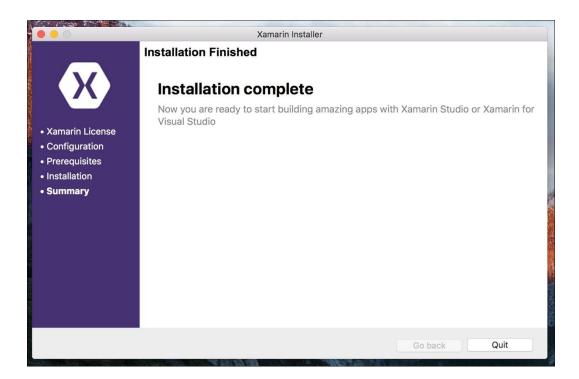
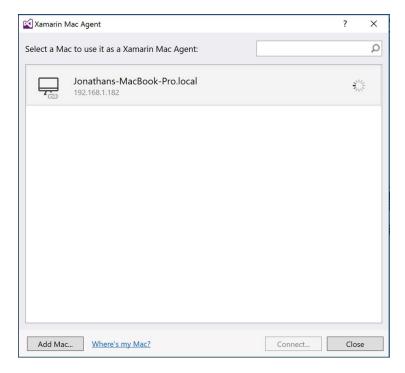
#### Chapter 1: Xamarin Setup

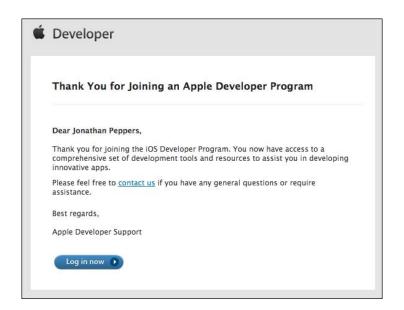


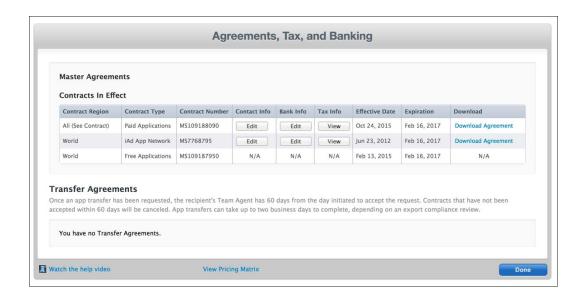


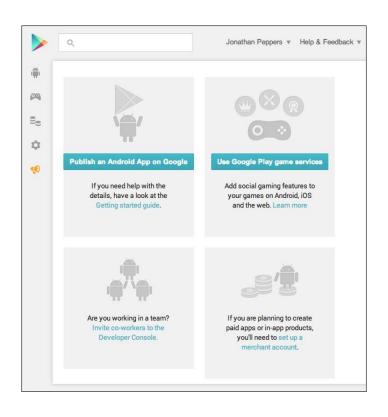


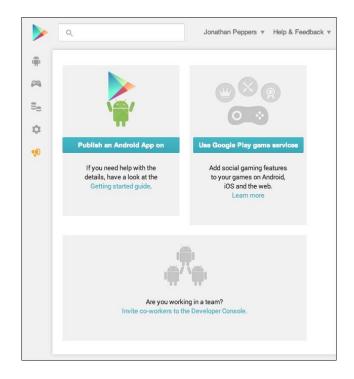




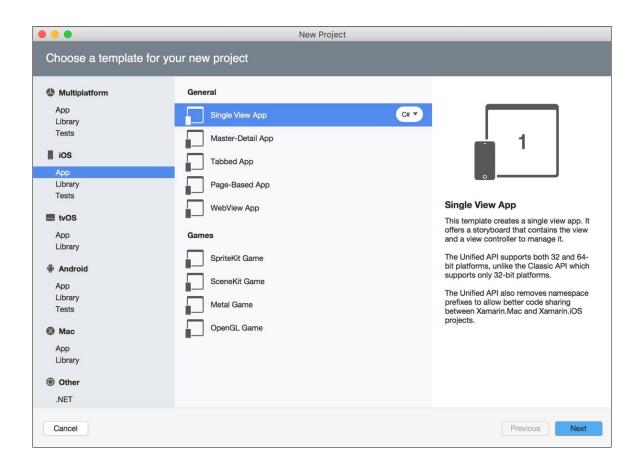


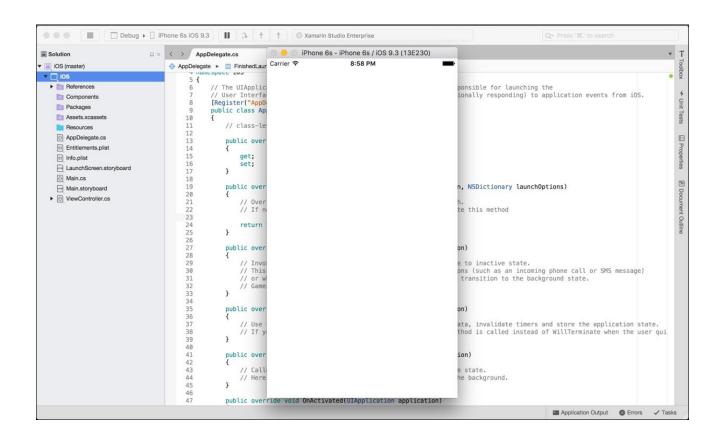


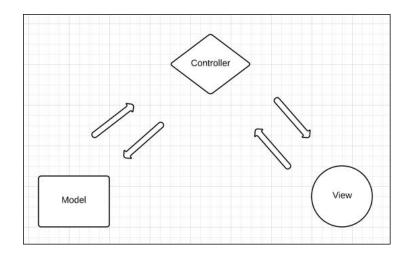


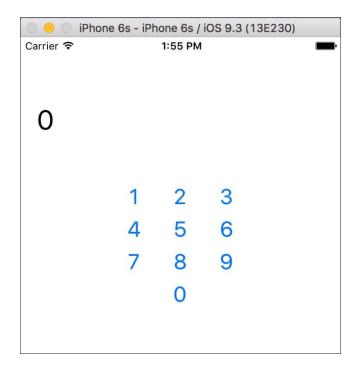


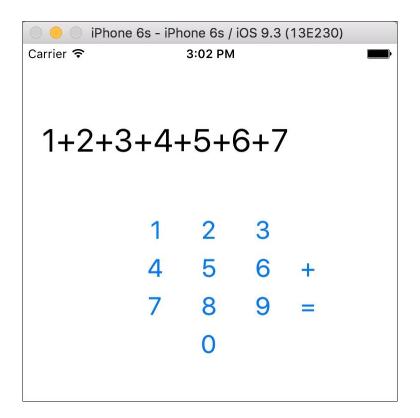
## Chapter 2: Hello, Platforms!



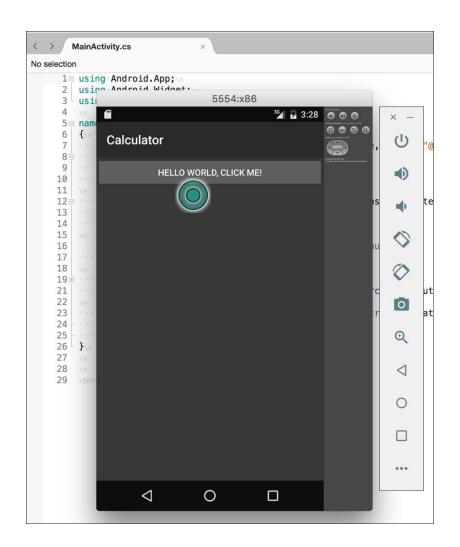


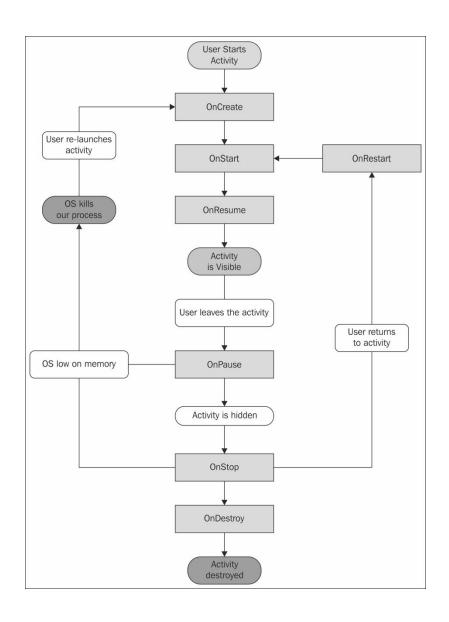


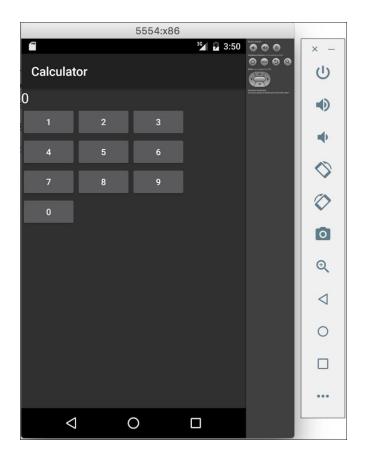


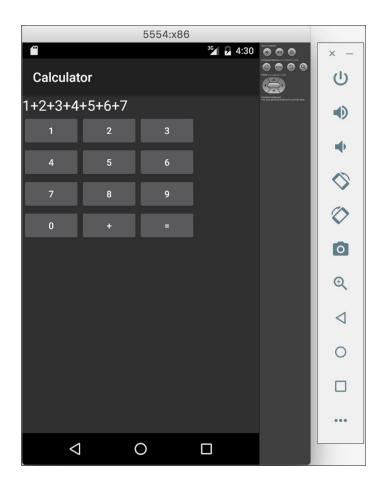


```
☐ Debug → ☐ x86 (API 23)
                                                                         Xamarin Studio Enterprise
                                                                                                                                                   Q~ Press '%.' to search
                                □ × 〈 〉 MainActivity.cs
                                                                                                                                                                                        * T
Solution
▼ 📓 Droid (master)
                                     No selection
                                           1∃ using Android.App; w
2 using Android.Widget;
3 using Android.OS; w
 ▼ □ Droid
  ▶ 🛅 References
                                                                                                                                                                                          Properties
    Components
    Packages
                                           5 namespace Droid
  ▼ Assets
                                                   AboutAssets.txt
                                           88
   ▼ Properties
                                          10
11
12
                                                       int count = 1;
      AndroidManifest.xml
      () AssemblyInfo.cs
                                                       protected override void OnCreate(Bundle savedInstanceState)
   ▼ Resources
                                          13
14
15
16
17
18
                                                           base.OnCreate(savedInstanceState);
      drawable
    layout
                                                           // Set our view from the "main" layout resource\n
SetContentView(Resource.Layout.Main);\n
    ▶ mipmap-hdpi
    ▶ mipmap-mdpi
                                                           [// Get our button from the layout resource.]
Button button = FindViewById<Button>(Resource.Id.myButton);
                                          19 🗉
    ▶ mipmap-xhdpi
                                          21
22
23
    mipmap-xxhdpi
                                                         button.Click += delegate { button.Text = string.Format("{0} clicks!", count++); };
    mipmap-xxxhdpi
                                          }
    > values
                                                }
      M AboutResources.txt
                                          27
      () Resource.designer.cs
                                          28 \n
29 <60F
    MainActivity.cs
```

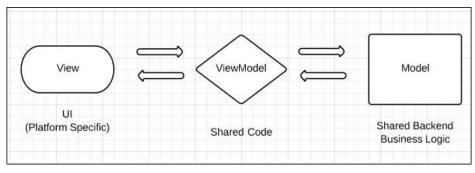


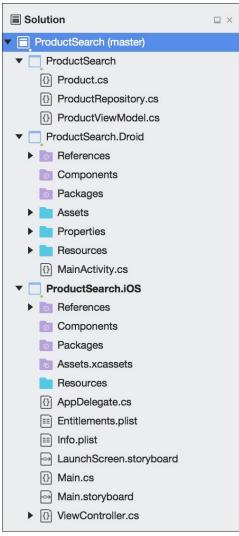




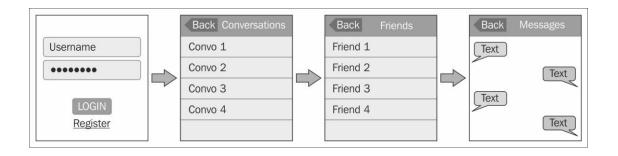


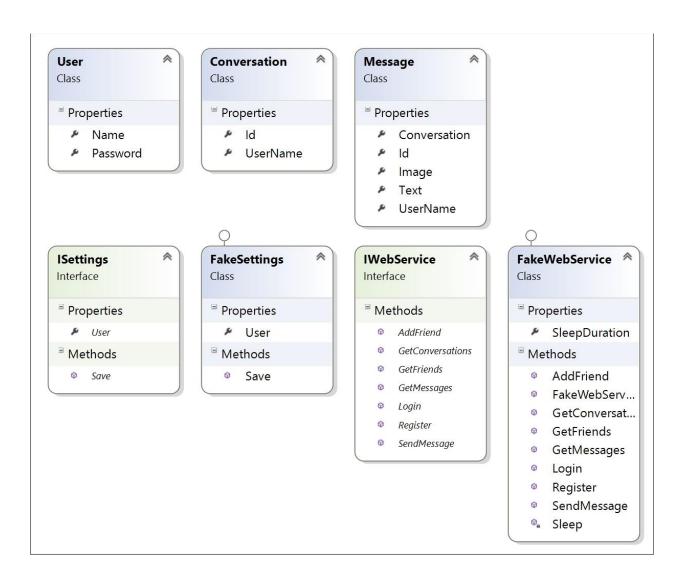
## Chapter 3: Code Sharing Between iOS and Android

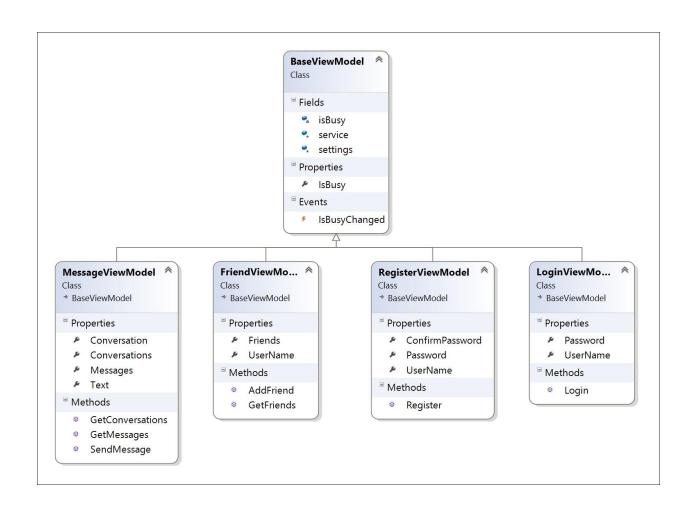


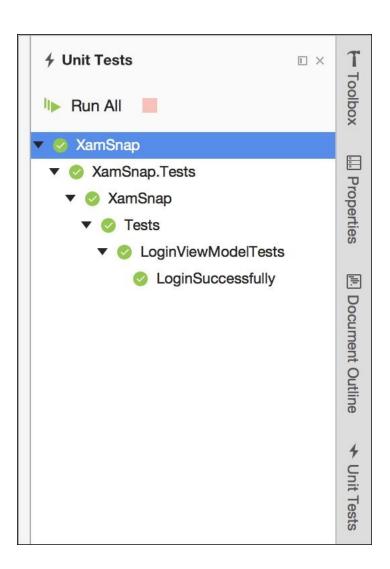


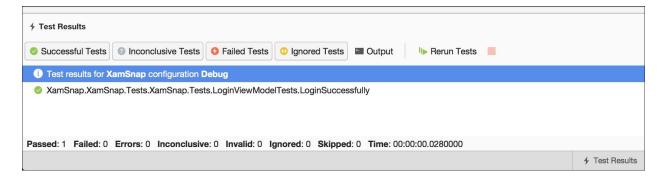
#### Chapter 4: XamSnap - A Cross-Platform App





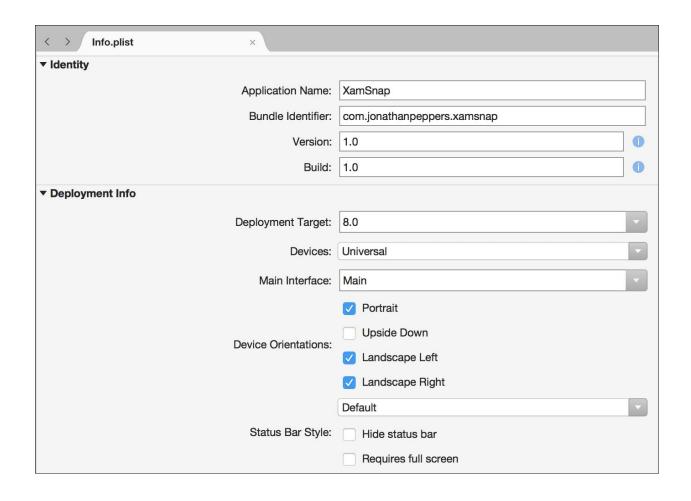


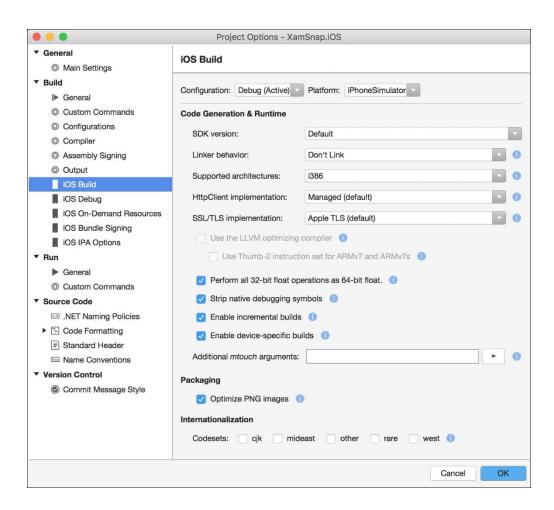


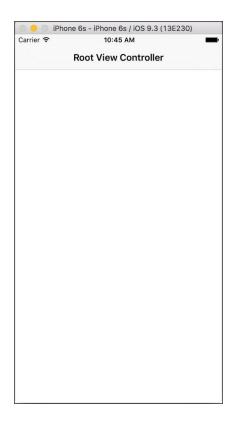


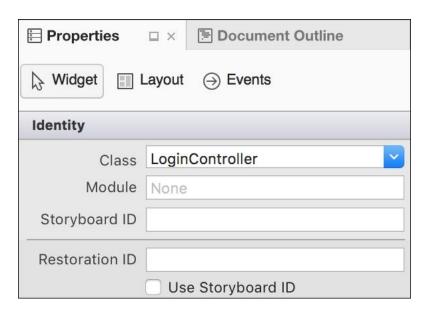


## Chapter 5: XamSnap for iOS

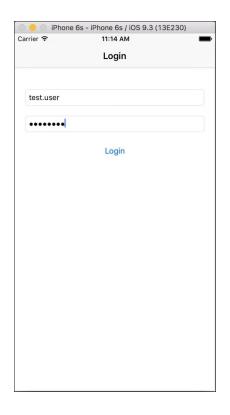


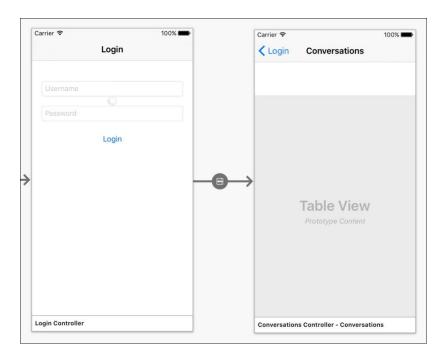


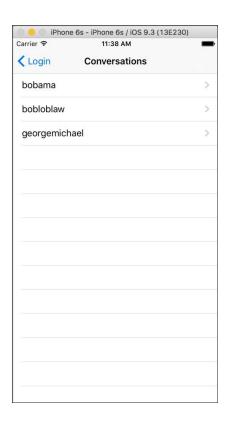


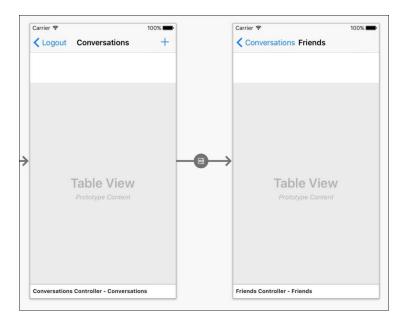


```
1 // WARNING ran
2 //\r\n
3 // This file has been generated automatically by Xamarin Studio
4 // actions declared in your storyboard file.\r\n
   // Manual changes to this file will not be maintained. \r\n
6 - //\r\n
7 □ using Foundation;\r\n
8 using System; \r\n
9 using System.CodeDom.Compiler;\r\n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



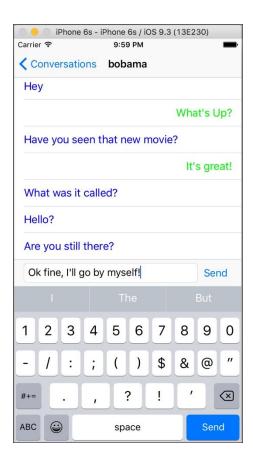




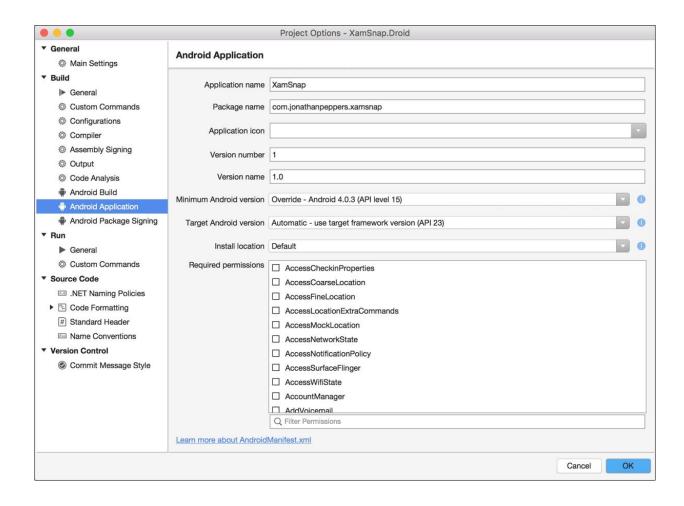


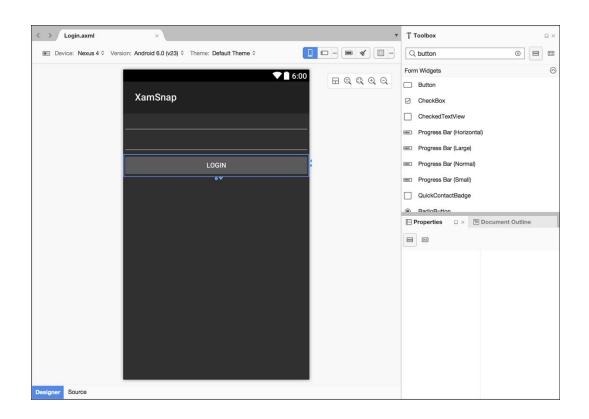


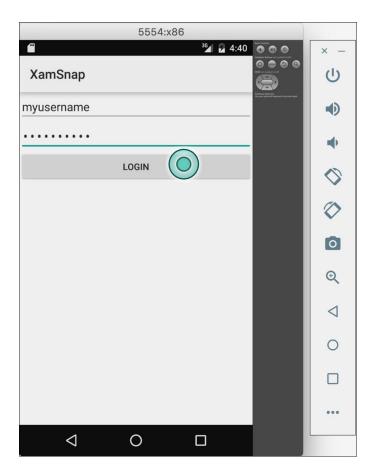


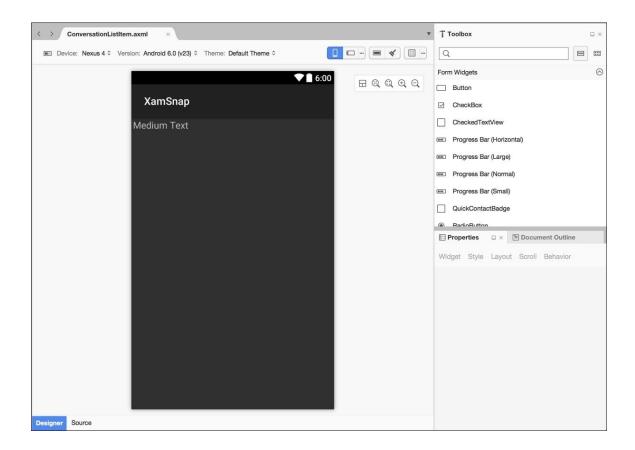


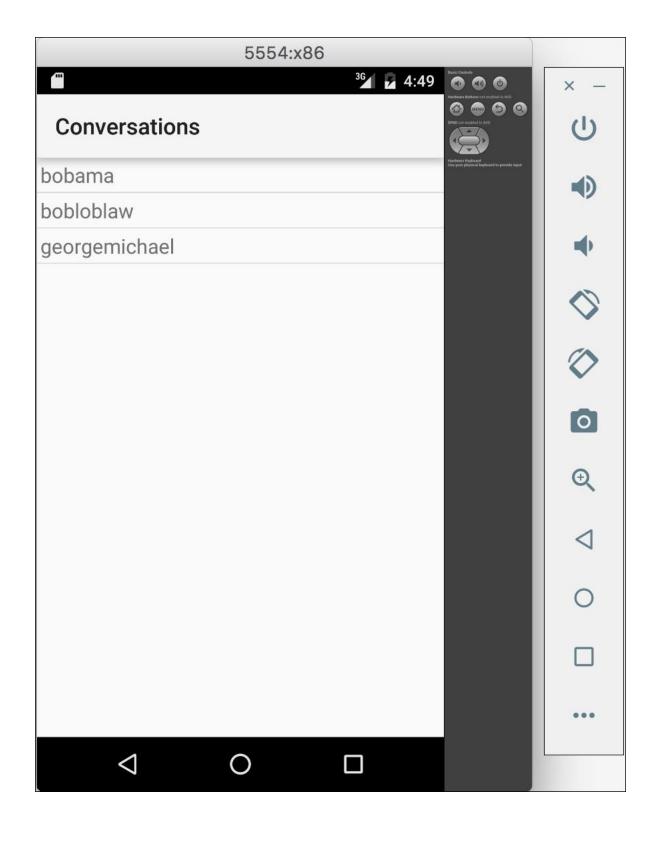
### Chapter 6: XamSnap for Android

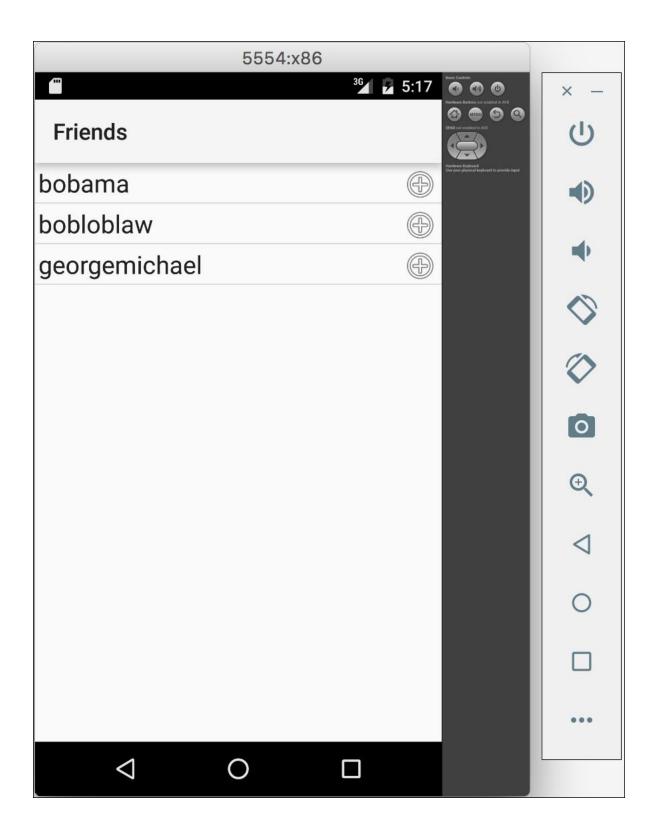


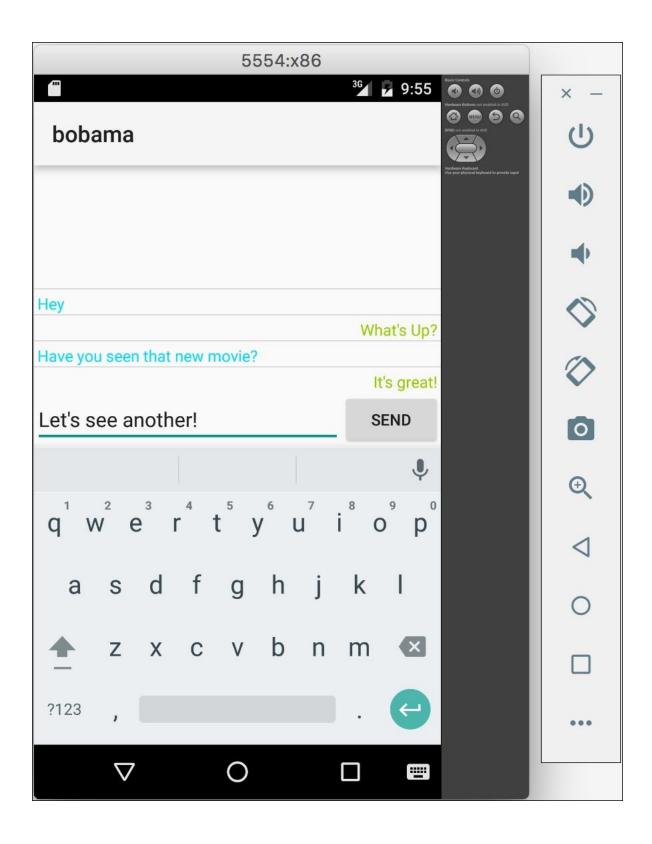










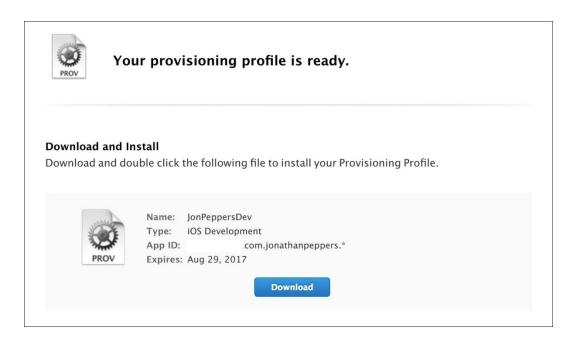


# Chapter 7: Deploying and Testing on Devices

Name	Jon Peppers' iPhone
Model	iPhone 6 Plus
Capacity	55.41 GB (16.62 GB available)
Battery	69%
ios	9.3.4 (13G35)
Identifier	





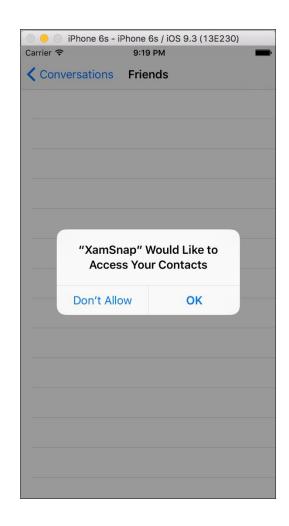


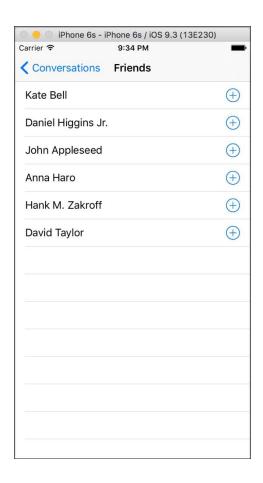


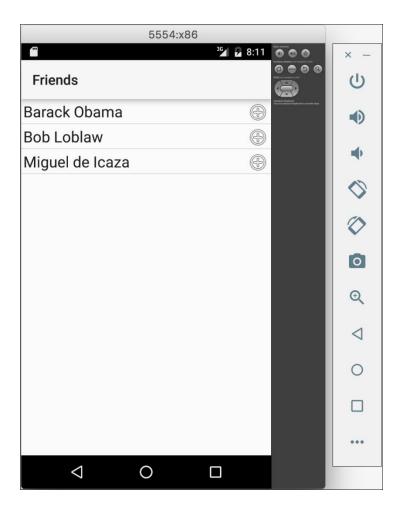


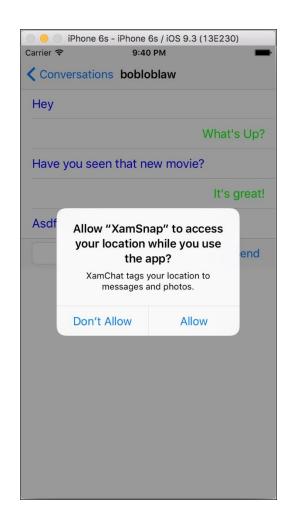
# Chapter 8: Contacts, Camera, and Location

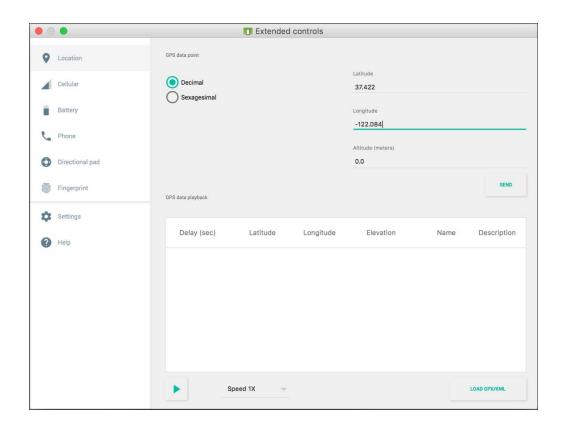


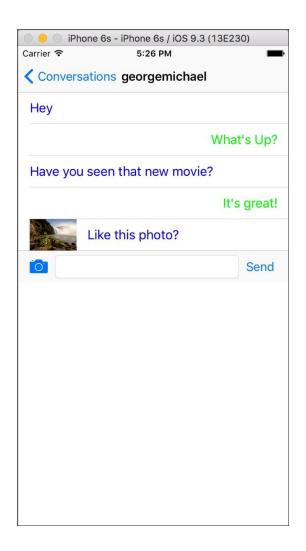


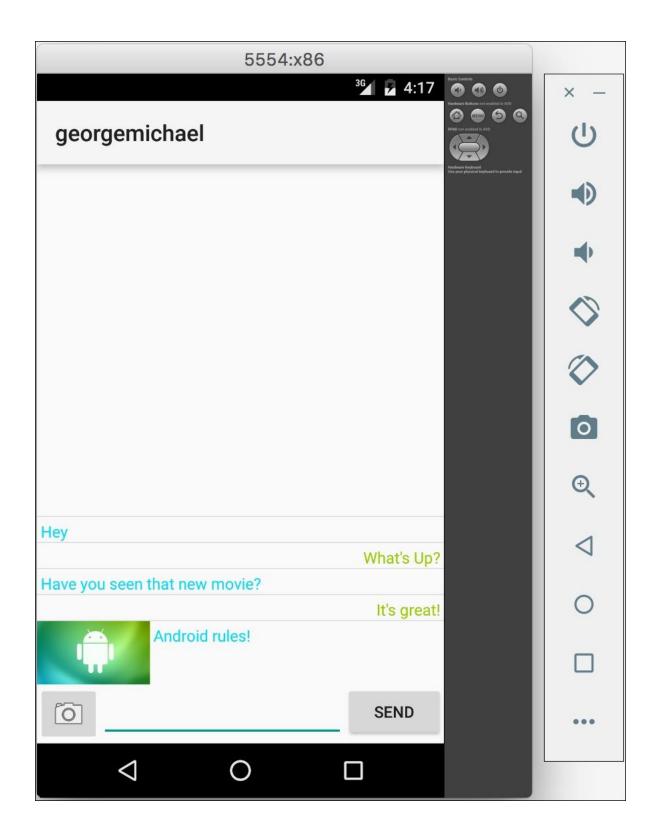




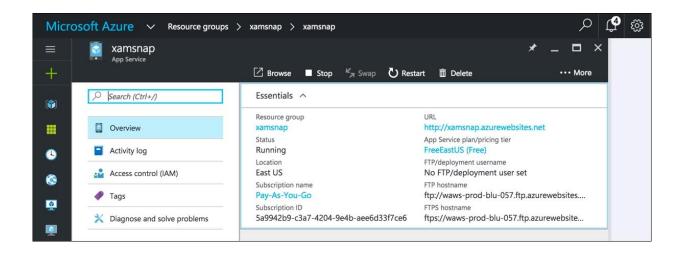


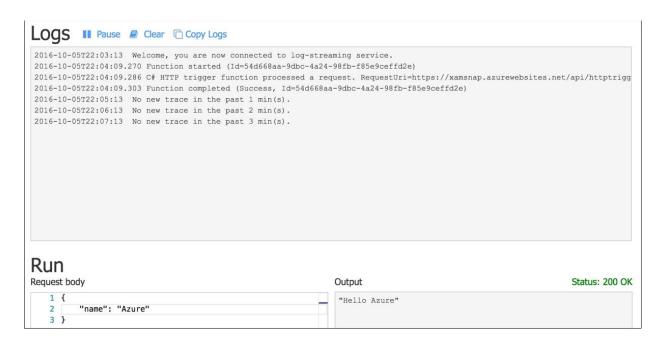


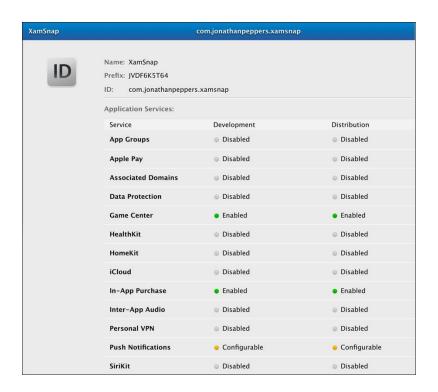




# Chapter 9: Web Services with Push Notifications









# Your provisioning profile is ready.

### **Download and Install**

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

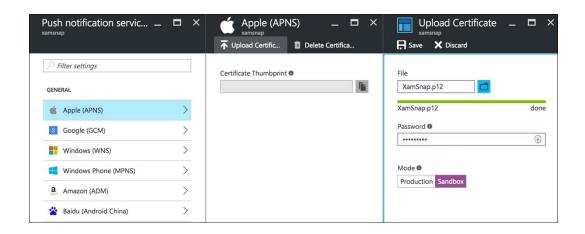


Name: XamSnapDev Type: iOS Development

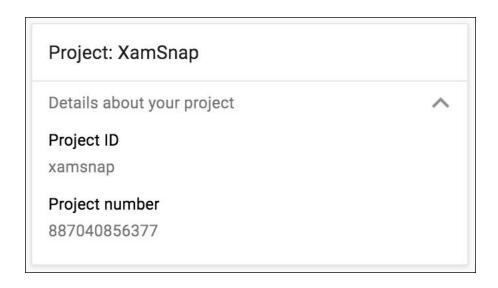
App ID: .com.jonathanpeppers.xamsnap

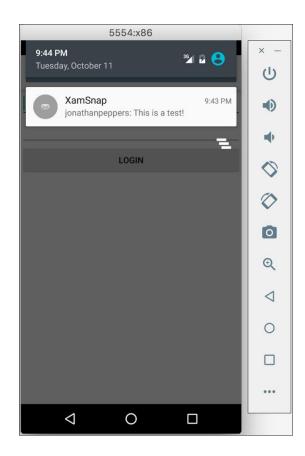
Expires: Oct 9, 2017

Download

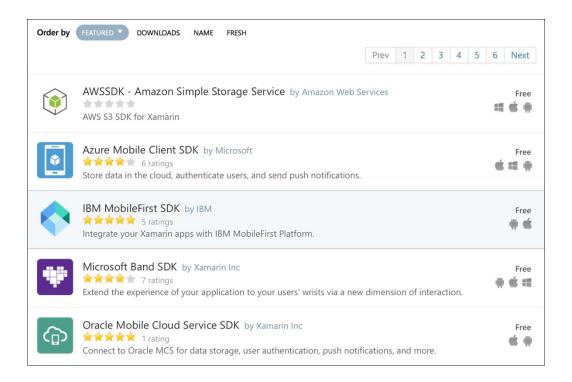


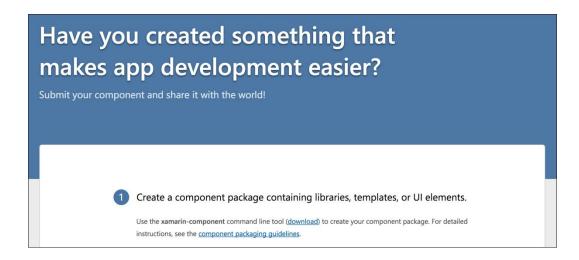


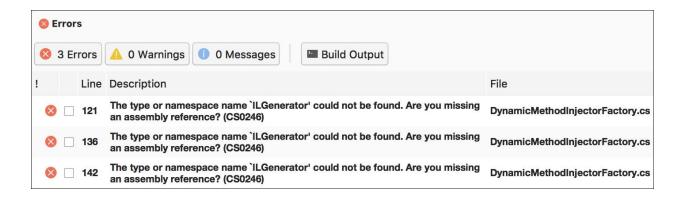


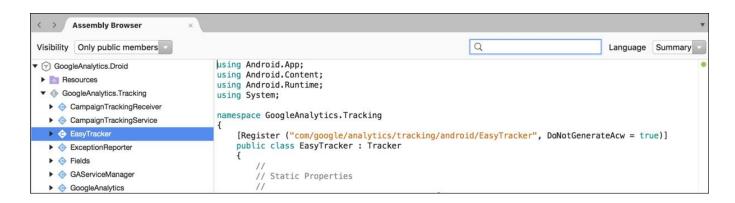


# Chapter 10: Third-Party Libraries



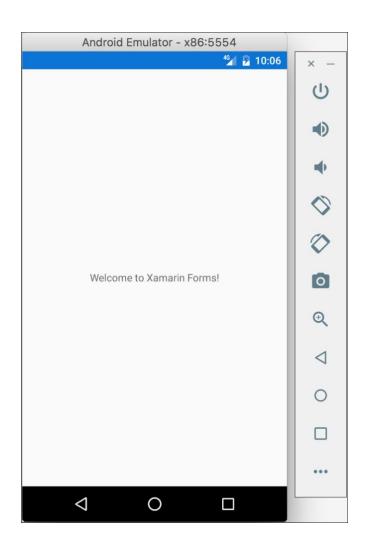


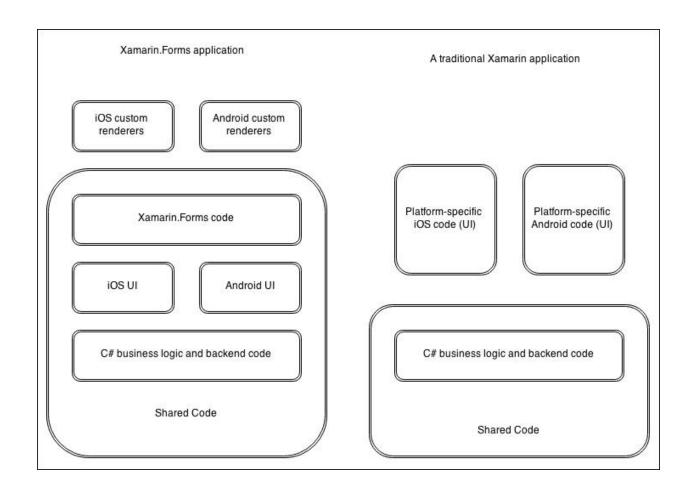


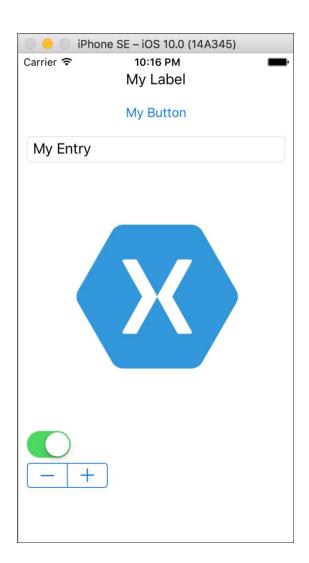


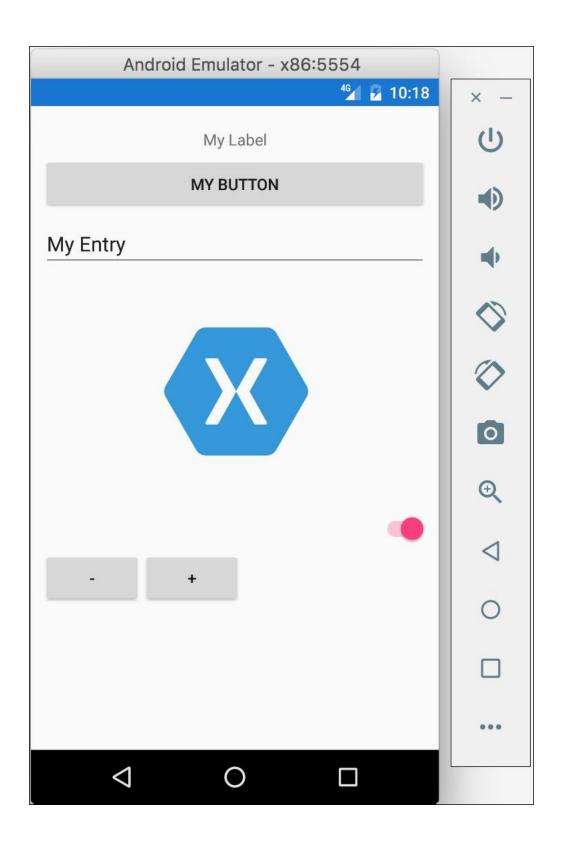
# Chapter 11: Xamarin.Forms











iPhone SE – iOS 10.0 (14A345)					
Carrier   10:58 PM  ■■					
XamSnap Conversations					
bobama					
bobloblaw					
georgemichael					

### Chapter 12: App Store Submission

# App Review

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

### Guidelines

#### **App Review Guidelines**

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



■ Mac App Store Review Guidelines



### Design and Trademark Guidelines

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

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



## Your provisioning profile is ready.

### Download and Install

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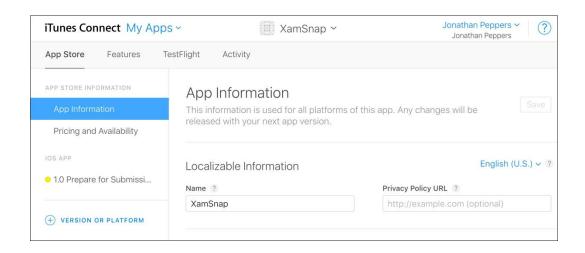


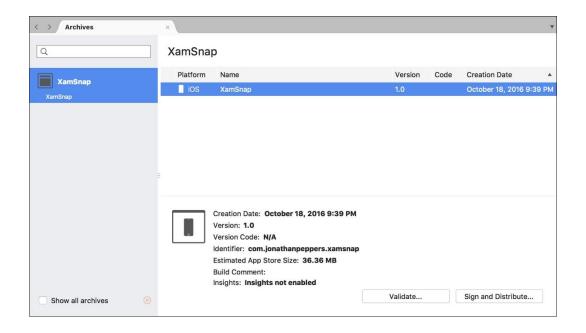
Name: XamSnapAppStore Type: iOS Distribution

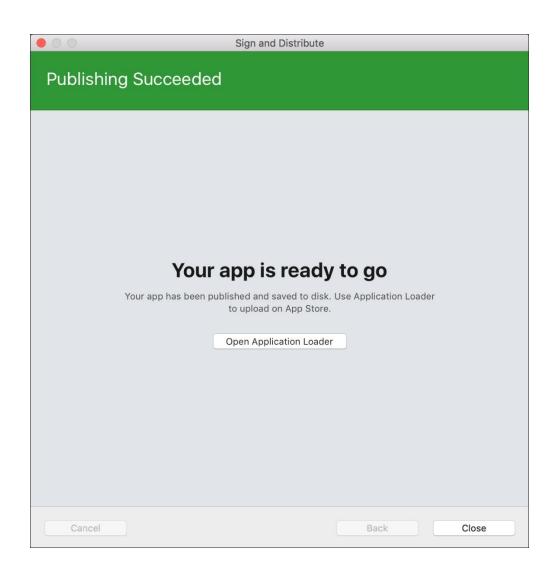
App ID: com.jonathanpeppers.xamsnap

Expires: 2017-08-30T00:27:47Z

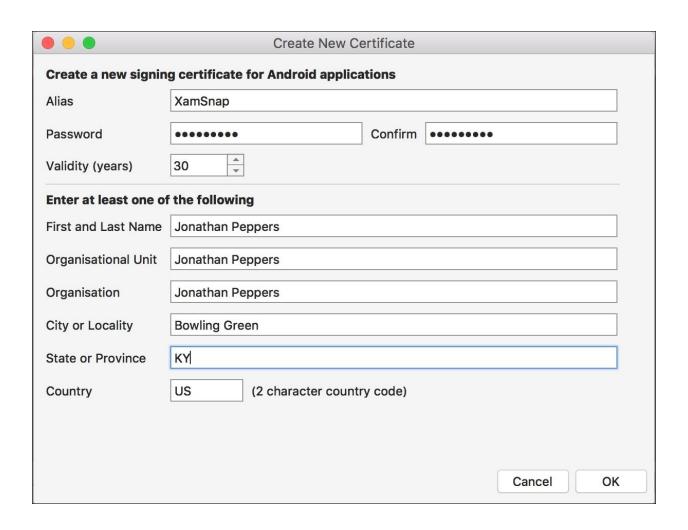
Download







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







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Your innovation is what drives our shared success, but with it comes responsibility. These Developer Program Policies, along with the <u>Developer Distribution Agreement</u>, ensure that together we continue to deliver the world's most innovative and trusted apps to over a billion people through Google Play. We invite you to explore our policies through the interactive tiles below or in a <u>print view</u>.

