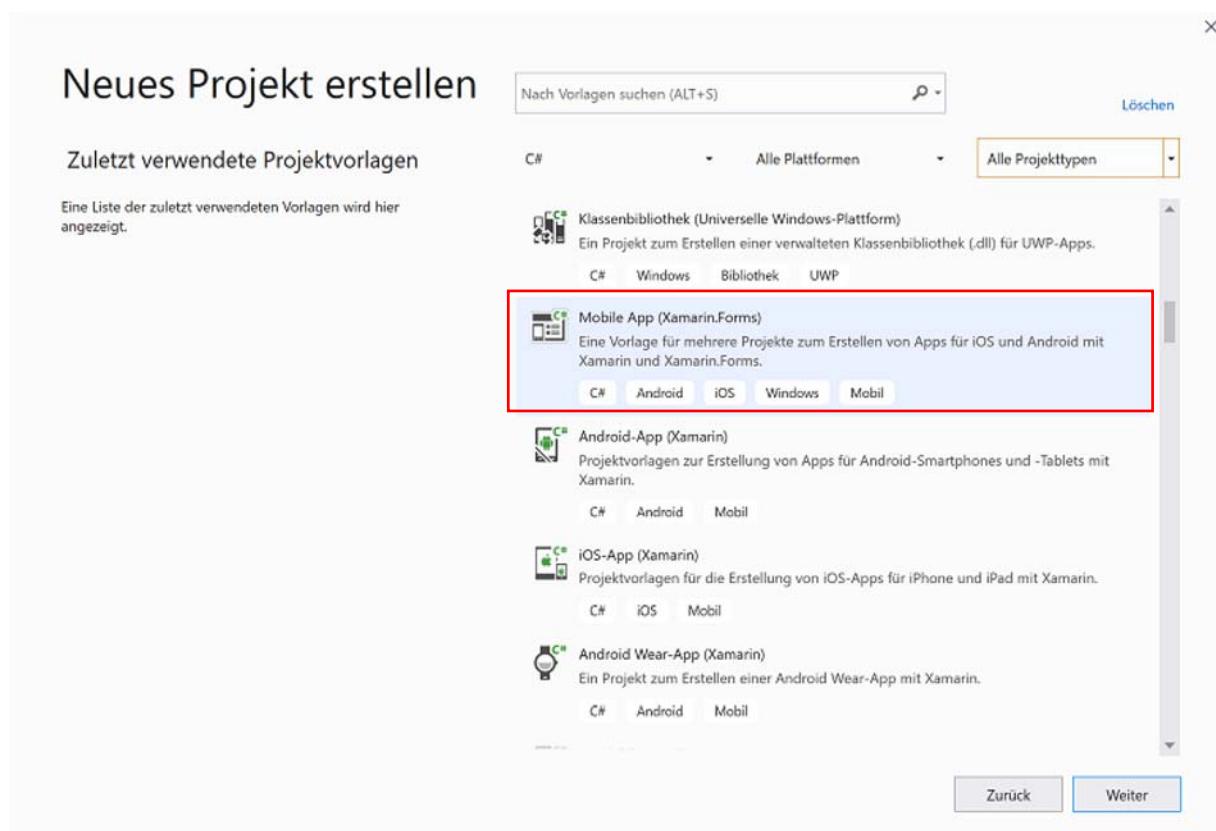


## Example DemoApp BayD1

I have written a multipage demonstration example for learning purposes. The complete project is available in the zip- file “AppBayFinal 2019V4.zip”. You need professional version of Visual Studio V16.3.9 or higher. If you start after unpacking the sln- file you see the four platform projects. If you get error messages caused by incompatibilities you can create a new empty cross platform project with name “AppBayFinal2019”:



## Neues Projekt konfigurieren

Mobile App (Xamarin.Forms) C# Android iOS Windows Mobil

Projektname

AppBayFinal2019

Ort

C:\VisuProg WS2019-20\Teil 2 xamarin\AppBayFinal2019V4

...

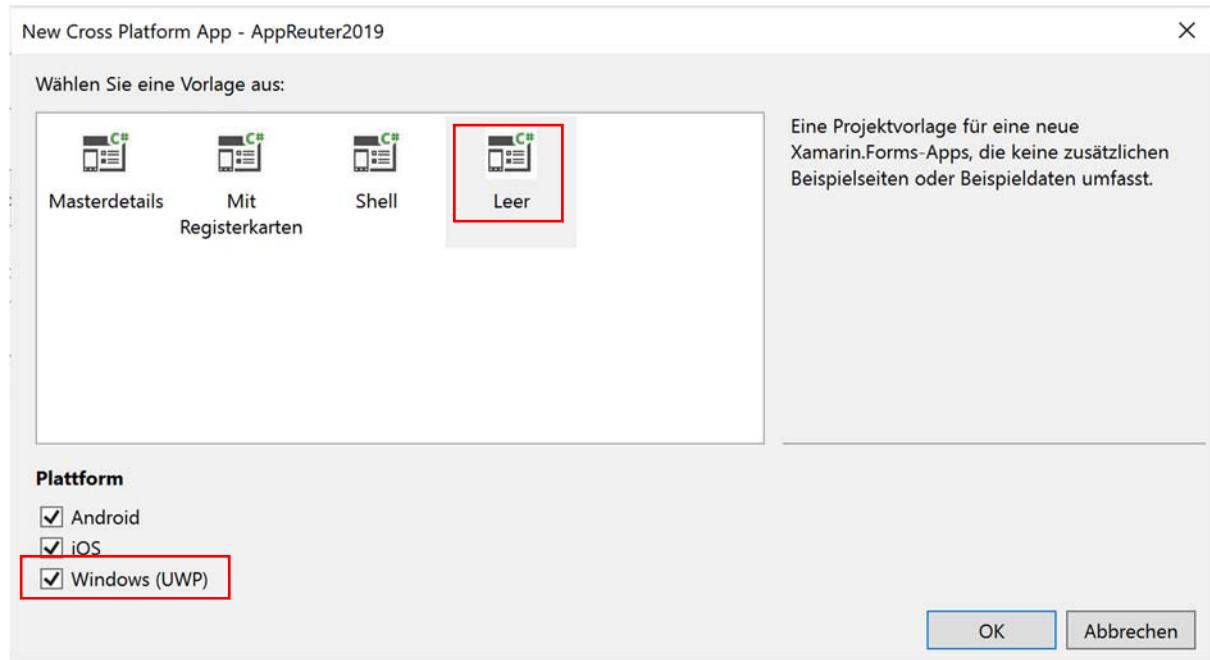
Projektmappe

Neue Projektmappe erstellen

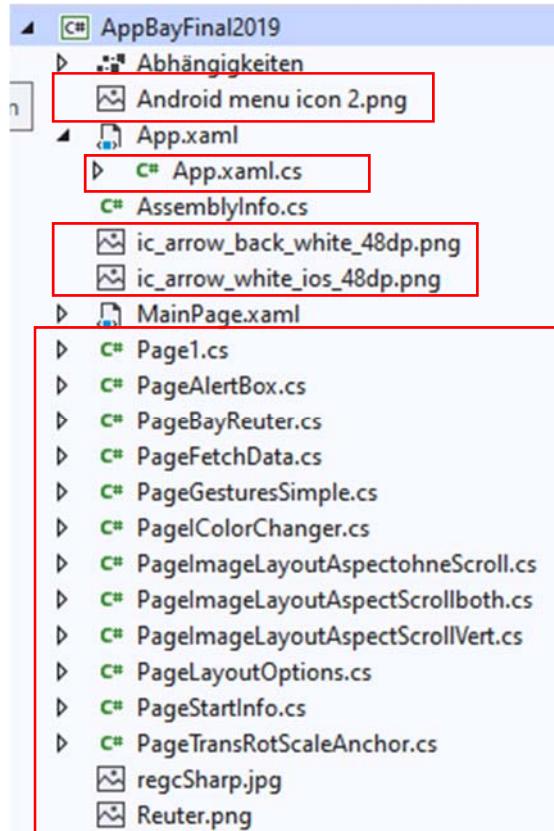
Name der Projektmappe ⓘ

AppBayFinal2019

Platzieren Sie die Projektmappe und das Projekt im selben Verzeichnis.



Then in your solution manager add the following 18 files to your central project:



Then with windows explorer look for replacement of following folders (mainly the Icons) in the Android project:

AppBayFinal2019 > AppBayFinal2019 > AppBayFinal2019.Android > Resources		
<input type="checkbox"/> Name	Änderungsdatum	
drawable	19.11.2019 17:08	
layout	19.11.2019 17:08	
<input checked="" type="checkbox"/> mipmap-anydpi-v26	19.11.2019 16:42	
mipmap-hdpi	19.11.2019 16:42	
mipmap-mdpi	19.11.2019 16:42	
mipmap-xhdpi	19.11.2019 16:42	
mipmap-xxhdpi	19.11.2019 16:42	
mipmap-xxxhdpi	19.11.2019 16:42	
values	19.11.2019 17:08	
AboutResources.txt	19.11.2019 17:08	
Resource.designer.cs	19.11.2019 17:17	

In iOS:

AppBayFinal2019 > AppBayFinal2019 > AppBayFinal2019.iOS > Assets.xcassets		
<input type="checkbox"/> Name	Änderungsdatum	Typ
<input checked="" type="checkbox"/> AppIcon.appiconset	19.11.2019 17:13	Dateior

And UWP:

AppBayFinal2019 > AppBayFinal2019 > AppBayFinal2019.UWP		
<input type="checkbox"/> Name	Änderungsdatum	
<input checked="" type="checkbox"/> Assets	19.11.2019 16:42	
bin	19.11.2019 17:08	
obj	19.11.2019 17:08	

Then Back to VS and set all 5 pictures / Images (extensions jpg and png) in properties “Build” to embedded resources:

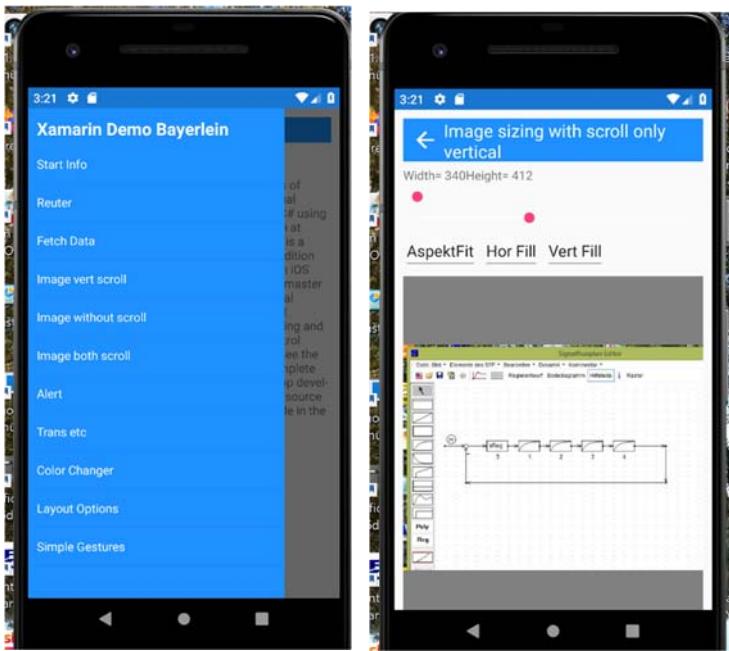


Don't forget to set your iOS info.plist to your Certificate/ Bundle-ID at apple development center:

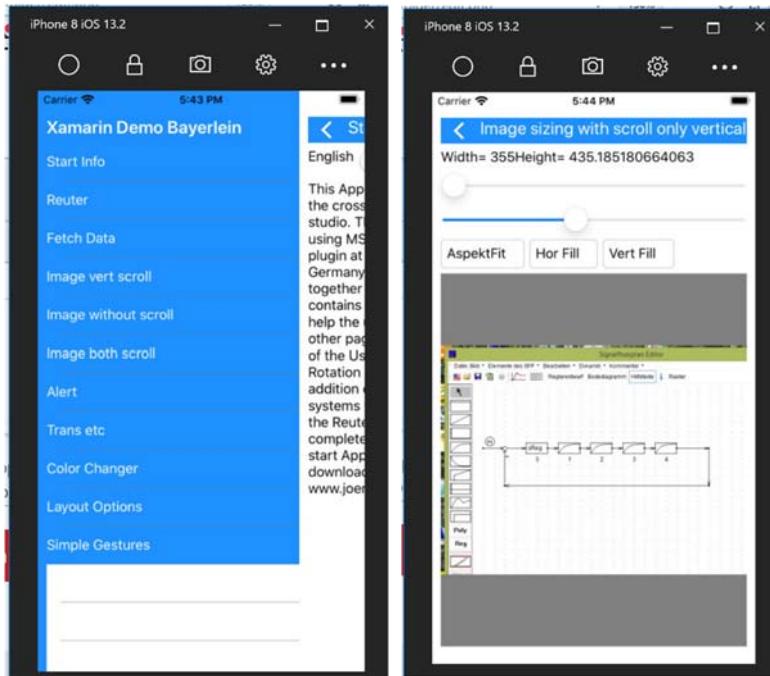
Bundle-ID: com.bay.AppBayFinal2019

Then this should work and you should see:

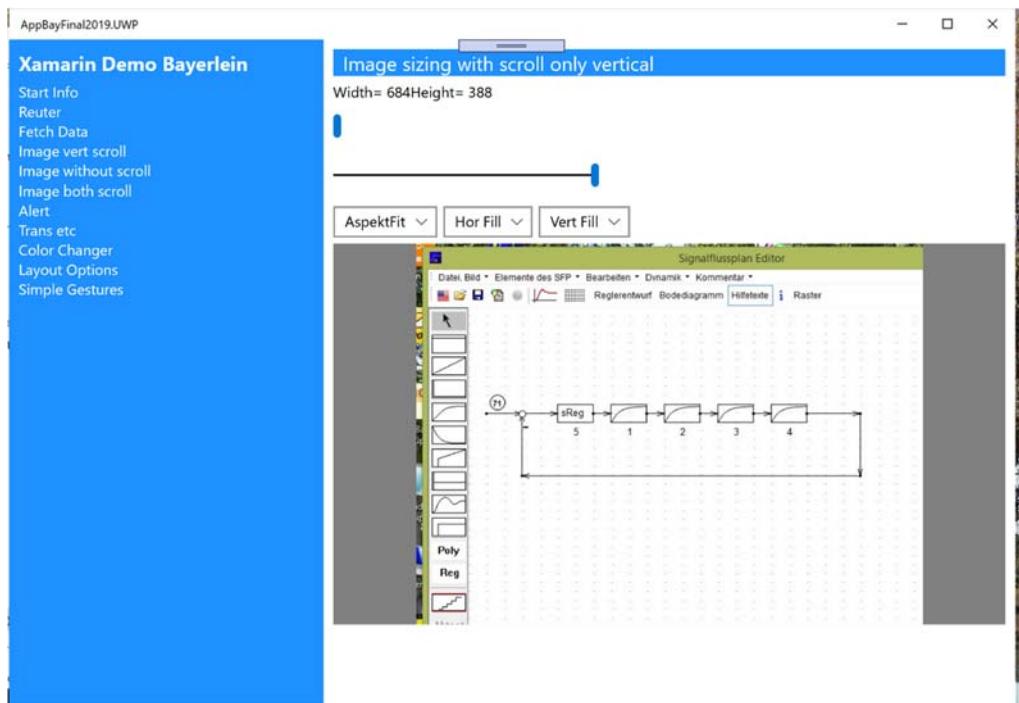
Android emulator Pie 9.0 API28:



iOS iPhone 8 iOS 13.2:



UWP on my surface:



If questions appear feel free to contact me on

Regards Prof. Dr. Bayerlein Nov. 2019