

Tiga060

Robert R. Redfield

Xamarin Forms Junindar,2017-11-01 XAMARIN FORMS : Membangun Aplikasi Mobile Cross-Platform (Android, iOS & Windows) Buku ini adalah seri belajar pemograman pada Xamarin.Forms, dimana membahas bagaimana membangun aplikasi mobile untuk multiple platform (Android, iOS dan Windows) hanya sekali code dengan menggunakan C# sebagai code behind dan XAML (eXtensible Application Markup Language) untuk design antara muka-nya. Untuk metode yang digunakan dalam menjelaskan materi, pada setiap bagian disertakan file pendukung agar memudahkan dalam memahami setiap materi yang diberikan. Topik-topik yang dipilih dalam pembahasan-pun bertingkat, cocok baik untuk seorang pemula maupun yang sudah berkecimpung lama dalam dunia pemograman. Penjelasan meliputi dari awal, bagaimana melakukan instalasi Xamarin pada Visual Studio, fitur-fitur pada Xamarin.Forms hingga latihan pembuatan aplikasi mobile untuk multiple platform (Android, iOS dan Windows) Salah satu kelebihan buku ini adalah, setiap topic/materi akan disertai dengan latihan, sehingga pembaca akan seperti dibimbing secara langsung oleh seorang Trainer. PENGENALAN XAMARIN.FORMS 1.1 PENDAHULUAN 1.2 XAMARIN.FORMS 1.2.2 INSTALASI XAMARIN 1.2.2 MEMBUAT PROJECT 2.2 MEJALANKAN APLIKASI XAMARIN.FORMS PENGENALAN XAML PADA XAMARIN.FORMS 2.1 BEKERJA DENGAN XAML 2.2 MARKUP EXTENSIONS DAN REUSING XAML UI PADA XAMARIN.FORMS 3.1 LAYOUT 3.1.1 STACKLAYOUT 3.1.2 ABSOLUTELAYOUT 3.1.3 RELATIVELAYOUT 3.1.4 GRID 3.2 PENGENALAN XAMARIN.FORMS VIEW 3.3 XAMARIN.FORMS PAGES 3.4 XAMARIN.FORMS NAVIGATION LISTVIEW DAN SQLITE 8 4.1 LISTVIEW 4.1.1 LISTVIEW DATA SOURCES 4.1.2 PENGATURAN TAMPILAN CELL 4.1.3 PENGATURAN LISTVIEW 4.2 SQLITE 4.2.1 SQLITE.NET LATIHAN AKHIR 5.1 MEMBUAT PROJECT 5.2 MEMBUAT DATA ACCESS LAYER (DAL) 5.3 MEMBUAT USER INTERFACE (PAGE) -ebookuid-
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