The Xamarin Designer for Android: Part 1 of 2

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Meet the expert: Wallace McClure specializes in building applications that have large numbers of users and large amounts of data as well as user interface specific technologies such as AJAX, iPhone, and Android. He is a Microsoft MVP, ASPInsider, and a partner in Scalable Development, Inc. Wally has authored books on iPhone Programming with Mono/MonoTouch, Android Programming with Mono for Android, application architecture, ADO.NET and SQL Server, and finally AJAX.

Prerequisites: This course assumes that you are comfortable developing applications using Visual Studio 2010, C# and Java. You should also be familiar with Mono for Android. Mono Android requires Visual Studio 2010 Professional or higher (and will not work with Visual Studio Express editions).

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Course description: Mono for Android by Xamarin has become an excellent development platform for creating applications for the Android OS. The release of Mono for Android 4.2 has introduced some new features. This course will highlight the new features in the Xamarin Designer for Android.

Course outline:

Mono for Android Designer
- Introduction
- Mono for Android Status
- Market Status
- Designer
- Visual Studio
- MonoDevelop
- Designer Features
- Zoom Controls
- Toolbox
- Property Pad
- Outline View
- Resource Qualifiers
- Resource Editing
- Designer Advantages
- Summary

VS and 4.2 Improvements
- Introduction
- Demo: Designer
- Demo: Toolbox
- Demo: Resource Qualifiers
- Demo: Property Pad
- Demo: Image View
- Demo: Margins
- Demo: Layouts
- Demo: Emulator Selection
- My Personal Experience
- Summary

More VS and 4.2 Improvements
- Introduction
- Device Toolbar
- Non-Modal Deployment
- Integrated Logcat
- Other Improvements
- Summary