## EPILOGUE

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# The Art of Xamarin App Development

*"The Latin phrase Gradus ad Parnassum means "Steps to Parnassus." The name Parnassus was used to denote the loftiest part of a mountain range in central Greece, a few miles north of Delphi, of which the two summits, in Classical times, were called Tithorea and Lycoreia. In Greek mythology, one of the peaks was sacred to Apollo and the nine Muses, the inspiring deities of the arts, and the other to Dionysus. The phrase has often been used to refer to various books of instruction, or guides, in which gradual progress in literature, language instruction, music, or the arts in general, is sought."*

Wikipedia entry for "Gradus ad Parnassum"

For many of us, software development is a calling as well as a vocation. We labor to create things of beauty even as we deliver functional code. In this way, Xamarin mobile application development is an art form.

Respectable art forms require tremendous dedication and skill to master. Step-by-step, we practice each little technique and seek to comprehend minor concepts until we incorporate them into our repertoire, then on to more complex techniques and loftier concepts, and on and on as we ascend each step up the mountain of mastery.

The notion that we are pursuing knowledge and skill in our ascent toward mist-veiled peaks is a very old one, as evidenced by the reference to Parnassus, the home of the Muses. While climbing, we might not expect to reach the summit, but along the way we become more knowledgeable and more skilled developers and architects, and we afford ourselves the opportunity to build better mobile apps. There is also the simple pleasure of the climb, and the stopping now and again to enjoy the view.

The first steps toward mastery of the Xamarin platform involve creating basic solutions in Xamarin.Forms, Xamarin.iOS, and Xamarin.Android. Next, we must explore the mobile UI using layouts, building screens using views, and placing them in relation to one another. Data-bound lists are the mainstay of the mobile app data UI, so we need to understand how to bind lists to our data models and customize the look and feel of the list. Our users must move between screens and this requires navigation, during which we must manage state. Displaying and editing data is the purpose of many apps, so data access and binding are

a necessity. The catalyzing technique in Xamarin.Forms UI is the custom renderer, which allows us to customize our cross-platform views by using the platform-specific libraries. Lastly, we must understand cross-platform architecture in order to manage the use of shared and platform-specific code.

Those are the steps in this book, which was crafted with the intent of giving you most of what you require most of the time while building your apps, with emphasis on C# and the mobile UI.

I sincerely hope that I have helped you to climb just a bit closer to the peaks most important to you and to write your next Xamarin killer app.