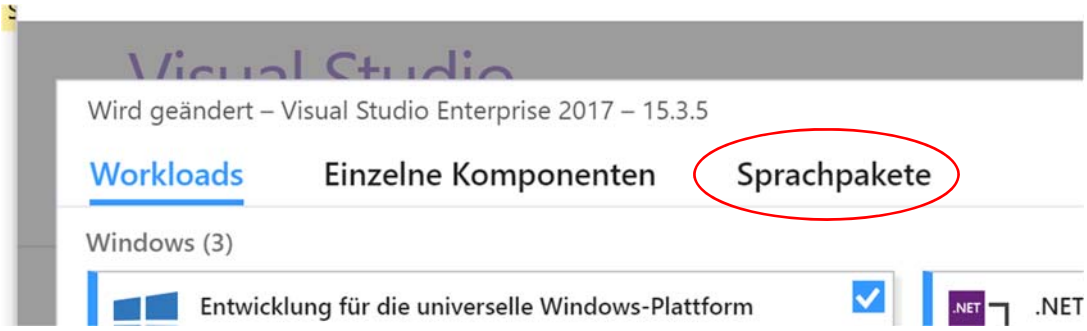
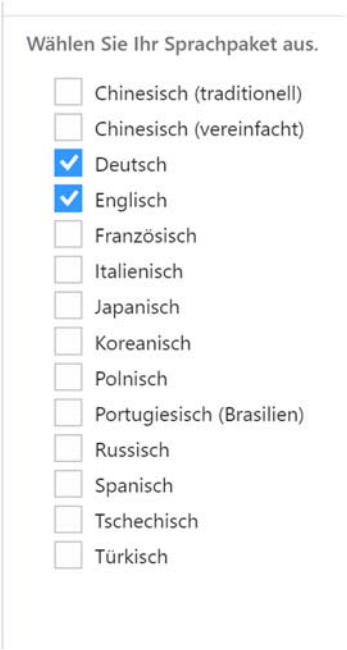
Demo App First steps

1. Switch Visual Studio language to English:

Load Language package with „Visual Studio Installer“ with following steps (note that my installer is in German language):

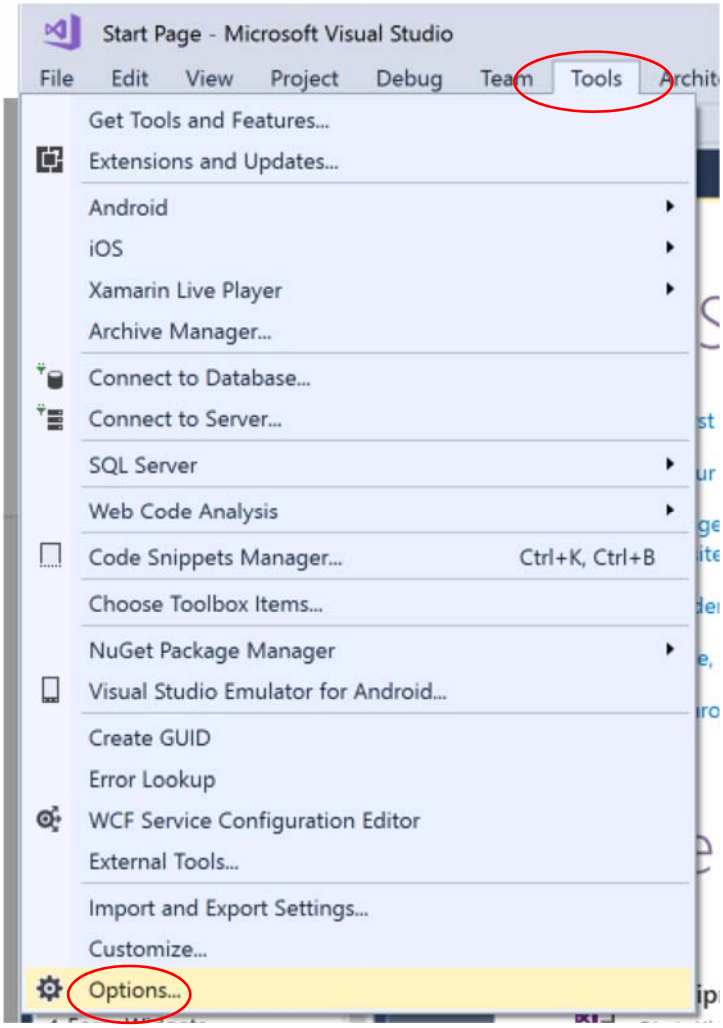


Then select language package and click on change („Ändern“):

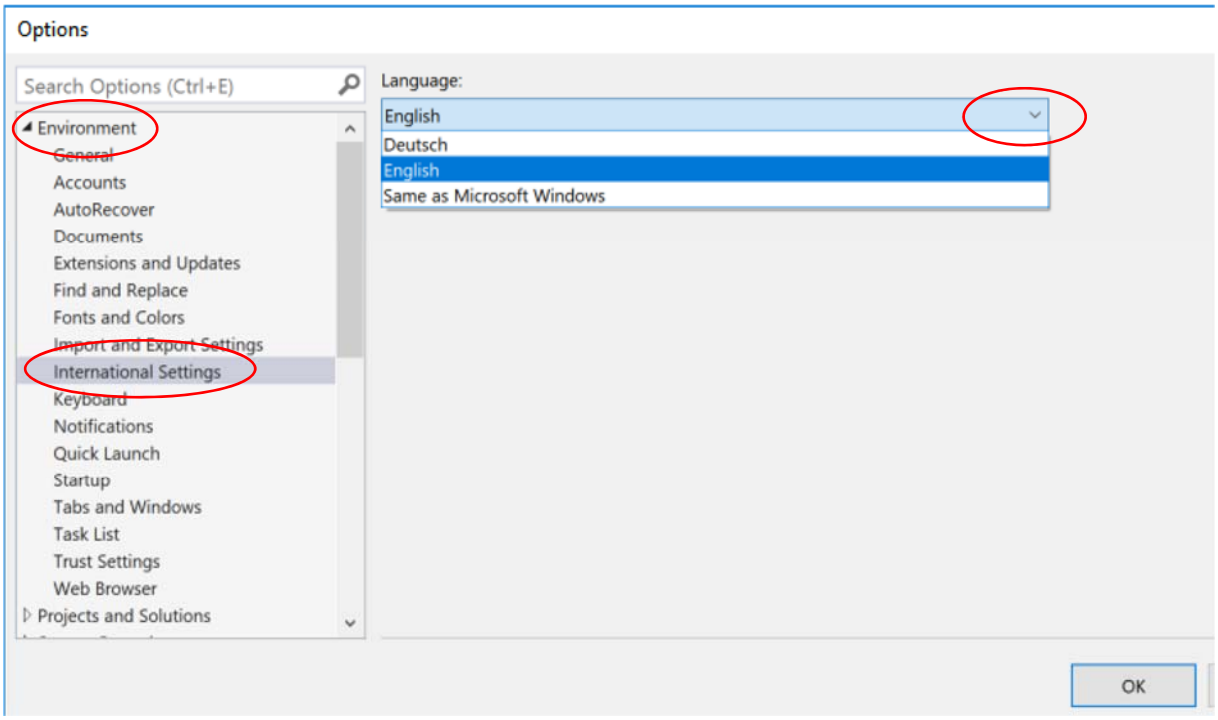


In my Installation you see the German and English package. You need the English Package for Screenshots in your thesis paper.

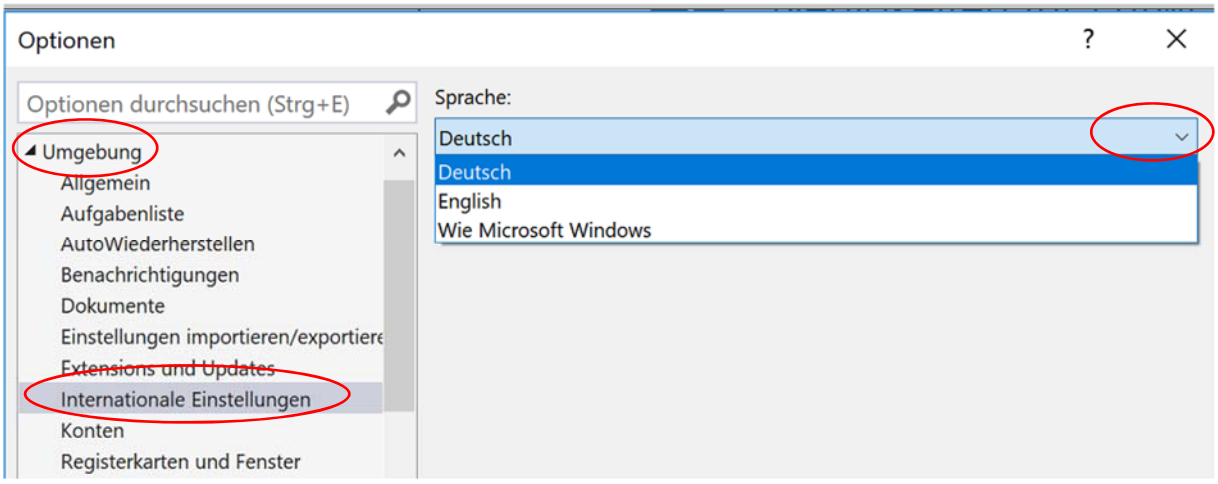
Then open Visual Studio, go to menu „Tools“→ Options (in German „Extras“ → Optionen)



Then you see this



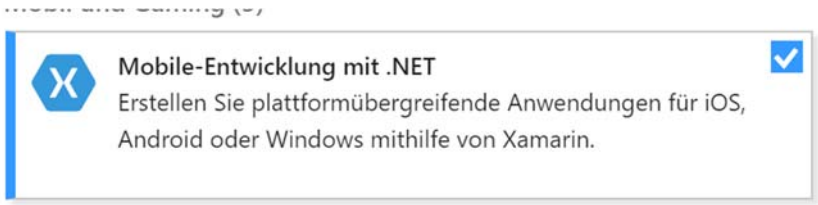
Or in German:



Then restart Visual Studio.

2. Installed workloads

If you want to work with cross platform projects you have to install the Mobile Development package:



Finally following single components should be available in your VS:

Mobile-Entwicklung mit .NET

Enthalten

- Xamarin
- .NET Framework 4.6.1-Entwicklungstools
- C# und Visual Basic
- Paket zur Festlegung von Zielversionen für die p...

Optional

- [x] Xamarin Profiler
- [x] Android SDK-Setup (API-Ebene 27)
- [x] Google Android-Emulator (API-Ebene 27)
- [x] Xamarin Workbooks
- [x] Intel Hardware Accelerated Execution Manager (...
- [x] UWP-Tools für Xamarin
- [x] Architektur- und Analysetools

Einzelne Komponenten *

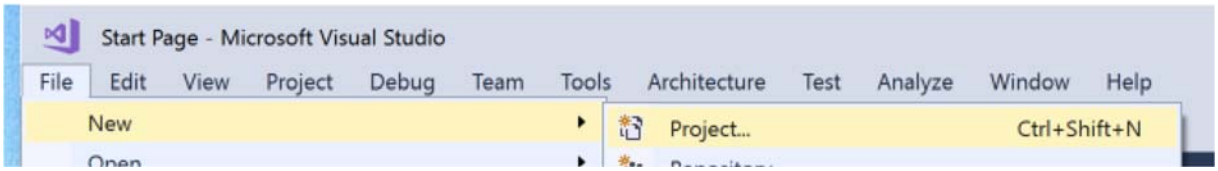
- [x] Windows 10 SDK (10.0.16299.0) für UWP: C#, VB,...
- [x] Windows 10 SDK (10.0.15063.0) für UWP: C#, VB,...
- [x] Windows 10 SDK (10.0.14393.0)
- [x] Java SE Development Kit (8.0.1120.15)
- [x] Android NDK (R13B)
- [x] Android SDK-Einrichtung (API-Ebene 23) (global...
- [x] Google Android-Emulator (API-Ebene 23) (globa...
- [x] TypeScript 2.2-SDK
- [x] TypeScript 3.0 SDK
- [x] Windows 10 Mobile-Emulator (Anniversary Editi...
- [x] Windows 10 Mobile-Emulator (Erstellerupdate)
- [x] Visual Studio-Emulator für Android
- [x] Visual Studio Tools for Xamarin (Alpha)

Then it should work.

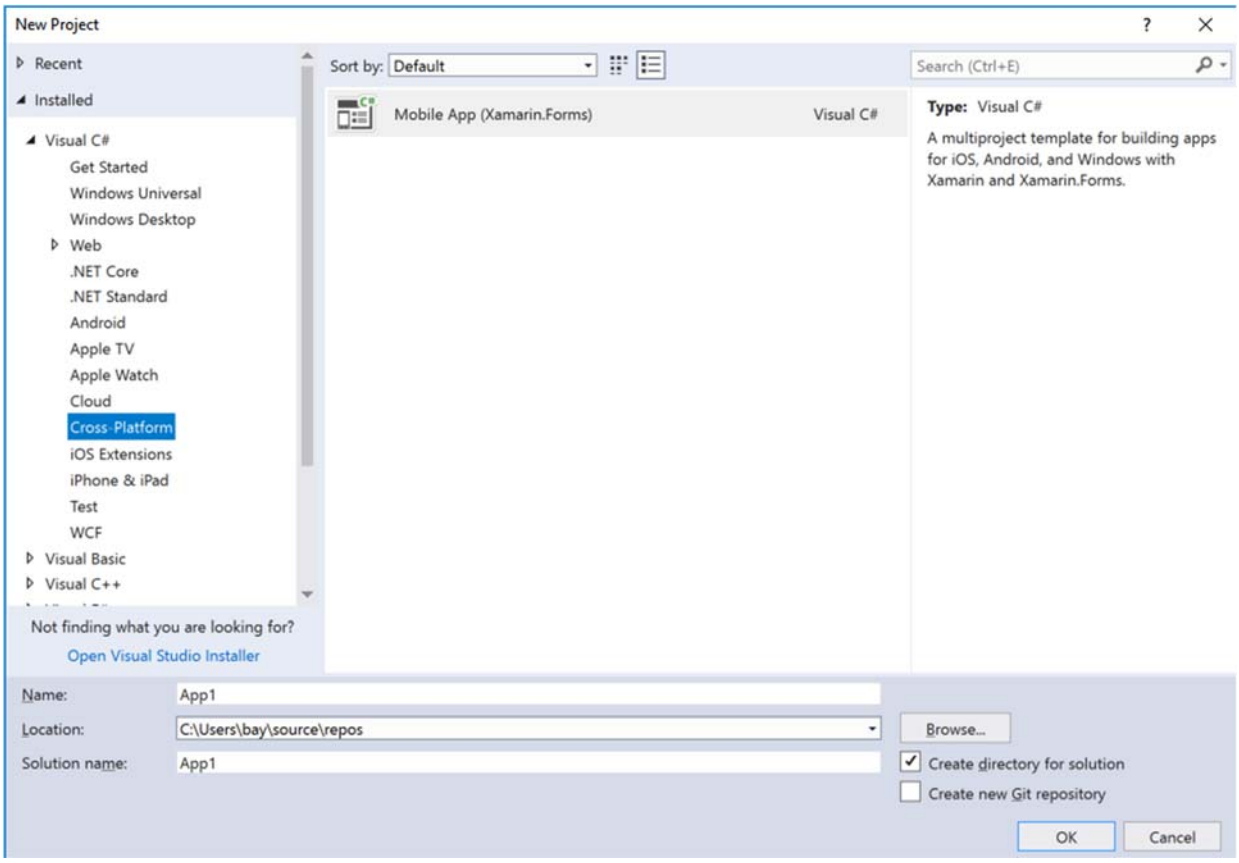
3. Steps to start your first project

Start VS

Go to menu File → New



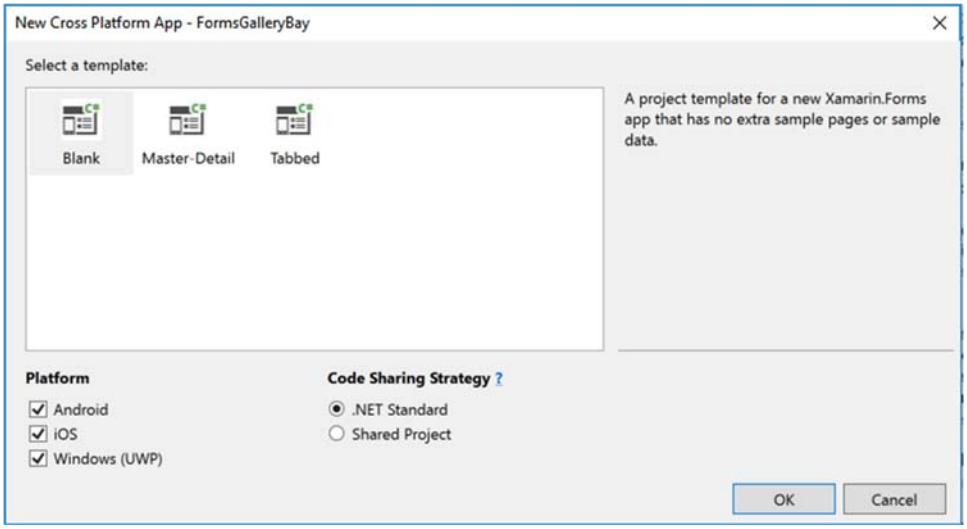
Than you see this:



Select Visual C# →Cross-Platform and change the name from App1 to FormsGalleryBay:

Click OK.

Then accept proposal „Blank“ of next window:

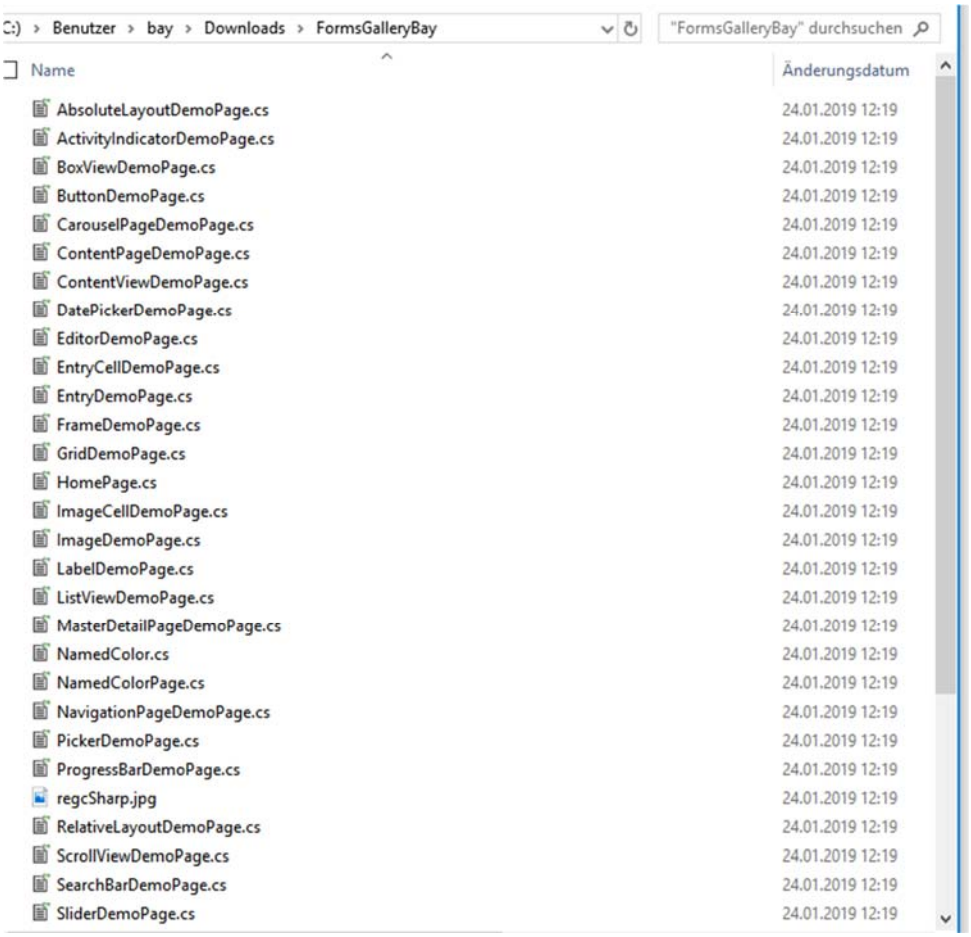


Click OK.

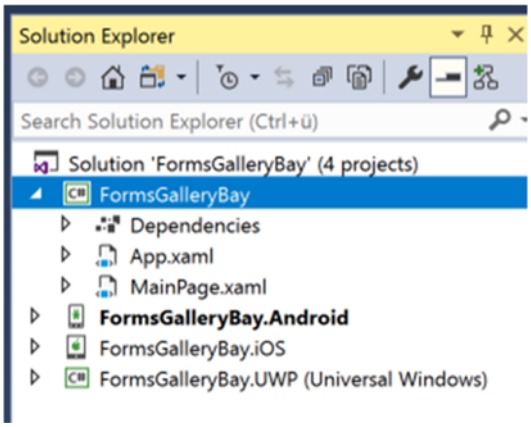
Now you have to wait some minutes.

Meanwhile download the zip file „FormsGalleryBay.zip“ and unpack it.

This file contains 39 files. :

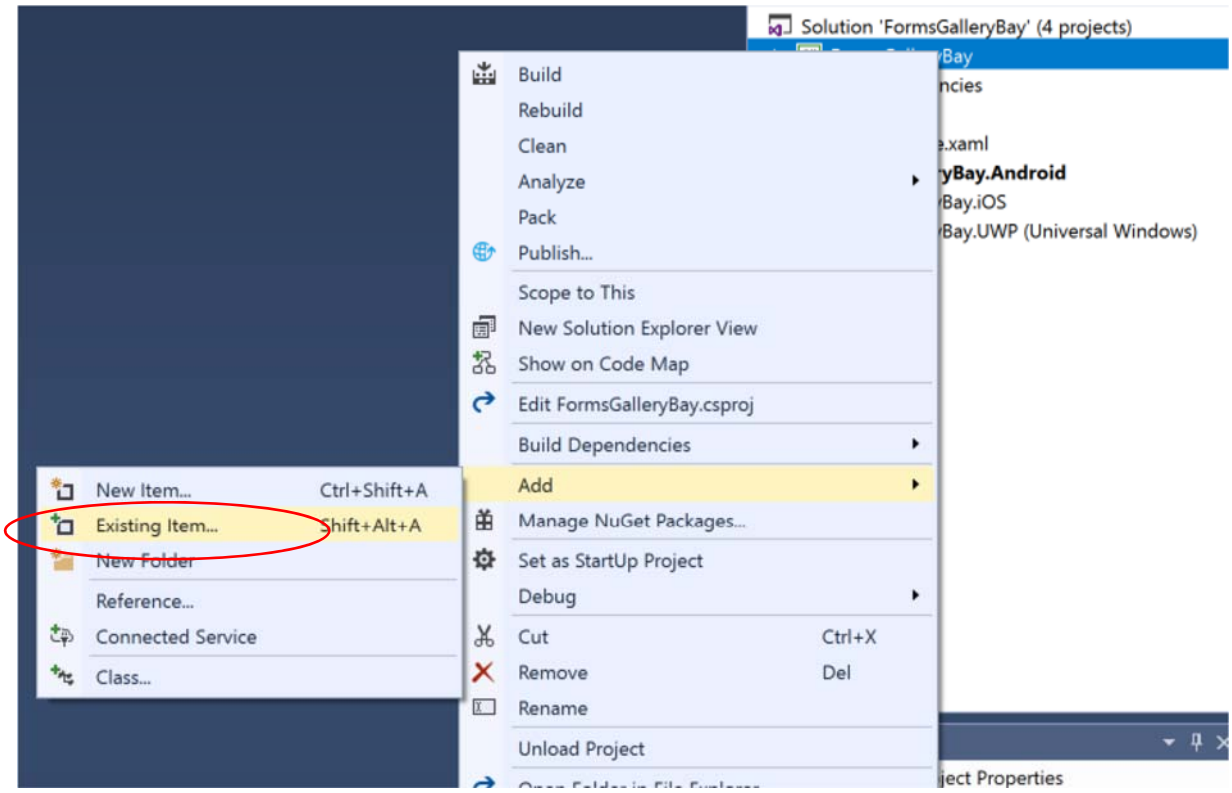


Now you can add all these files to your top project. In your solution explorer you will see this:

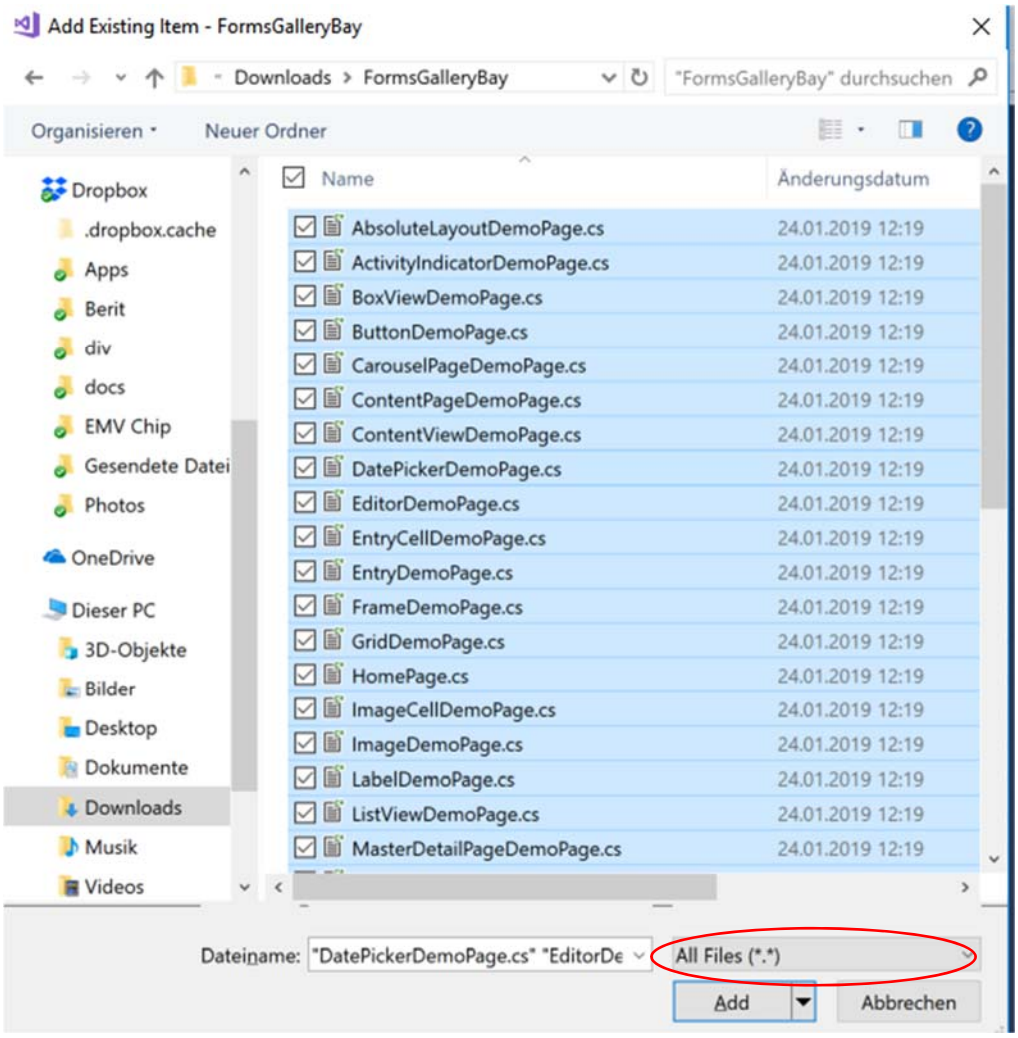


The first top project is the user Interface (UI) project used in the other three app-projects for the different platforms Android, iOS and UWP, so one UI for all platforms.

Click with right mouseclick on blue marked project and select Add→Existing Item:

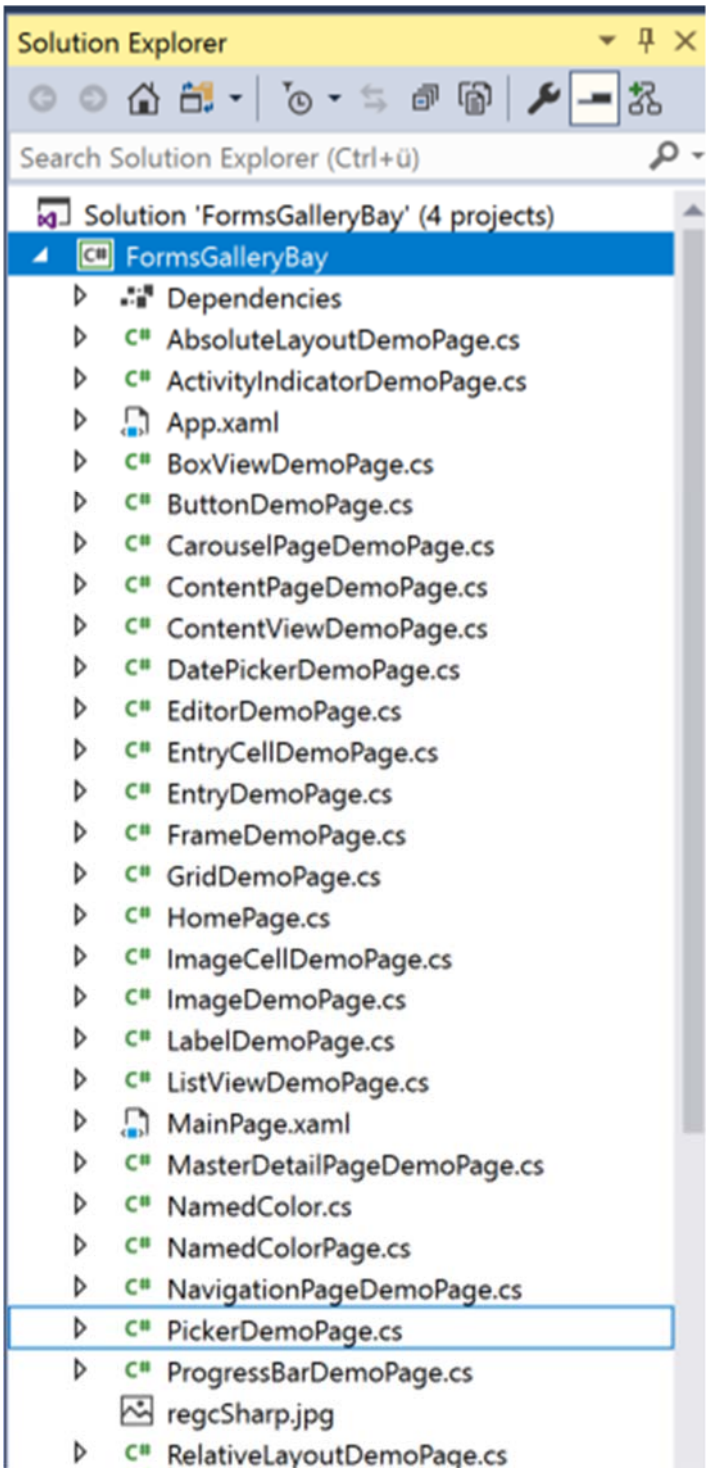


Now browse to the 39 files you have unpacked, set filter to „All Files“ and select all (key Cntr+ A“):

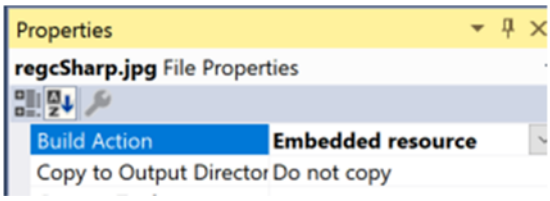


And click on add:

Now your project should look like this:



Select the image file „regcSarp.jpg“ and in Properties- Window select for „Build Action“ the property „Embedded Resource“:



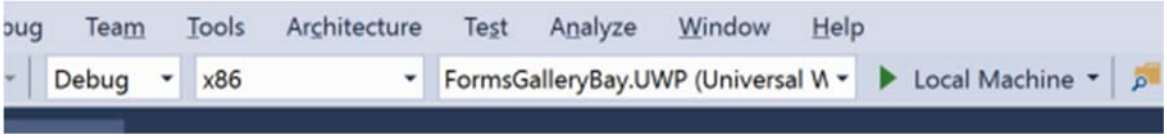
Now open „App.Xaml.cs“ and change the line

```
MainPage = new MainPage();
```

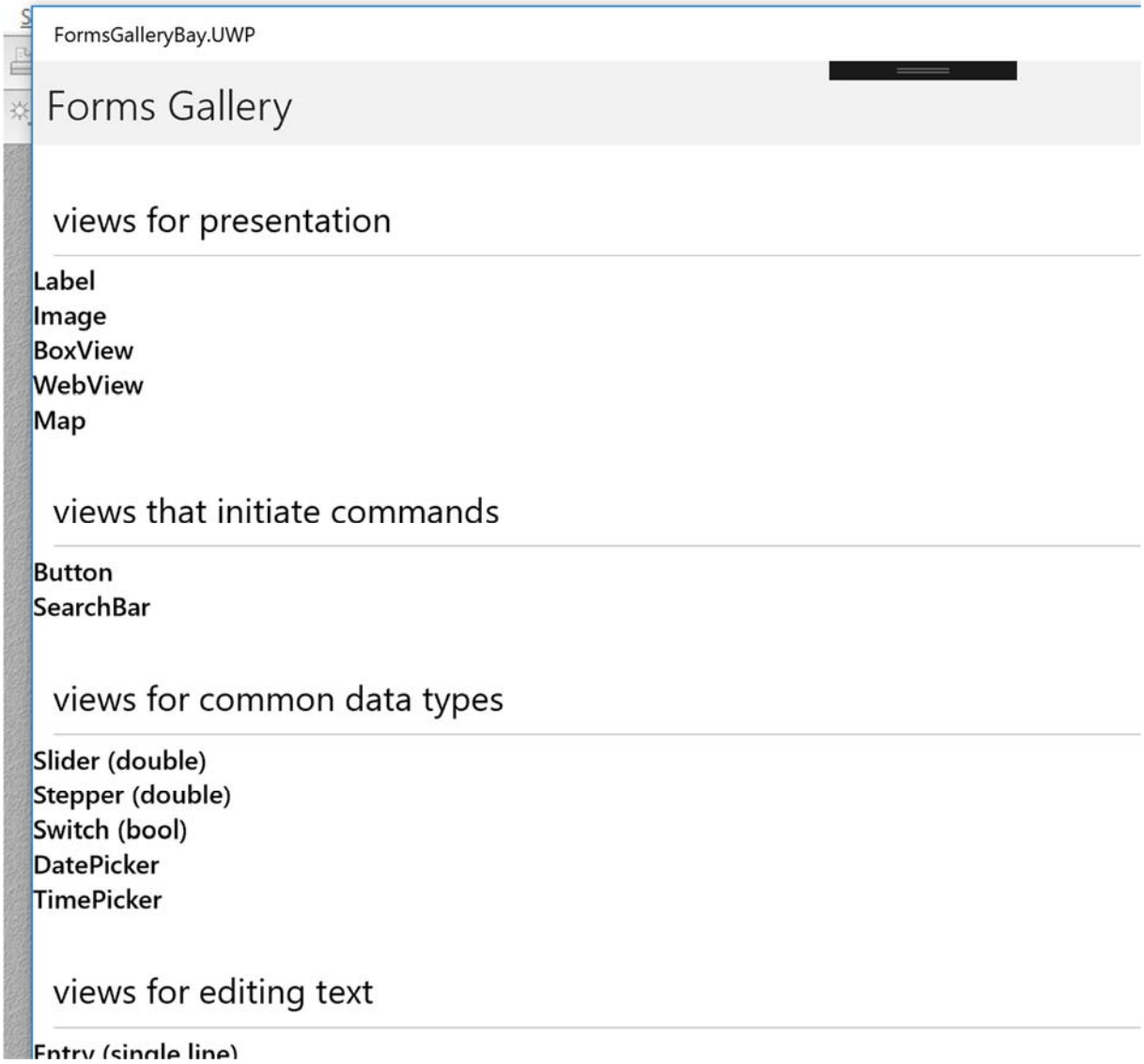
Into

MainPage = new NavigationPage(new HomePage());

Then the first App could work. Start with UWP- Project: Select:



Click on „Local machine“ and after some minutes you can see this:



And the User Interface possibilities are introduced. Each page demonstrates one View, layout or page control, which is the User Interface concept of mobile phones and any touch panel control. So get familiar with this UI-concept.

Play with Android emulators or connect your mobile phone via USB to PC, dont forget to activate your development Options in your phone.

For going to iPhone you have to use a Mac, this will be introduced later.

Bayerlein January 2019