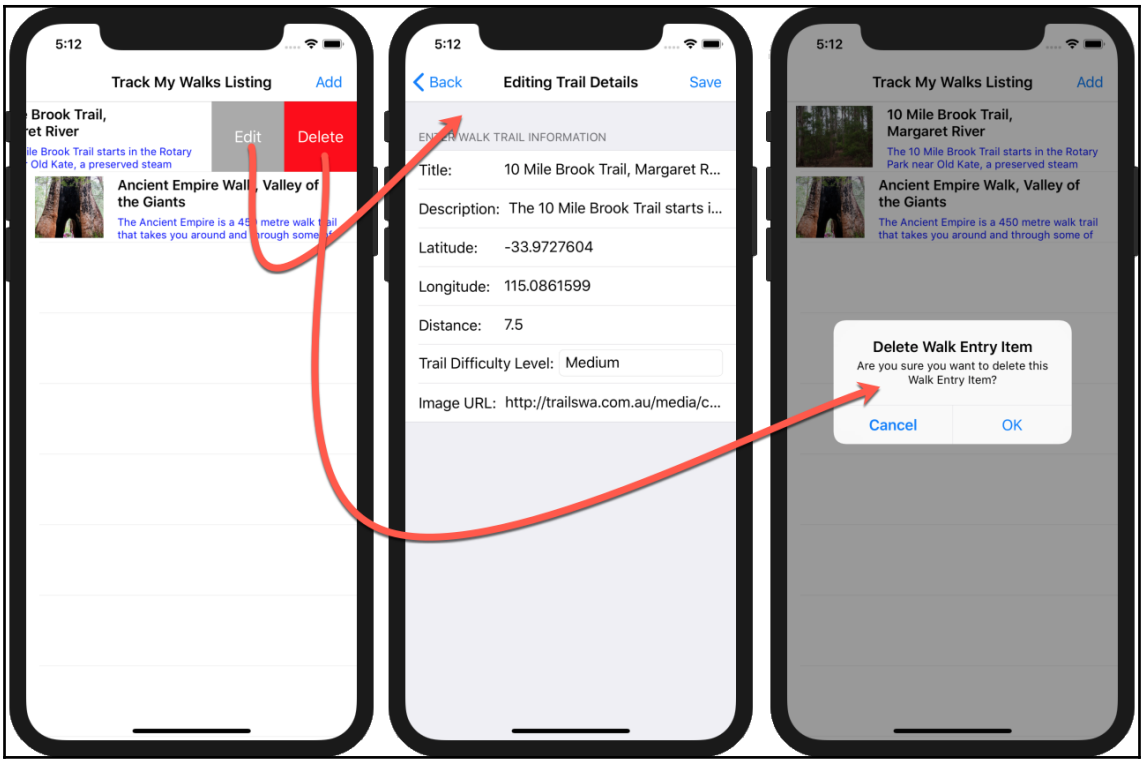
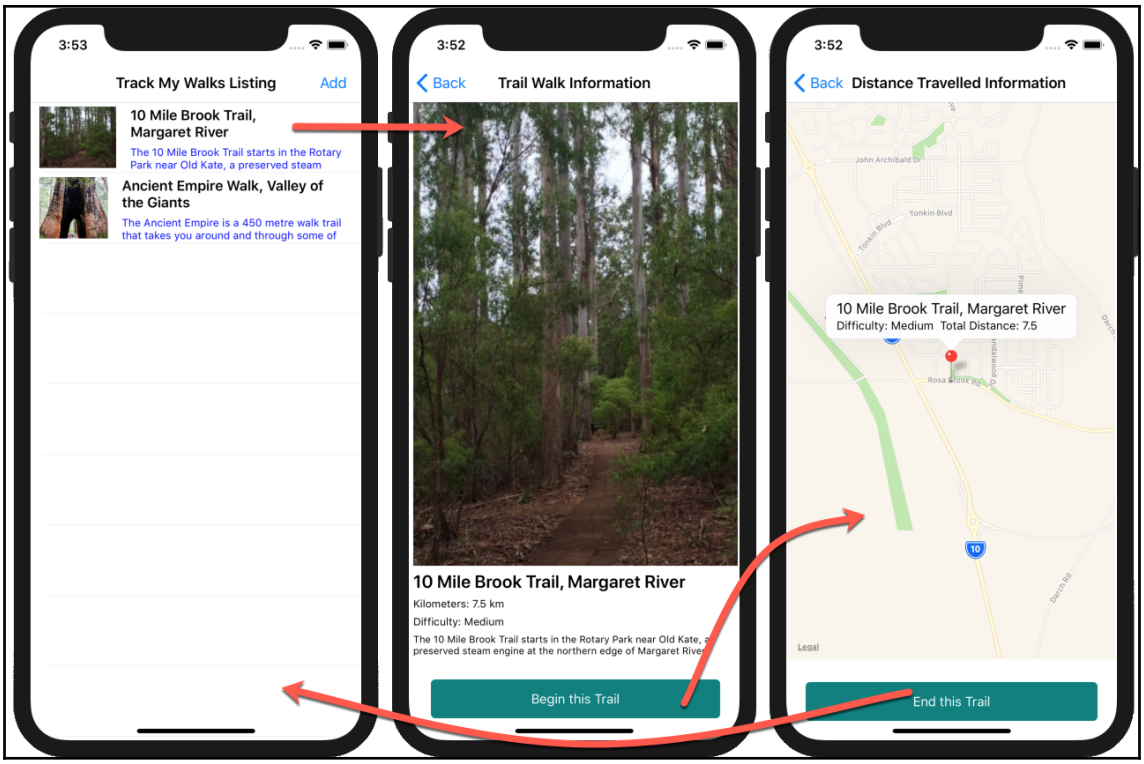
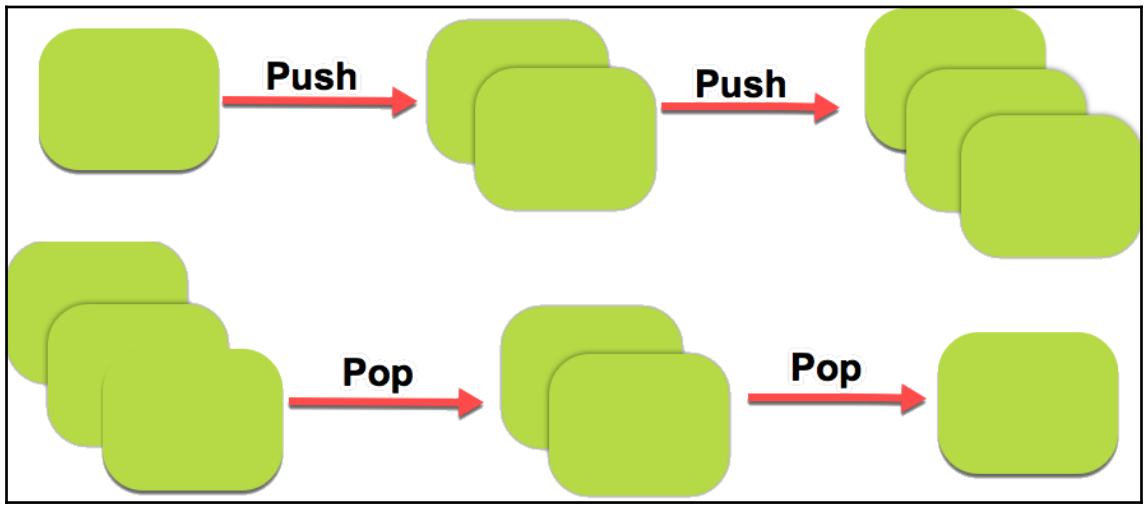
TrackMyWalks.iOS

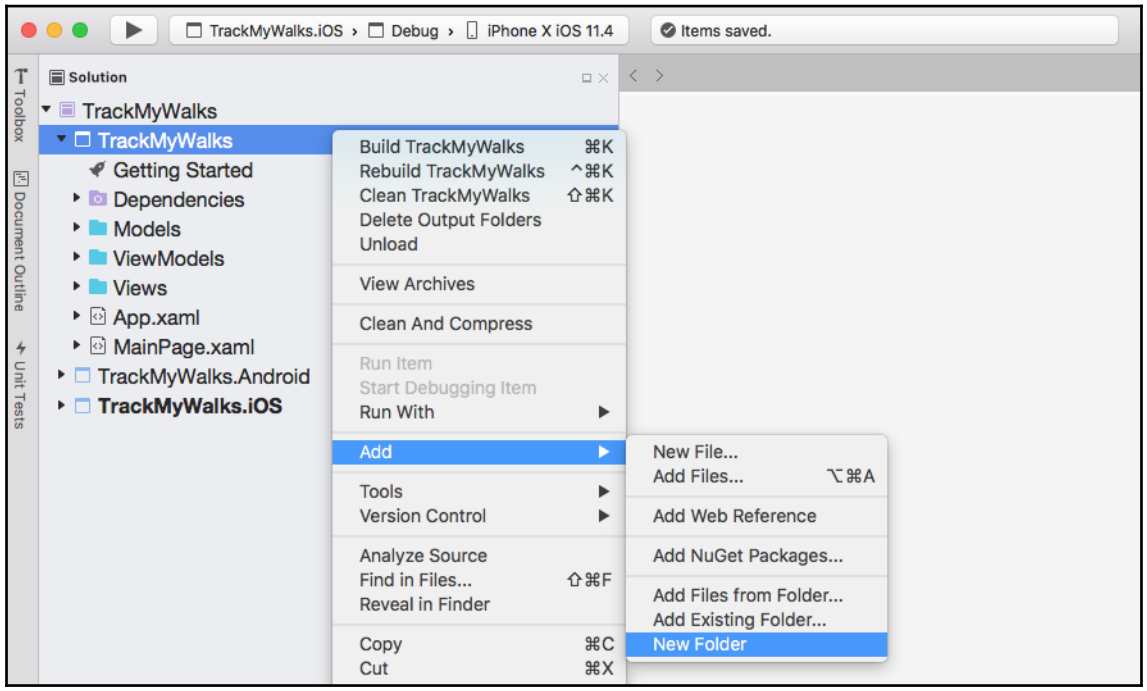

Track My Walks Listing
Add
10 Mile Brook Trail, Margaret River
Ancient Empire Walk, Valley of the Giants
Back
Adding Trail Details
Save
ENTER WALK TRAIL INFORMATION
Title: New Trail Entry
Description: Provide trail description
Latitude: 0
Longitude: 0
Distance: 1
Trail Difficulty Level: Easy
Image URL: Provide an Image URL
Done
Easy
Medium
Hard
Save Walk Entry Item
Proceed and save changes?
Cancel
OK
Validation Error
Title and Description are required.
OK

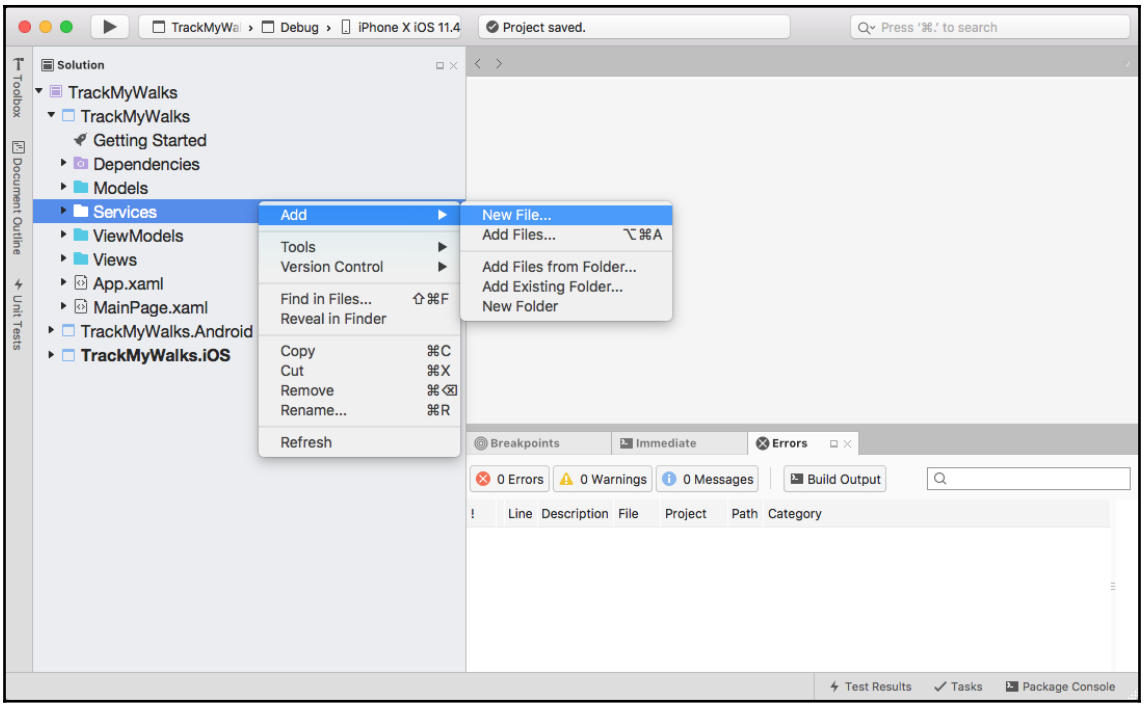

5:12
Track My Walks Listing
Add
Edit
Delete
Ancient Empire Walk, Valley of the Giants
The Ancient Empire is a 450 metre walk trail that takes you around and through some of
5:12
Back
Editing Trail Details
Save
ENTER WALK TRAIL INFORMATION
Title: 10 Mile Brook Trail, Margaret R...
Description: The 10 Mile Brook Trail starts i...
Latitude: -33.9727604
Longitude: 115.0861599
Distance: 7.5
Trail Difficulty Level: Medium
Image URL: http://trailswa.com.au/media/c...
5:12
Track My Walks Listing
Add
10 Mile Brook Trail, Margaret River
The 10 Mile Brook Trail starts in the Rotary Park near Old Kate, a preserved steam
Ancient Empire Walk, Valley of the Giants
The Ancient Empire is a 450 metre walk trail that takes you around and through some of
Delete Walk Entry Item
Are you sure you want to delete this Walk Entry Item?
Cancel
OK


3:53
Track My Walks Listing
Add
10 Mile Brook Trail, Margaret River
The 10 Mile Brook Trail starts in the Rotary Park near Old Kate, a preserved steam
Ancient Empire Walk, Valley of the Giants
The Ancient Empire is a 450 metre walk trail that takes you around and through some of
3:52
Back
Trail Walk Information
10 Mile Brook Trail, Margaret River
Kilometers: 7.5 km
Difficulty: Medium
The 10 Mile Brook Trail starts in the Rotary Park near Old Kate, a preserved steam engine at the northern edge of Margaret River
Begin this Trail
3:52
Back
Distance Travelled Information
10 Mile Brook Trail, Margaret River
Difficulty: Medium Total Distance: 7.5
End this Trail

Chapter 6:
Navigating Within the MVVM Model






TrackMyWa
Debug
iPhone X iOS 11.4
Project saved.
Press '⌘.' to search
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
Models
Services
ViewModels
Views
App.xaml
MainPage.xaml
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TrackMyWalks.iOS
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Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder
Breakpoints
Immediate
Errors
0 Errors
0 Warnings
0 Messages
Build Output
! Line Description File Project Path Category
Test Results
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Package Console
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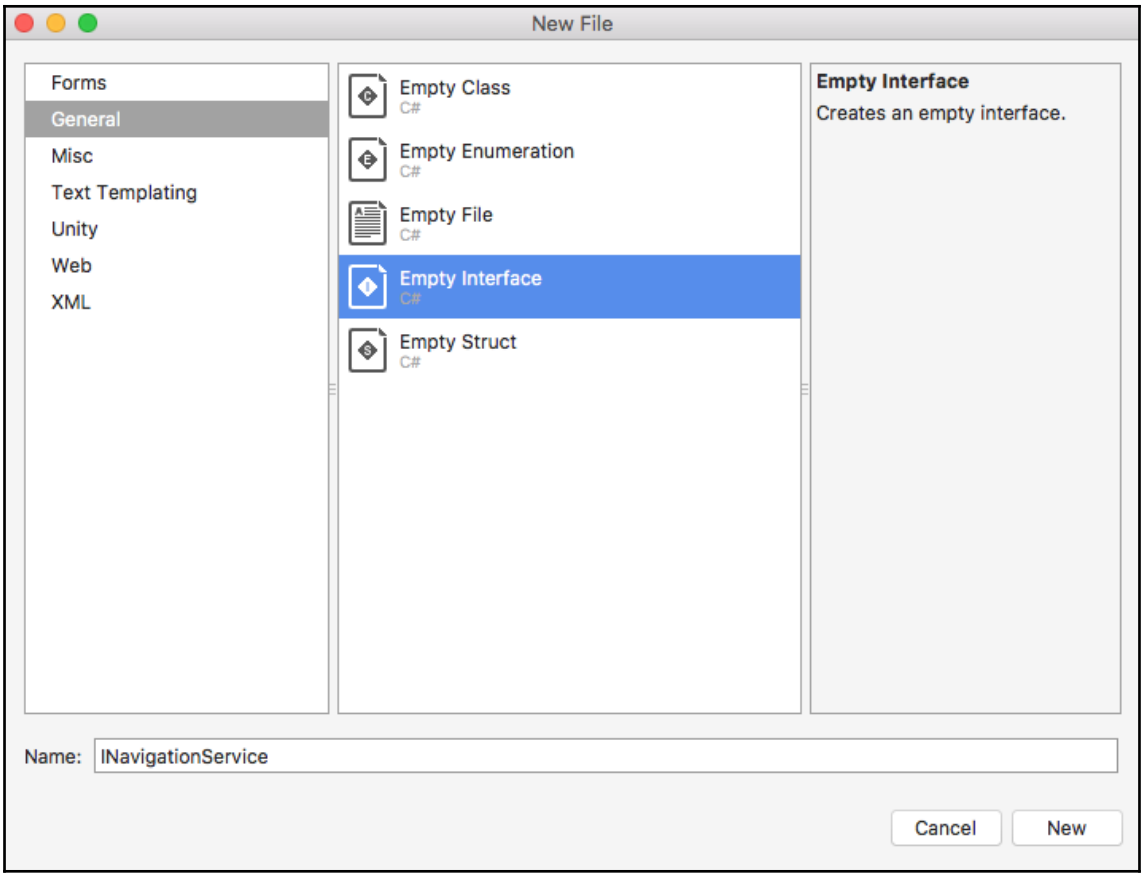
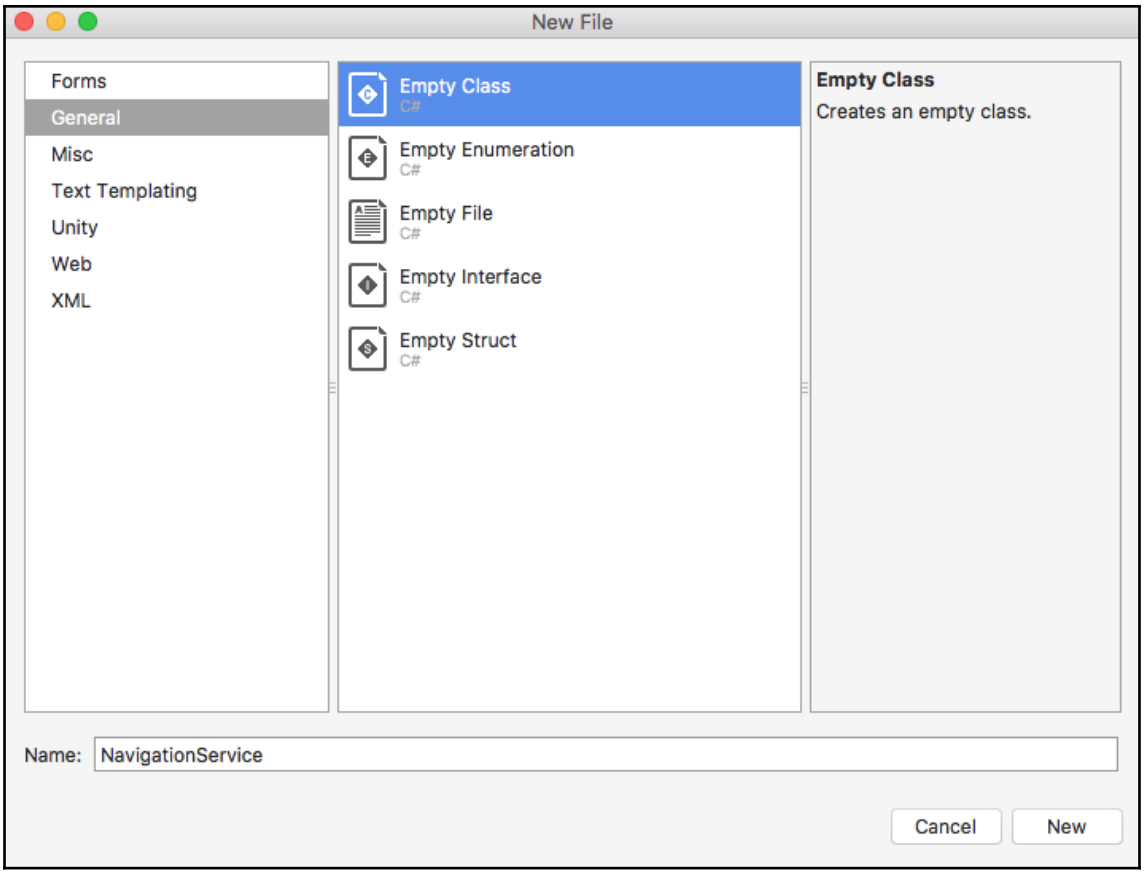
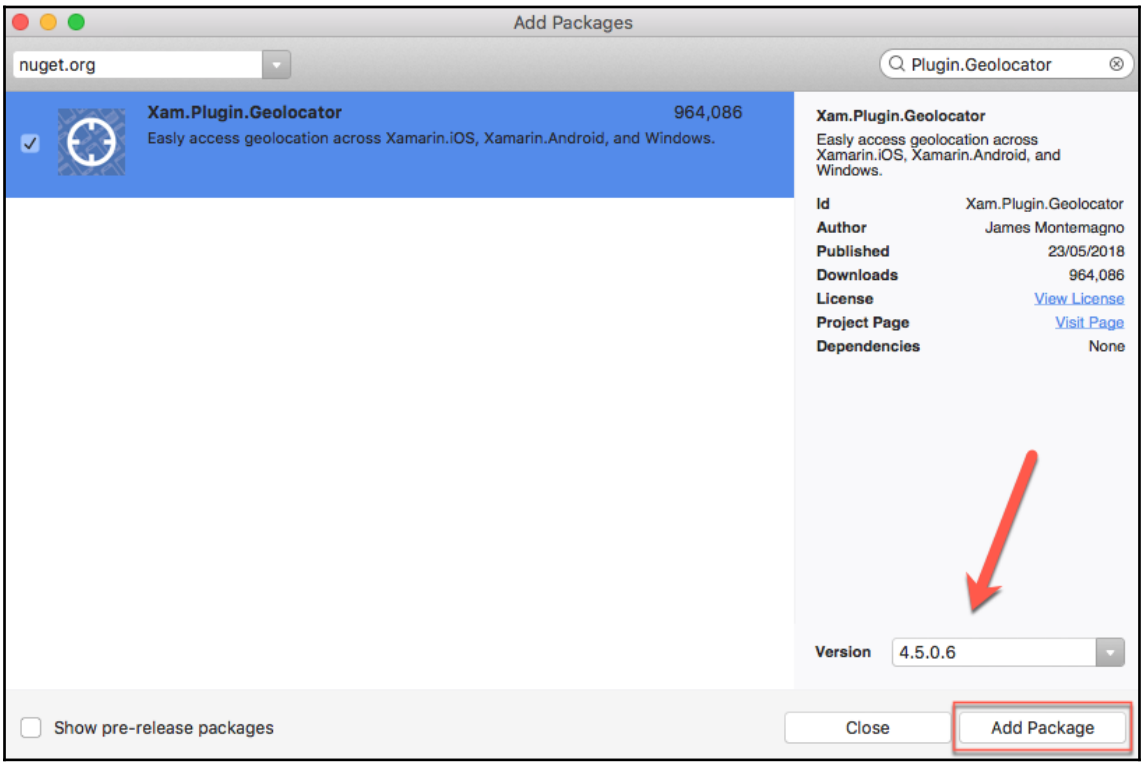
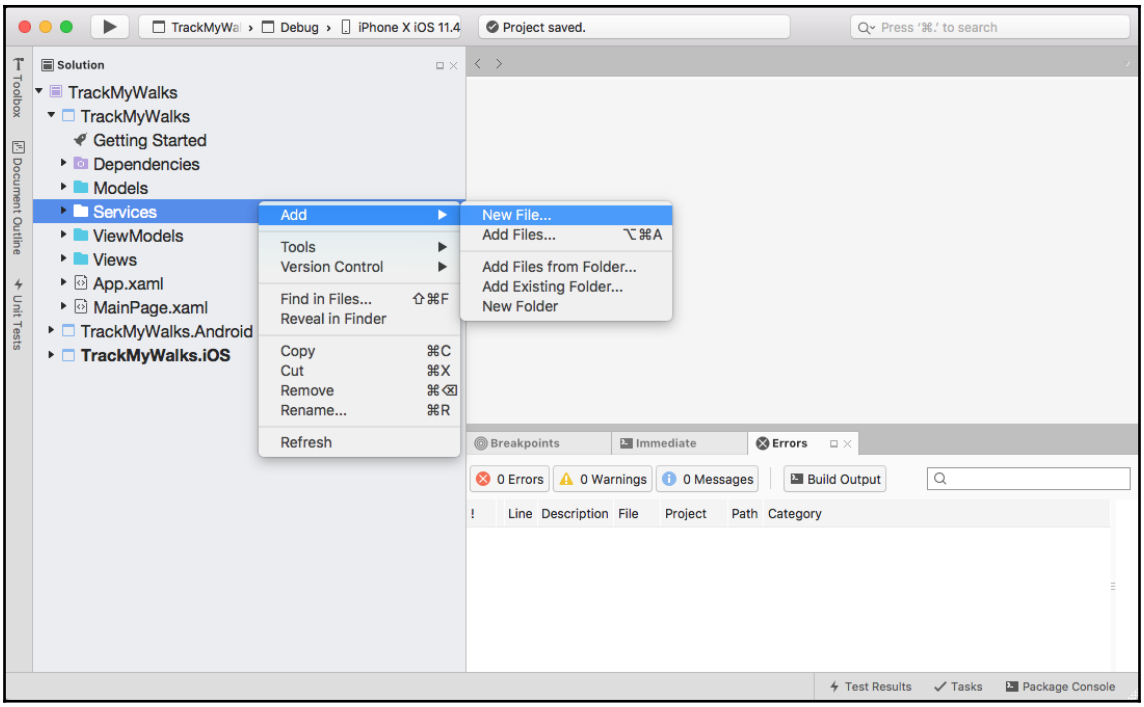
Unit Tests


New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Interface
Creates an empty interface.
Name:
INavigationService
Cancel
New


New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
NavigationService
Cancel
New

Chapter 7: Adding Location-based Features Within Your App




TrackMyWa
Debug
iPhone X iOS 11.4
Project saved.
Press '⌘.' to search
Toolbox
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Unit Tests
Solution
TrackMyWalks
TrackMyWalks
Getting Started
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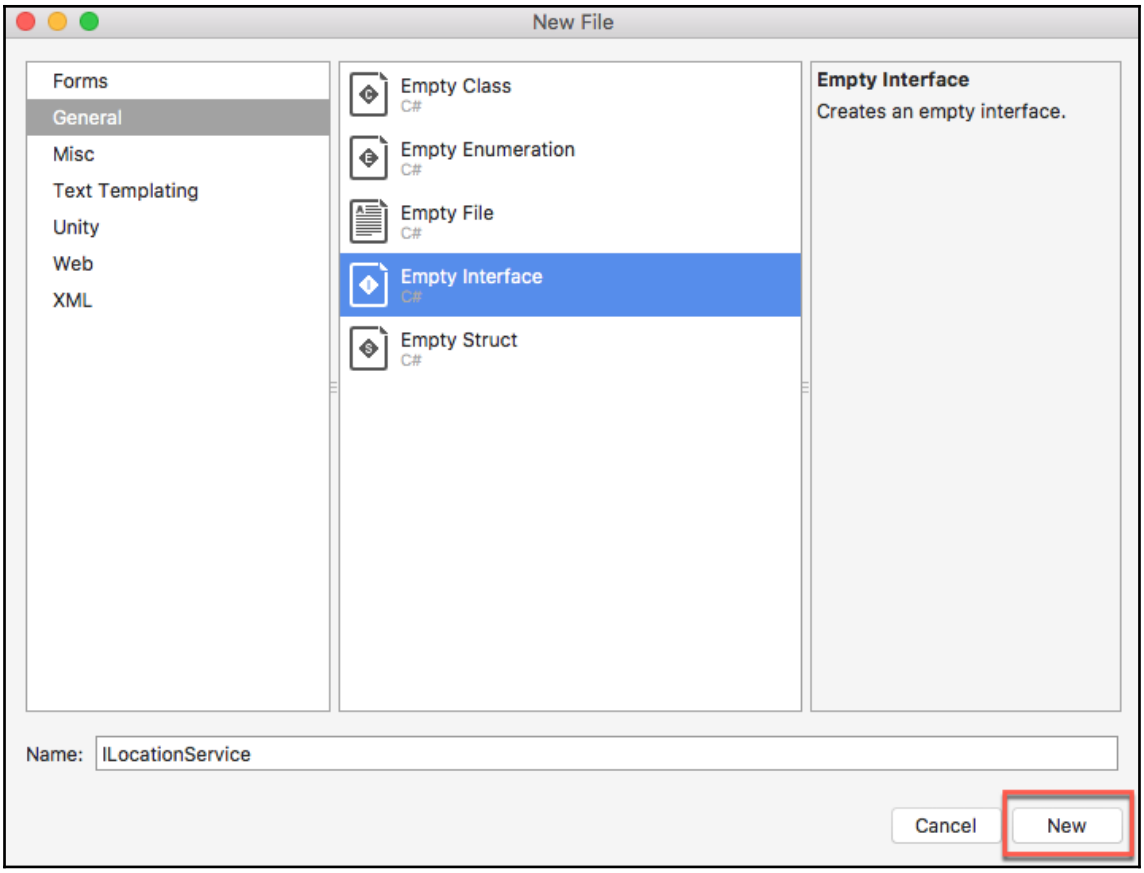
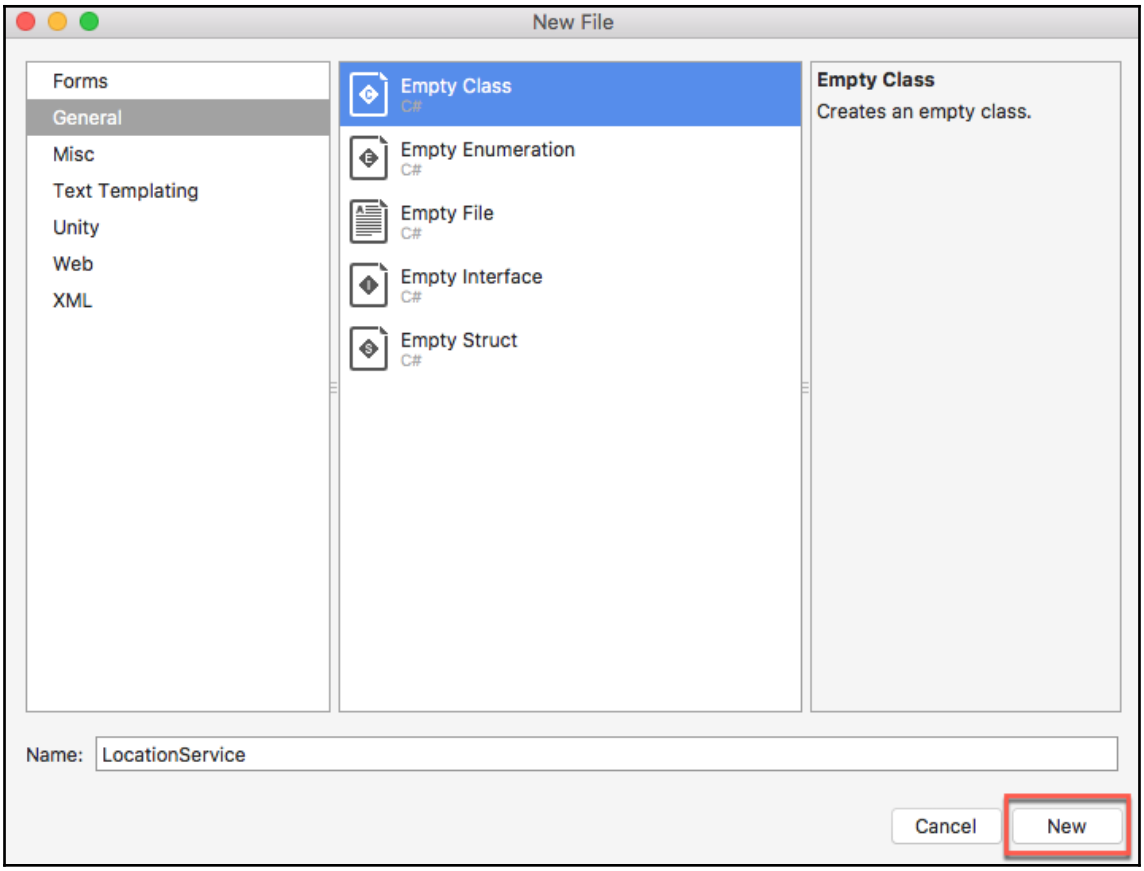
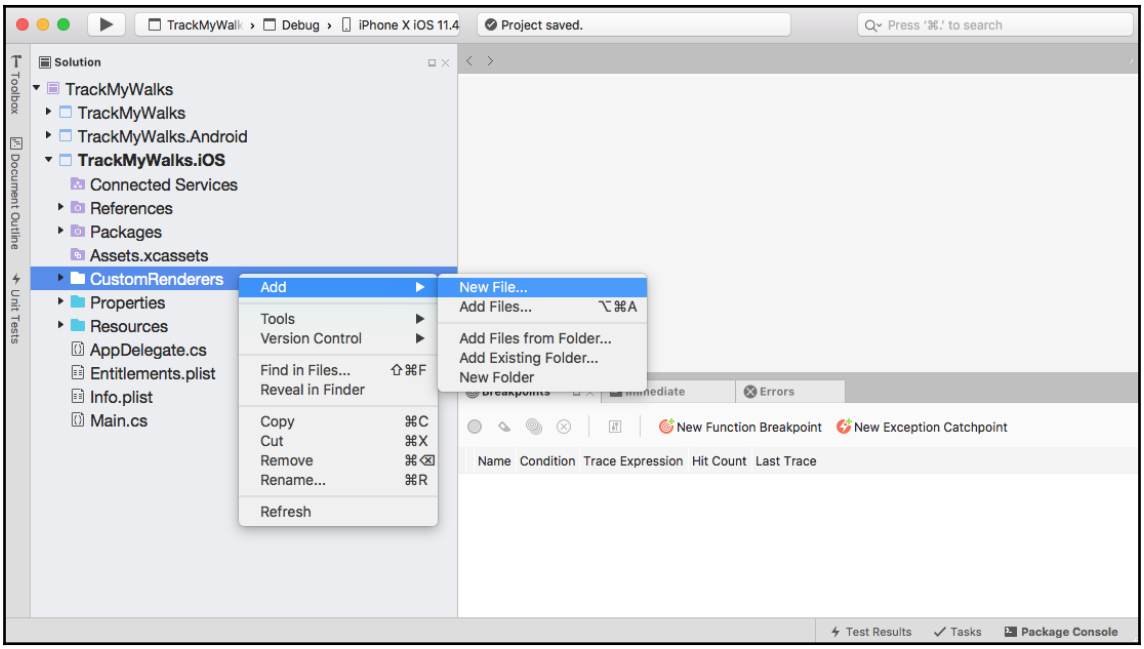
Services
ViewModels
Views
App.xaml
MainPage.xaml
TrackMyWalks.Android
TrackMyWalks.iOS
Add
Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder
Breakpoints
Immediate
Errors
0 Errors
0 Warnings
0 Messages
Build Output
! Line Description File Project Path Category
Test Results
Tasks
Package Console


New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Interface
Creates an empty interface.
Name:
ILocationService
Cancel
New


New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
LocationService
Cancel
New


TrackMyWalk › Debug › iPhone X iOS 11.4
Project saved.
Press '⌘.' to search
Toolbox
Document Outline
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Solution
TrackMyWalks
TrackMyWalks
TrackMyWalks.Android
TrackMyWalks.iOS
Connected Services
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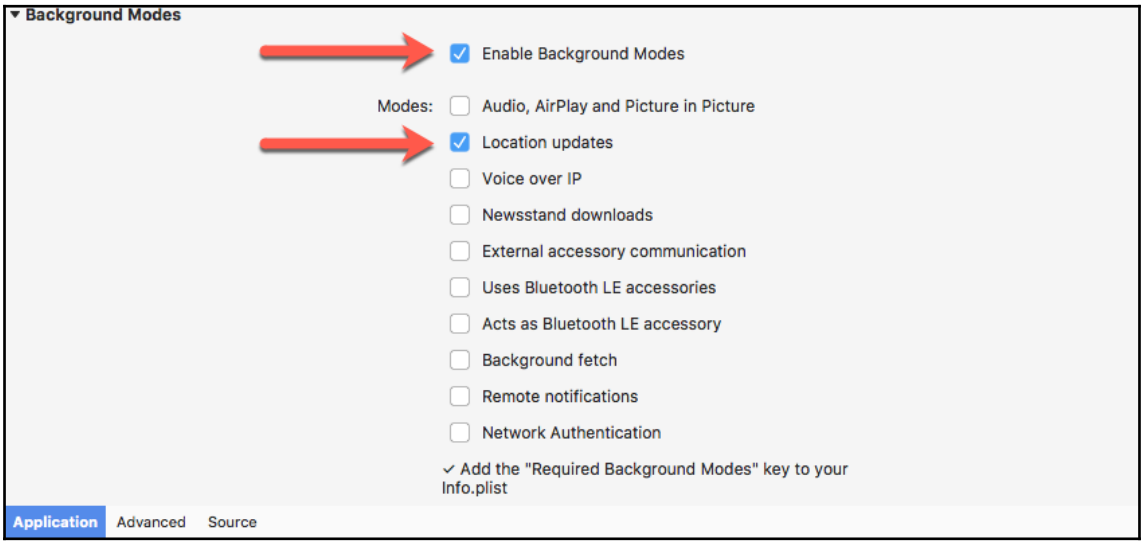
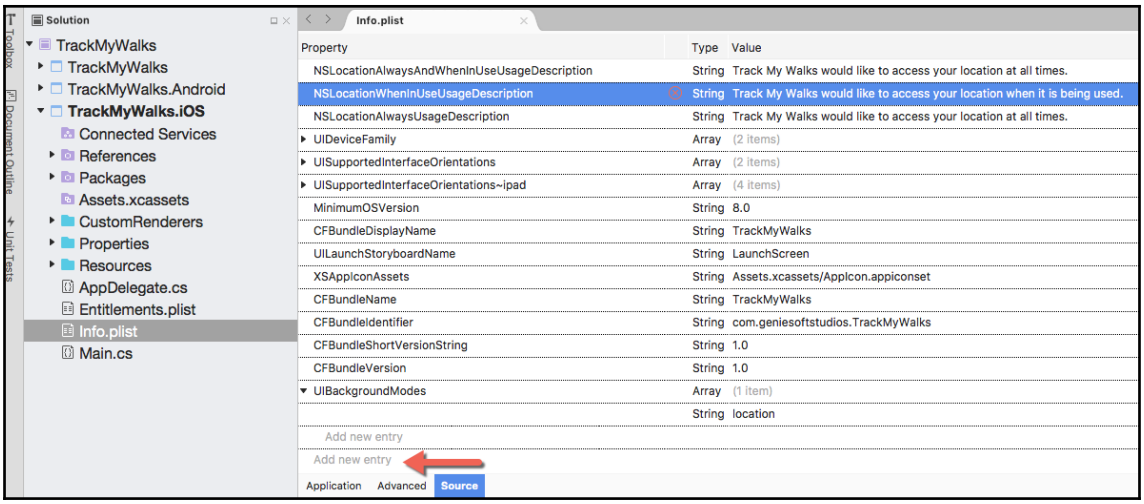
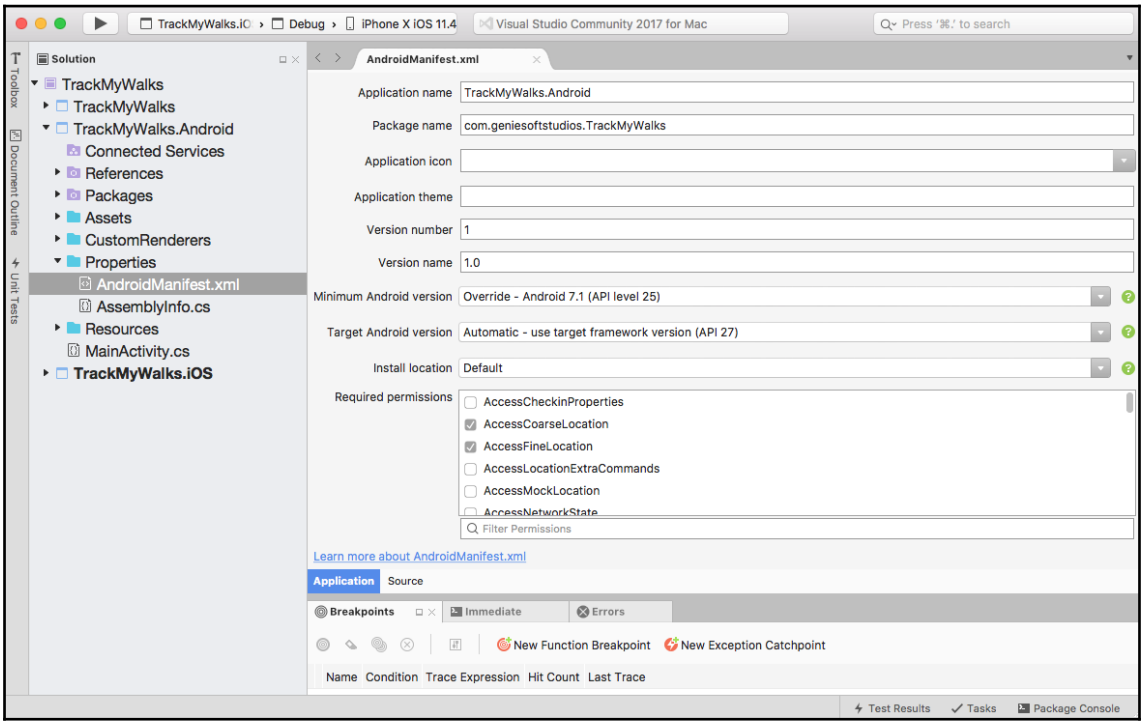
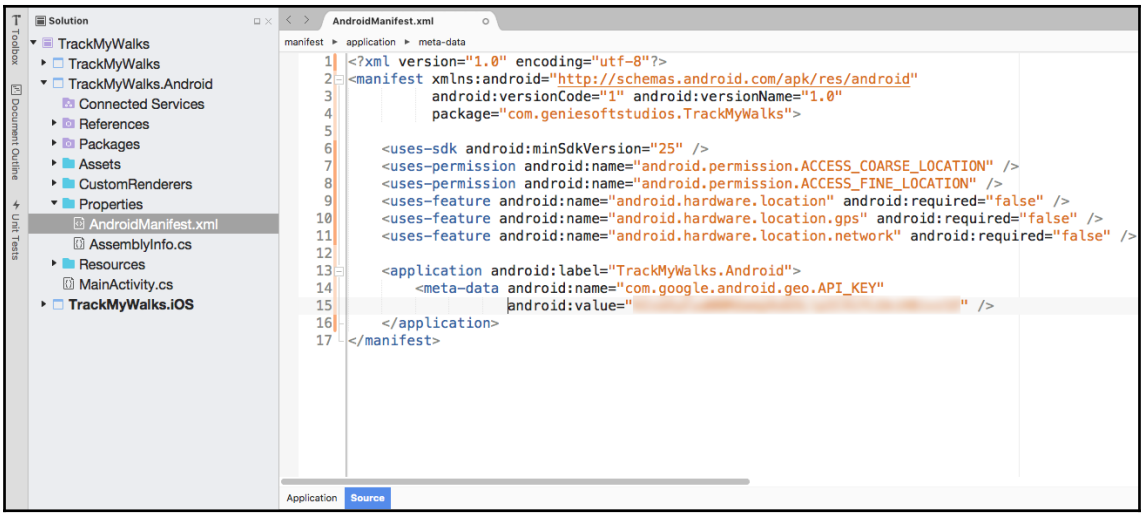
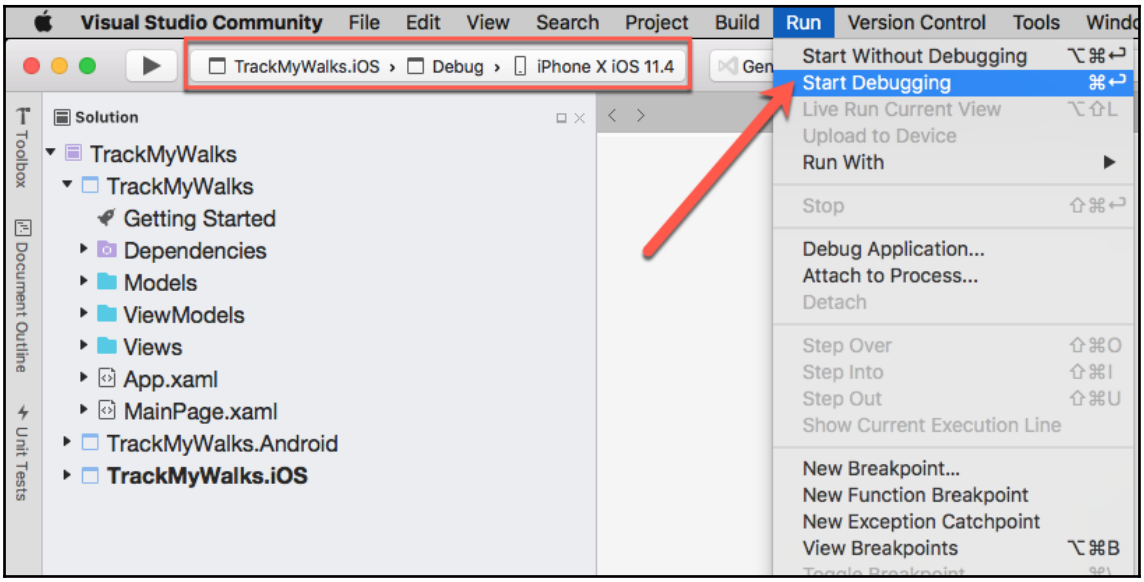
Packages
Assets.xcassets
CustomRenderers
Properties
Resources
AppDelegate.cs
Entitlements.plist
Info.plist
Main.cs
Add
Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder
Errors
New Function Breakpoint
New Exception Catchpoint
Name Condition Trace Expression Hit Count Last Trace
Test Results
Tasks
Package Console

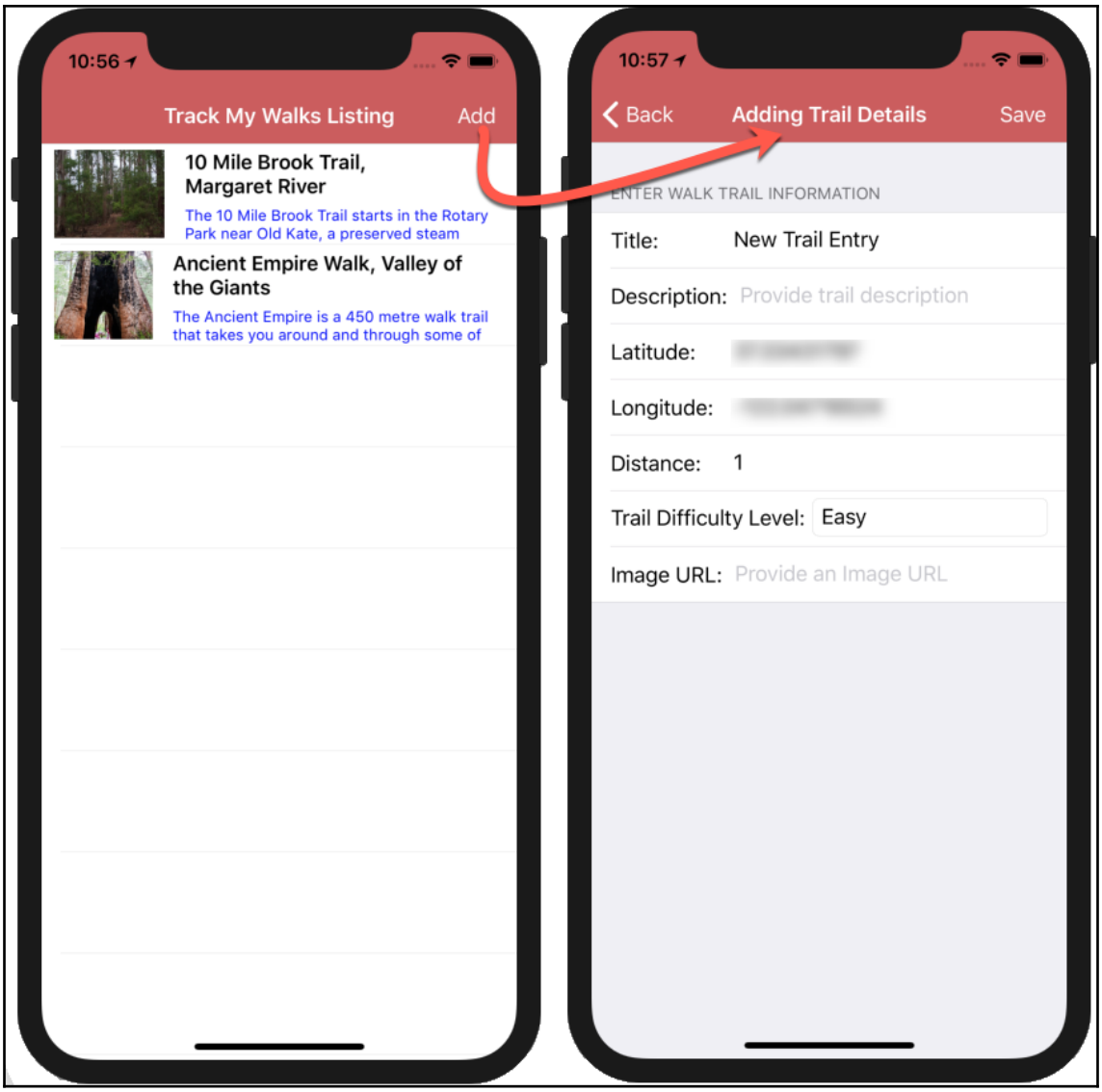

Background Modes
Enable Background Modes
Modes:
Audio, AirPlay and Picture in Picture
Location updates
Voice over IP
Newsstand downloads
External accessory communication
Uses Bluetooth LE accessories
Acts as Bluetooth LE accessory
Background fetch
Remote notifications
Network Authentication
✓ Add the "Required Background Modes" key to your Info.plist
Application
Advanced
Source

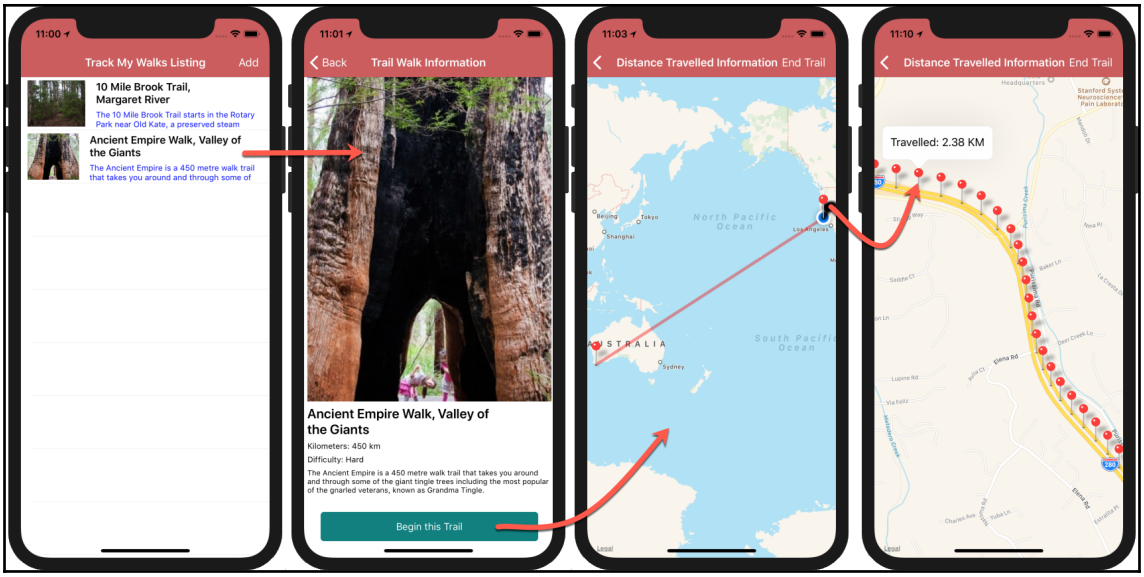

Solution
TrackMyWalks
TrackMyWalks
TrackMyWalks.Android
TrackMyWalks.iOS
Connected Services
References
Packages
Assets.xcassets
CustomRenderers
Properties
Resources
AppDelegate.cs
Entitlements.plist
Info.plist
Main.cs
Info.plist
Property
Type
Value
NSLocationAlwaysAndWhenInUseUsageDescription
String
Track My Walks would like to access your location at all times.
NSLocationWhenInUseUsageDescription
String
Track My Walks would like to access your location when it is being used.
NSLocationAlwaysUsageDescription
String
Track My Walks would like to access your location at all times.
UIDeviceFamily
Array
(2 items)
UISupportedInterfaceOrientations
Array
(2 items)
UISupportedInterfaceOrientations~ipad
Array
(4 items)
MinimumOSVersion
String
8.0
CFBundleDisplayName
String
TrackMyWalks
UILaunchStoryboardName
String
LaunchScreen
XSAppIconAssets
String
Assets.xcassets/AppIcon.appiconset
CFBundleName
String
TrackMyWalks
CFBundleIdentifier
String
com.geniesoftstudios.TrackMyWalks
CFBundleShortVersionString
String
1.0
CFBundleVersion
String
1.0
UIBackgroundModes
Array
(1 item)
String
location
Add new entry
Add new entry
Application
Advanced
Source

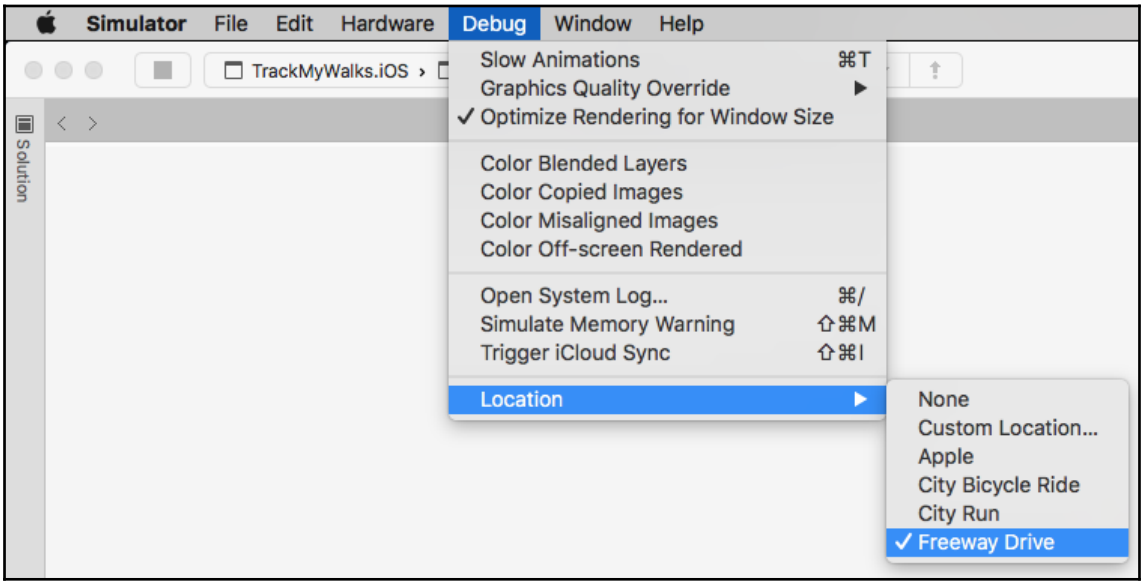

TrackMyWalks.iO
Debug
iPhone X iOS 11.4
Visual Studio Community 2017 for Mac
Press '⌘.' to search
Solution
TrackMyWalks
TrackMyWalks
TrackMyWalks.Android
Connected Services
References
Packages
Assets
CustomRenderers
Properties
AndroidManifest.xml
AssemblyInfo.cs
Resources
MainActivity.cs
TrackMyWalks.iOS
AndroidManifest.xml
Application name
TrackMyWalks.Android
Package name
com.geniesoftstudios.TrackMyWalks
Application icon
Application theme
Version number
1
Version name
1.0
Minimum Android version
Override - Android 7.1 (API level 25)
Target Android version
Automatic - use target framework version (API 27)
Install location
Default
Required permissions
AccessCheckinProperties
AccessCoarseLocation
AccessFineLocation
AccessLocationExtraCommands
AccessMockLocation
AccessNetworkState
Filter Permissions
Learn more about AndroidManifest.xml
Application
Source
Breakpoints
Immediate
Errors
New Function Breakpoint
New Exception Catchpoint
Name
Condition
Trace Expression
Hit Count
Last Trace
Test Results
Tasks
Package Console


Solution
TrackMyWalks
TrackMyWalks
TrackMyWalks.Android
Connected Services
References
Packages
Assets
CustomRenderers
Properties
AndroidManifest.xml
AssemblyInfo.cs
Resources
MainActivity.cs
TrackMyWalks.iOS
AndroidManifest.xml
manifest ▸ application ▸ meta-data
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
android:versionCode="1" android:versionName="1.0"
package="com.geniesoftstudios.TrackMyWalks">
<uses-sdk android:minSdkVersion="25" />
<uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
<uses-feature android:name="android.hardware.location" android:required="false" />
<uses-feature android:name="android.hardware.location.gps" android:required="false" />
<uses-feature android:name="android.hardware.location.network" android:required="false" />
<application android:label="TrackMyWalks.Android">
<meta-data android:name="com.google.android.geo.API_KEY"
android:value="
</application>
</manifest>
Application
Source

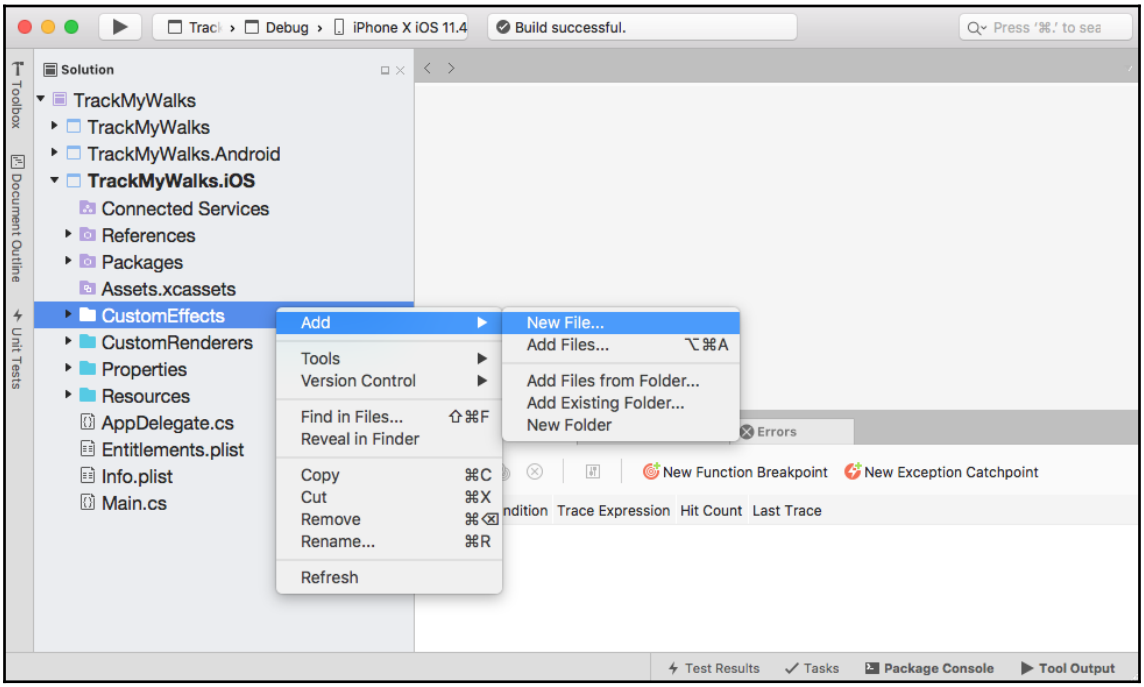

Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
TrackMyWalks.iOS › Debug › iPhone X iOS 11.4
Start Without Debugging
Start Debugging
Live Run Current View
Upload to Device
Run With
Stop
Debug Application...
Attach to Process...
Detach
Step Over
Step Into
Step Out
Show Current Execution Line
New Breakpoint...
New Function Breakpoint
New Exception Catchpoint
View Breakpoints
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
Models
ViewModels
Views
App.xaml
MainPage.xaml
TrackMyWalks.Android
TrackMyWalks.iOS
Toolbox
Document Outline
Unit Tests

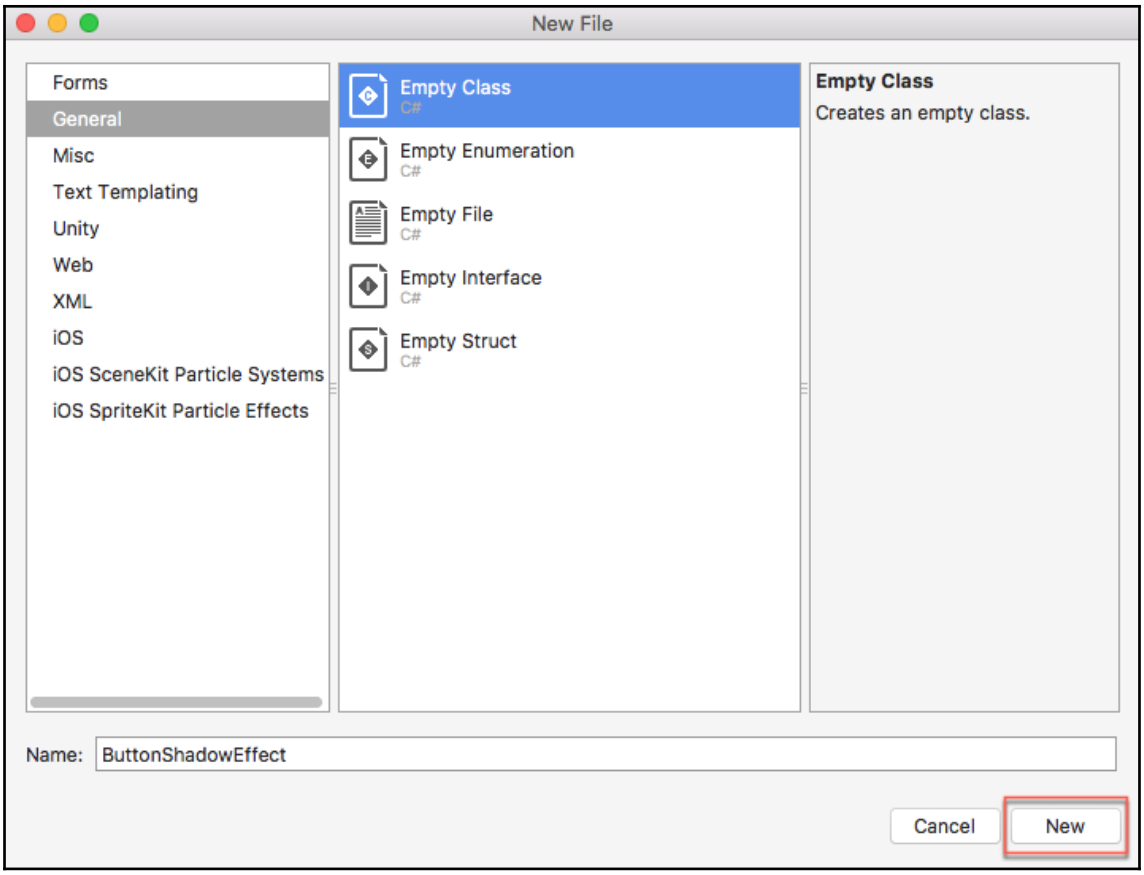

10:56
Track My Walks Listing
Add
10 Mile Brook Trail, Margaret River
The 10 Mile Brook Trail starts in the Rotary Park near Old Kate, a preserved steam
Ancient Empire Walk, Valley of the Giants
The Ancient Empire is a 450 metre walk trail that takes you around and through some of
10:57
Back
Adding Trail Details
Save
ENTER WALK TRAIL INFORMATION
Title:
New Trail Entry
Description:
Provide trail description
Latitude:
Longitude:
Distance:
1
Trail Difficulty Level:
Easy
Image URL:
Provide an Image URL

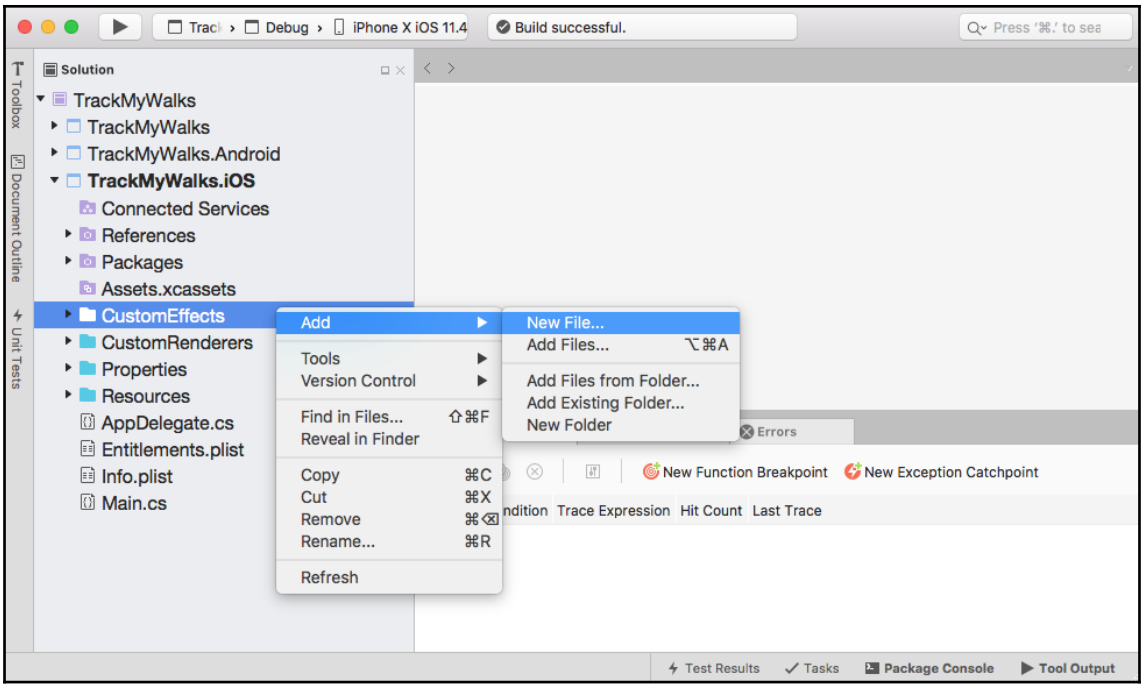

11:00
Track My Walks Listing
Add
10 Mile Brook Trail, Margaret River
The 10 Mile Brook Trail starts in the Rotary Park near Old Kate, a preserved steam
Ancient Empire Walk, Valley of the Giants
The Ancient Empire is a 450 metre walk trail that takes you around and through some of
11:01
Back
Trail Walk Information
Ancient Empire Walk, Valley of the Giants
Kilometers: 450 km
Difficulty: Hard
The Ancient Empire is a 450 metre walk trail that takes you around and through some of the giant tingle trees including the most popular of the gnarled veterans, known as Grandma Tingle.
Begin this Trail
11:03
Distance Travelled Information
End Trail
North Pacific Ocean
South Pacific Ocean
AUSTRALIA
Sydney
11:10
Distance Travelled Information
End Trail
Travelled: 2.38 KM

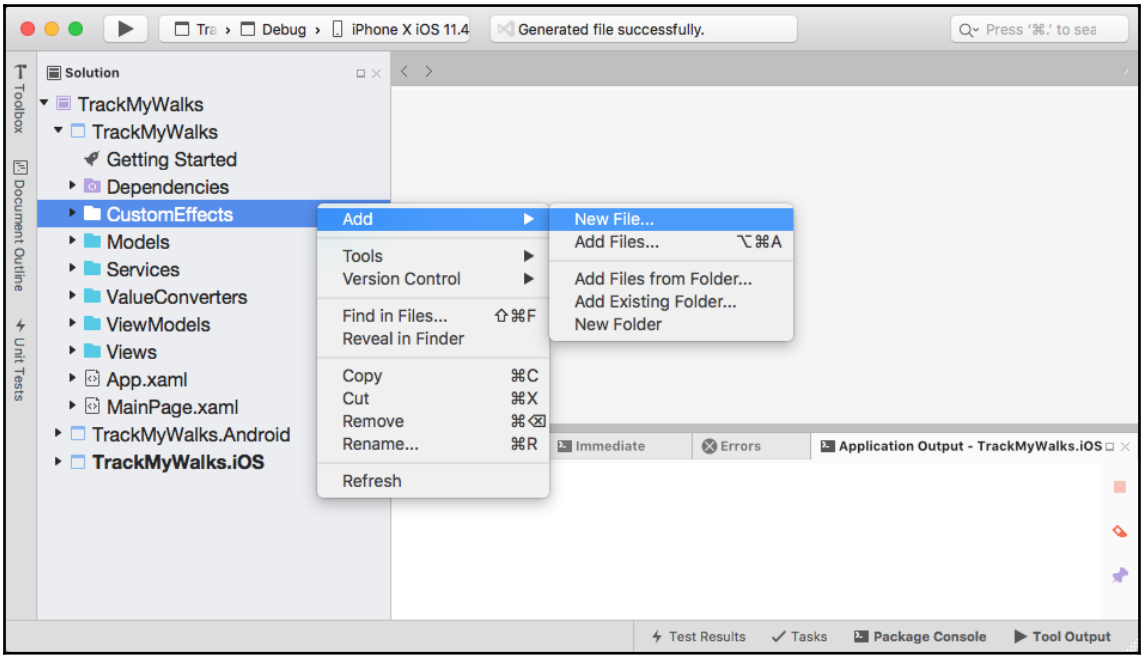

Simulator
File
Edit
Hardware
Debug
Window
Help
TrackMyWalks.iOS
Solution
Slow Animations ⌘T
Graphics Quality Override
✓ Optimize Rendering for Window Size
Color Blended Layers
Color Copied Images
Color Misaligned Images
Color Off-screen Rendered
Open System Log... ⌘/
Simulate Memory Warning ⇧⌘M
Trigger iCloud Sync ⇧⌘I
Location
None
Custom Location...
Apple
City Bicycle Ride
City Run
✓ Freeway Drive

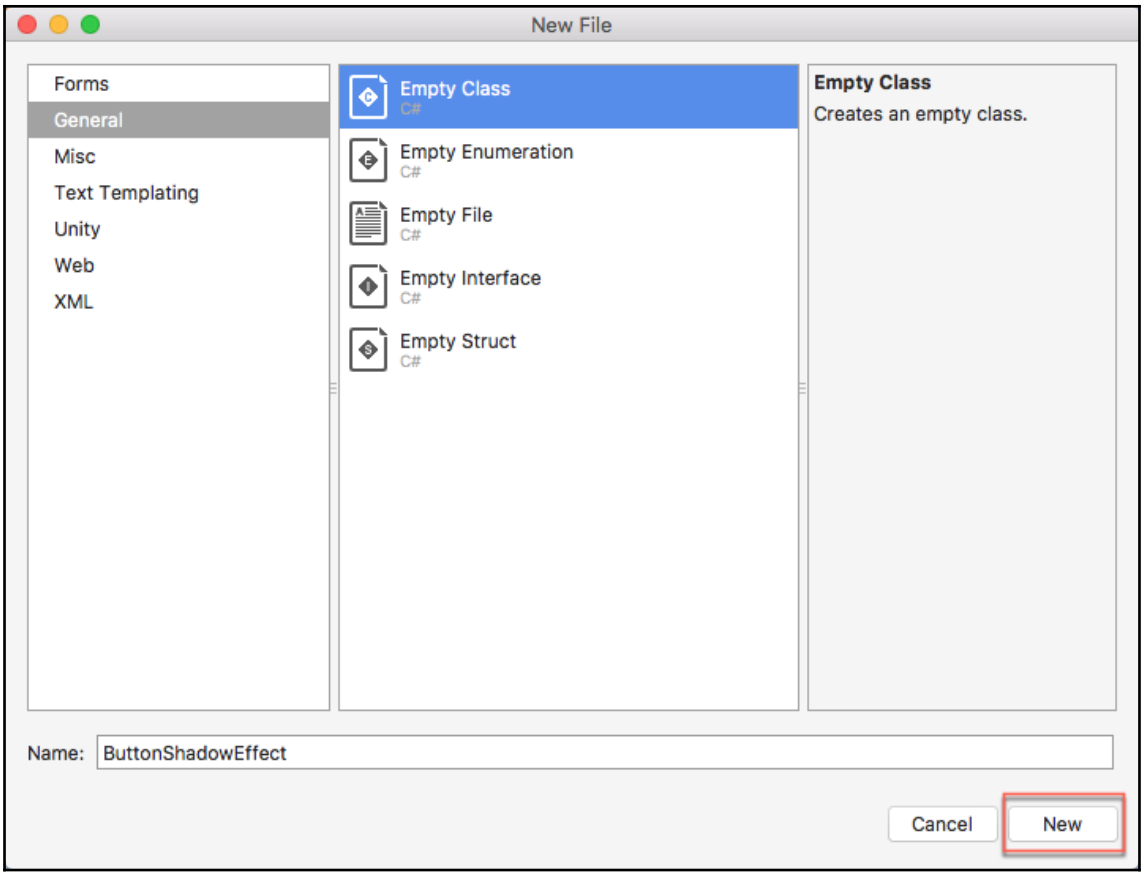
Chapter 8: Customizing the User Interface

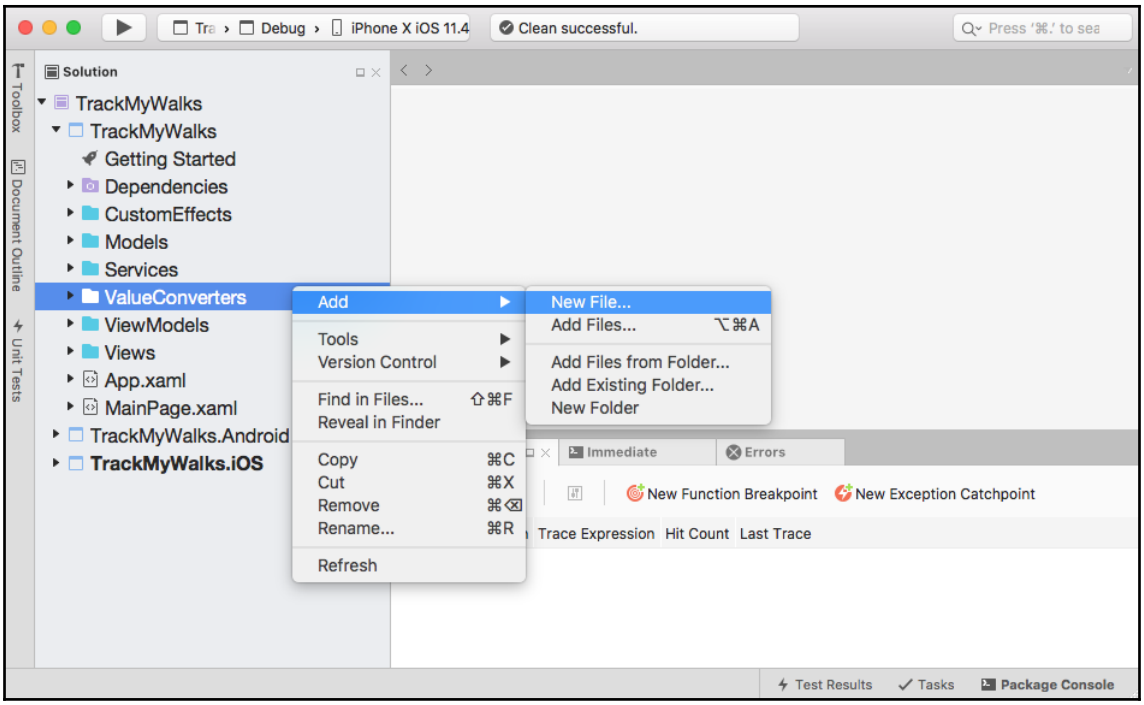


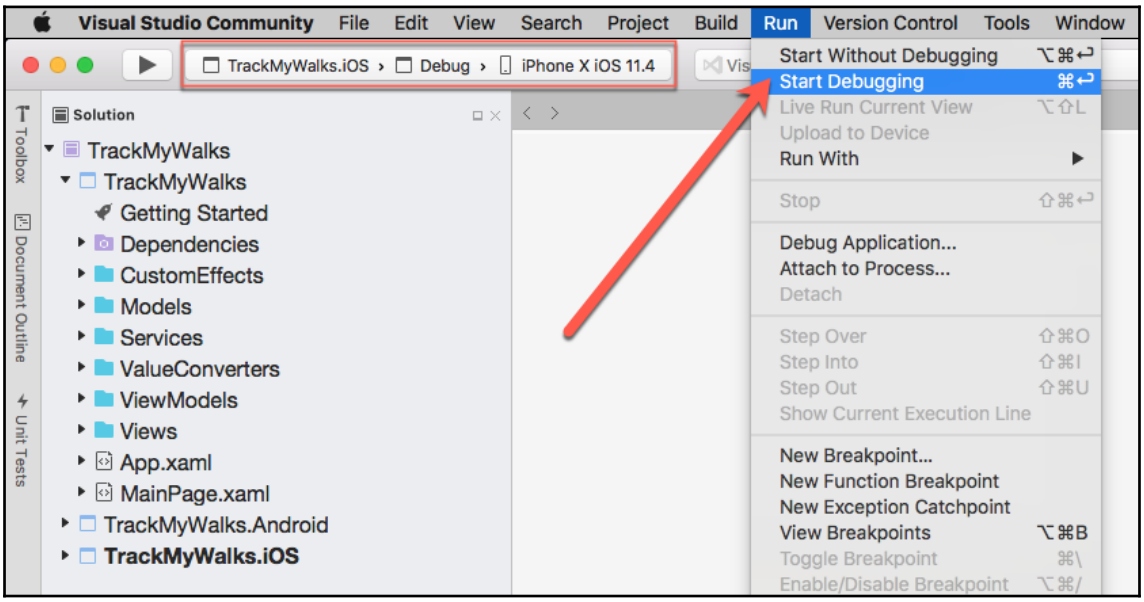

New File
Forms
General
Misc
Text Templating
Unity
Web
XML
iOS
iOS SceneKit Particle Systems
iOS SpriteKit Particle Effects
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
ButtonShadowEffect
Cancel
New

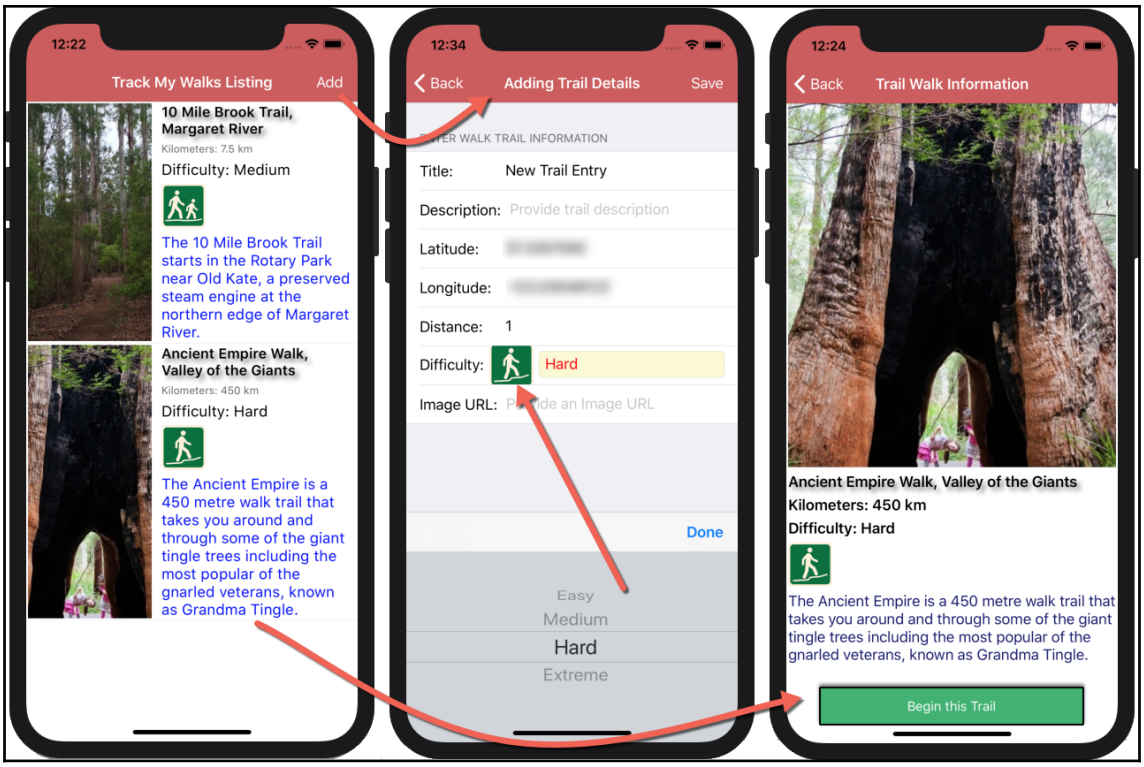

Debug
iPhone X iOS 11.4
Build successful.
Solution
TrackMyWalks
TrackMyWalks
TrackMyWalks.Android
TrackMyWalks.iOS
Connected Services
References
Packages
Assets.xcassets
CustomEffects
CustomRenderers
Properties
Resources
AppDelegate.cs
Entitlements.plist
Info.plist
Main.cs
Add
Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder
Errors
New Function Breakpoint
New Exception Catchpoint
Trace Expression
Hit Count
Last Trace
Test Results
Tasks
Package Console
Tool Output


Debug
iPhone X iOS 11.4
Generated file successfully.
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
CustomEffects
Models
Services
ValueConverters
ViewModels
Views
App.xaml
MainPage.xaml
TrackMyWalks.Android
TrackMyWalks.iOS
Add
Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder
Immediate
Errors
Application Output - TrackMyWalks.iOS
Test Results
Tasks
Package Console
Tool Output

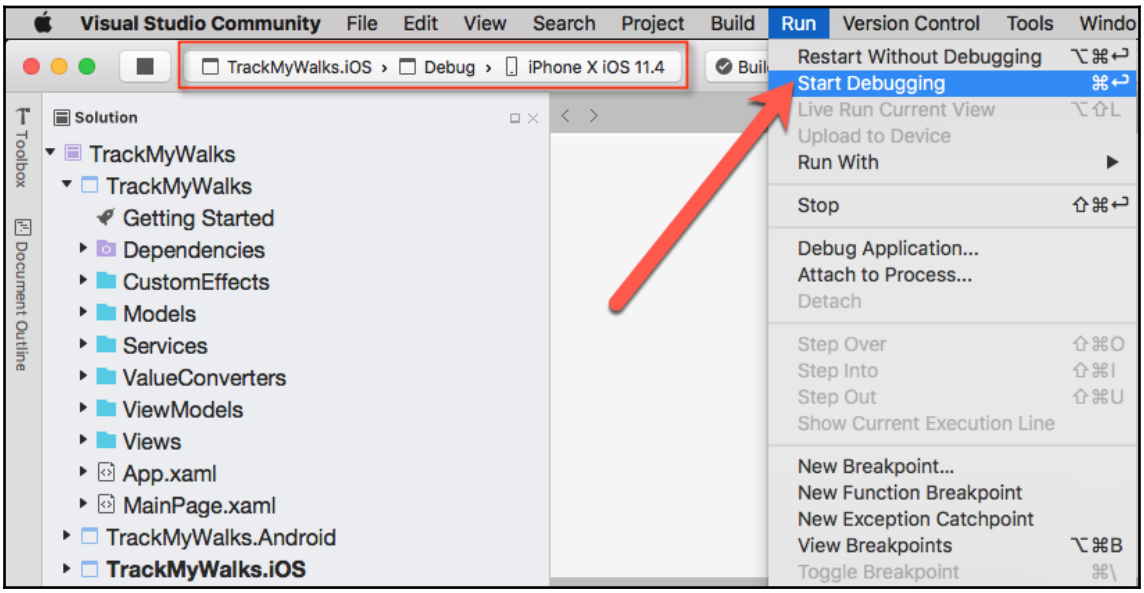

New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
ButtonShadowEffect
Cancel
New

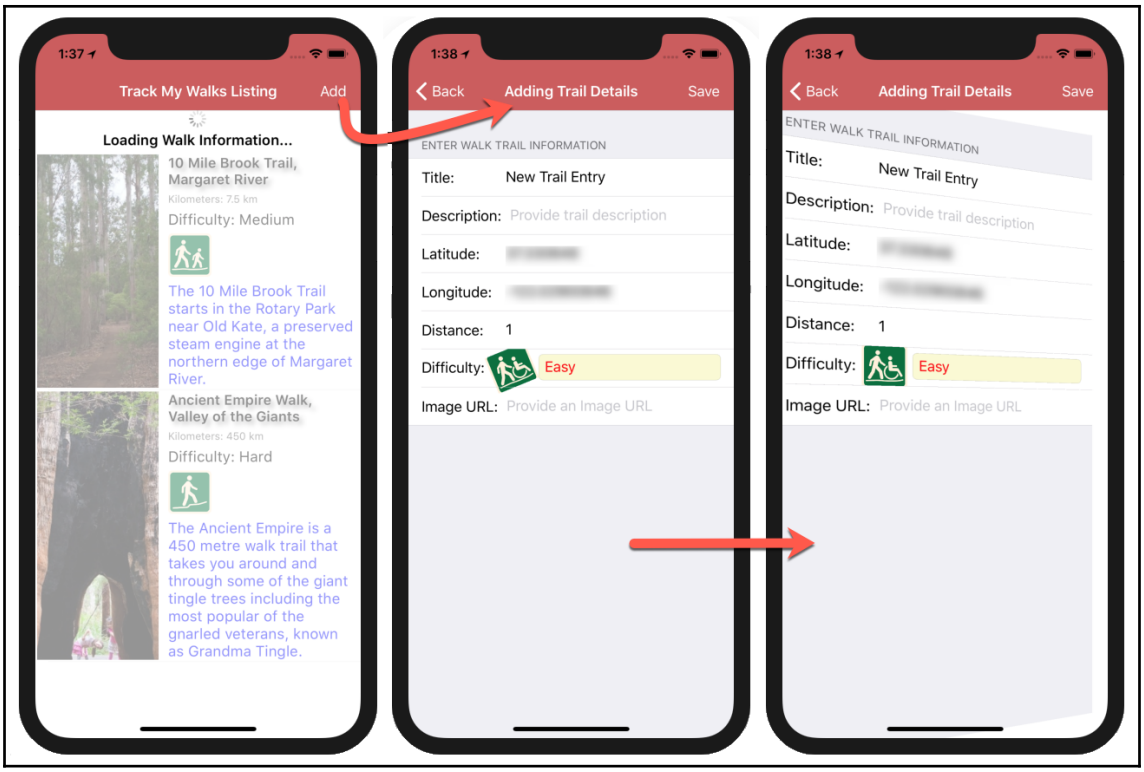

Debug
iPhone X iOS 11.4
Clean successful.
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
CustomEffects
Models
Services
ValueConverters
ViewModels
Views
App.xaml
MainPage.xaml
TrackMyWalks.Android
TrackMyWalks.iOS
Add
Tools
Version Control
Find in Files...
Reveal in Finder
Copy
Cut
Remove
Rename...
Refresh
New File...
Add Files...
Add Files from Folder...
Add Existing Folder...
New Folder
Immediate
Errors
New Function Breakpoint
New Exception Catchpoint
Trace Expression
Hit Count
Last Trace
Test Results
Tasks
Package Console

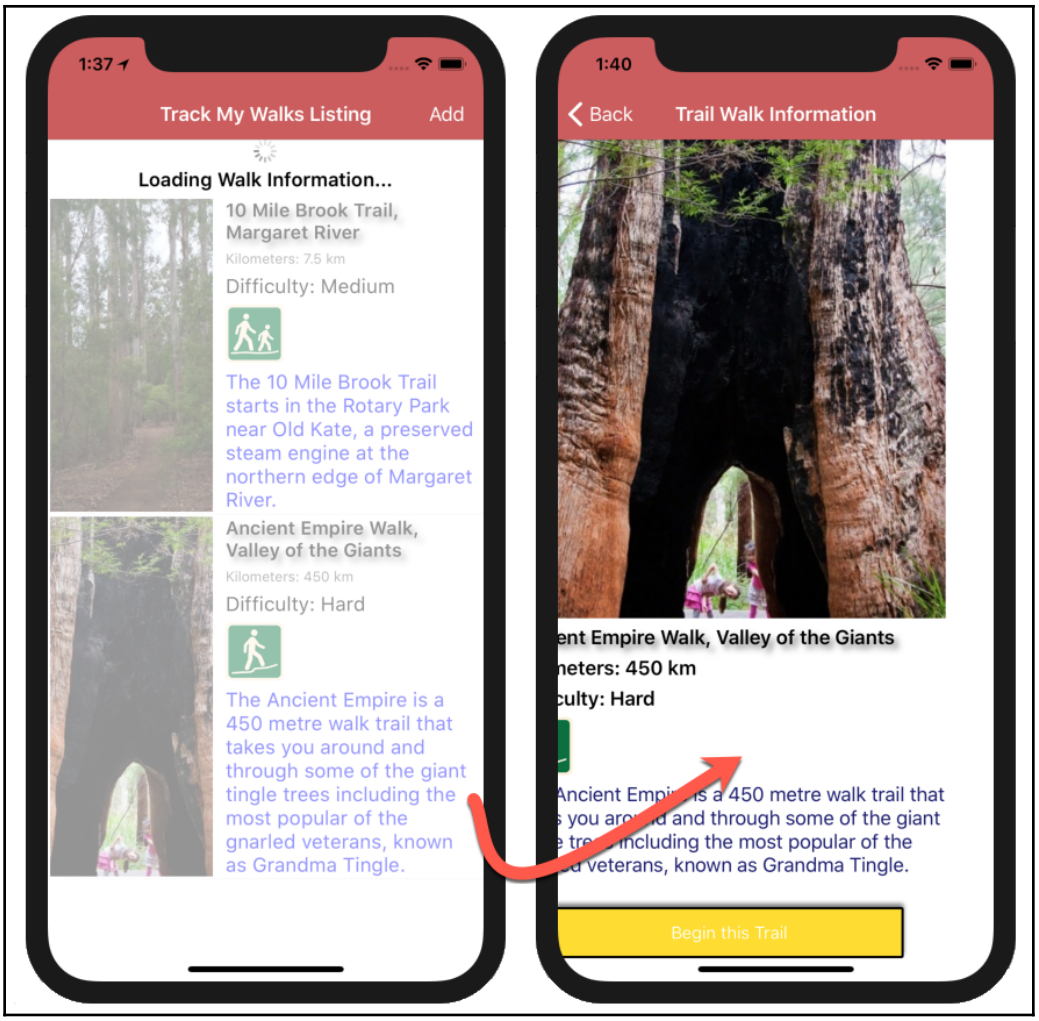

Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Window
TrackMyWalks.iOS
Debug
iPhone X iOS 11.4
Start Without Debugging
Start Debugging
Live Run Current View
Upload to Device
Run With
Stop
Debug Application...
Attach to Process...
Detach
Step Over
Step Into
Step Out
Show Current Execution Line
New Breakpoint...
New Function Breakpoint
New Exception Catchpoint
View Breakpoints
Toggle Breakpoint
Enable/Disable Breakpoint
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
CustomEffects
Models
Services
ValueConverters
ViewModels
Views
App.xaml
MainPage.xaml
TrackMyWalks.Android
TrackMyWalks.iOS


12:22
Track My Walks Listing
Add
10 Mile Brook Trail, Margaret River
Kilometers: 7.5 km
Difficulty: Medium
The 10 Mile Brook Trail starts in the Rotary Park near Old Kate, a preserved steam engine at the northern edge of Margaret River.
Ancient Empire Walk, Valley of the Giants
Kilometers: 450 km
Difficulty: Hard
The Ancient Empire is a 450 metre walk trail that takes you around and through some of the giant tingle trees including the most popular of the gnarled veterans, known as Grandma Tingle.
12:34
Back
Adding Trail Details
Save
Title: New Trail Entry
Description: Provide trail description
Latitude:
Longitude:
Distance: 1
Difficulty: Hard
Image URL:
Done
Easy
Medium
Hard
Extreme
12:24
Back
Trail Walk Information
Ancient Empire Walk, Valley of the Giants
Kilometers: 450 km
Difficulty: Hard
The Ancient Empire is a 450 metre walk trail that takes you around and through some of the giant tingle trees including the most popular of the gnarled veterans, known as Grandma Tingle.
Begin this Trail

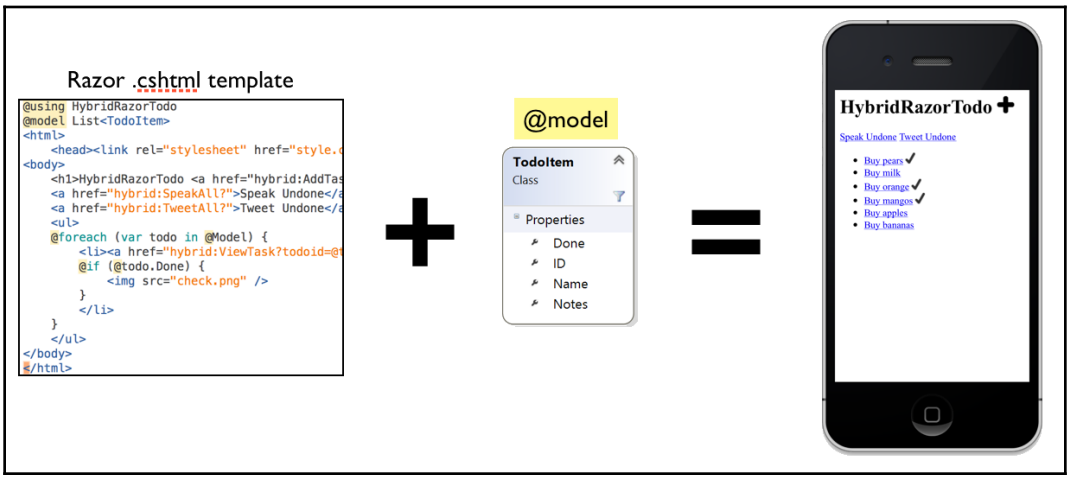
Chapter 9:
Working with Animations in Xamarin.Forms

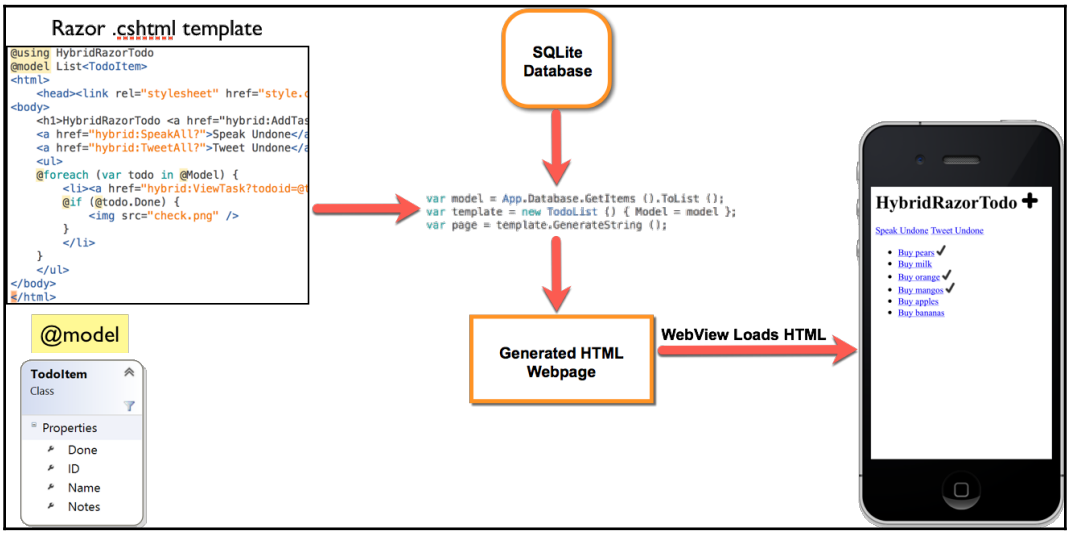


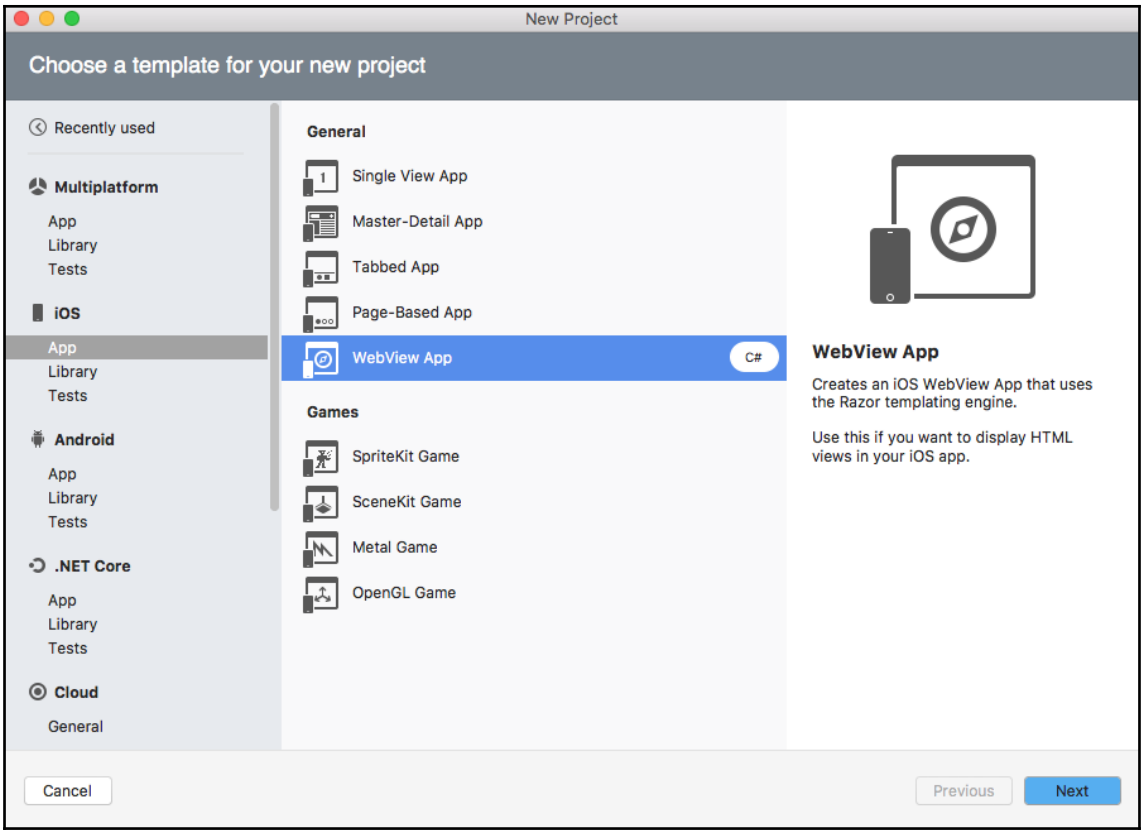

1:37
Track My Walks Listing
Add
Loading Walk Information...
10 Mile Brook Trail, Margaret River
Kilometers: 7.5 km
Difficulty: Medium
The 10 Mile Brook Trail starts in the Rotary Park near Old Kate, a preserved steam engine at the northern edge of Margaret River.
Ancient Empire Walk, Valley of the Giants
Kilometers: 450 km
Difficulty: Hard
The Ancient Empire is a 450 metre walk trail that takes you around and through some of the giant tingle trees including the most popular of the gnarled veterans, known as Grandma Tingle.
1:38
Back
Adding Trail Details
Save
ENTER WALK TRAIL INFORMATION
Title: New Trail Entry
Description: Provide trail description
Latitude:
Longitude:
Distance: 1
Difficulty: Easy
Image URL: Provide an Image URL
1:38
Back
Adding Trail Details
Save
ENTER WALK TRAIL INFORMATION
Title: New Trail Entry
Description: Provide trail description
Latitude:
Longitude:
Distance: 1
Difficulty: Easy
Image URL: Provide an Image URL


1:37
Track My Walks Listing
Add
Loading Walk Information...
10 Mile Brook Trail, Margaret River
Kilometers: 7.5 km
Difficulty: Medium
The 10 Mile Brook Trail starts in the Rotary Park near Old Kate, a preserved steam engine at the northern edge of Margaret River.
Ancient Empire Walk, Valley of the Giants
Kilometers: 450 km
Difficulty: Hard
The Ancient Empire is a 450 metre walk trail that takes you around and through some of the giant tingle trees including the most popular of the gnarled veterans, known as Grandma Tingle.
1:40
Back
Trail Walk Information
Begin this Trail

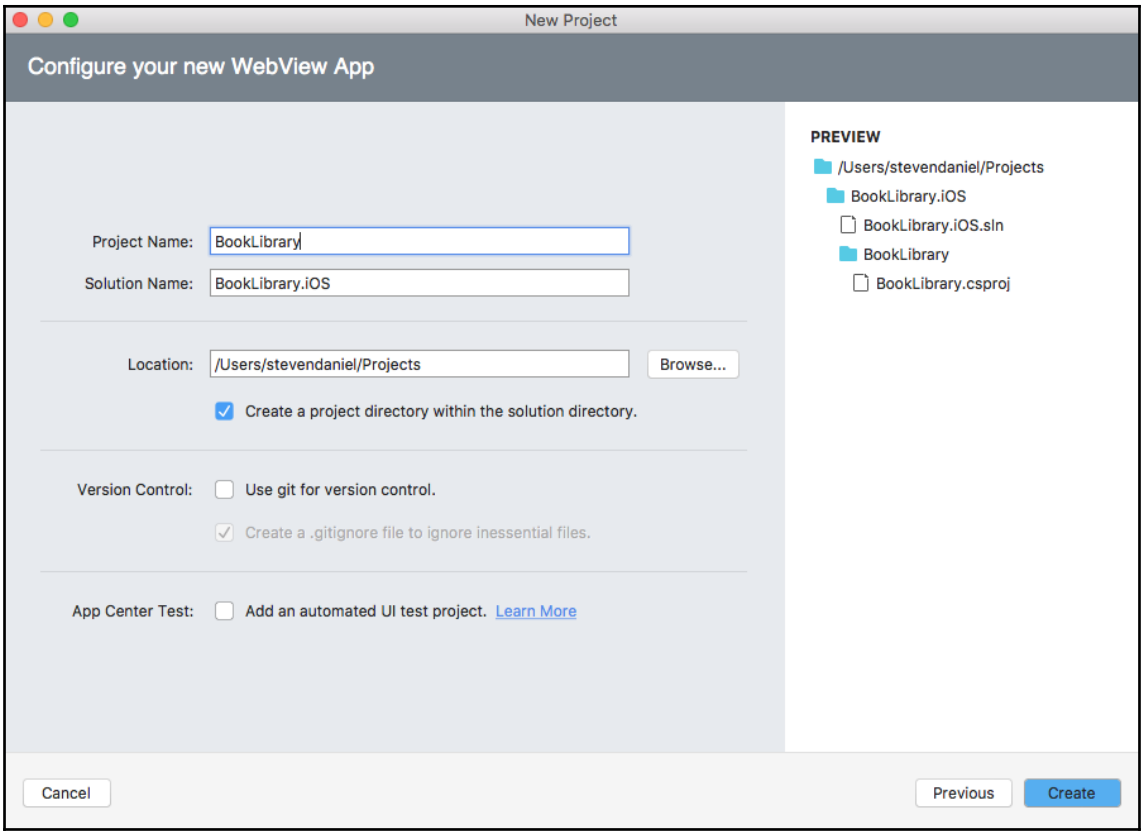
Chapter 10:
Working with the Razor Templating Engine

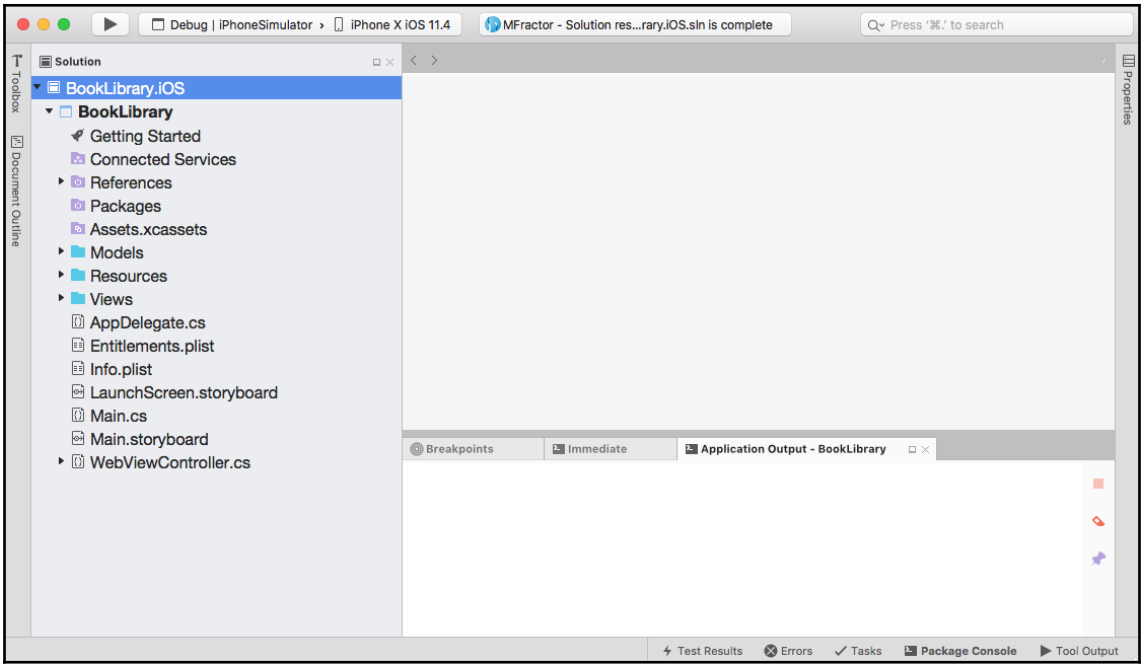





New Project
Choose a template for your new project
Recently used
Multiplatform
App
Library
Tests
iOS
App
Library
Tests
Android
App
Library
Tests
.NET Core
App
Library
Tests
Cloud
General
General
Single View App
Master-Detail App
Tabbed App
Page-Based App
WebView App
C#
Games
SpriteKit Game
SceneKit Game
Metal Game
OpenGL Game
WebView App
Creates an iOS WebView App that uses the Razor templating engine.
Use this if you want to display HTML views in your iOS app.
Cancel
Previous
Next

New Project
Configure your iOS app
App Name:
BookLibrary
Organization Identifier:
com.geniesoftstudios
Bundle Identifier:
com.geniesoftstudios.BookLibrary
Team:
Select a team...
Devices:
iPad
iPhone
Select the minimum iOS version you want to support.
Target:
iOS 11.4
Carrier
BookLibrary
Cancel
Previous
Next


New Project
Configure your new WebView App
PREVIEW
/Users/stevendaniel/Projects
BookLibrary.iOS
BookLibrary.iOS.sln
BookLibrary
BookLibrary.csproj
Project Name:
BookLibrary
Solution Name:
BookLibrary.iOS
Location:
/Users/stevendaniel/Projects
Browse...
Create a project directory within the solution directory.
Version Control:
Use git for version control.
Create a .gitignore file to ignore inessential files.
App Center Test:
Add an automated UI test project.
Learn More
Cancel
Previous
Create


Debug | iPhoneSimulator › iPhone X iOS 11.4
MFractor - Solution res...rary.iOS.sln is complete
Press '⌘.' to search
Toolbox
Document Outline
Solution
BookLibrary.iOS
BookLibrary
Getting Started
Connected Services
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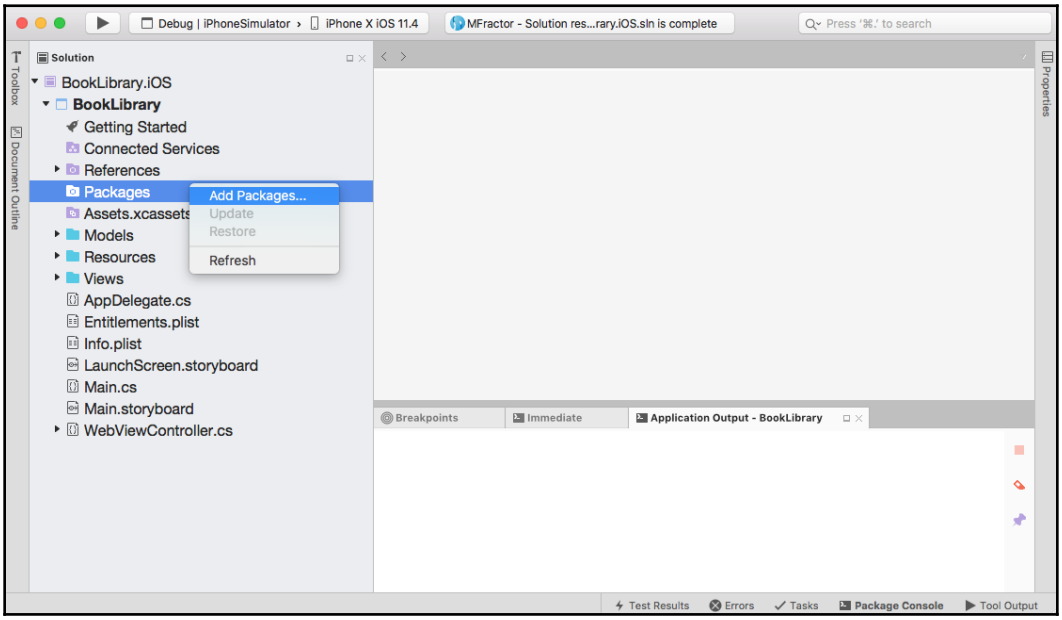
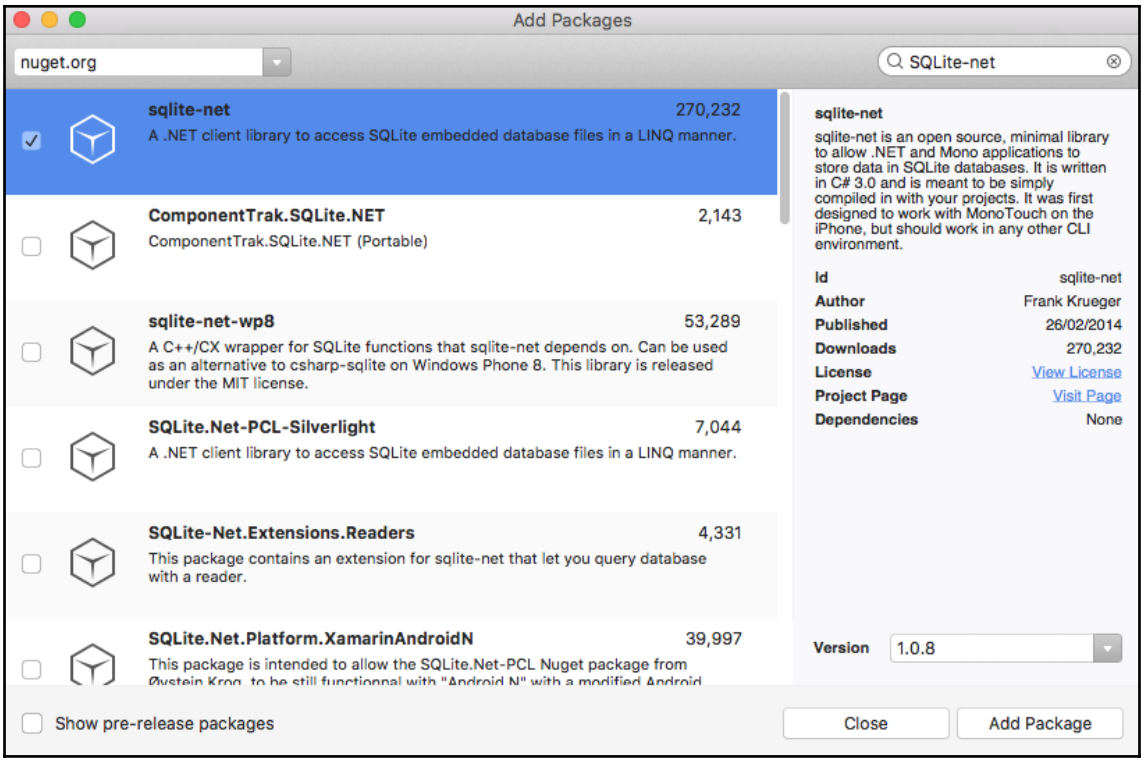
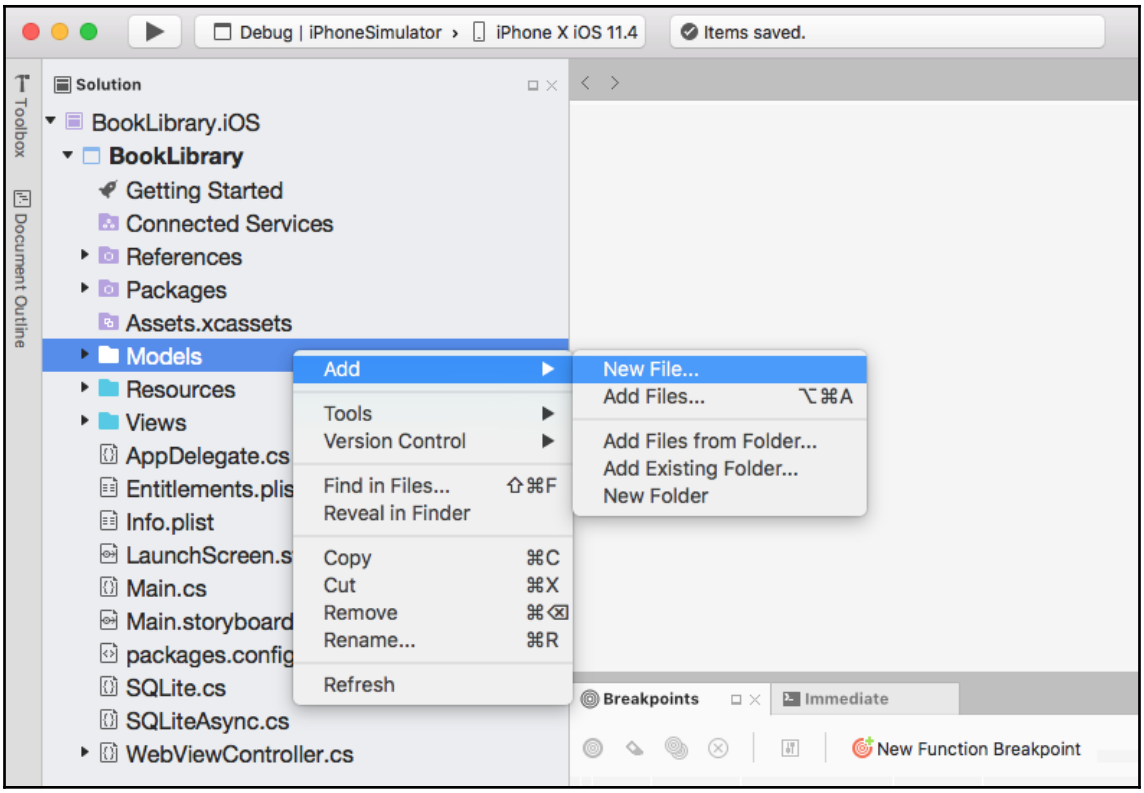
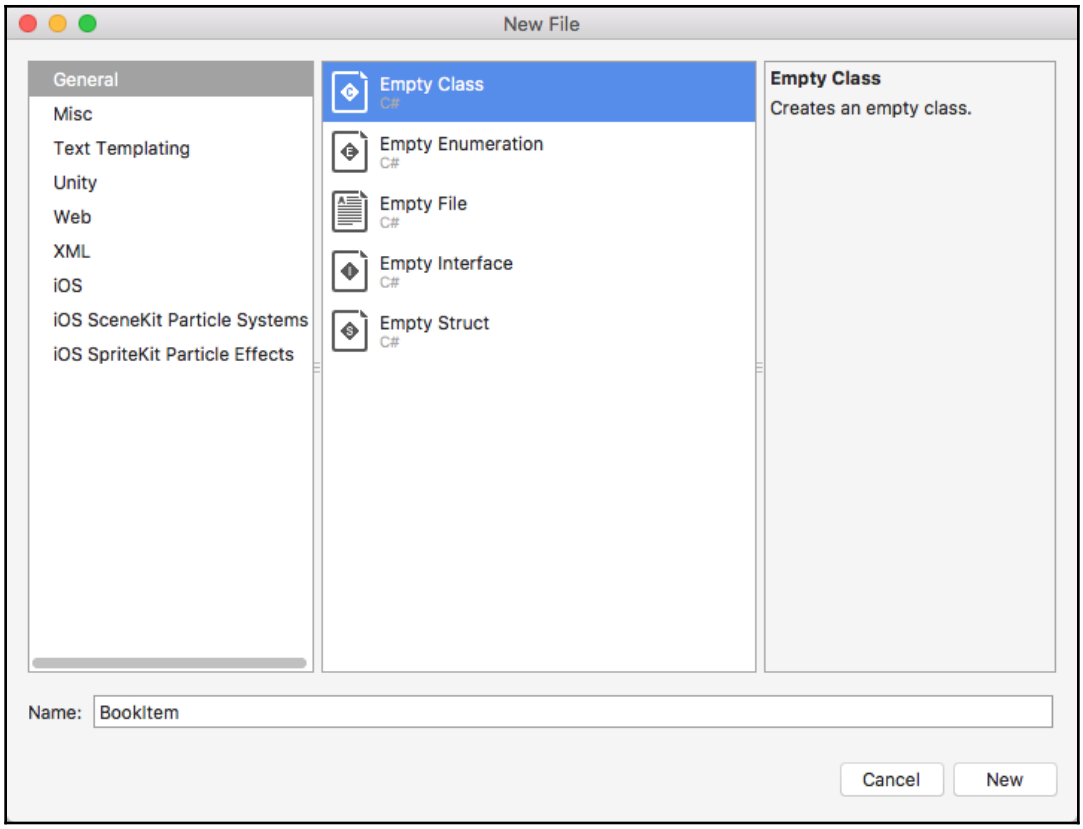
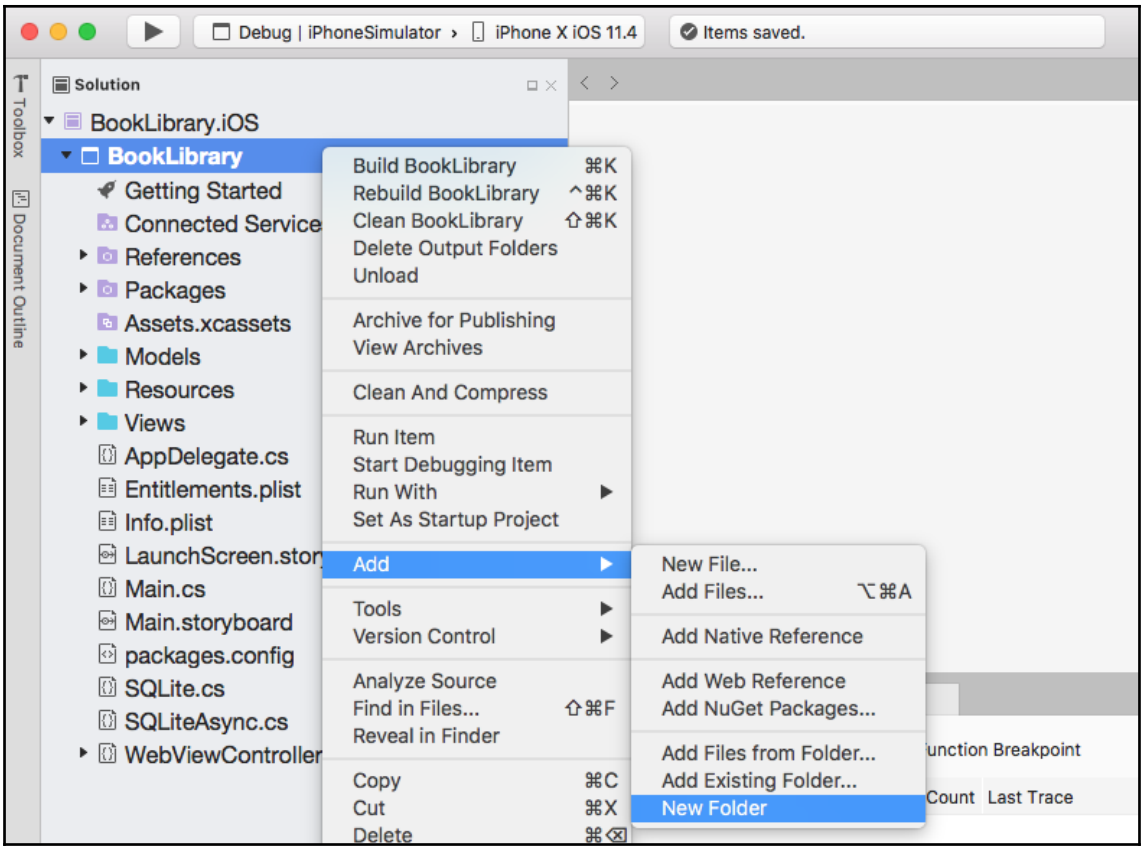
Packages
Assets.xcassets
Models
Resources
Views
AppDelegate.cs
Entitlements.plist
Info.plist
LaunchScreen.storyboard
Main.cs
Main.storyboard
WebViewController.cs
Properties
Breakpoints
Immediate
Application Output - BookLibrary
Test Results
Errors
Tasks
Package Console
Tool Output

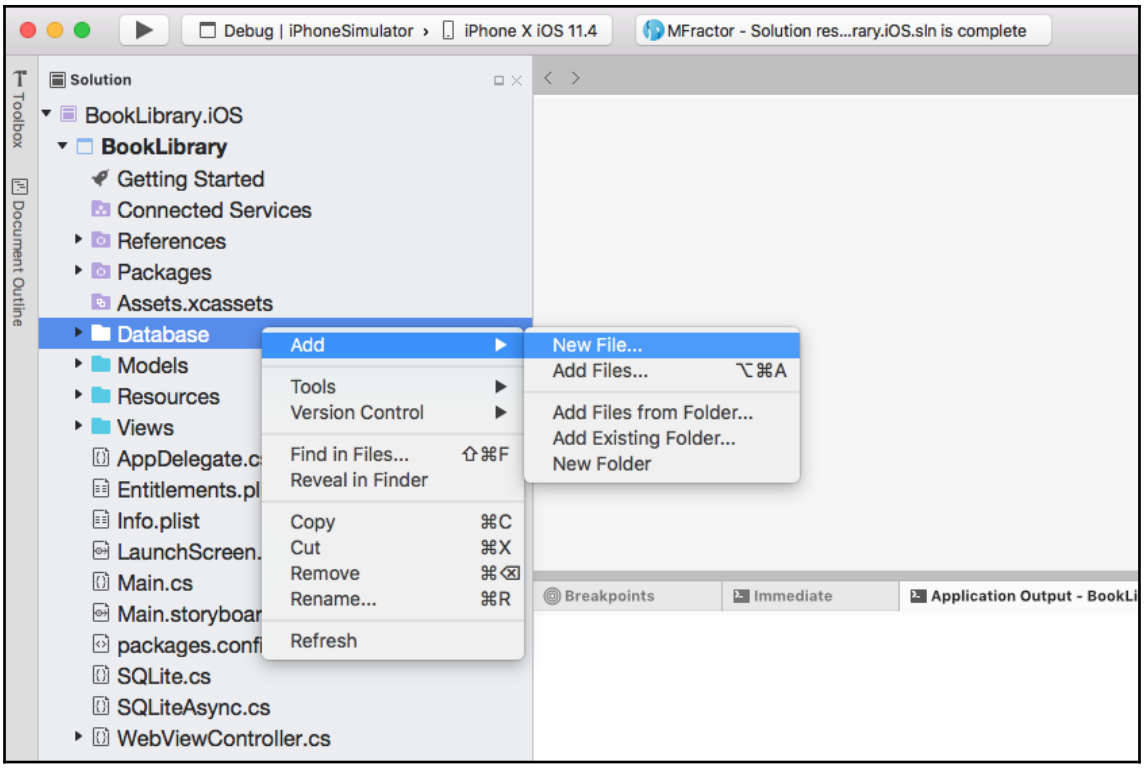

Debug | iPhoneSimulator › iPhone X iOS 11.4
MFractor - Solution res...rary.iOS.sln is complete
Press '⌘.' to search
Toolbox
Document Outline
Solution
BookLibrary.iOS
BookLibrary
Getting Started
Connected Services
References
Packages
Assets.xcassets
Models
Resources
Views
AppDelegate.cs
Entitlements.plist
Info.plist
LaunchScreen.storyboard
Main.cs
Main.storyboard
WebViewController.cs
Add Packages...
Update
Restore
Refresh
Properties
Breakpoints
Immediate
Application Output - BookLibrary
Test Results
Errors
Tasks
Package Console
Tool Output

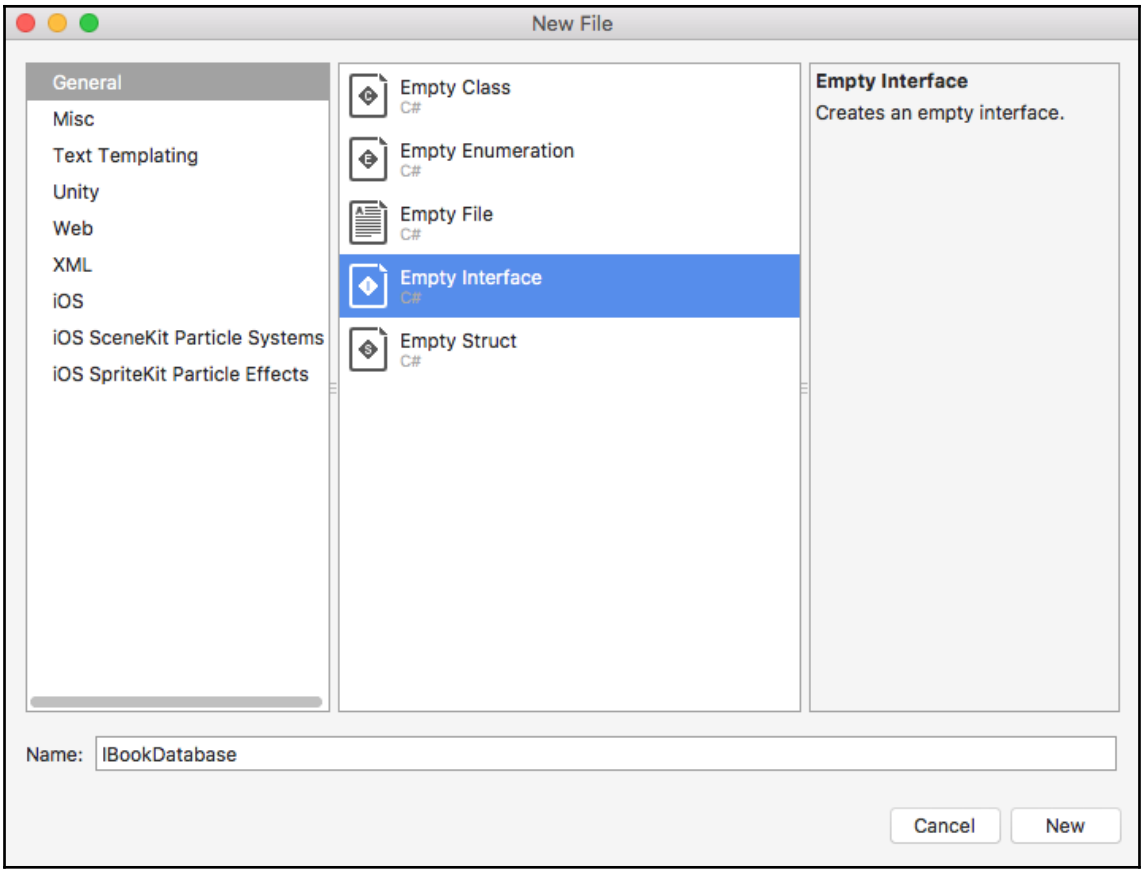

Add Packages
nuget.org
SQLite-net
sqlite-net
270,232
A .NET client library to access SQLite embedded database files in a LINQ manner.
ComponentTrak.SQLite.NET
2,143
ComponentTrak.SQLite.NET (Portable)
sqlite-net-wp8
53,289
A C++/CX wrapper for SQLite functions that sqlite-net depends on. Can be used as an alternative to csharp-sqlite on Windows Phone 8. This library is released under the MIT license.
SQLite.Net-PCL-Silverlight
7,044
A .NET client library to access SQLite embedded database files in a LINQ manner.
SQLite-Net.Extensions.Readers
4,331
This package contains an extension for sqlite-net that let you query database with a reader.
SQLite.Net.Platform.XamarinAndroidN
39,997
This package is intended to allow the SQLite.Net-PCL Nuget package from
sqlite-net
sqlite-net is an open source, minimal library to allow .NET and Mono applications to store data in SQLite databases. It is written in C# 3.0 and is meant to be simply compiled in with your projects. It was first designed to work with MonoTouch on the iPhone, but should work in any other CLI environment.
Id
sqlite-net
Author
Frank Krueger
Published
26/02/2014
Downloads
270,232
License
View License
Project Page
Visit Page
Dependencies
None
Version
1.0.8
Show pre-release packages
Close
Add Package

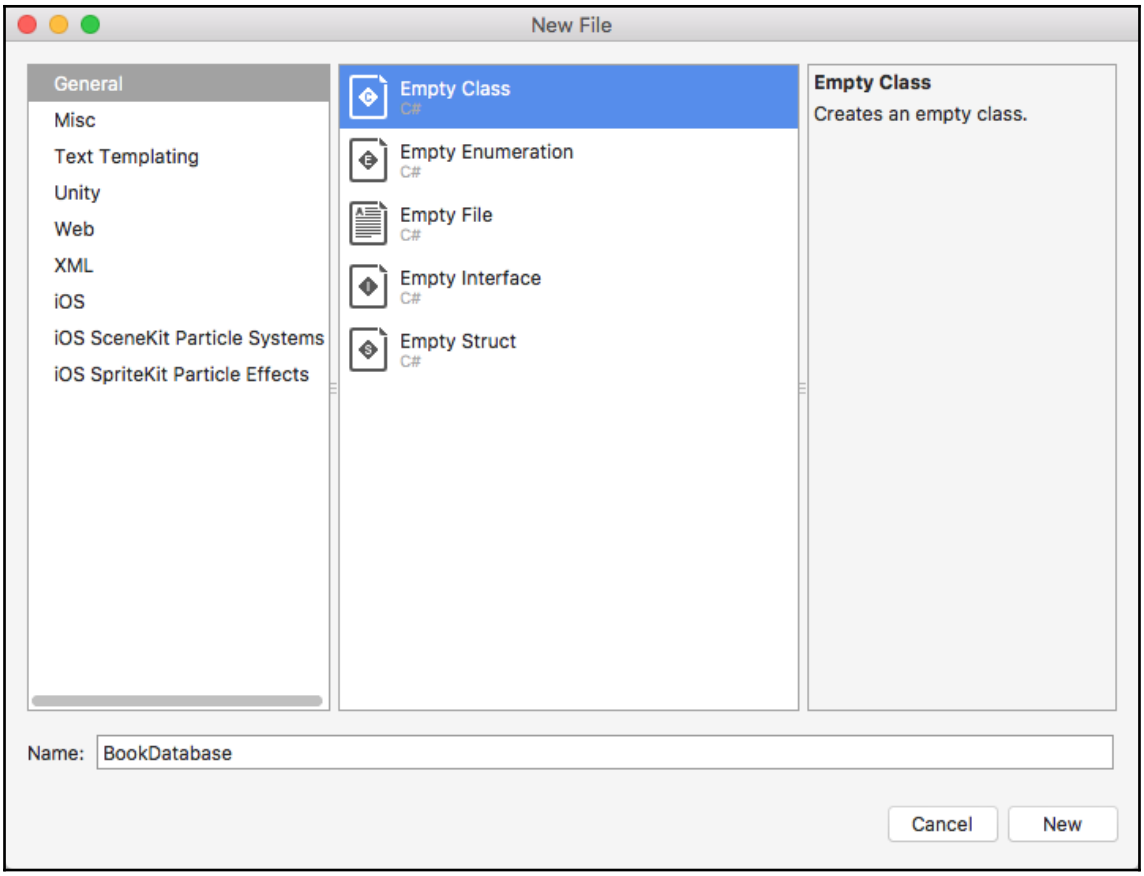

Debug | iPhoneSimulator
iPhone X iOS 11.4
Items saved.
Toolbox
Document Outline
Solution
BookLibrary.iOS
BookLibrary
Getting Started
Connected Services
References
Packages
Assets.xcassets
Models
Resources
Views
AppDelegate.cs
Entitlements.plis
Info.plist
LaunchScreen.s
Main.cs
Main.storyboard
packages.config
SQLite.cs
SQLiteAsync.cs
WebViewController.cs
Add
Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder
Breakpoints
Immediate
New Function Breakpoint

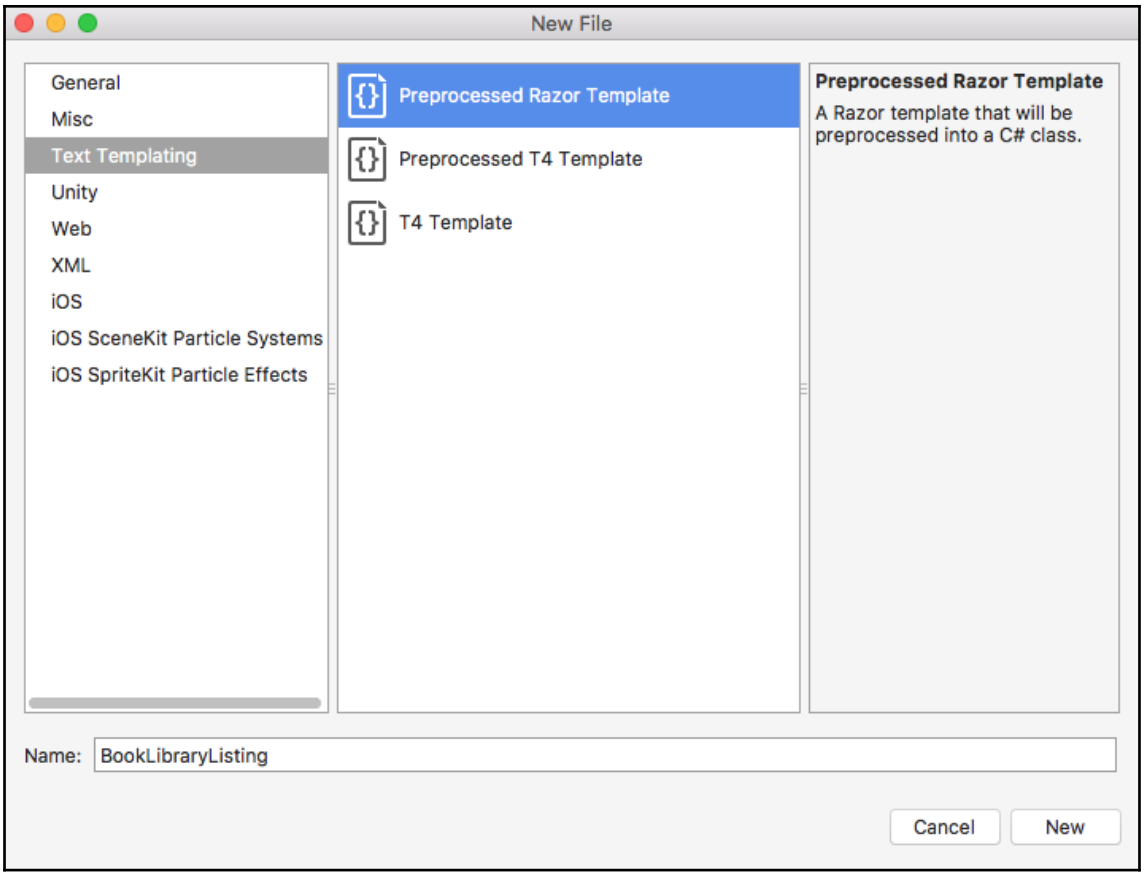

New File
General
Misc
Text Templating
Unity
Web
XML
iOS
iOS SceneKit Particle Systems
iOS SpriteKit Particle Effects
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
BookItem
Cancel
New

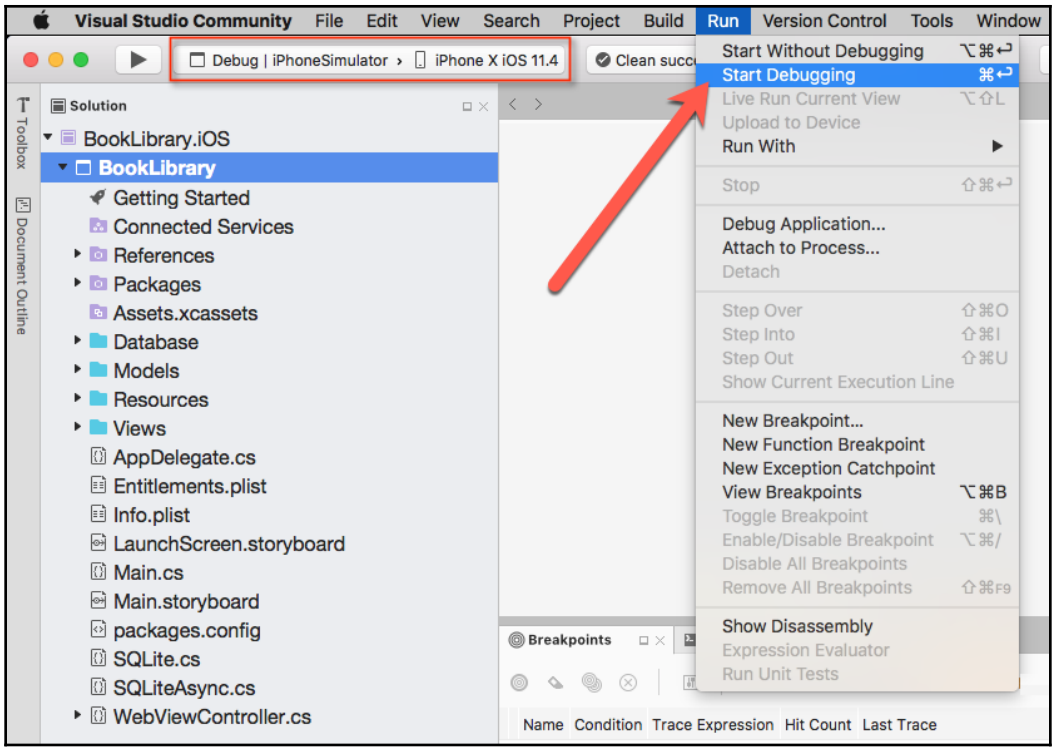

Debug | iPhoneSimulator
iPhone X iOS 11.4
Items saved.
Toolbox
Document Outline
Solution
BookLibrary.iOS
BookLibrary
Getting Started
Connected Service
References
Packages
Assets.xcassets
Models
Resources
Views
AppDelegate.cs
Entitlements.plist
Info.plist
LaunchScreen.stor
Main.cs
Main.storyboard
packages.config
SQLite.cs
SQLiteAsync.cs
WebViewController
Build BookLibrary ⌘K
Rebuild BookLibrary ^⌘K
Clean BookLibrary ⇧⌘K
Delete Output Folders
Unload
Archive for Publishing
View Archives
Clean And Compress
Run Item
Start Debugging Item
Run With
Set As Startup Project
Add
Tools
Version Control
Analyze Source
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Delete ⌘⌫
New File...
Add Files... ⌥⌘A
Add Native Reference
Add Web Reference
Add NuGet Packages...
Add Files from Folder...
Add Existing Folder...
New Folder
unction Breakpoint
Count
Last Trace


Debug | iPhoneSimulator
iPhone X iOS 11.4
MFractor - Solution res...rary.iOS.sln is complete
Toolbox
Document Outline
Solution
BookLibrary.iOS
BookLibrary
Getting Started
Connected Services
References
Packages
Assets.xcassets
Database
Models
Resources
Views
AppDelegate.cs
Entitlements.pl
Info.plist
LaunchScreen.
Main.cs
Main.storyboar
packages.confi
SQLite.cs
SQLiteAsync.cs
WebViewController.cs
Add
Tools
Version Control
Find in Files... ⇧⌘F
Reveal in Finder
Copy ⌘C
Cut ⌘X
Remove ⌘⌫
Rename... ⌘R
Refresh
New File...
Add Files... ⌥⌘A
Add Files from Folder...
Add Existing Folder...
New Folder
Breakpoints
Immediate
Application Output - BookLi


New File
General
Misc
Text Templating
Unity
Web
XML
iOS
iOS SceneKit Particle Systems
iOS SpriteKit Particle Effects
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Interface
Creates an empty interface.
Name:
IBookDatabase
Cancel
New


New File
General
Misc
Text Templating
Unity
Web
XML
iOS
iOS SceneKit Particle Systems
iOS SpriteKit Particle Effects
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
BookDatabase
Cancel
New


New File
General
Misc
Text Templating
Unity
Web
XML
iOS
iOS SceneKit Particle Systems
iOS SpriteKit Particle Effects
Preprocessed Razor Template
Preprocessed T4 Template
T4 Template
Preprocessed Razor Template
A Razor template that will be preprocessed into a C# class.
Name:
BookLibraryListing
Cancel
New


Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Window
Debug | iPhoneSimulator › iPhone X iOS 11.4
Start Without Debugging
Start Debugging
Live Run Current View
Upload to Device
Run With
Stop
Debug Application...
Attach to Process...
Detach
Step Over
Step Into
Step Out
Show Current Execution Line
New Breakpoint...
New Function Breakpoint
New Exception Catchpoint
View Breakpoints
Toggle Breakpoint
Enable/Disable Breakpoint
Disable All Breakpoints
Remove All Breakpoints
Show Disassembly
Expression Evaluator
Run Unit Tests
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Resources
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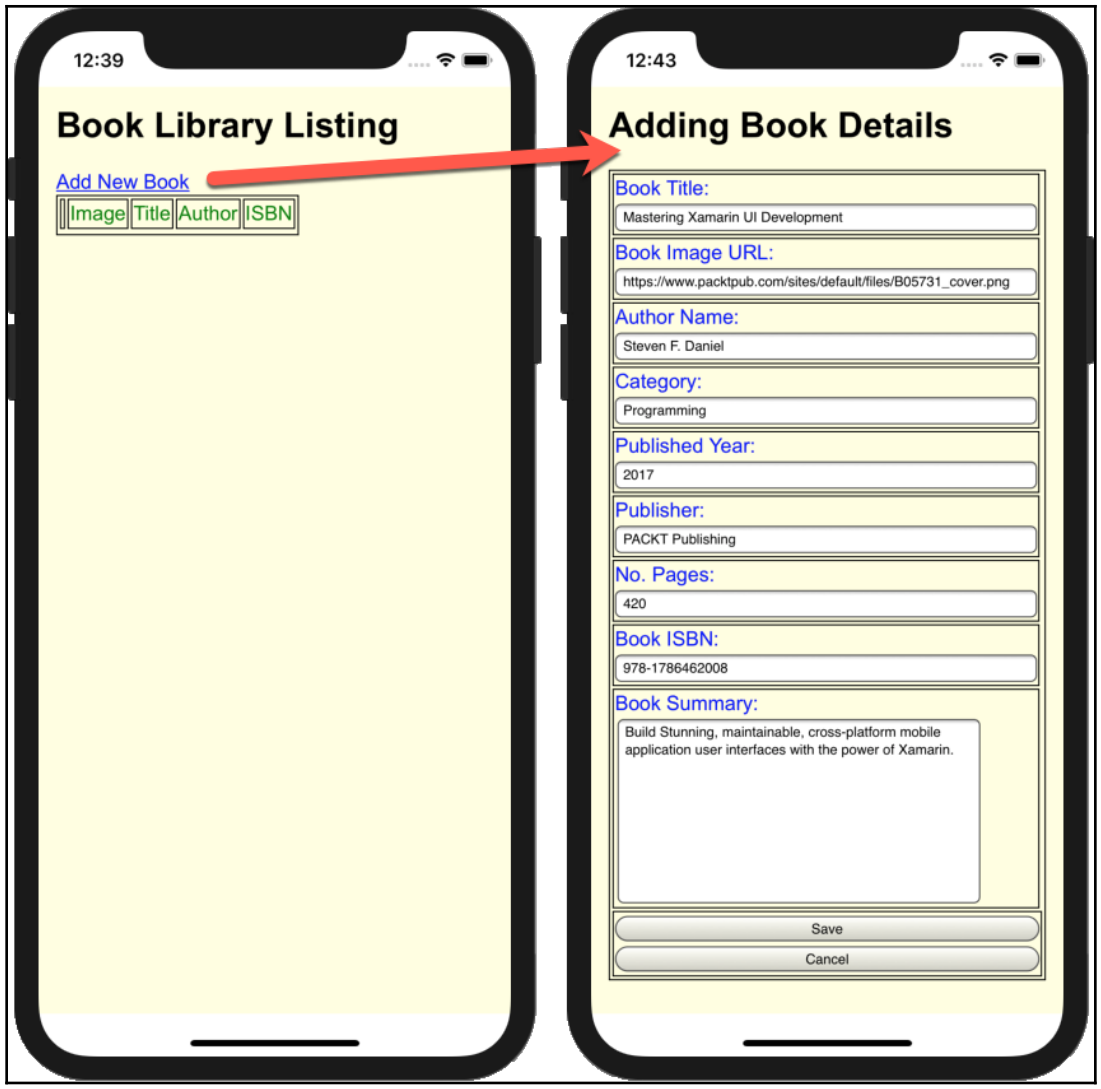
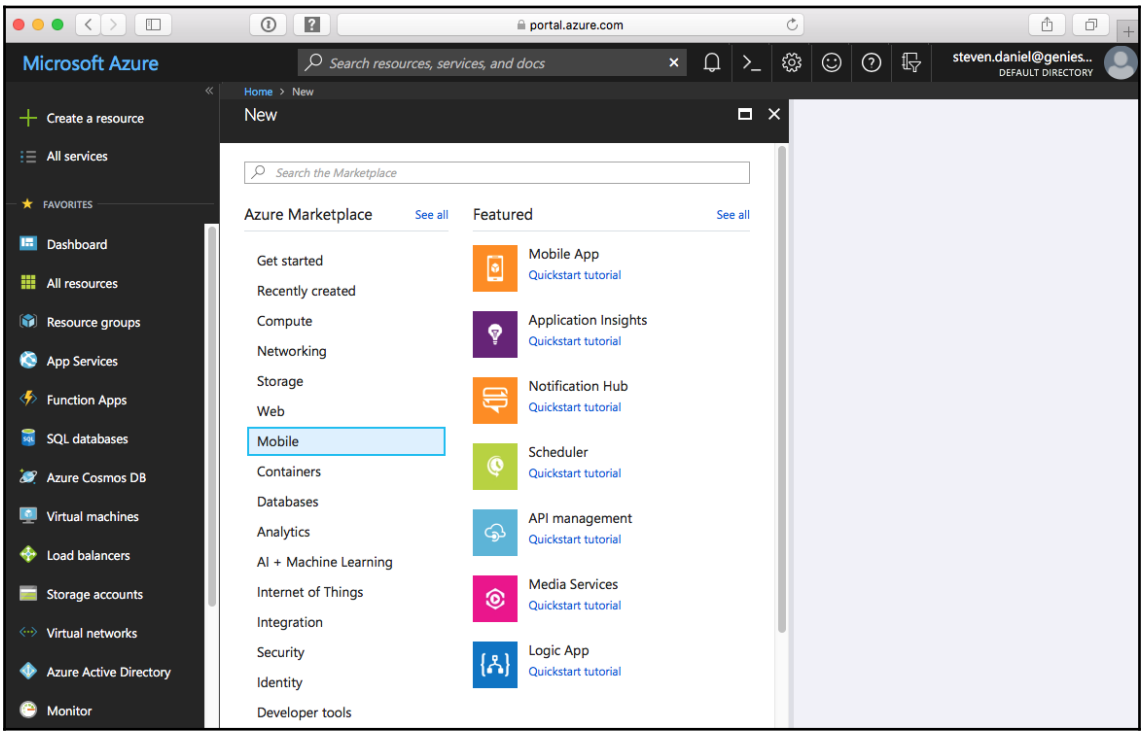
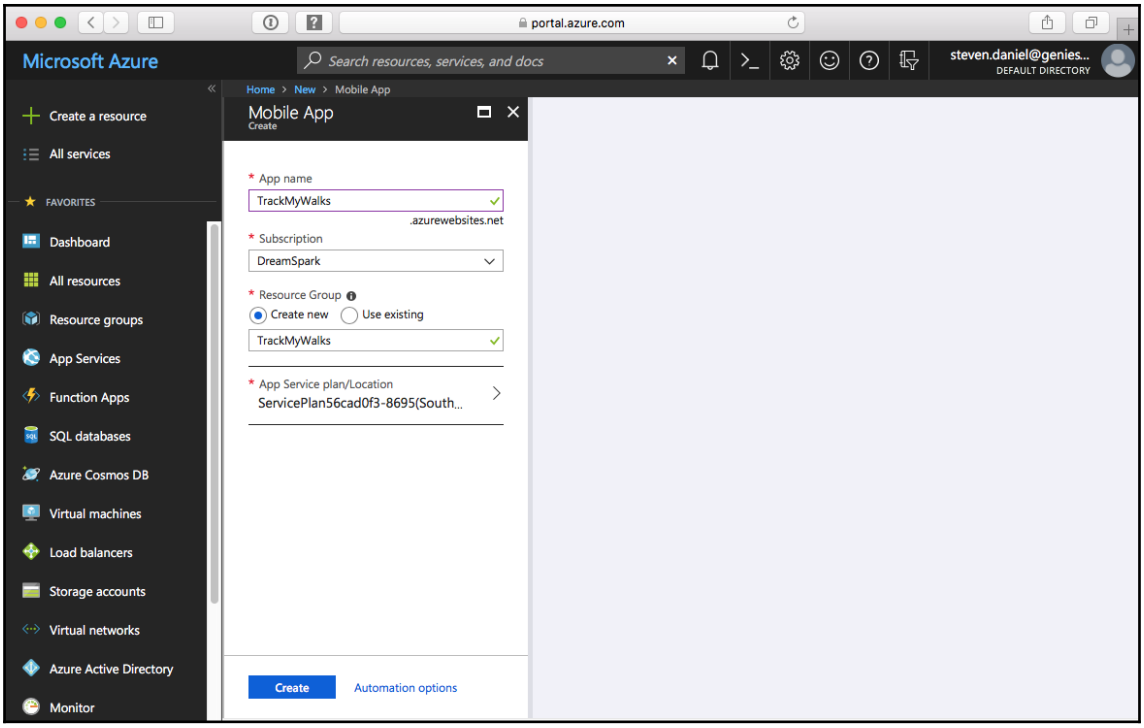
AppDelegate.cs
Entitlements.plist
Info.plist
LaunchScreen.storyboard
Main.cs
Main.storyboard
packages.config
SQLite.cs
SQLiteAsync.cs
WebViewController.cs
Toolbox
Document Outline
Breakpoints
Name
Condition
Trace Expression
Hit Count
Last Trace

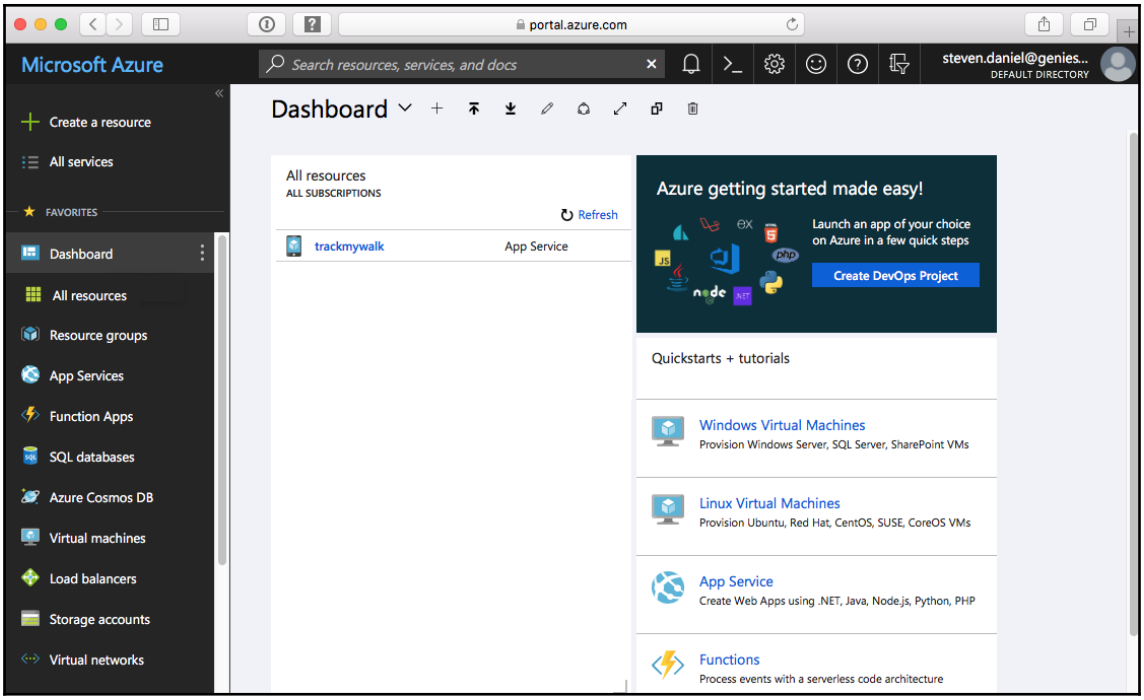

12:39
Book Library Listing
Add New Book
Image
Title
Author
ISBN
12:43
Adding Book Details
Book Title:
Mastering Xamarin UI Development
Book Image URL:
https://www.packtpub.com/sites/default/files/B05731_cover.png
Author Name:
Steven F. Daniel
Category:
Programming
Published Year:
2017
Publisher:
PACKT Publishing
No. Pages:
420
Book ISBN:
978-1786462008
Book Summary:
Build Stunning, maintainable, cross-platform mobile application user interfaces with the power of Xamarin.
Save
Cancel

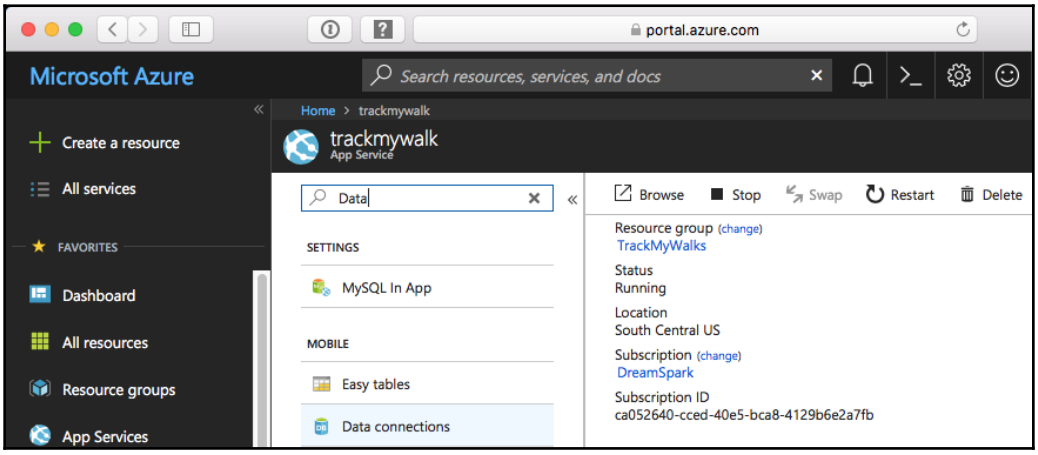
1:40
Book Library Listing
Add New Book
Image
Title
Author
ISBN
Edit
Mastering Xamarin UI Development
Steven F. Daniel
978-1786462008
Edit
Apple Watch App Development
Steven F. Daniel
978-1785886362
1:40
Editing Book Details
Book Title:
Apple Watch App Development
Book Image URL:
Https://www.packtpub.com/sites/default/files/l6362cov_.jpg
Author Name:
Steven F. Daniel
Category:
Programming
Published Year:
2016
Publisher:
PACKT Publishing
No. Pages:
358
Book ISBN:
978-1785886362
Book Summary:
Build real-world applications for the Apple Watch platform using the WatchKit framework and Swift 2.0
Save
Cancel
Delete

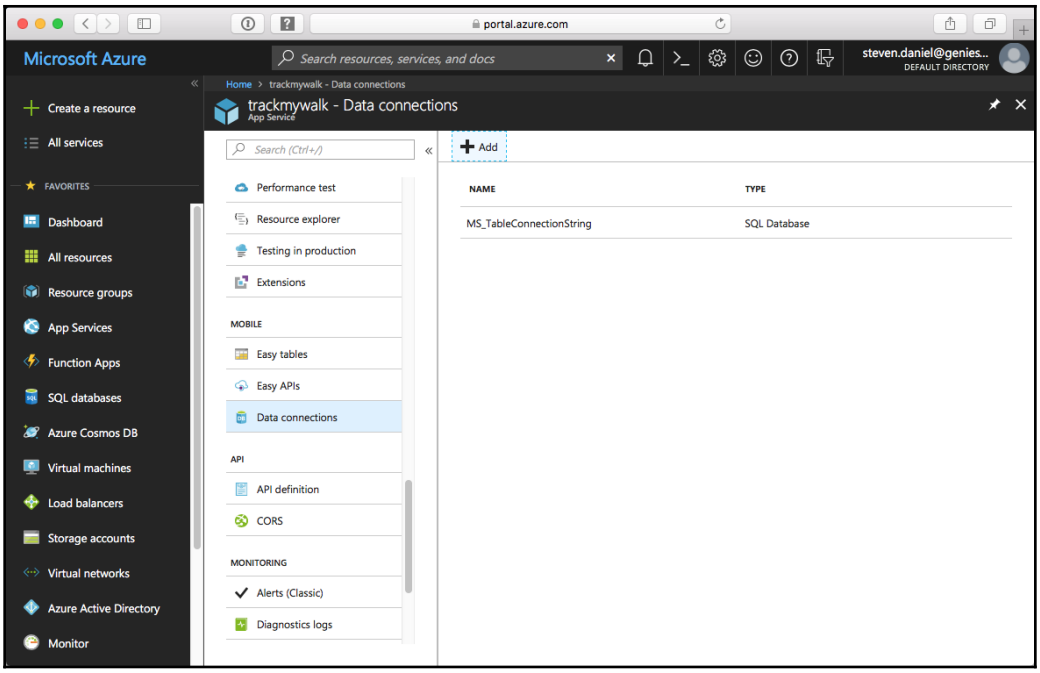
Chapter 11:
Incorporating Microsoft Azure App Services

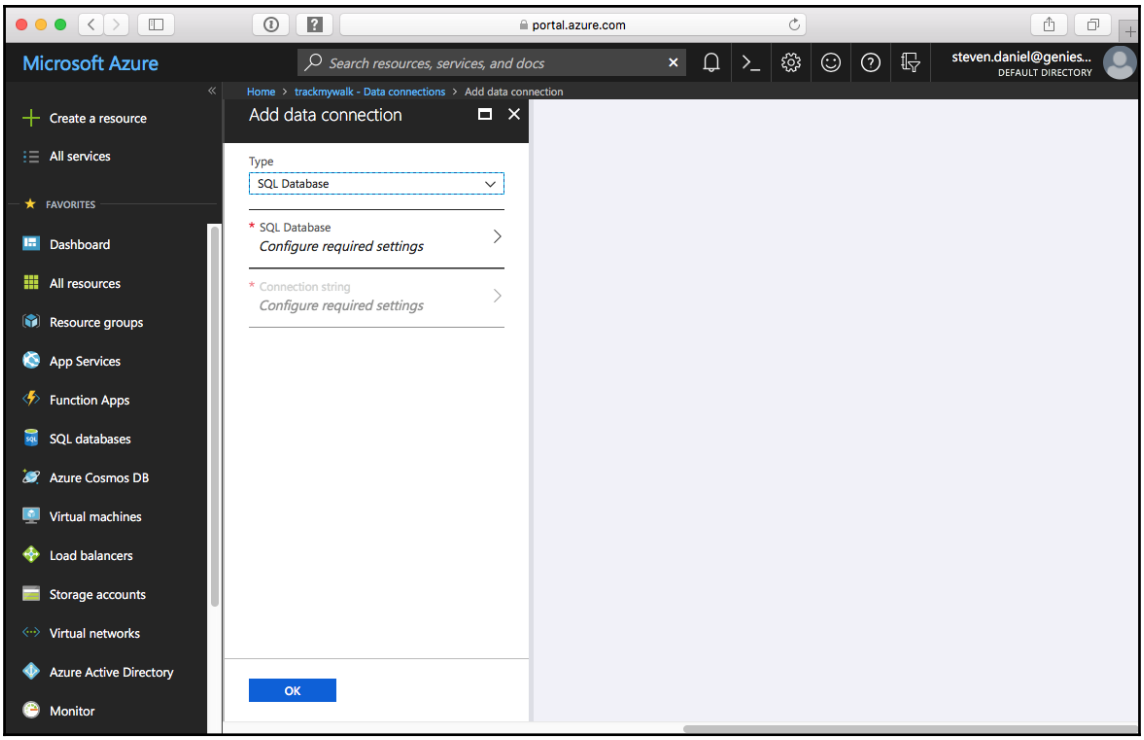


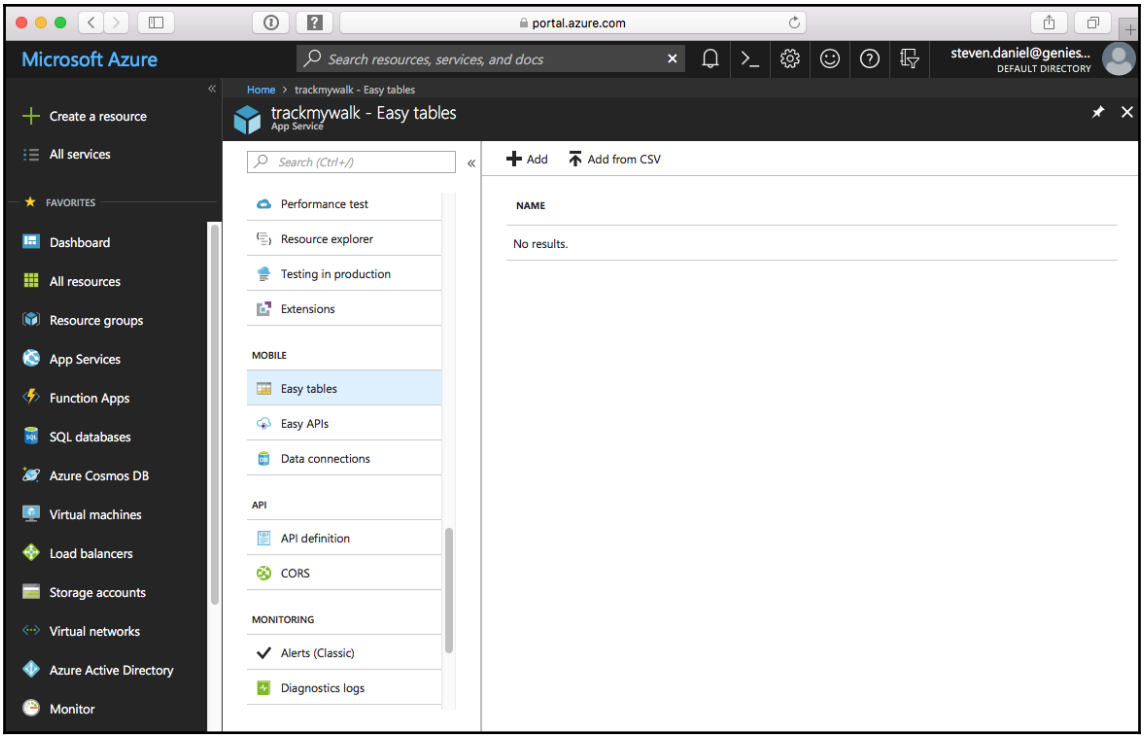

portal.azure.com
Microsoft Azure
Search resources, services, and docs
steven.daniel@genies...
DEFAULT DIRECTORY
Create a resource
All services
FAVORITES
Dashboard
All resources
Resource groups
App Services
Function Apps
SQL databases
Azure Cosmos DB
Virtual machines
Load balancers
Storage accounts
Virtual networks
Azure Active Directory
Monitor
Home > New > Mobile App
Mobile App
Create
* App name
TrackMyWalks
.azurewebsites.net
* Subscription
DreamSpark
* Resource Group
Create new
Use existing
TrackMyWalks
* App Service plan/Location
ServicePlan56cad0f3-8695(South...
Create
Automation options

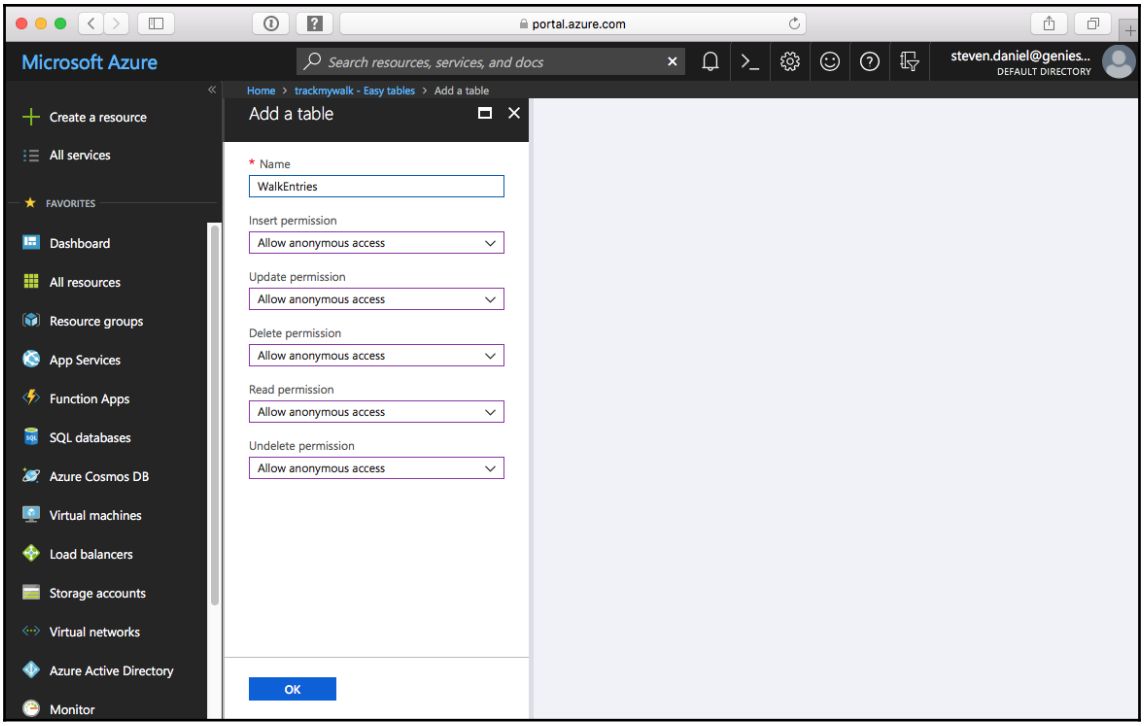

portal.azure.com
Microsoft Azure
Search resources, services, and docs
steven.daniel@genies...
DEFAULT DIRECTORY
Create a resource
All services
FAVORITES
Dashboard
All resources
Resource groups
App Services
Function Apps
SQL databases
Azure Cosmos DB
Virtual machines
Load balancers
Storage accounts
Virtual networks
Dashboard
All resources
ALL SUBSCRIPTIONS
Refresh
trackmywalk
App Service
Azure getting started made easy!
Launch an app of your choice on Azure in a few quick steps
Create DevOps Project
Quickstarts + tutorials
Windows Virtual Machines
Provision Windows Server, SQL Server, SharePoint VMs
Linux Virtual Machines
Provision Ubuntu, Red Hat, CentOS, SUSE, CoreOS VMs
App Service
Create Web Apps using .NET, Java, Node.js, Python, PHP
Functions
Process events with a serverless code architecture

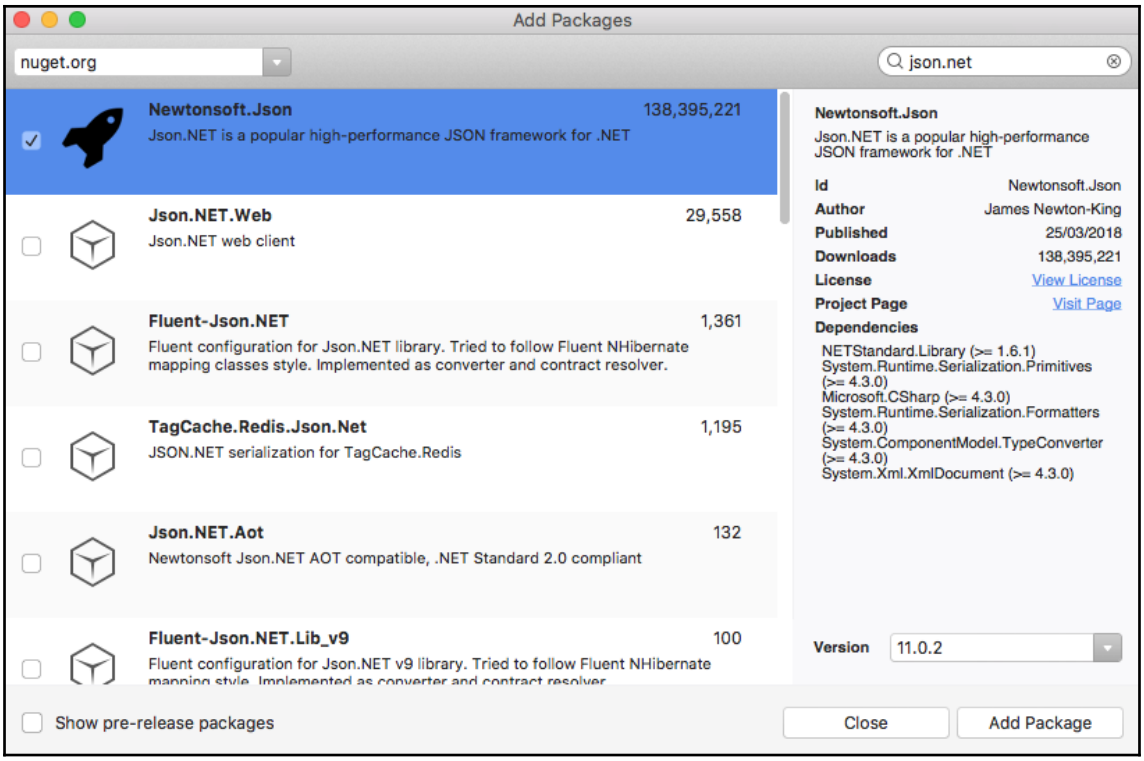

portal.azure.com
Microsoft Azure
Search resources, services, and docs
Home > trackmywalk
Create a resource
All services
FAVORITES
Dashboard
All resources
Resource groups
App Services
trackmywalk
App Service
Data
SETTINGS
MySQL In App
MOBILE
Easy tables
Data connections
Browse
Stop
Swap
Restart
Delete
Resource group (change)
TrackMyWalks
Status
Running
Location
South Central US
Subscription (change)
DreamSpark
Subscription ID
ca052640-cced-40e5-bca8-4129b6e2a7fb

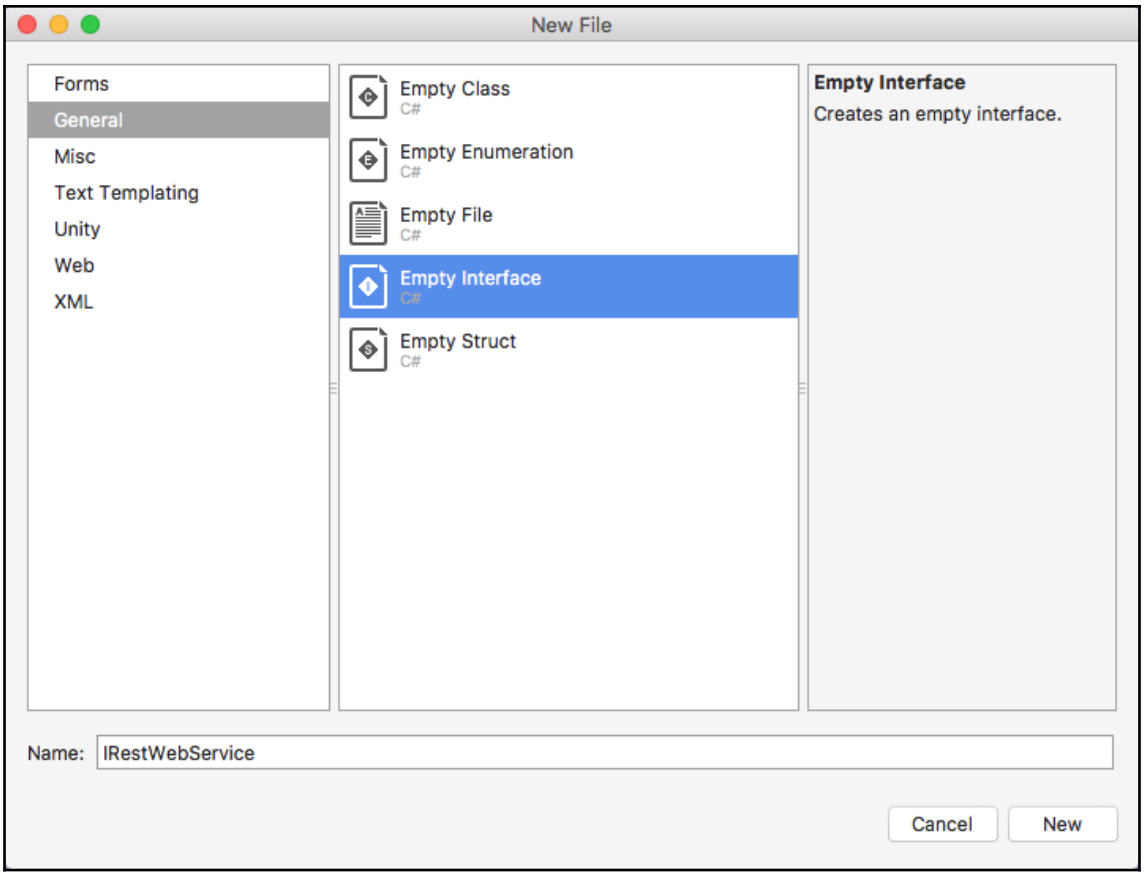

portal.azure.com
Microsoft Azure
Search resources, services, and docs
steven.daniel@genies...
DEFAULT DIRECTORY
Home > trackmywalk - Data connections
trackmywalk - Data connections
App Service
Create a resource
All services
FAVORITES
Dashboard
All resources
Resource groups
App Services
Function Apps
SQL databases
Azure Cosmos DB
Virtual machines
Load balancers
Storage accounts
Virtual networks
Azure Active Directory
Monitor
Search (Ctrl+/)
Performance test
Resource explorer
Testing in production
Extensions
MOBILE
Easy tables
Easy APIs
Data connections
API
API definition
CORS
MONITORING
Alerts (Classic)
Diagnostics logs
Add
NAME
TYPE
MS_TableConnectionString
SQL Database

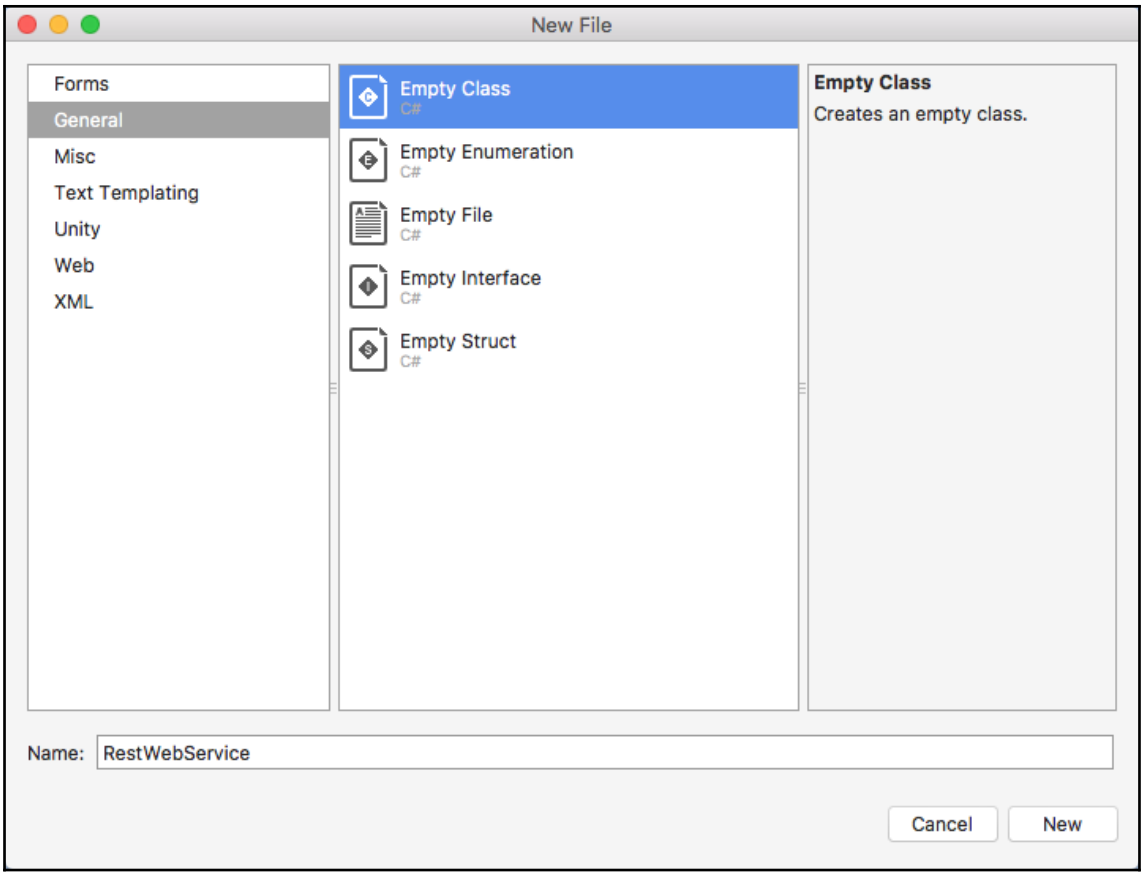

portal.azure.com
Microsoft Azure
Search resources, services, and docs
steven.daniel@genies...
DEFAULT DIRECTORY
Create a resource
All services
FAVORITES
Dashboard
All resources
Resource groups
App Services
Function Apps
SQL databases
Azure Cosmos DB
Virtual machines
Load balancers
Storage accounts
Virtual networks
Azure Active Directory
Monitor
Home > trackmywalk - Data connections > Add data connection
Add data connection
Type
SQL Database
* SQL Database
Configure required settings
* Connection string
Configure required settings
OK

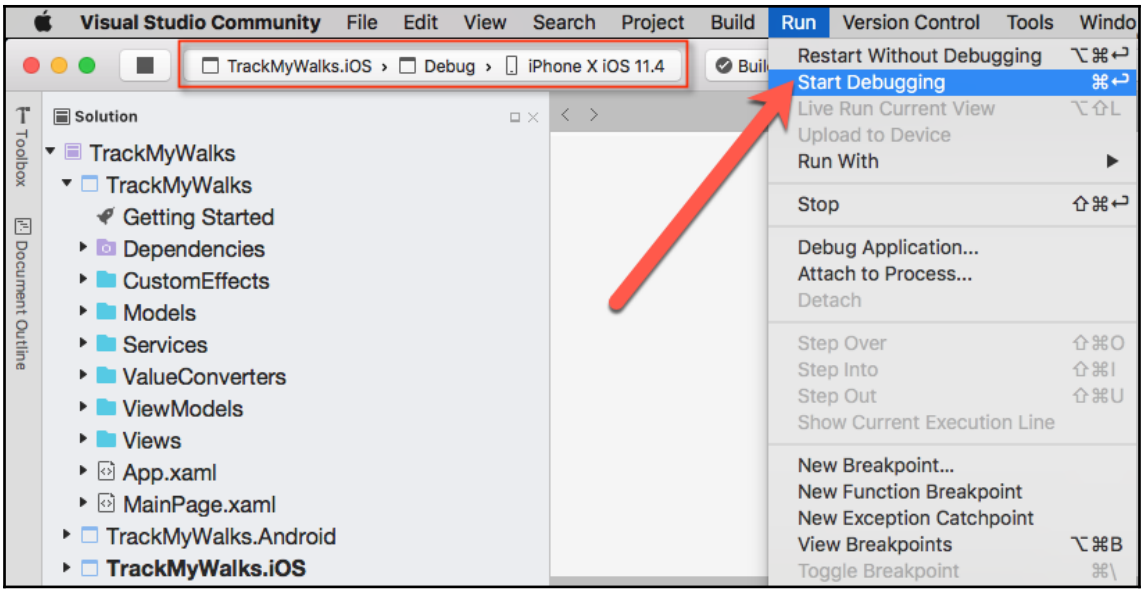

portal.azure.com
Microsoft Azure
Search resources, services, and docs
steven.daniel@genies...
DEFAULT DIRECTORY
Create a resource
All services
FAVORITES
Dashboard
All resources
Resource groups
App Services
Function Apps
SQL databases
Azure Cosmos DB
Virtual machines
Load balancers
Storage accounts
Virtual networks
Azure Active Directory
Monitor
Home > trackmywalk - Easy tables
trackmywalk - Easy tables
App Service
Search (Ctrl+/)
Performance test
Resource explorer
Testing in production
Extensions
MOBILE
Easy tables
Easy APIs
Data connections
API
API definition
CORS
MONITORING
Alerts (Classic)
Diagnostics logs
Add
Add from CSV
NAME
No results.


portal.azure.com
Microsoft Azure
Search resources, services, and docs
steven.daniel@genies...
DEFAULT DIRECTORY
Create a resource
All services
FAVORITES
Dashboard
All resources
Resource groups
App Services
Function Apps
SQL databases
Azure Cosmos DB
Virtual machines
Load balancers
Storage accounts
Virtual networks
Azure Active Directory
Monitor
Home > trackmywalk - Easy tables > Add a table
Add a table
* Name
WalkEntries
Insert permission
Allow anonymous access
Update permission
Allow anonymous access
Delete permission
Allow anonymous access
Read permission
Allow anonymous access
Undelete permission
Allow anonymous access
OK


Add Packages
nuget.org
json.net
Newtonsoft.Json
138,395,221
Json.NET is a popular high-performance JSON framework for .NET
Json.NET.Web
29,558
Json.NET web client
Fluent-Json.NET
1,361
Fluent configuration for Json.NET library. Tried to follow Fluent NHibernate mapping classes style. Implemented as converter and contract resolver.
TagCache.Redis.Json.Net
1,195
JSON.NET serialization for TagCache.Redis
Json.NET.Aot
132
Newtonsoft Json.NET AOT compatible, .NET Standard 2.0 compliant
Fluent-Json.NET.Lib_v9
100
Fluent configuration for Json.NET v9 library. Tried to follow Fluent NHibernate
Newtonsoft.Json
Json.NET is a popular high-performance JSON framework for .NET
Id
Newtonsoft.Json
Author
James Newton-King
Published
25/03/2018
Downloads
138,395,221
License
View License
Project Page
Visit Page
Dependencies
NETStandard.Library (>= 1.6.1)
System.Runtime.Serialization.Primitives (>= 4.3.0)
Microsoft.CSharp (>= 4.3.0)
System.Runtime.Serialization.Formatters (>= 4.3.0)
System.ComponentModel.TypeConverter (>= 4.3.0)
System.Xml.XmlDocument (>= 4.3.0)
Version
11.0.2
Show pre-release packages
Close
Add Package


New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Interface
Creates an empty interface.
Name:
IRestWebService
Cancel
New


New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
RestWebService
Cancel
New


Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Windo
TrackMyWalks.iOS › Debug › iPhone X iOS 11.4
Restart Without Debugging
Start Debugging
Live Run Current View
Upload to Device
Run With
Stop
Debug Application...
Attach to Process...
Detach
Step Over
Step Into
Step Out
Show Current Execution Line
New Breakpoint...
New Function Breakpoint
New Exception Catchpoint
View Breakpoints
Toggle Breakpoint
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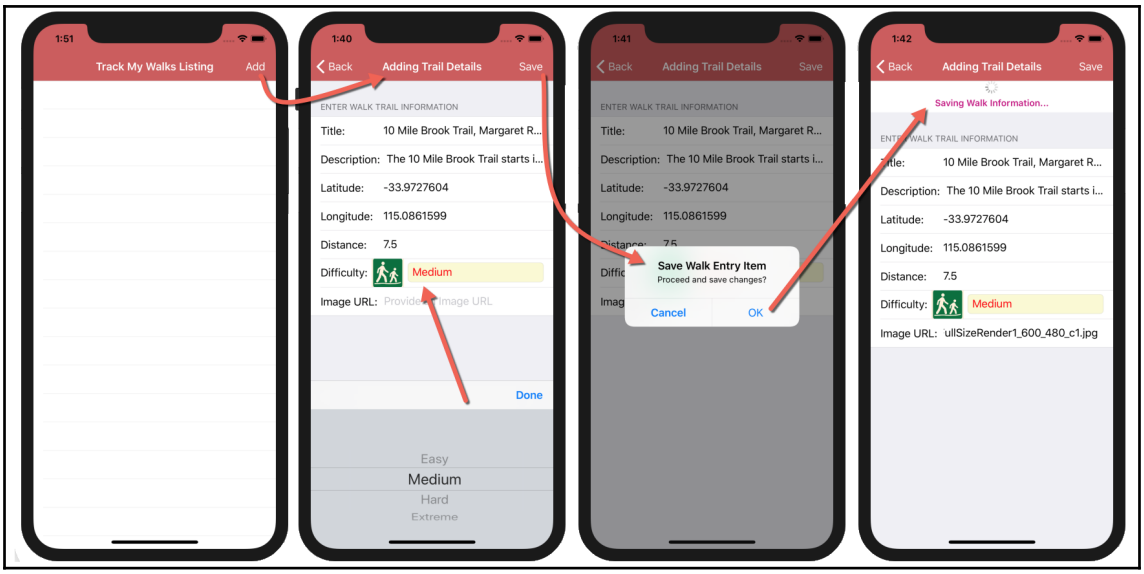
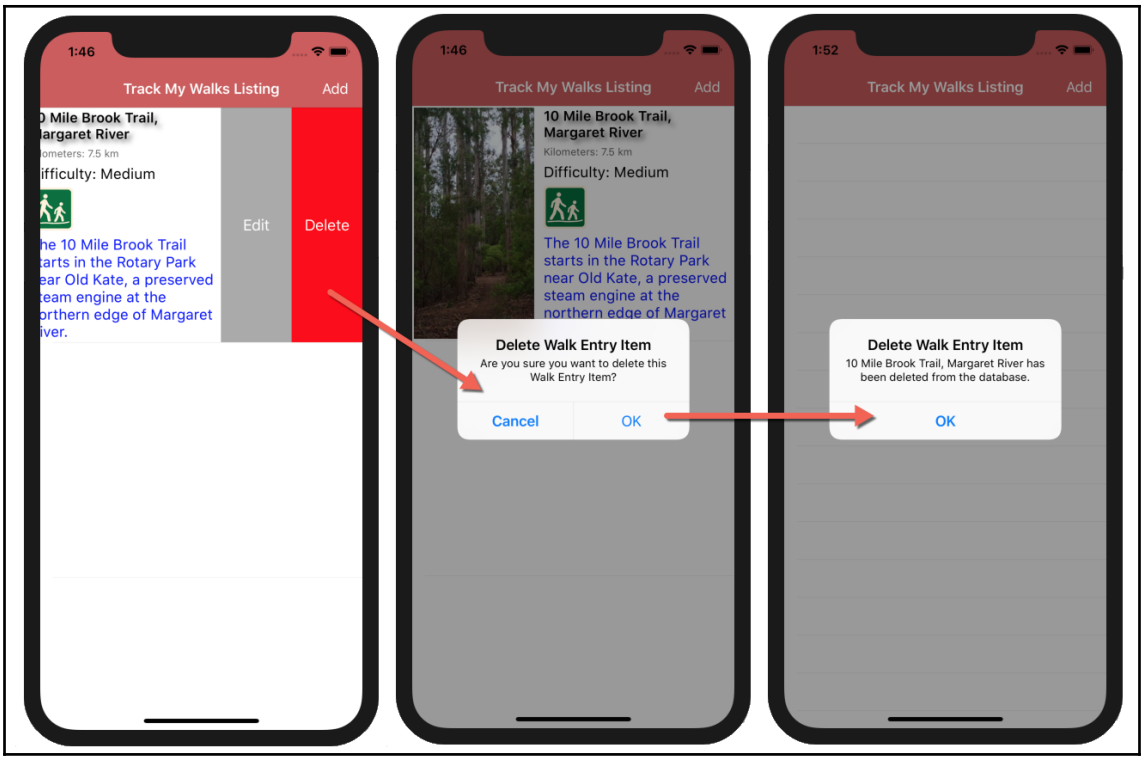
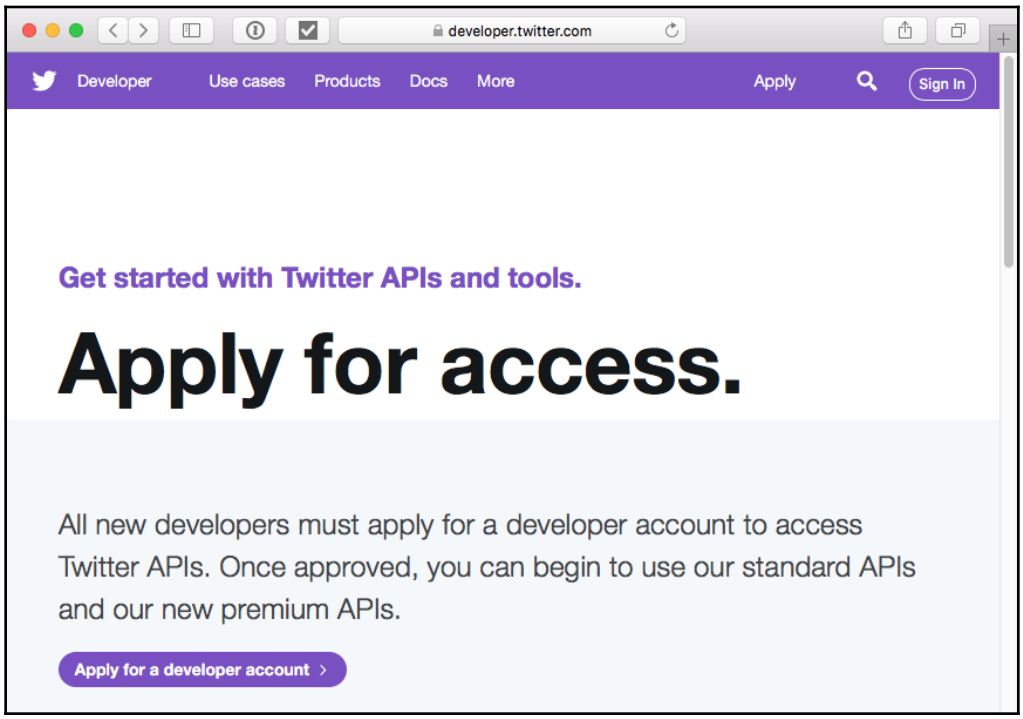
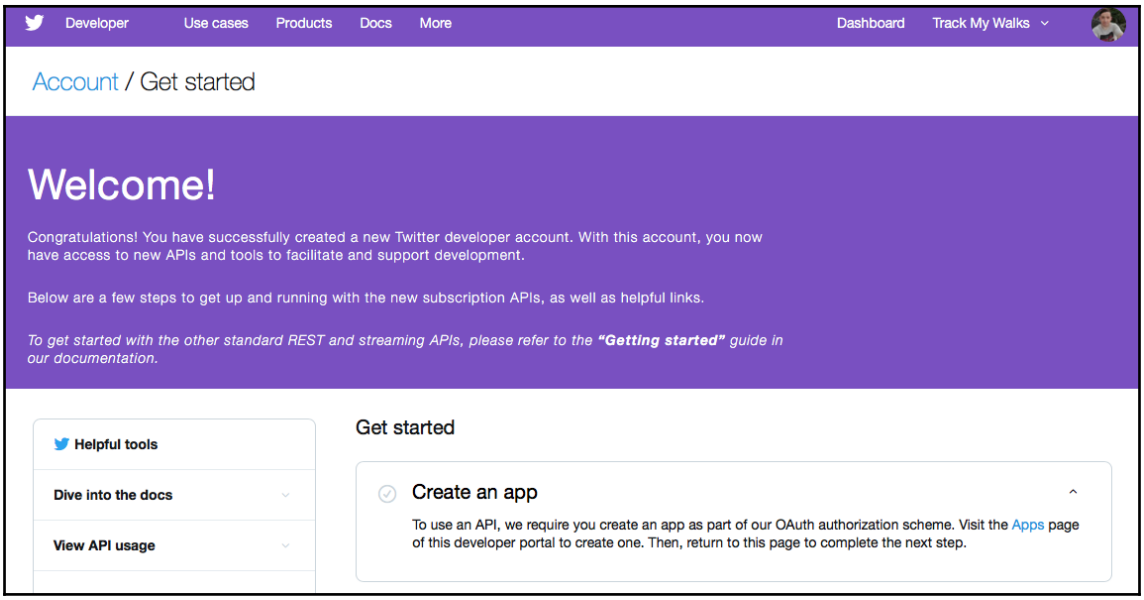
Models
Services
ValueConverters
ViewModels
Views
App.xaml
MainPage.xaml
TrackMyWalks.Android
TrackMyWalks.iOS
Toolbox
Document Outline

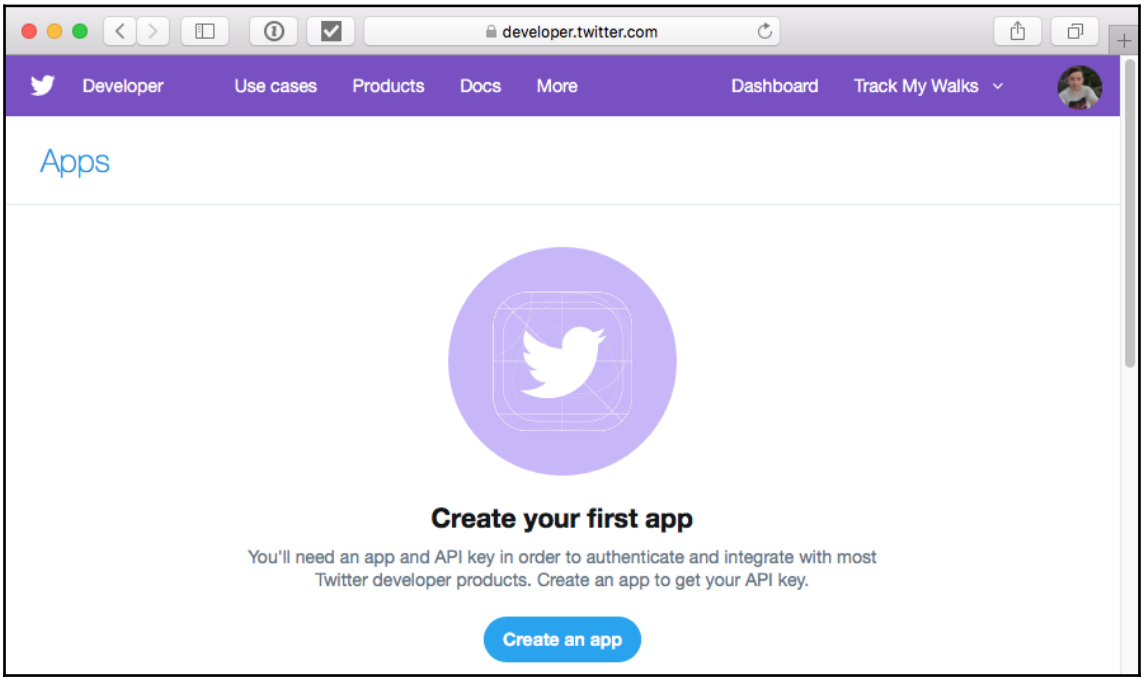

Track My Walks Listing
Add
Back
Adding Trail Details
Save
ENTER WALK TRAIL INFORMATION
Title:
10 Mile Brook Trail, Margaret R...
Description:
The 10 Mile Brook Trail starts i...
Latitude:
-33.9727604
Longitude:
115.0861599
Distance:
7.5
Difficulty:
Medium
Image URL:
Done
Easy
Medium
Hard
Extreme
Save Walk Entry Item
Proceed and save changes?
Cancel
OK
Saving Walk Information...
ullSizeRender1_600_480_c1.jpg

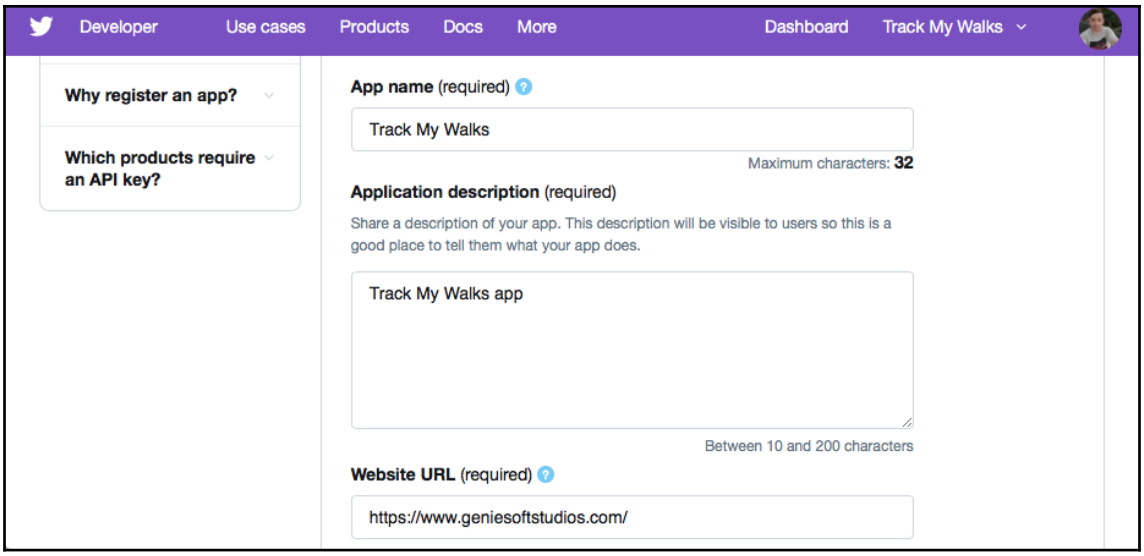

1:46
Track My Walks Listing
Add
Edit
Delete
1:46
Track My Walks Listing
Add
10 Mile Brook Trail,
Margaret River
Kilometers: 7.5 km
Difficulty: Medium
The 10 Mile Brook Trail starts in the Rotary Park near Old Kate, a preserved steam engine at the northern edge of Margaret
Delete Walk Entry Item
Are you sure you want to delete this Walk Entry Item?
Cancel
OK
1:52
Track My Walks Listing
Add
Delete Walk Entry Item
10 Mile Brook Trail, Margaret River has been deleted from the database.
OK

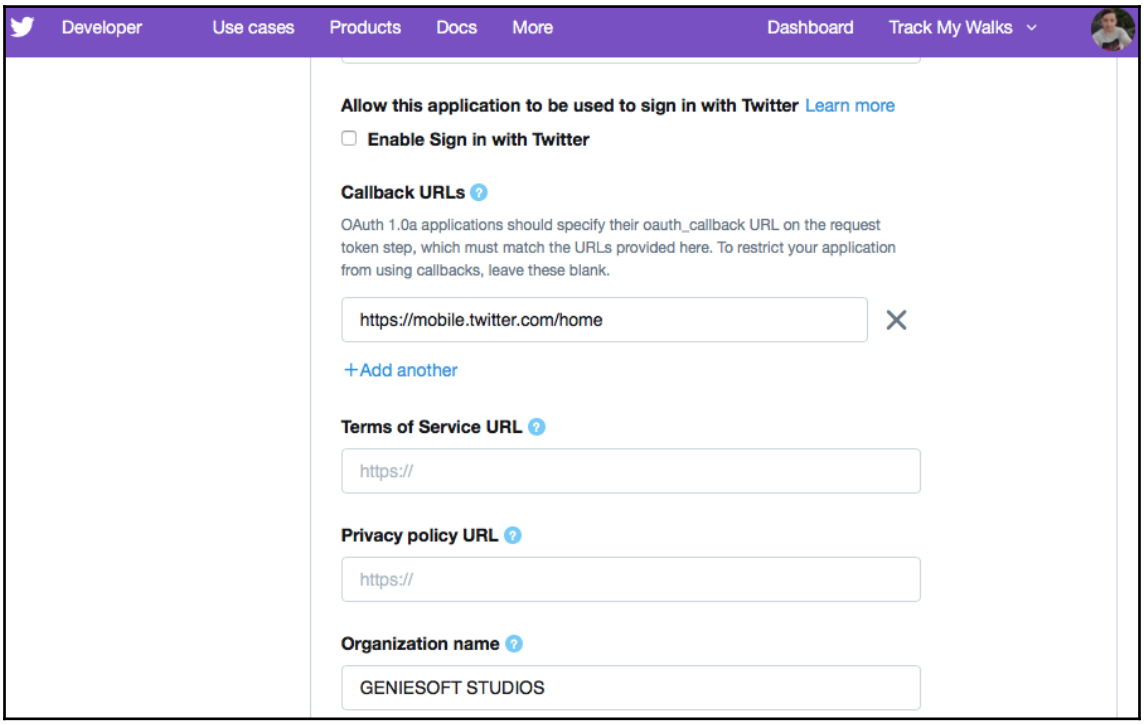
Chapter 12:
Making our App Social Using the Twitter API

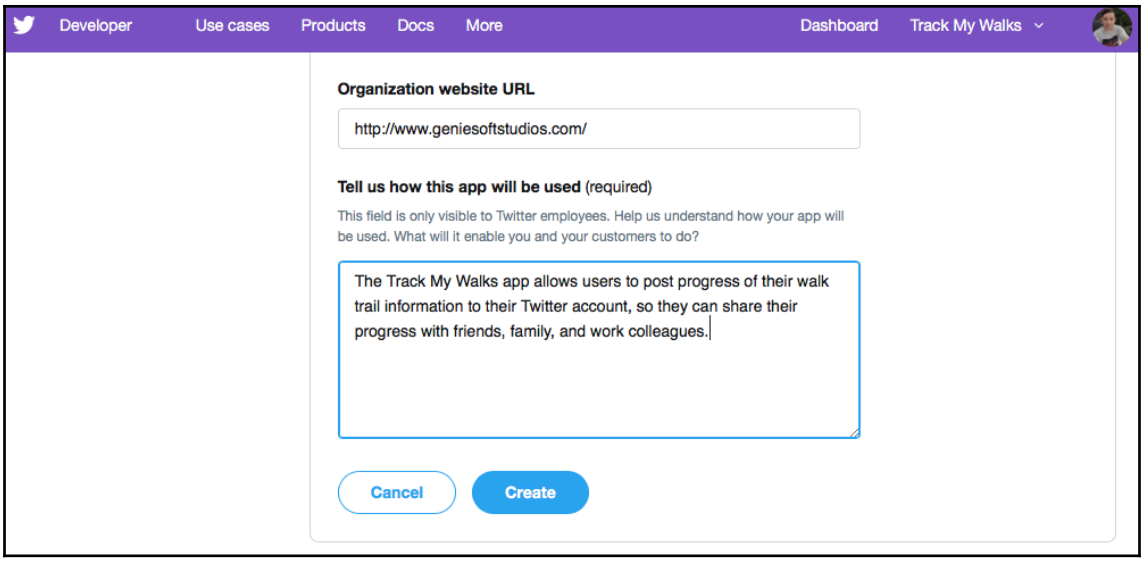


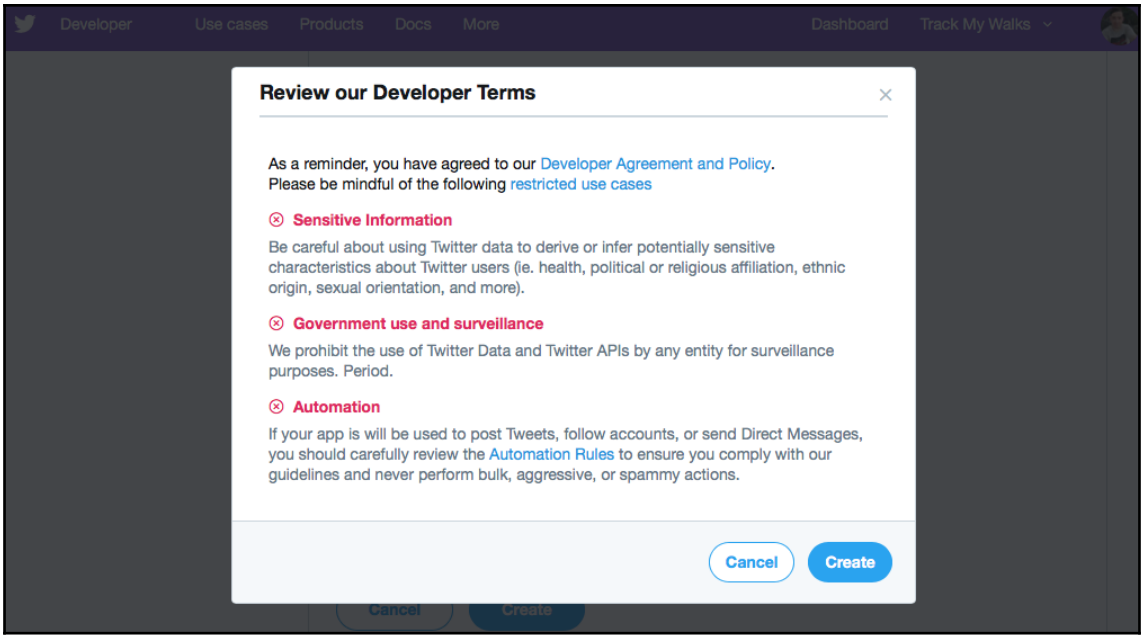

Developer
Use cases
Products
Docs
More
Dashboard
Track My Walks
Account / Get started
Welcome!
Congratulations! You have successfully created a new Twitter developer account. With this account, you now have access to new APIs and tools to facilitate and support development.
Below are a few steps to get up and running with the new subscription APIs, as well as helpful links.
To get started with the other standard REST and streaming APIs, please refer to the "Getting started" guide in our documentation.
Helpful tools
Dive into the docs
View API usage
Get started
Create an app
To use an API, we require you create an app as part of our OAuth authorization scheme. Visit the Apps page of this developer portal to create one. Then, return to this page to complete the next step.

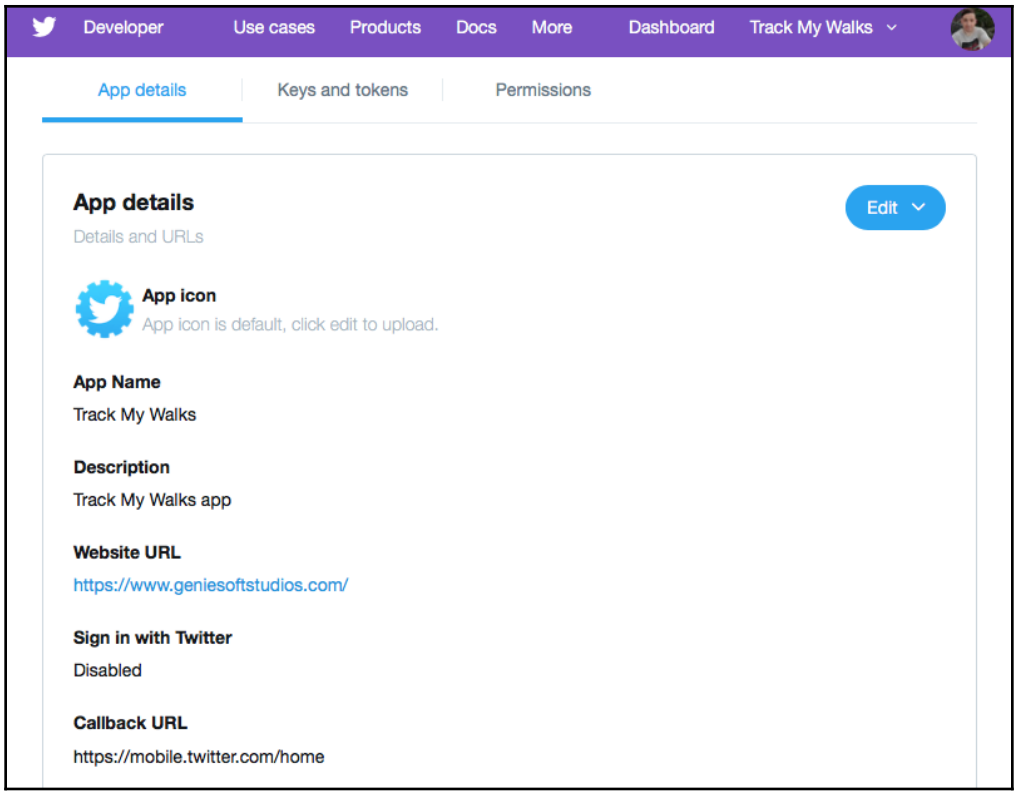

developer.twitter.com
Developer
Use cases
Products
Docs
More
Dashboard
Track My Walks
Apps
Create your first app
You'll need an app and API key in order to authenticate and integrate with most Twitter developer products. Create an app to get your API key.
Create an app

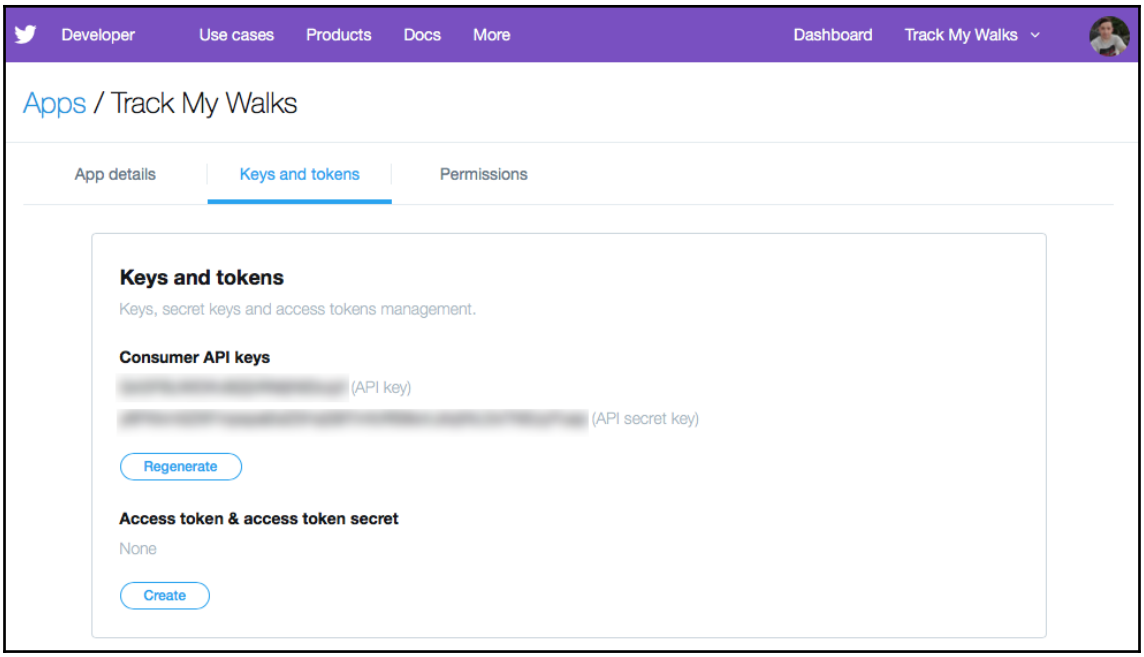

Developer
Use cases
Products
Docs
More
Dashboard
Track My Walks
Why register an app?
Which products require an API key?
App name (required)
Track My Walks
Maximum characters: 32
Application description (required)
Share a description of your app. This description will be visible to users so this is a good place to tell them what your app does.
Track My Walks app
Between 10 and 200 characters
Website URL (required)
https://www.geniesoftstudios.com/

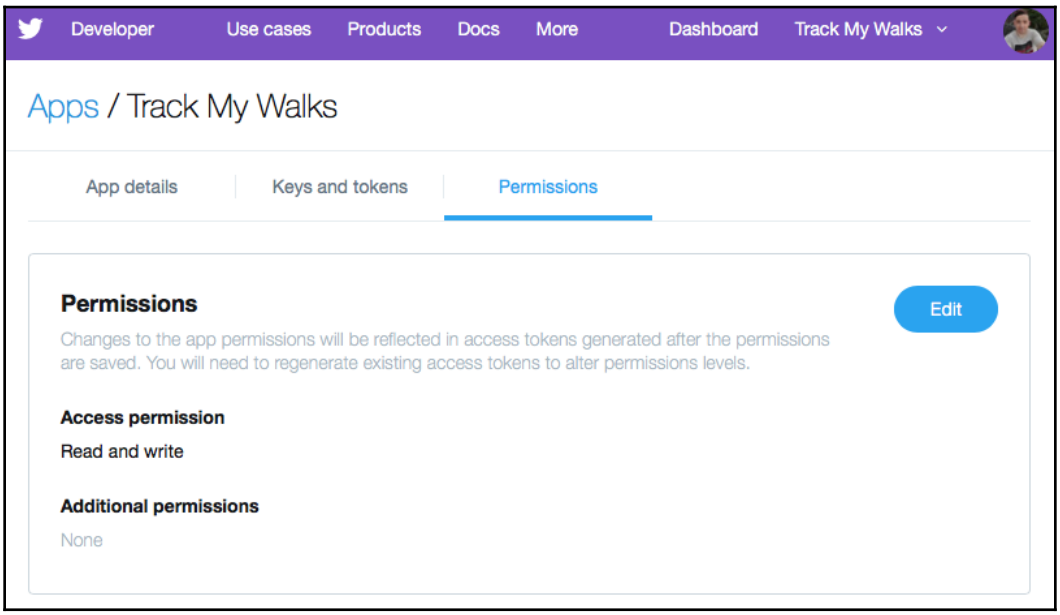

Developer
Use cases
Products
Docs
More
Dashboard
Track My Walks
Allow this application to be used to sign in with Twitter Learn more
Enable Sign in with Twitter
Callback URLs
OAuth 1.0a applications should specify their oauth_callback URL on the request token step, which must match the URLs provided here. To restrict your application from using callbacks, leave these blank.
https://mobile.twitter.com/home
+Add another
Terms of Service URL
https://
Privacy policy URL
https://
Organization name
GENIESOFT STUDIOS

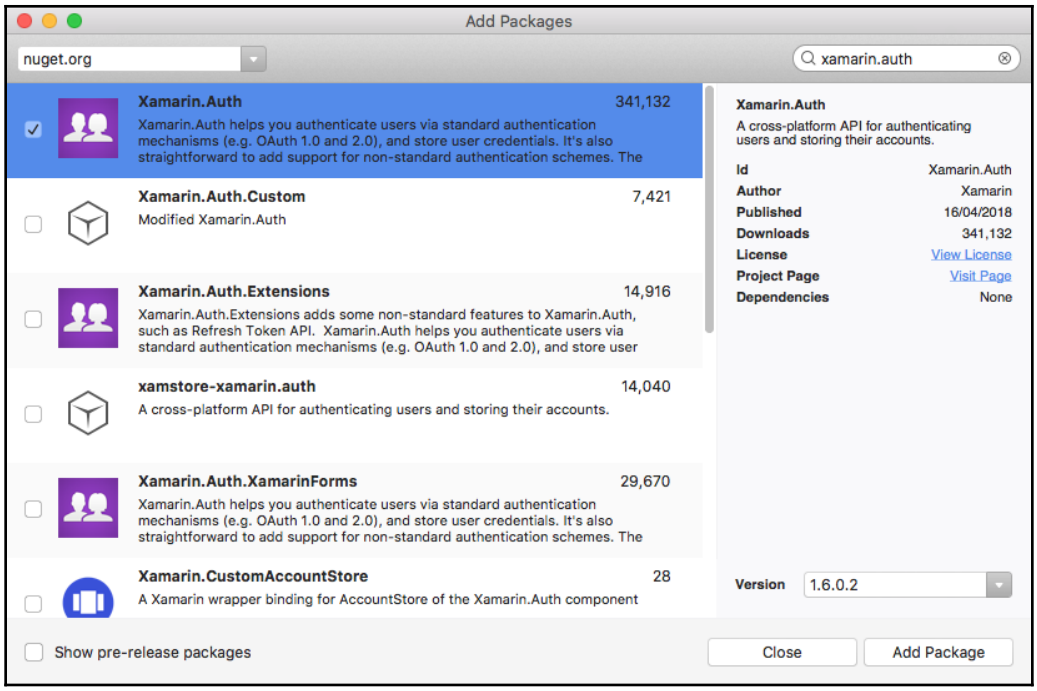

Developer
Use cases
Products
Docs
More
Dashboard
Track My Walks
Organization website URL
http://www.geniesoftstudios.com/
Tell us how this app will be used (required)
This field is only visible to Twitter employees. Help us understand how your app will be used. What will it enable you and your customers to do?
The Track My Walks app allows users to post progress of their walk trail information to their Twitter account, so they can share their progress with friends, family, and work colleagues.
Cancel
Create

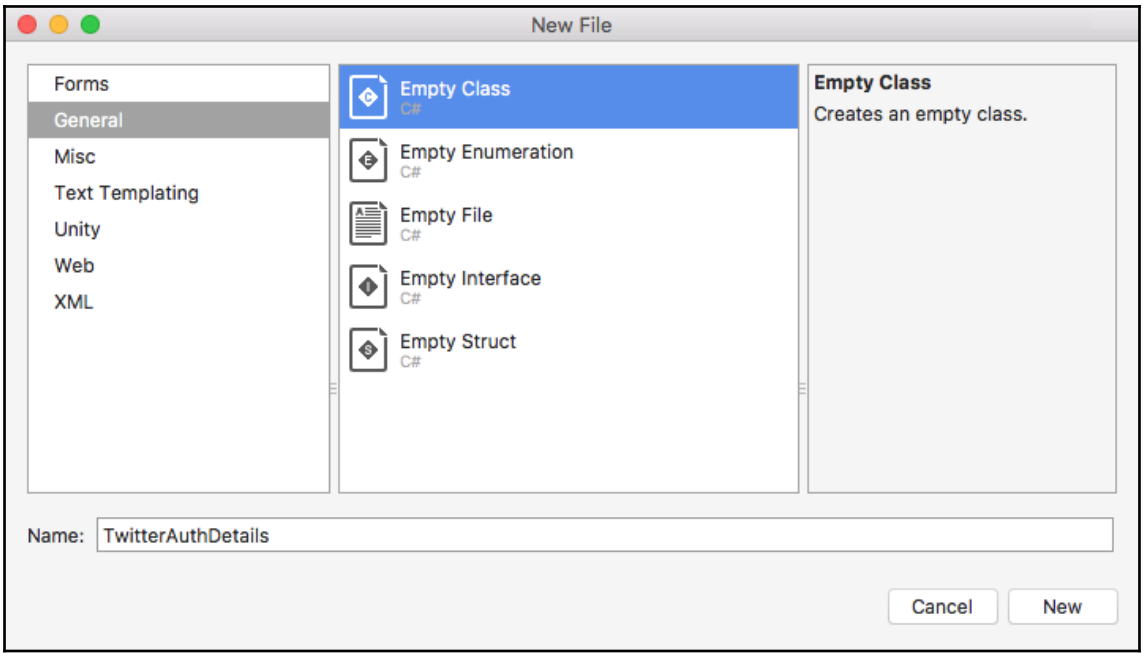

Developer
Use cases
Products
Docs
More
Dashboard
Track My Walks
Review our Developer Terms
As a reminder, you have agreed to our Developer Agreement and Policy.
Please be mindful of the following restricted use cases
Sensitive Information
Be careful about using Twitter data to derive or infer potentially sensitive characteristics about Twitter users (ie. health, political or religious affiliation, ethnic origin, sexual orientation, and more).
Government use and surveillance
We prohibit the use of Twitter Data and Twitter APIs by any entity for surveillance purposes. Period.
Automation
If your app is will be used to post Tweets, follow accounts, or send Direct Messages, you should carefully review the Automation Rules to ensure you comply with our guidelines and never perform bulk, aggressive, or spammy actions.
Cancel
Create

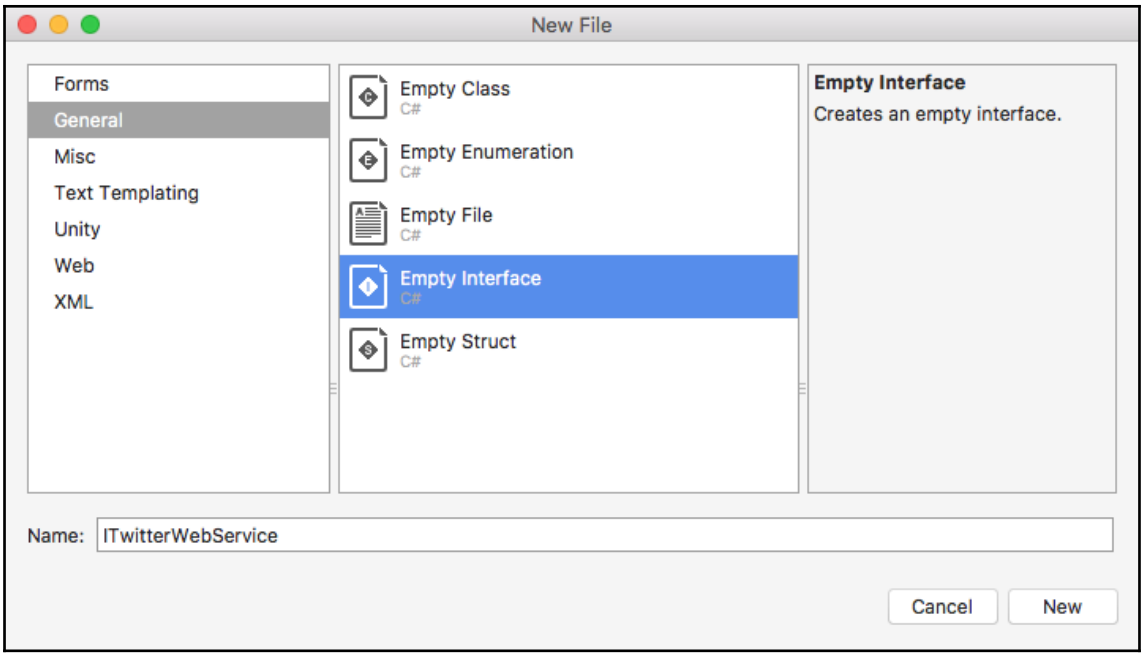

Developer
Use cases
Products
Docs
More
Dashboard
Track My Walks
App details
Keys and tokens
Permissions
App details
Details and URLs
Edit
App icon
App icon is default, click edit to upload.
App Name
Track My Walks
Description
Track My Walks app
Website URL
https://www.geniesoftstudios.com/
Sign in with Twitter
Disabled
Callback URL
https://mobile.twitter.com/home

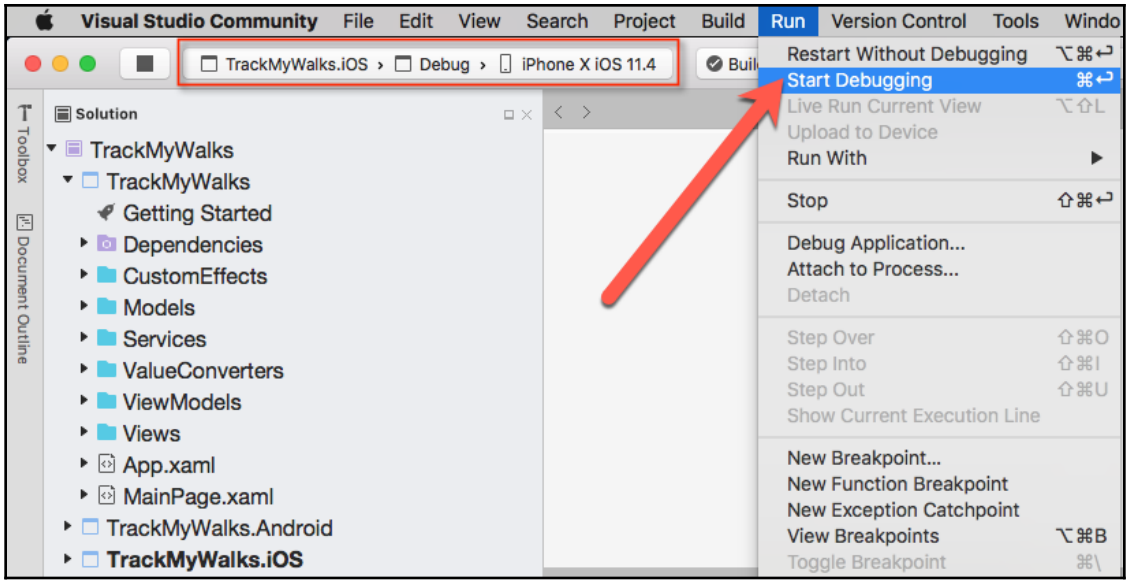

Developer
Use cases
Products
Docs
More
Dashboard
Track My Walks
Apps / Track My Walks
App details
Keys and tokens
Permissions
Keys and tokens
Keys, secret keys and access tokens management.
Consumer API keys
(API key)
(API secret key)
Regenerate
Access token & access token secret
None
Create

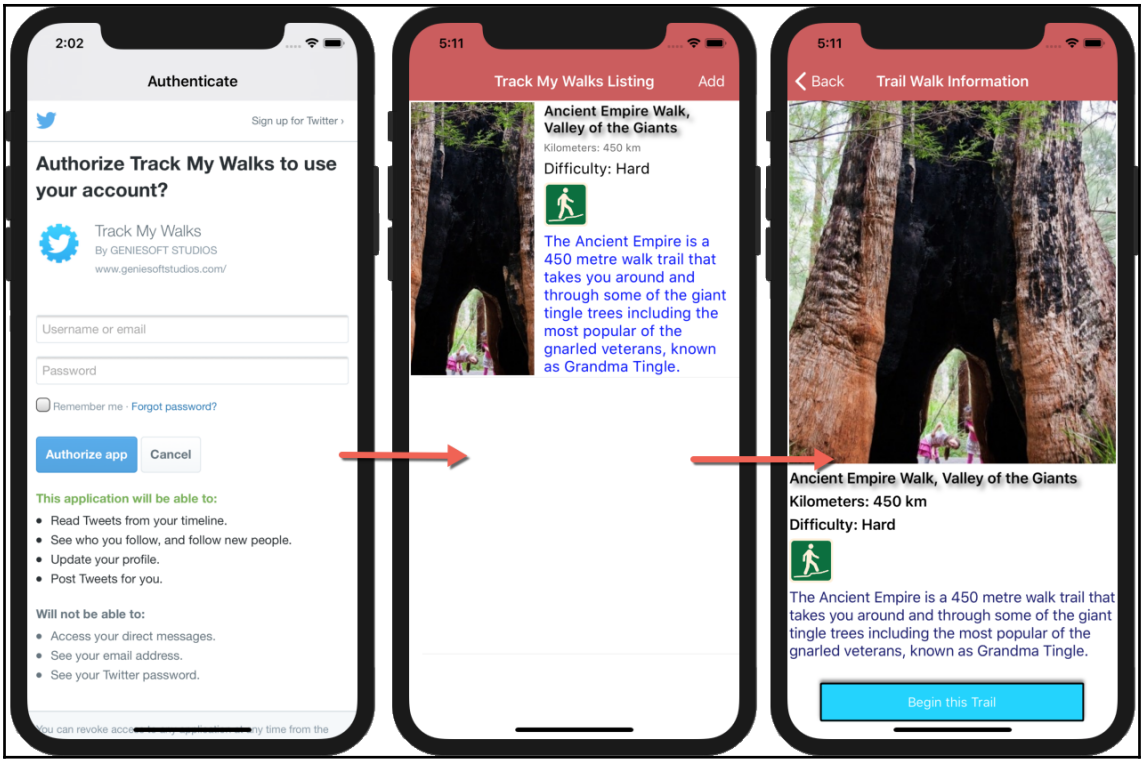

Developer
Use cases
Products
Docs
More
Dashboard
Track My Walks
Apps / Track My Walks
App details
Keys and tokens
Permissions
Permissions
Edit
Changes to the app permissions will be reflected in access tokens generated after the permissions are saved. You will need to regenerate existing access tokens to alter permissions levels.
Access permission
Read and write
Additional permissions
None

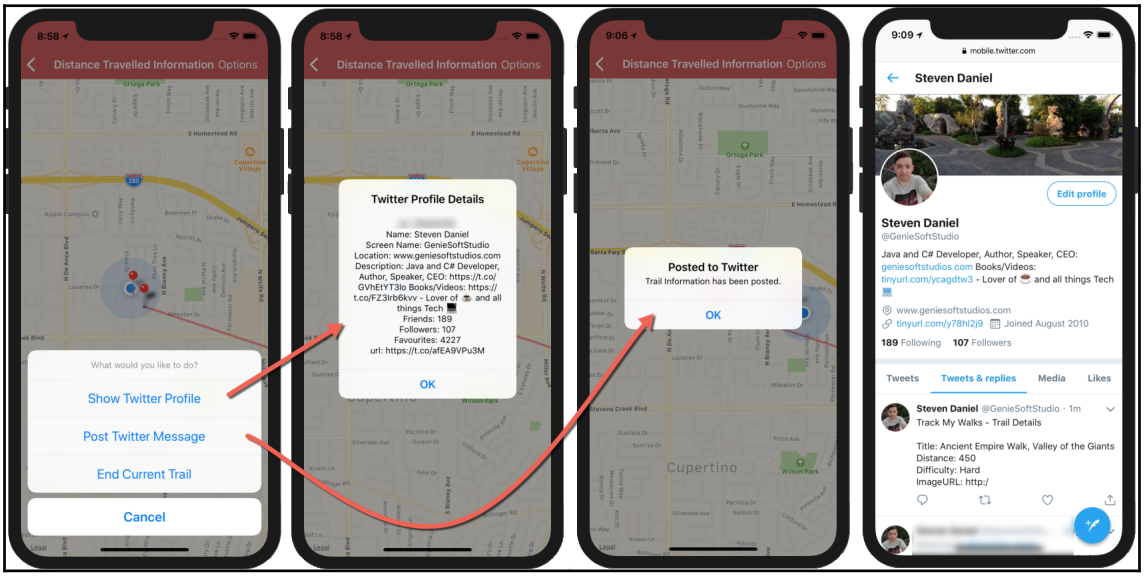

Add Packages
nuget.org
xamarin.auth
Xamarin.Auth
341,132
Xamarin.Auth helps you authenticate users via standard authentication mechanisms (e.g. OAuth 1.0 and 2.0), and store user credentials. It's also straightforward to add support for non-standard authentication schemes. The
Xamarin.Auth.Custom
7,421
Modified Xamarin.Auth
Xamarin.Auth.Extensions
14,916
Xamarin.Auth.Extensions adds some non-standard features to Xamarin.Auth, such as Refresh Token API. Xamarin.Auth helps you authenticate users via standard authentication mechanisms (e.g. OAuth 1.0 and 2.0), and store user
xamstore-xamarin.auth
14,040
A cross-platform API for authenticating users and storing their accounts.
Xamarin.Auth.XamarinForms
29,670
Xamarin.Auth helps you authenticate users via standard authentication mechanisms (e.g. OAuth 1.0 and 2.0), and store user credentials. It's also straightforward to add support for non-standard authentication schemes. The
Xamarin.CustomAccountStore
28
A Xamarin wrapper binding for AccountStore of the Xamarin.Auth component
Xamarin.Auth
A cross-platform API for authenticating users and storing their accounts.
Id Xamarin.Auth
Author Xamarin
Published 16/04/2018
Downloads 341,132
License View License
Project Page Visit Page
Dependencies None
Version 1.6.0.2
Show pre-release packages
Close
Add Package


New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name: TwitterAuthDetails
Cancel
New

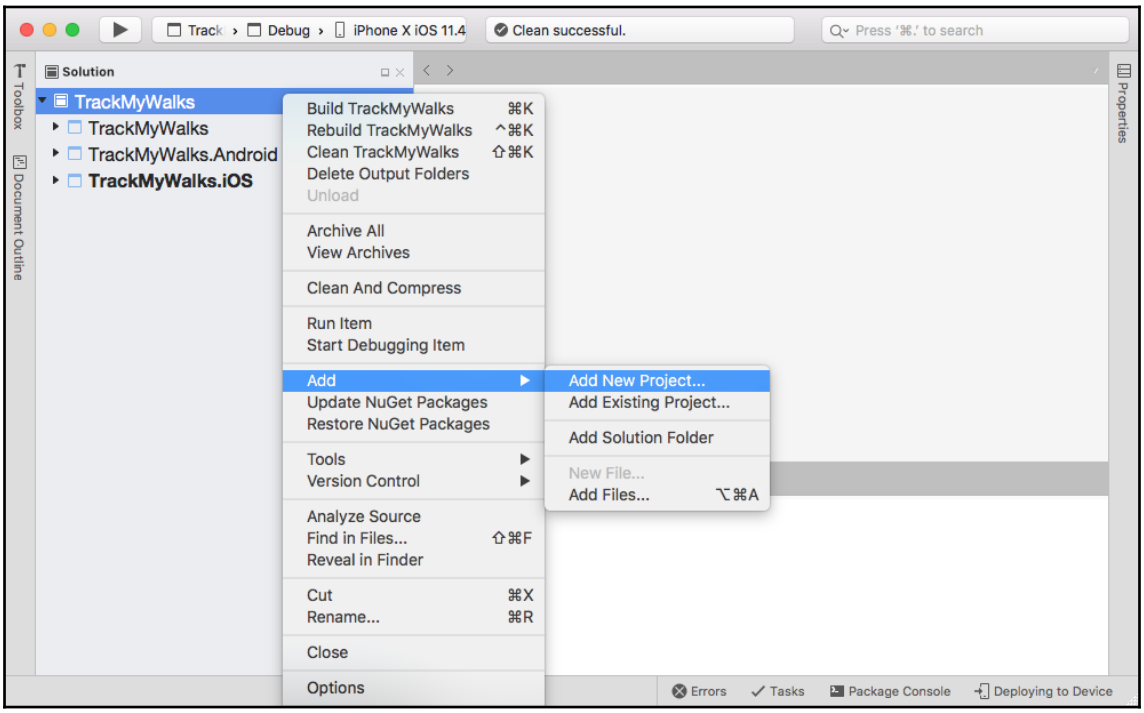

New File
Forms
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Interface
Creates an empty interface.
Name:
ITwitterWebService
Cancel
New

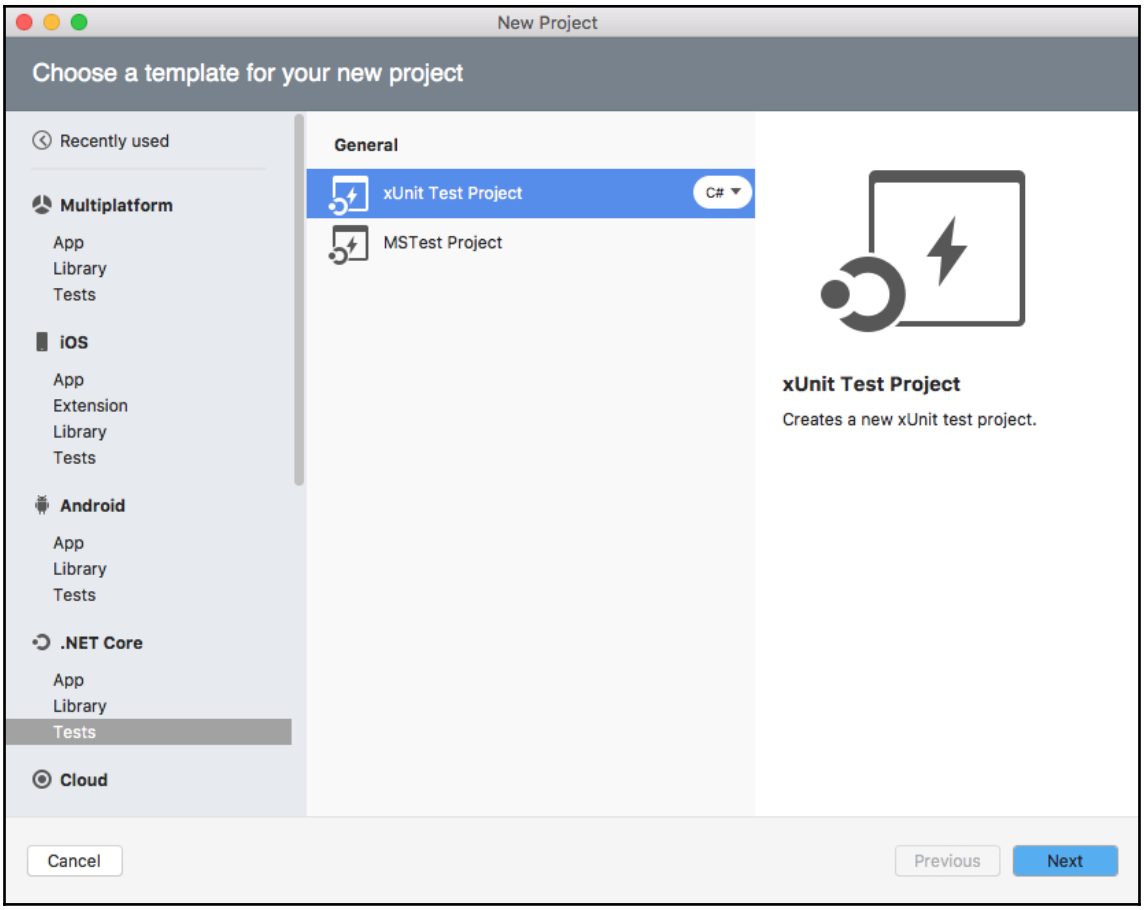

Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Windo
TrackMyWalks.iOS › Debug › iPhone X iOS 11.4
Solution
TrackMyWalks
TrackMyWalks
Getting Started
Dependencies
CustomEffects
Models
Services
ValueConverters
ViewModels
Views
App.xaml
MainPage.xaml
TrackMyWalks.Android
TrackMyWalks.iOS
Toolbox
Document Outline
Restart Without Debugging
Start Debugging
Live Run Current View
Upload to Device
Run With
Stop
Debug Application...
Attach to Process...
Detach
Step Over
Step Into
Step Out
Show Current Execution Line
New Breakpoint...
New Function Breakpoint
New Exception Catchpoint
View Breakpoints
Toggle Breakpoint

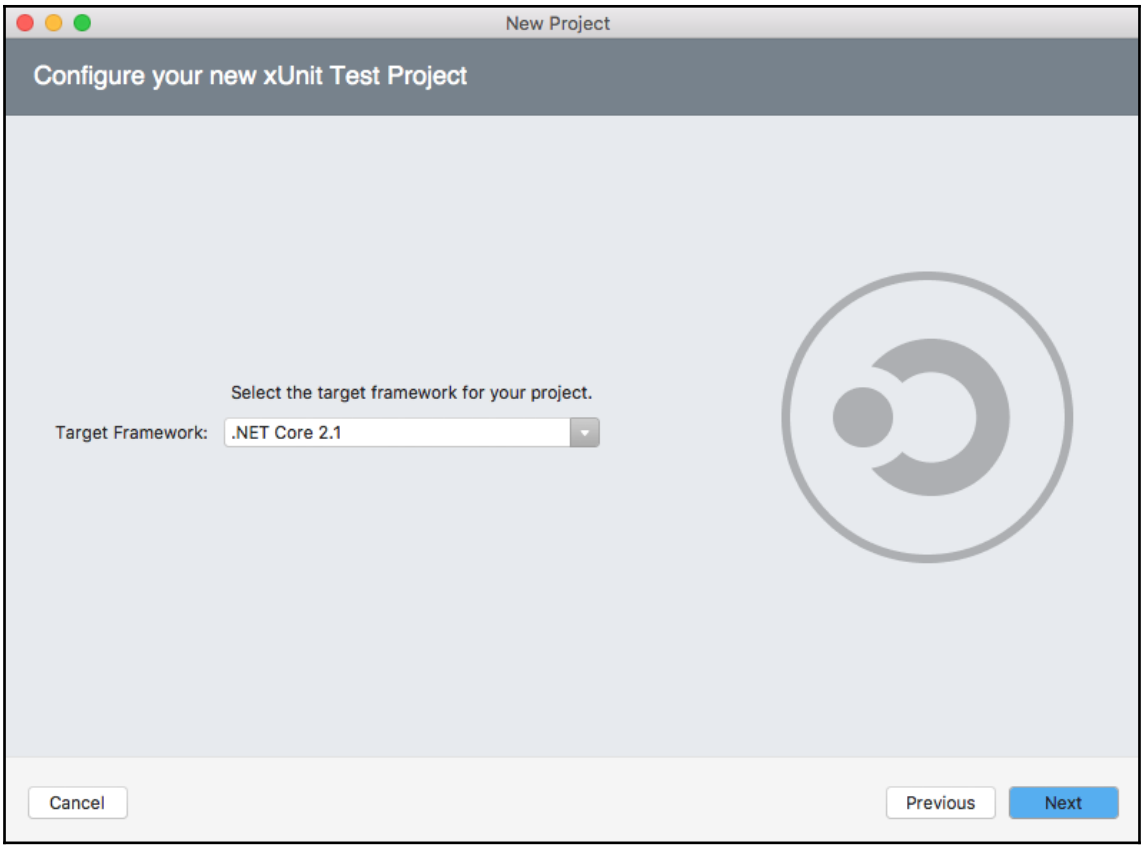

2:02
Authenticate
Sign up for Twitter ›
Authorize Track My Walks to use your account?
Track My Walks
By GENIESOFT STUDIOS
www.geniesoftstudios.com/
Username or email
Password
Remember me · Forgot password?
Authorize app
Cancel
This application will be able to:
Read Tweets from your timeline.
See who you follow, and follow new people.
Update your profile.
Post Tweets for you.
Will not be able to:
Access your direct messages.
See your email address.
See your Twitter password.
5:11
Track My Walks Listing
Add
Ancient Empire Walk, Valley of the Giants
Kilometers: 450 km
Difficulty: Hard
The Ancient Empire is a 450 metre walk trail that takes you around and through some of the giant tingle trees including the most popular of the gnarled veterans, known as Grandma Tingle.
5:11
Back
Trail Walk Information
Ancient Empire Walk, Valley of the Giants
Kilometers: 450 km
Difficulty: Hard
The Ancient Empire is a 450 metre walk trail that takes you around and through some of the giant tingle trees including the most popular of the gnarled veterans, known as Grandma Tingle.
Begin this Trail

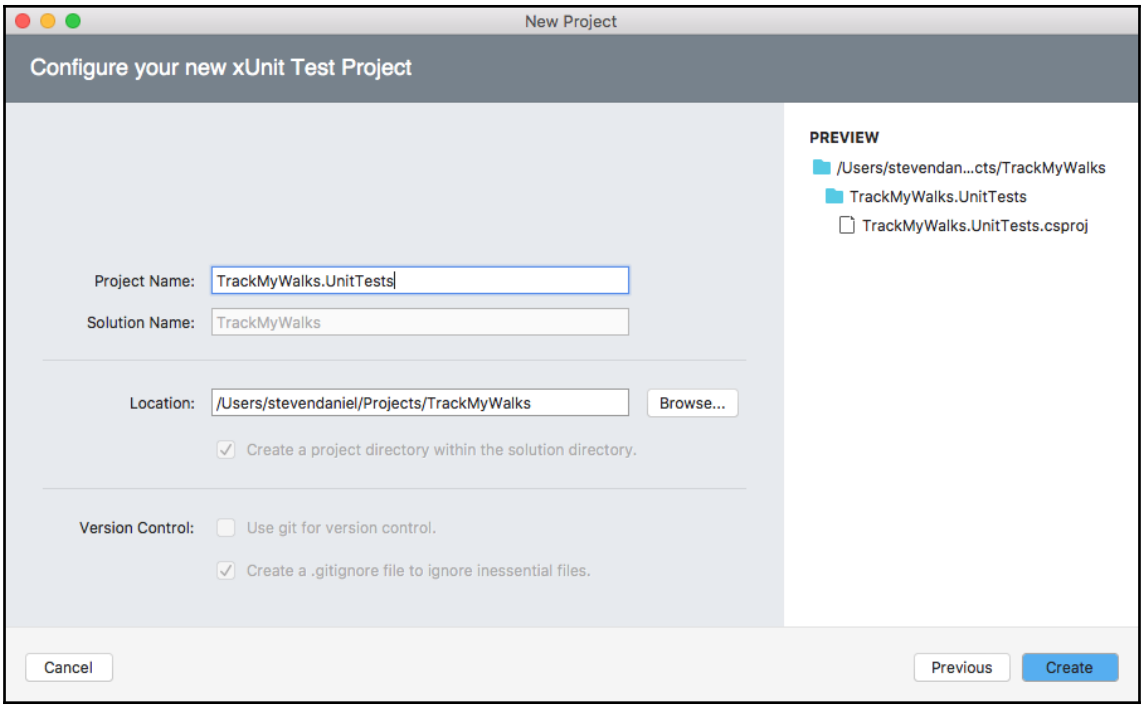

8:58
Distance Travelled Information Options
What would you like to do?
Show Twitter Profile
Post Twitter Message
End Current Trail
Cancel
Twitter Profile Details
Name: Steven Daniel
Screen Name: GenieSoftStudio
Location: www.geniesoftstudios.com
Description: Java and C# Developer, Author, Speaker, CEO: https://t.co/GVhEtYT3lo Books/Videos: https://t.co/FZ3rb6kvv - Lover of and all things Tech
Friends: 189
Followers: 107
Favourites: 4227
url: https://t.co/afEA9VPu3M
OK
9:06
Distance Travelled Information Options
Posted to Twitter
Trail Information has been posted.
OK
Cupertino
9:09
mobile.twitter.com
Steven Daniel
Edit profile
Steven Daniel
@GenieSoftStudio
Java and C# Developer, Author, Speaker, CEO:
geniesoftstudios.com Books/Videos:
tinyurl.com/ycagdtw3 - Lover of and all things Tech
www.geniesoftstudios.com
tinyurl.com/y78hl2j9 Joined August 2010
189 Following 107 Followers
Tweets
Tweets & replies
Media
Likes
Steven Daniel @GenieSoftStudio · 1m
Track My Walks - Trail Details
Title: Ancient Empire Walk, Valley of the Giants
Distance: 450
Difficulty: Hard
ImageURL: http:/

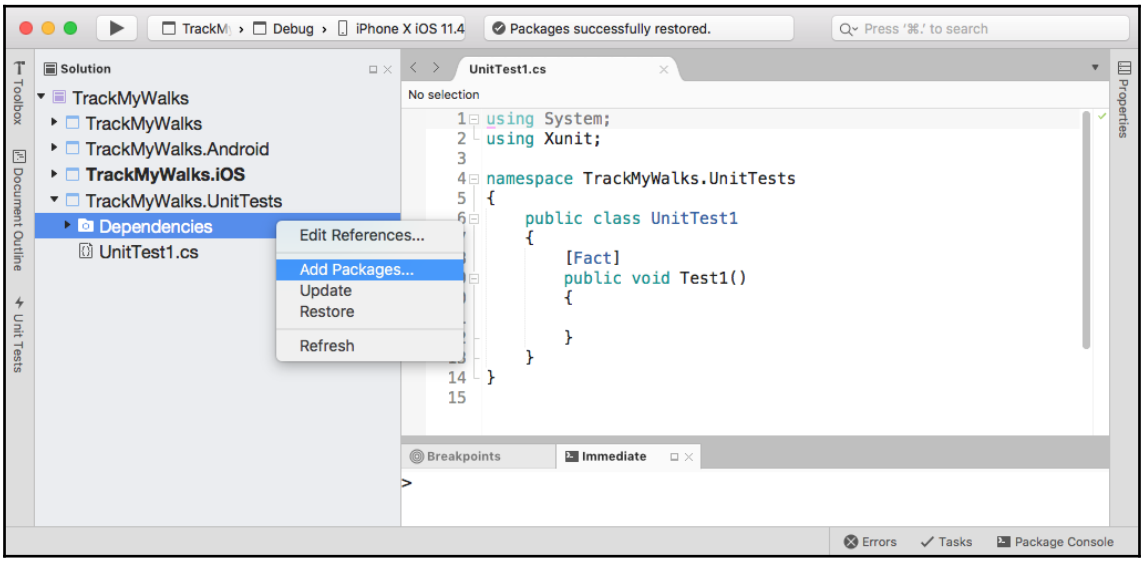
Chapter 13:
Unit Testing Your Xamarin.Forms Apps

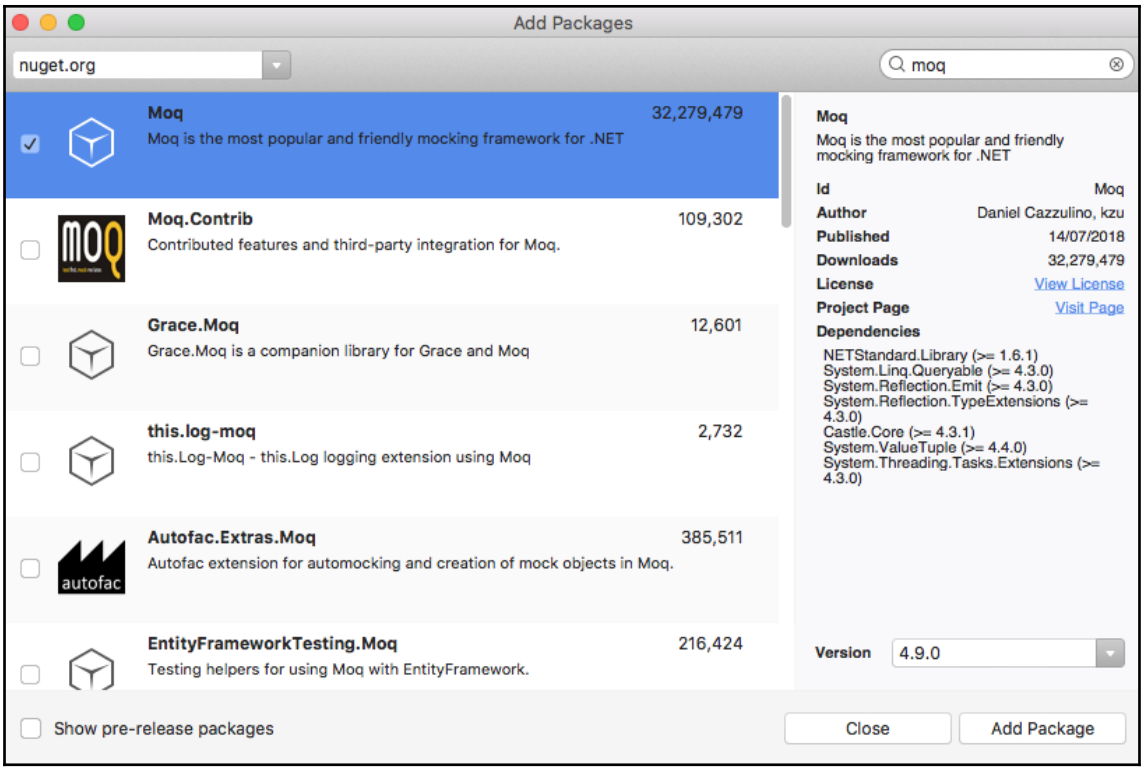


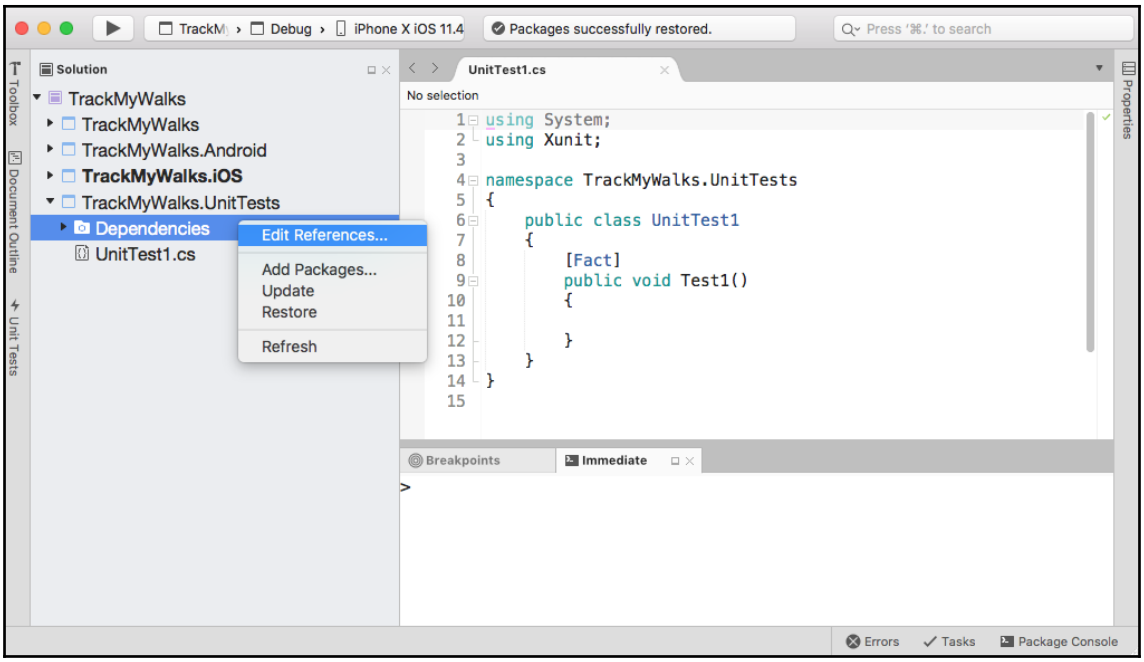

New Project
Choose a template for your new project
Recently used
Multiplatform
App
Library
Tests
iOS
App
Extension
Library
Tests
Android
App
Library
Tests
.NET Core
App
Library
Tests
Cloud
General
xUnit Test Project
C#
MSTest Project
xUnit Test Project
Creates a new xUnit test project.
Cancel
Previous
Next

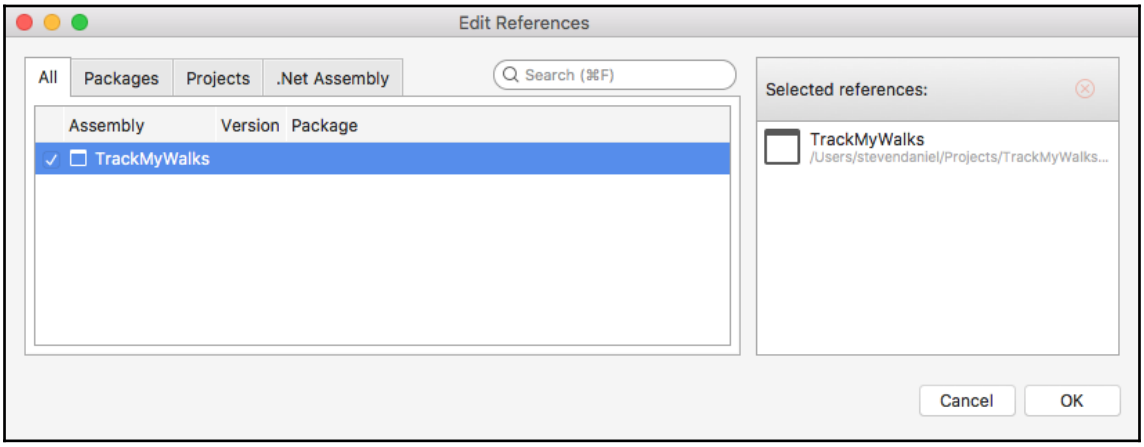

New Project
Configure your new xUnit Test Project
Select the target framework for your project.
Target Framework:
.NET Core 2.1
Cancel
Previous
Next

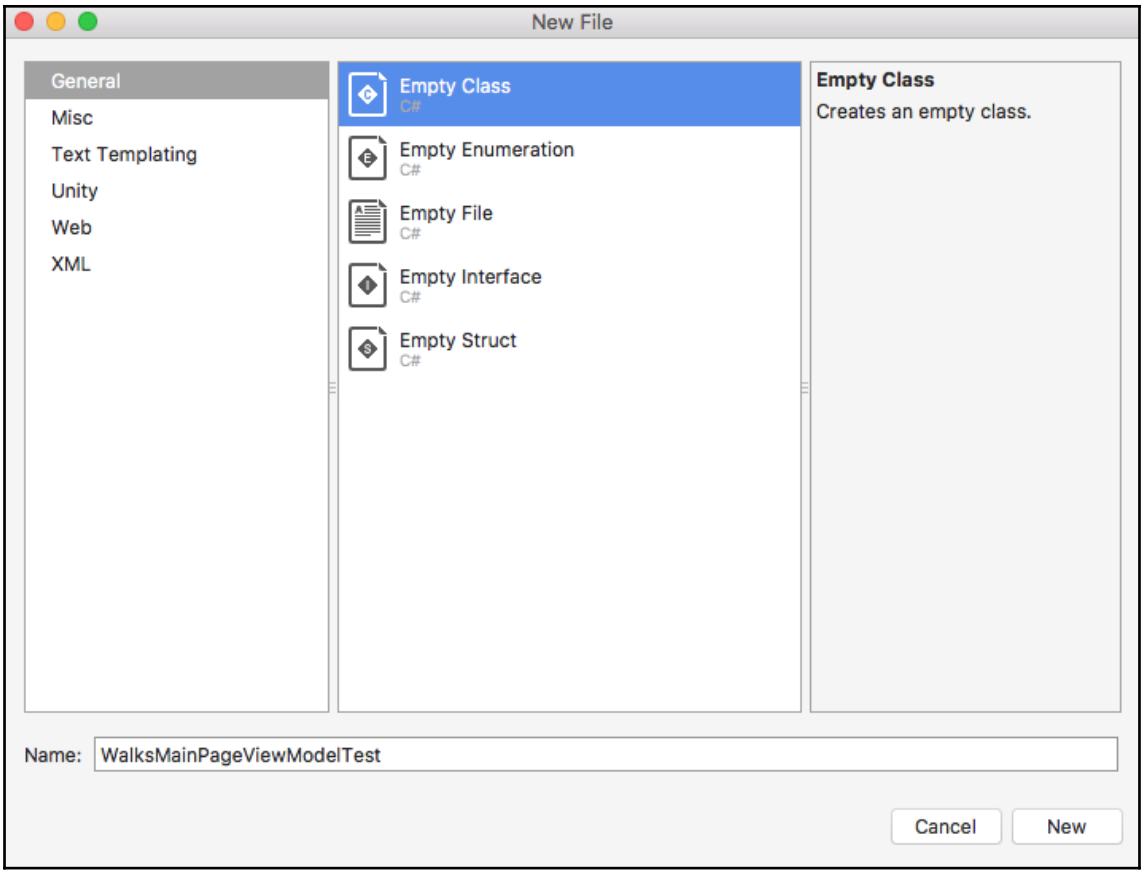

New Project
Configure your new xUnit Test Project
PREVIEW
/Users/stevendan...cts/TrackMyWalks
TrackMyWalks.UnitTests
TrackMyWalks.UnitTests.csproj
Project Name:
TrackMyWalks.UnitTests
Solution Name:
TrackMyWalks
Location:
/Users/stevendaniel/Projects/TrackMyWalks
Browse...
Create a project directory within the solution directory.
Version Control:
Use git for version control.
Create a .gitignore file to ignore inessential files.
Cancel
Previous
Create

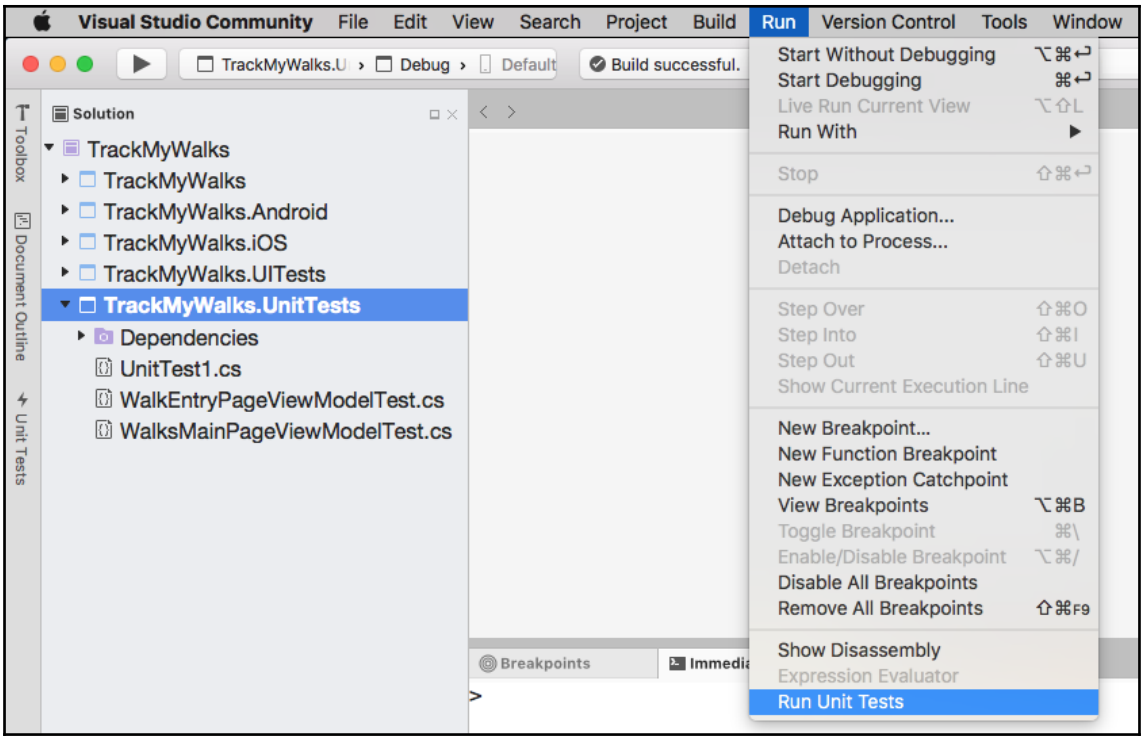

Packages successfully restored.
Solution
TrackMyWalks
TrackMyWalks
TrackMyWalks.Android
TrackMyWalks.iOS
TrackMyWalks.UnitTests
Dependencies
UnitTest1.cs
Edit References...
Add Packages...
Update
Restore
Refresh
UnitTest1.cs
No selection
using System;
using Xunit;
namespace TrackMyWalks.UnitTests
{
public class UnitTest1
{
[Fact]
public void Test1()
{
}
}
}
Breakpoints
Immediate
Errors
Tasks
Package Console

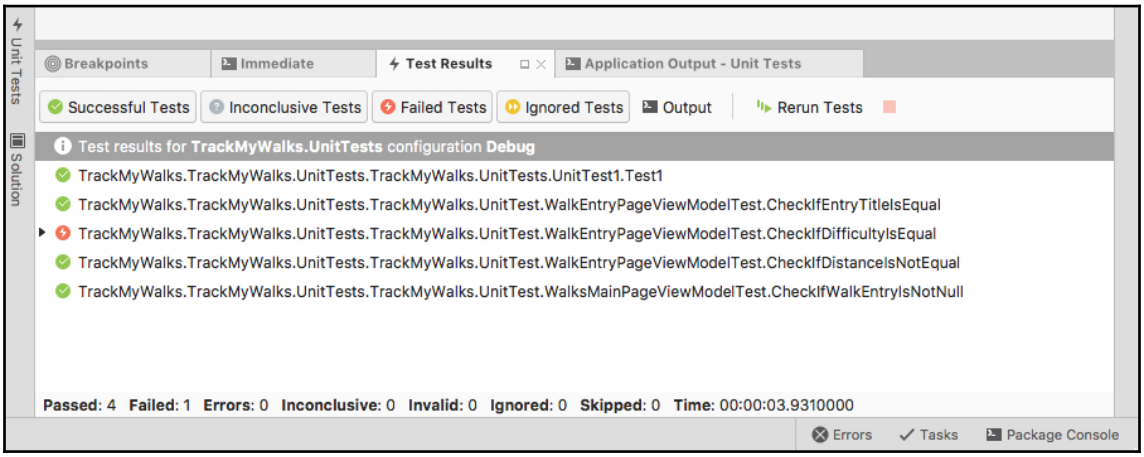

Add Packages
nuget.org
moq
Moq
Moq is the most popular and friendly mocking framework for .NET
32,279,479
Moq.Contrib
Contributed features and third-party integration for Moq.
109,302
Grace.Moq
Grace.Moq is a companion library for Grace and Moq
12,601
this.log-moq
this.Log-Moq - this.Log logging extension using Moq
2,732
Autofac.Extras.Moq
Autofac extension for automocking and creation of mock objects in Moq.
385,511
EntityFrameworkTesting.Moq
Testing helpers for using Moq with EntityFramework.
216,424
Moq
Moq is the most popular and friendly mocking framework for .NET
Id Moq
Author Daniel Cazzulino, kzu
Published 14/07/2018
Downloads 32,279,479
License View License
Project Page Visit Page
Dependencies
NETStandard.Library (>= 1.6.1)
System.Linq.Queryable (>= 4.3.0)
System.Reflection.Emit (>= 4.3.0)
System.Reflection.TypeExtensions (>= 4.3.0)
Castle.Core (>= 4.3.1)
System.ValueTuple (>= 4.4.0)
System.Threading.Tasks.Extensions (>= 4.3.0)
Version 4.9.0
Show pre-release packages
Close
Add Package

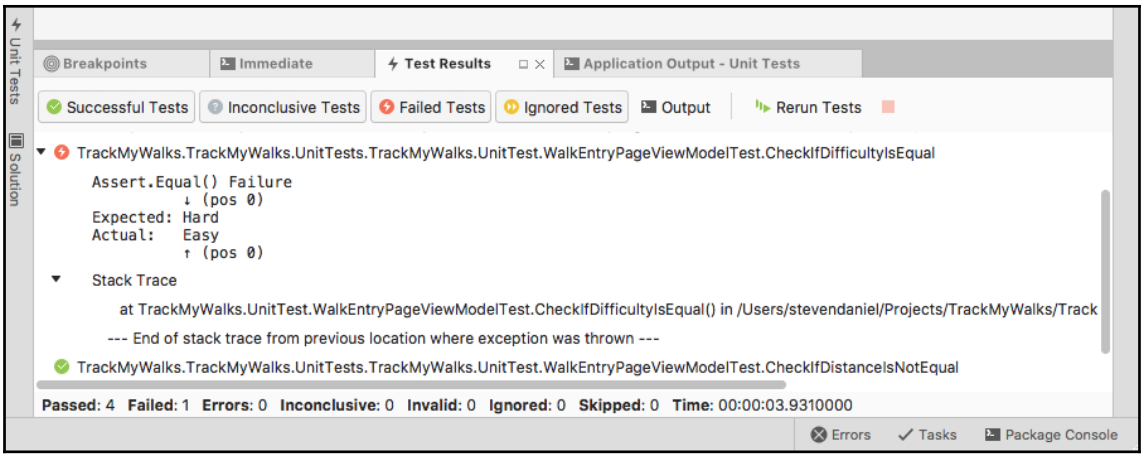

TrackM › Debug › iPhone X iOS 11.4
Packages successfully restored.
Press '⌘.' to search
Solution
TrackMyWalks
TrackMyWalks
TrackMyWalks.Android
TrackMyWalks.iOS
TrackMyWalks.UnitTests
Dependencies
UnitTest1.cs
Edit References...
Add Packages...
Update
Restore
Refresh
UnitTest1.cs
No selection
using System;
using Xunit;
namespace TrackMyWalks.UnitTests
{
public class UnitTest1
{
[Fact]
public void Test1()
{
}
}
}
Breakpoints
Immediate
Errors
Tasks
Package Console
Toolbox
Document Outline
Unit Tests
Properties


Edit References
All
Packages
Projects
.Net Assembly
Search (⌘F)
Assembly
Version
Package
TrackMyWalks
Selected references:
TrackMyWalks
/Users/stevendaniel/Projects/TrackMyWalks...
Cancel
OK


New File
General
Misc
Text Templating
Unity
Web
XML
Empty Class
C#
Empty Enumeration
C#
Empty File
C#
Empty Interface
C#
Empty Struct
C#
Empty Class
Creates an empty class.
Name:
WalksMainPageViewModelTest
Cancel
New


Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Window
Start Without Debugging
Start Debugging
Live Run Current View
Run With
Stop
Debug Application...
Attach to Process...
Detach
Step Over
Step Into
Step Out
Show Current Execution Line
New Breakpoint...
New Function Breakpoint
New Exception Catchpoint
View Breakpoints
Toggle Breakpoint
Enable/Disable Breakpoint
Disable All Breakpoints
Remove All Breakpoints
Show Disassembly
Expression Evaluator
Run Unit Tests
Solution
TrackMyWalks
TrackMyWalks
TrackMyWalks.Android
TrackMyWalks.iOS
TrackMyWalks.UITests
TrackMyWalks.UnitTests
Dependencies
UnitTest1.cs
WalkEntryPageViewModelTest.cs
WalksMainPageViewModelTest.cs
Toolbox
Document Outline
Unit Tests
Build successful.
Breakpoints


Unit Tests
Solution
Breakpoints
Immediate
Test Results
Application Output - Unit Tests
Successful Tests
Inconclusive Tests
Failed Tests
Ignored Tests
Output
Rerun Tests
Test results for TrackMyWalks.UnitTests configuration Debug
TrackMyWalks.TrackMyWalks.UnitTests.TrackMyWalks.UnitTests.UnitTest1.Test1
TrackMyWalks.TrackMyWalks.UnitTests.TrackMyWalks.UnitTest.WalkEntryPageViewModelTest.CheckIfEntryTitleIsEqual
TrackMyWalks.TrackMyWalks.UnitTests.TrackMyWalks.UnitTest.WalkEntryPageViewModelTest.CheckIfDifficultyIsEqual
TrackMyWalks.TrackMyWalks.UnitTests.TrackMyWalks.UnitTest.WalkEntryPageViewModelTest.CheckIfDistanceIsNotEqual
TrackMyWalks.TrackMyWalks.UnitTests.TrackMyWalks.UnitTest.WalksMainPageViewModelTest.CheckIfWalkEntryIsNotNull
Passed: 4 Failed: 1 Errors: 0 Inconclusive: 0 Invalid: 0 Ignored: 0 Skipped: 0 Time: 00:00:03.9310000
Errors
Tasks
Package Console


Unit Tests
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Immediate
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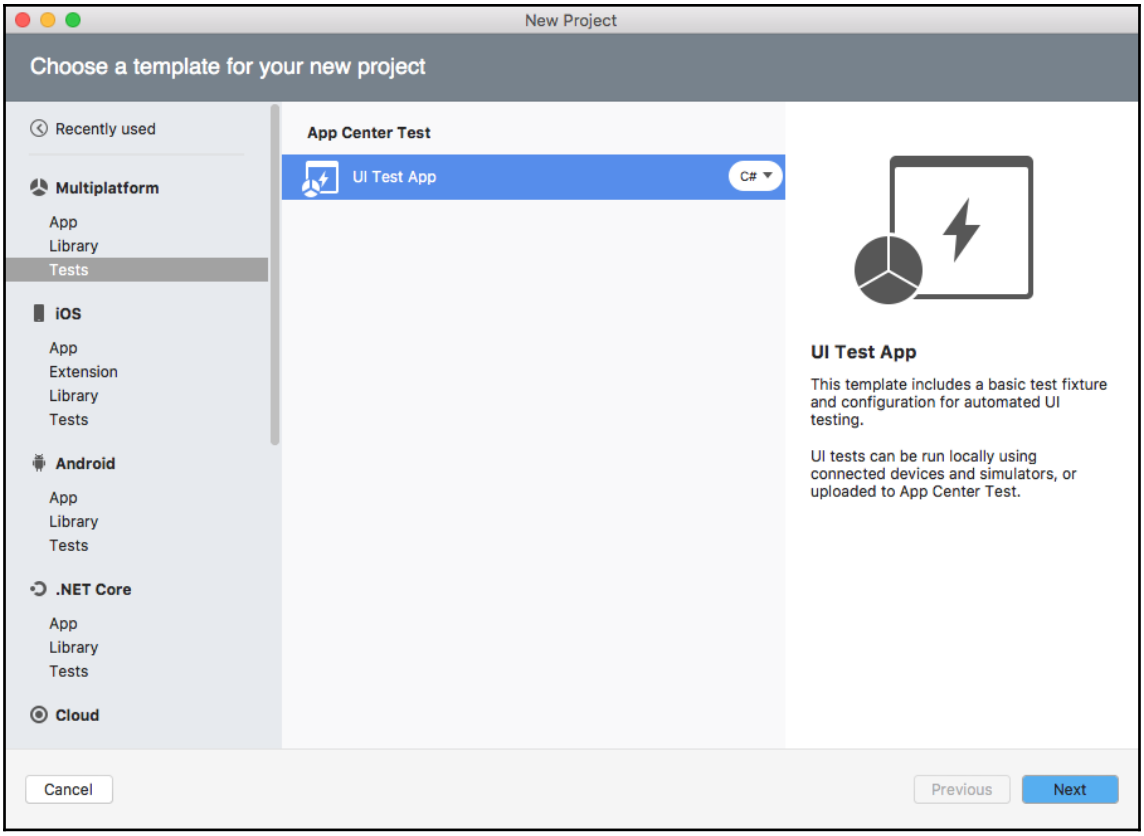
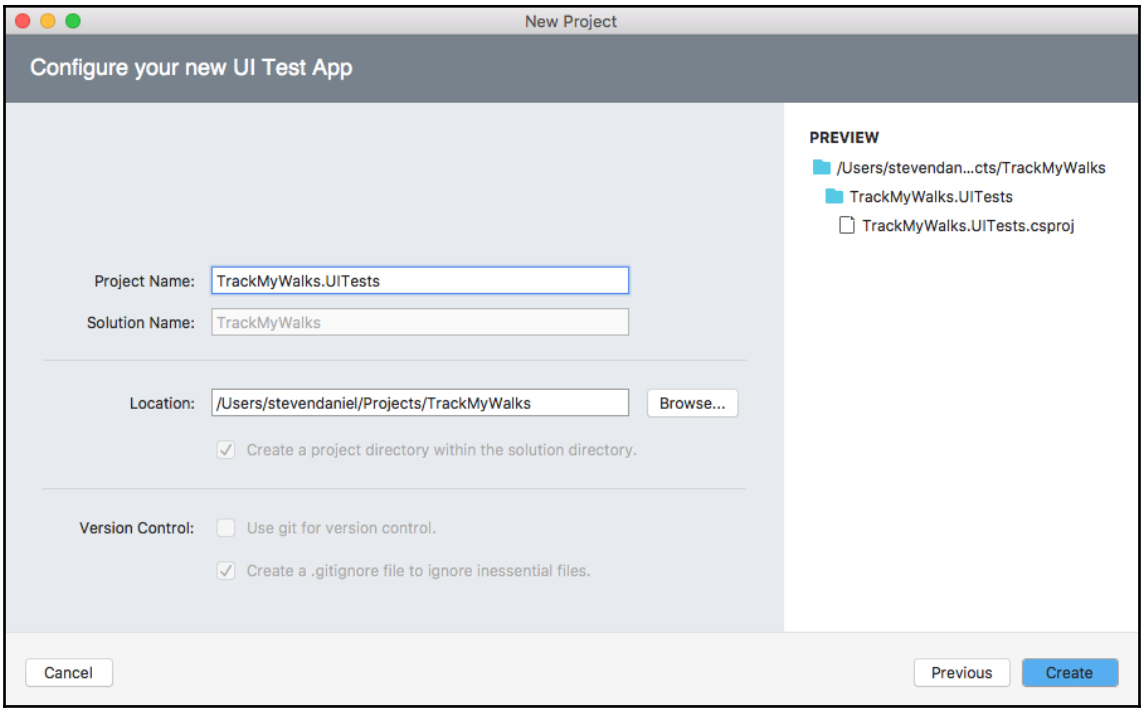
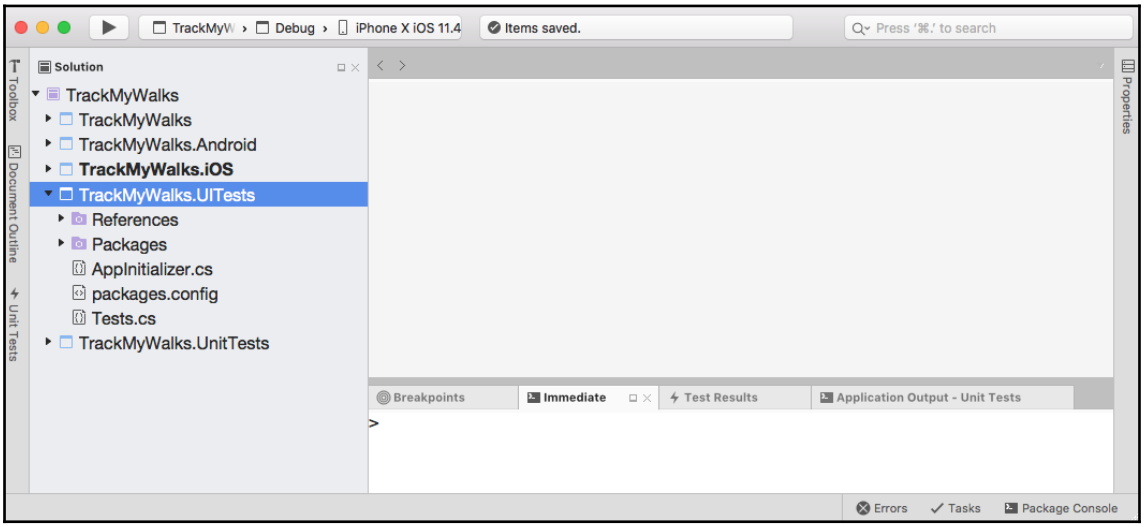
Application Output - Unit Tests
Successful Tests
Inconclusive Tests
Failed Tests
Ignored Tests
Output
Rerun Tests
TrackMyWalks.TrackMyWalks.UnitTests.TrackMyWalks.UnitTest.WalkEntryPageViewModelTest.CheckIfDifficultyIsEqual
Assert.Equal() Failure
↓ (pos 0)
Expected: Hard
Actual: Easy
↑ (pos 0)
Stack Trace
at TrackMyWalks.UnitTest.WalkEntryPageViewModelTest.CheckIfDifficultyIsEqual() in /Users/stevendaniel/Projects/TrackMyWalks/Track
--- End of stack trace from previous location where exception was thrown ---
TrackMyWalks.TrackMyWalks.UnitTests.TrackMyWalks.UnitTest.WalkEntryPageViewModelTest.CheckIfDistanceIsNotEqual
Passed: 4 Failed: 1 Errors: 0 Inconclusive: 0 Invalid: 0 Ignored: 0 Skipped: 0 Time: 00:00:03.9310000
Errors
Tasks
Package Console


New Project
Choose a template for your new project
Recently used
Multiplatform
App
Library
Tests
iOS
App
Extension
Library
Tests
Android
App
Library
Tests
.NET Core
App
Library
Tests
Cloud
App Center Test
UI Test App
C#
UI Test App
This template includes a basic test fixture and configuration for automated UI testing.
UI tests can be run locally using connected devices and simulators, or uploaded to App Center Test.
Cancel
Previous
Next


New Project
Configure your new UI Test App
PREVIEW
/Users/stevendan...cts/TrackMyWalks
TrackMyWalks.UITests
TrackMyWalks.UITests.csproj
Project Name:
TrackMyWalks.UITests
Solution Name:
TrackMyWalks
Location:
/Users/stevendaniel/Projects/TrackMyWalks
Browse...
Create a project directory within the solution directory.
Version Control:
Use git for version control.
Create a .gitignore file to ignore inessential files.
Cancel
Previous
Create


Debug
iPhone X iOS 11.4
Items saved.
Press '⌘.' to search
Solution
TrackMyWalks
TrackMyWalks
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TrackMyWalks.iOS
TrackMyWalks.UITests
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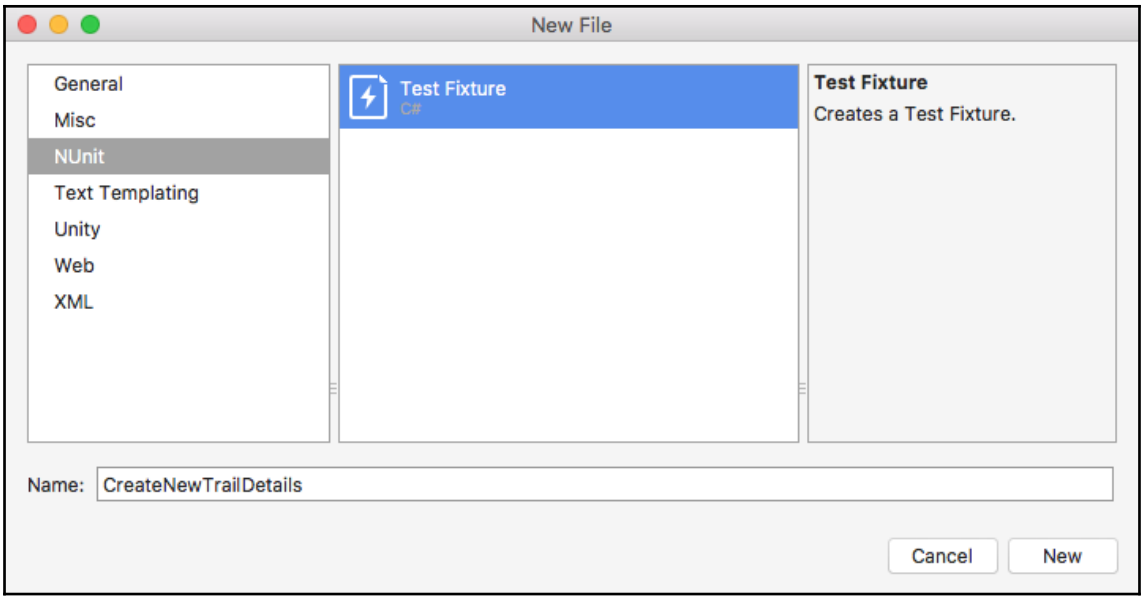
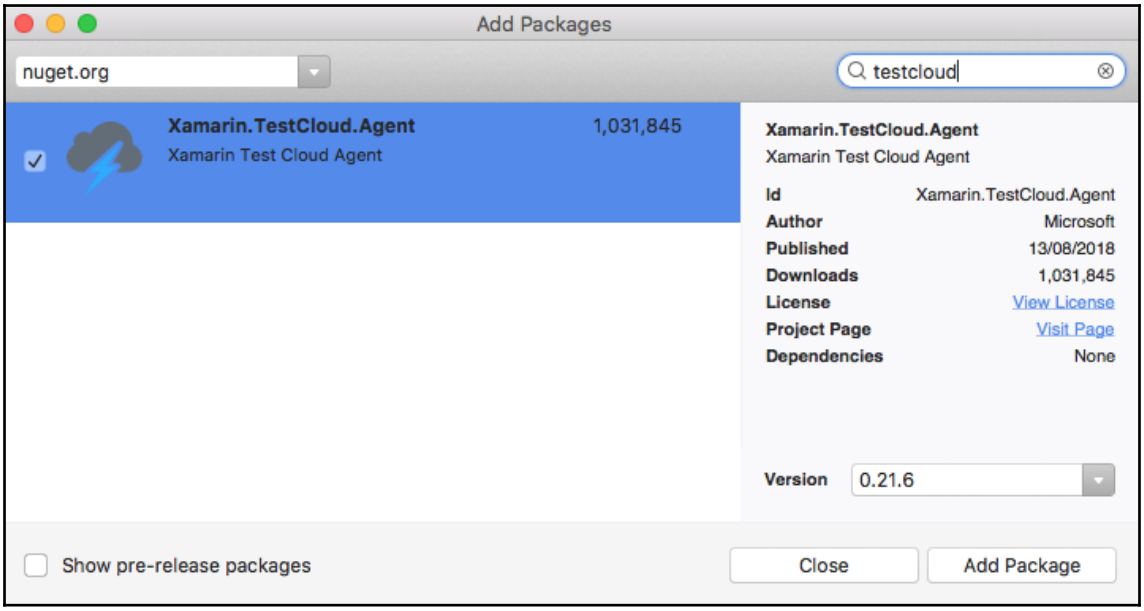
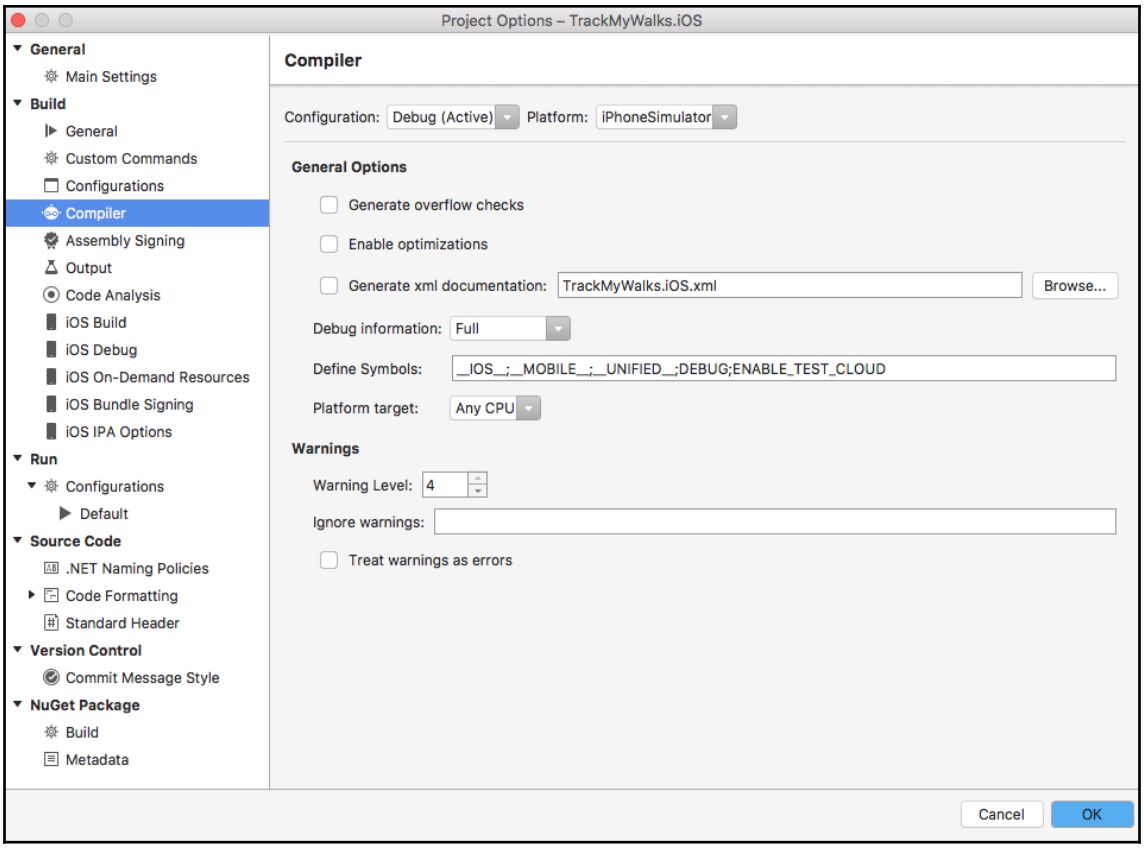

New File
General
Misc
NUnit
Text Templating
Unity
Web
XML
Test Fixture
C#
Test Fixture
Creates a Test Fixture.
Name:
CreateNewTrailDetails
Cancel
New


Add Packages
nuget.org
testcloud
Xamarin.TestCloud.Agent
1,031,845
Xamarin Test Cloud Agent
Xamarin.TestCloud.Agent
Xamarin Test Cloud Agent
Id
Xamarin.TestCloud.Agent
Author
Microsoft
Published
13/08/2018
Downloads
1,031,845
License
View License
Project Page
Visit Page
Dependencies
None
Version
0.21.6
Show pre-release packages
Close
Add Package


Project Options – TrackMyWalks.iOS
General
Main Settings
Build
General
Custom Commands
Configurations
Compiler
Assembly Signing
Output
Code Analysis
iOS Build
iOS Debug
iOS On-Demand Resources
iOS Bundle Signing
iOS IPA Options
Run
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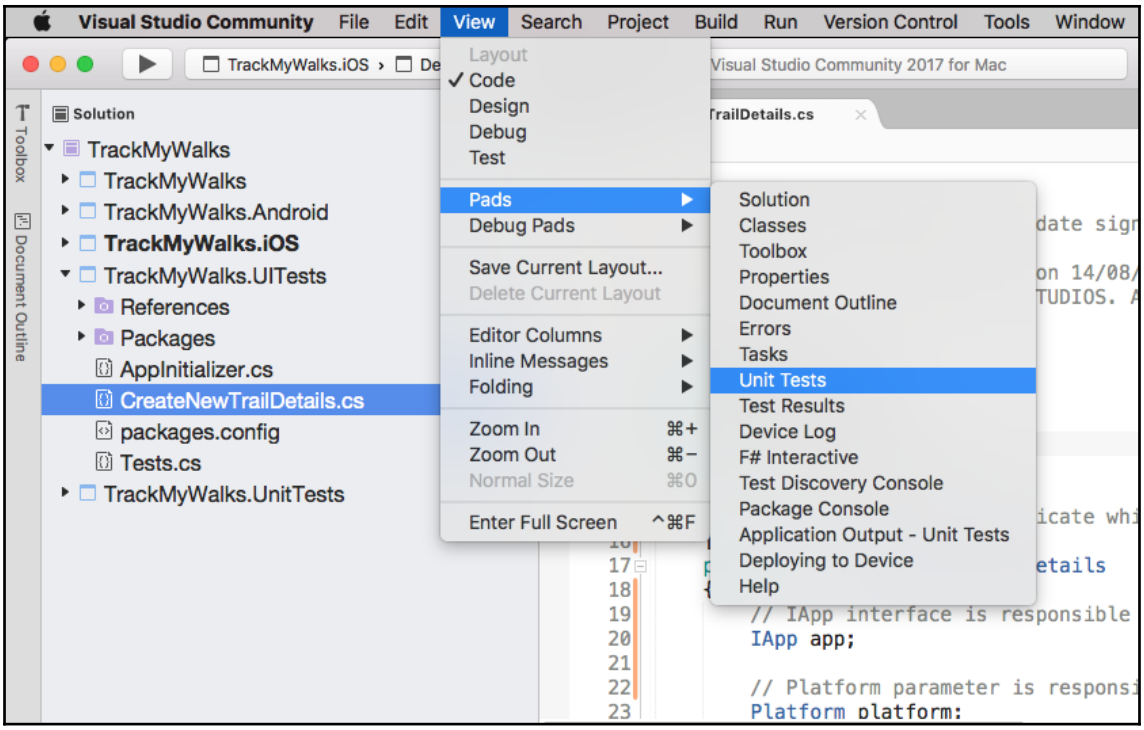
.NET Naming Policies
Code Formatting
Standard Header
Version Control
Commit Message Style
NuGet Package
Build
Metadata
Compiler
Configuration: Debug (Active)
Platform: iPhoneSimulator
General Options
Generate overflow checks
Enable optimizations
Generate xml documentation:
TrackMyWalks.iOS.xml
Browse...
Debug information: Full
Define Symbols: __IOS__;__MOBILE__;__UNIFIED__;DEBUG;ENABLE_TEST_CLOUD
Platform target: Any CPU
Warnings
Warning Level: 4
Ignore warnings:
Treat warnings as errors
Cancel
OK


Visual Studio Community
File
Edit
View
Search
Project
Build
Run
Version Control
Tools
Window
Layout
Code
Design
Debug
Test
Pads
Debug Pads
Save Current Layout...
Delete Current Layout
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Inline Messages
Folding
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Zoom Out
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Enter Full Screen
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F# Interactive
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Help
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packages.config
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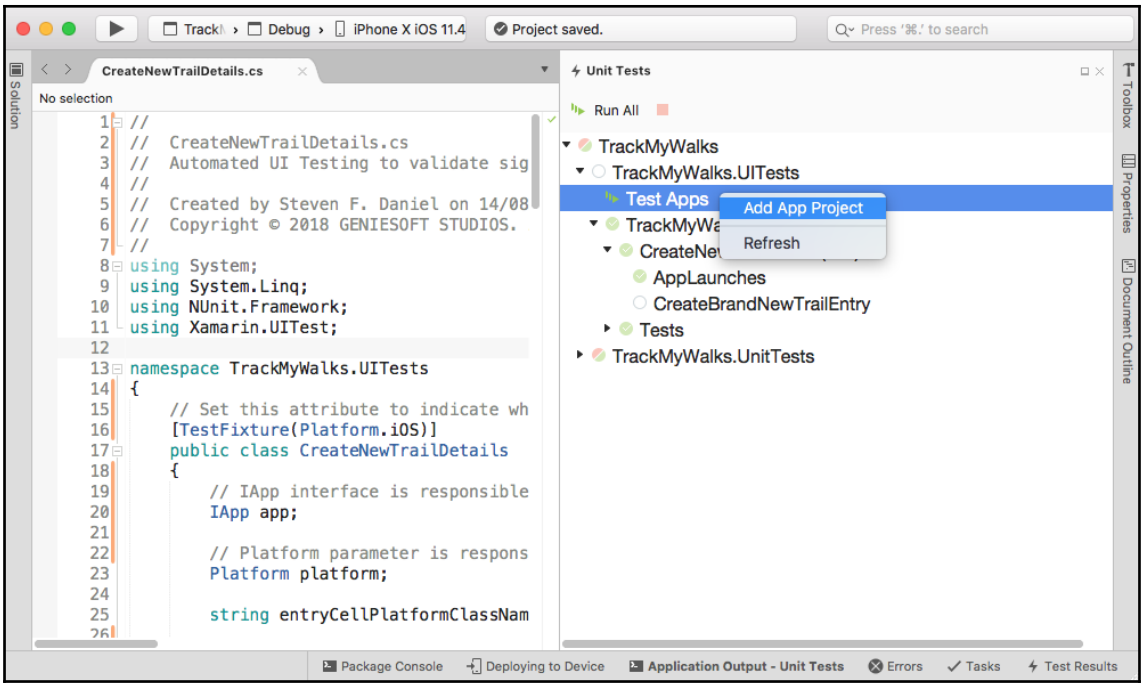
Document Outline
// IApp interface is responsible
IApp app;
// Platform parameter is responsi
Platform platform;


Debug
iPhone X iOS 11.4
Project saved.
Press '⌘.' to search
CreateNewTrailDetails.cs
No selection
Unit Tests
Run All
TrackMyWalks
TrackMyWalks.UITests
Test Apps
Add App Project
Refresh
AppLaunches
CreateBrandNewTrailEntry
Tests
TrackMyWalks.UnitTests
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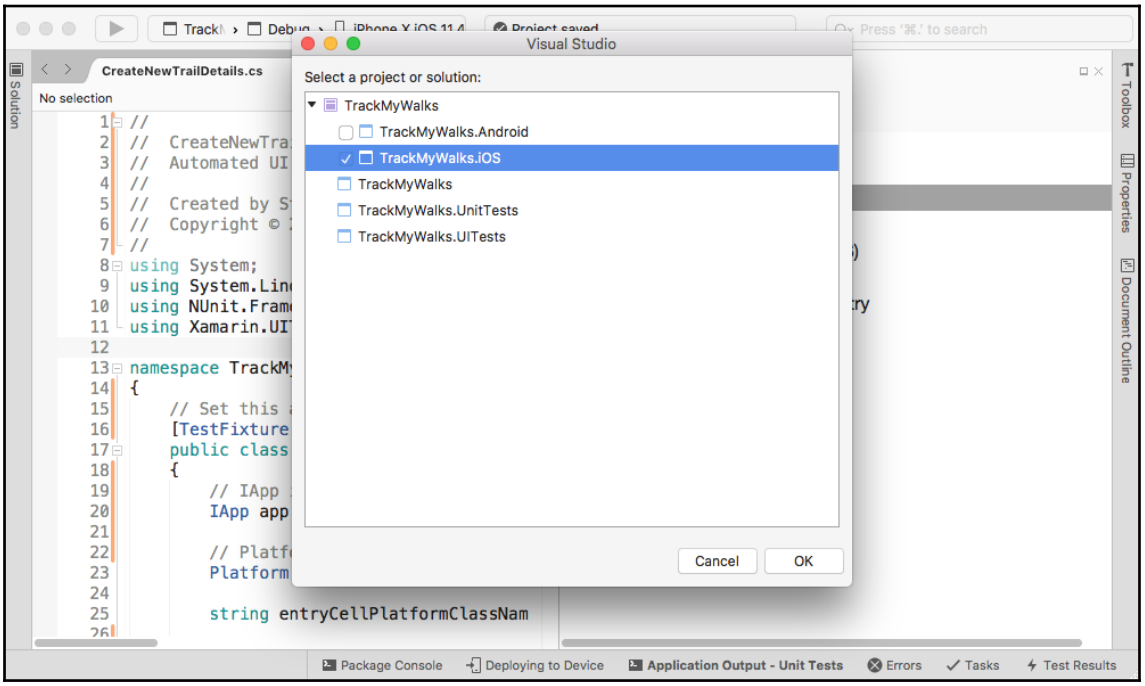
Visual Studio
Select a project or solution:
TrackMyWalks
TrackMyWalks.Android
TrackMyWalks.iOS
TrackMyWalks
TrackMyWalks.UnitTests
TrackMyWalks.UITests
Cancel
OK
Package Console
Deploying to Device
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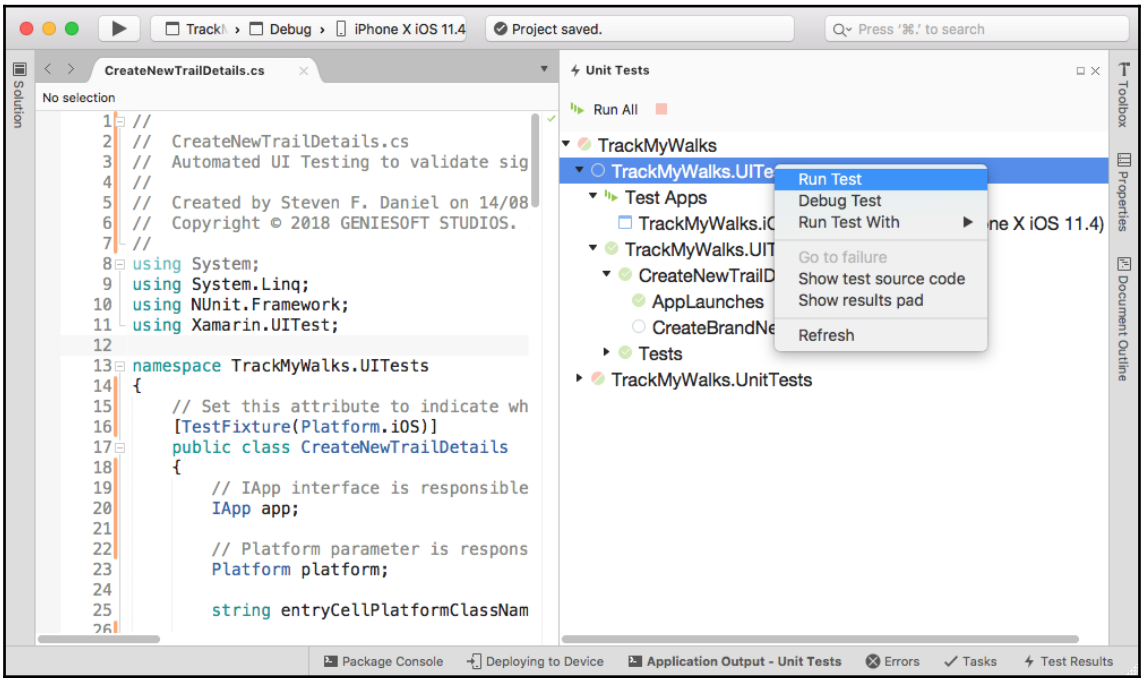
Test Results




```
1  //
2  //  CreateNewTrailDetails.cs
3  //  Automated UI Testing to validate sig
4  //
5  //  Created by Steven F. Daniel on 14/08
6  //  Copyright © 2018 GENIESOFT STUDIOS.
7  //
8  using System;
9  using System.Linq;
10 using NUnit.Framework;
11 using Xamarin.UITest;
12
13 namespace TrackMyWalks.UITests
14 {
15     // Set this attribute to indicate wh
16     [TestFixture(Platform.iOS)]
17     public class CreateNewTrailDetails
18     {
19         // IApp interface is responsible
20         IApp app;
21
22         // Platform parameter is respons
23         Platform platform;
24
25         string entryCellPlatformClassNam
26
```