

Xamarin

Martin Bojnanský

Microsoft Student Partner & SW Engineer @ Riganti

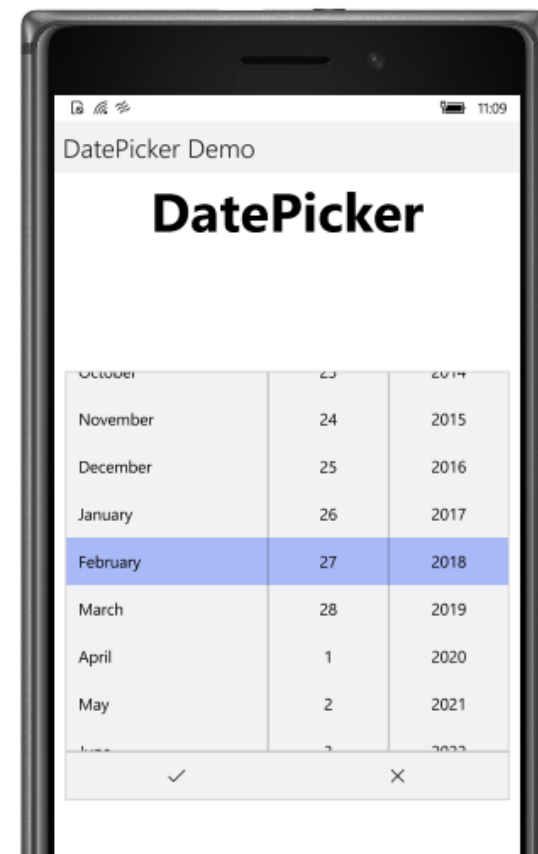
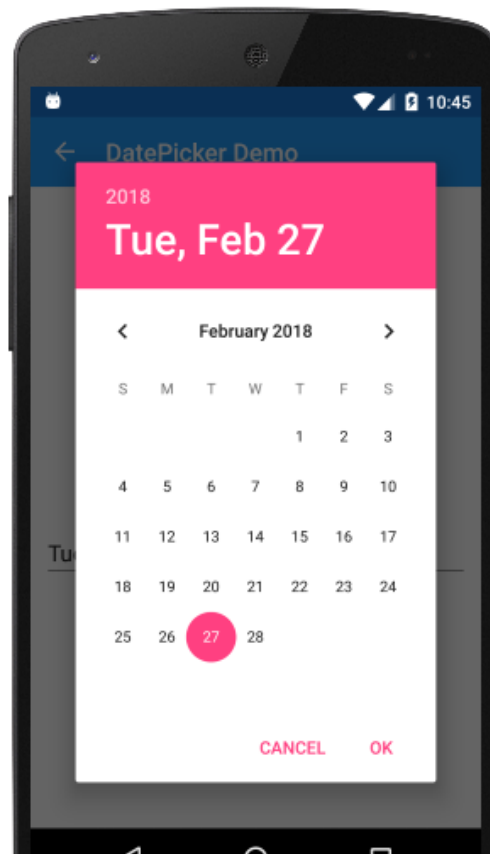
@martinbojnansky

martin.bojnansky@outlook.com

<http://bojnansky.com>

Controls

<https://developer.xamarin.com/guides/xamarin-forms/user-interface/controls/>



Pages

ContentPage

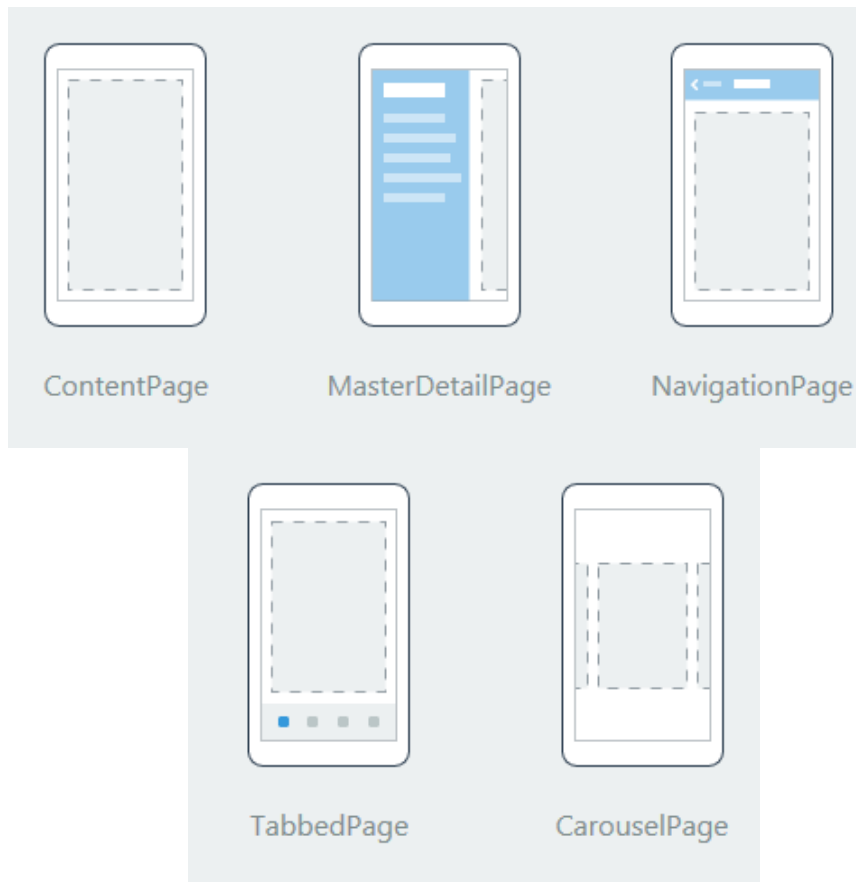
Jednoduchý obsah

MasterDetailPage

Zoznam + detail položky

NavigationPage

Aby fungovala navigácia



TabbedPage

Záložky

CarouselPage

Stránky vedľa seba

TemplatedPage

Prázdna stránka, bázová trieda
pre ostatné

Pages

ModalPage

`Navigation.PushModalAsync()`

`Navigation.PopModalAsync()`

Popup

`DisplayAlert(...)`

`DisplayActionSheet(...)`

Layout – Pre jednu komponentu

Frame

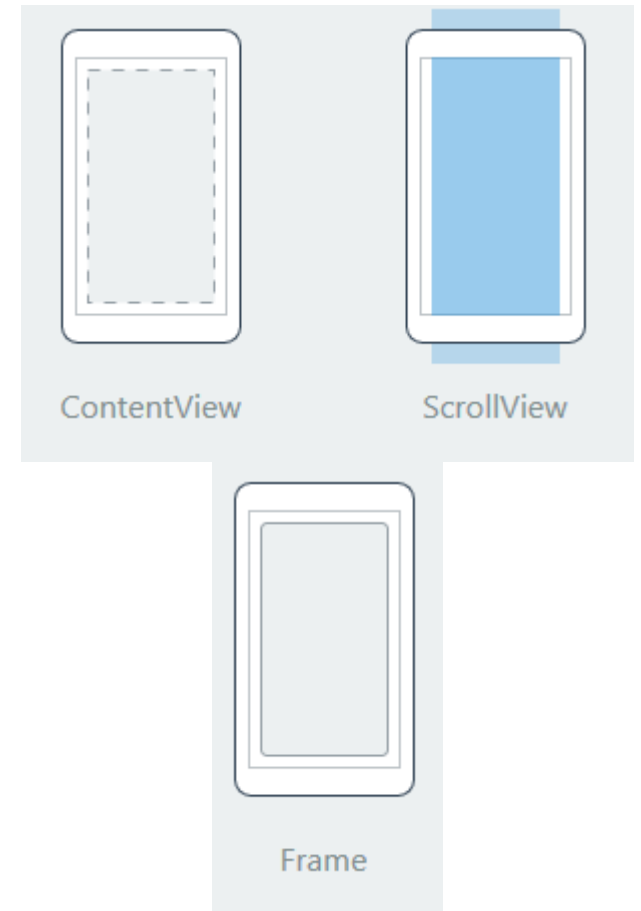
Možnosť pridať rámček

ScrollView

Pridáva scroll na pretekanie obsahu

ContentPresenter

V šablonách – označuje miesto pre obsah



Layout – Pre viacero komponent

AbsoluteLayout

Absolútne pozicovanie komponent

Grid

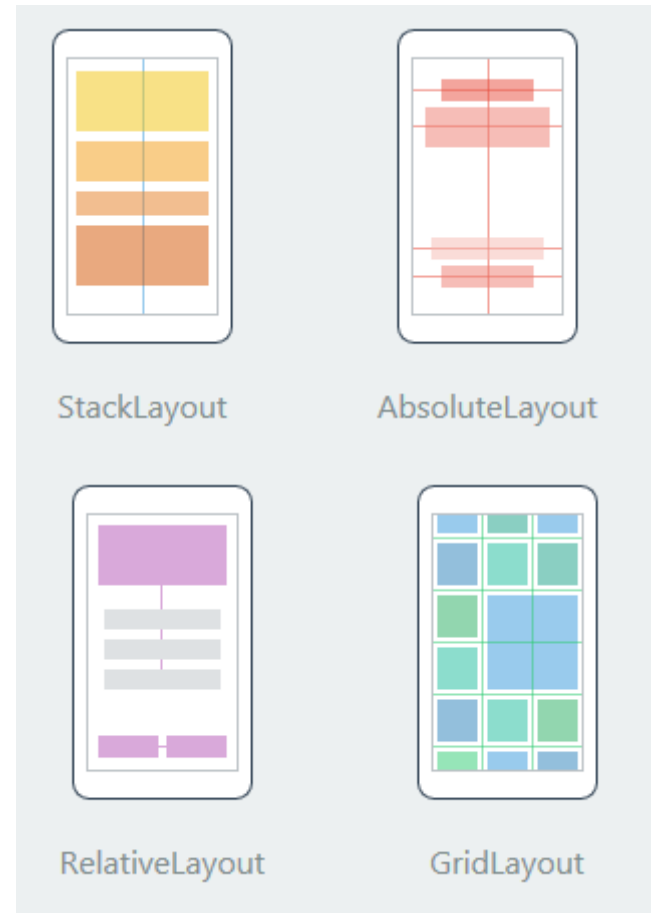
Tabuľkový layout

RelativeLayout

Rozmiestnenie pomocou závislostí

StackLayout

Usporiadanie za seba alebo pod seba



Views – Formulářové komponenty

Button

DatePicker

Editor

Entry

Image

Label

Picker

SearchBar

Slider

Stepper

Switch

TimePicker

Views – Kontajnery pre bunky

ListView

TableView

Views – Iné

ActivityIndicator

ProgressBar

WebView

Cells – Bunky ListView / TableView

EntryCell

SwitchCell

TextCell

ImageCell

ViewCell

Resources

Každý objekt obsahuje kolekciu

Resources

Môže obsahovať ľubovoľný obsah

Označenie pomocou **x:Key**

Prístup pomocou **{StaticResource**

Key}

```
<Application.Resources>
  <ResourceDictionary>
    <!-- Color -->
    <Color x:Key="AccentColor">#f62459</Color>
    <!-- Value -->
    <Thickness x:Key="PagePadding">10</Thickness>

    <!-- Shared style -->
    <Style x:Key="GlobalHeaderStyle" TargetType="Label">
      <Setter Property="FontSize" Value="Medium" />
      <Setter Property="TextColor" Value="{StaticResource AccentColor}" />
    </Style>
  </ResourceDictionary>
</Application.Resources>
```

Styles

Označenie pomocou **x:Key**

Voliteľne **TargetType** (bez x:Key sa automaticky aplikuje)

Kolekcia objektov **Setter**

Setter preberá **Property** a **Value**

```
<TabbedPage.Resources>
  <ResourceDictionary>
    <!-- Local control style -->
    <Style TargetType="Grid">
      <Setter Property="Margin" Value="10" />
    </Style>
    <!-- Local named style-->
    <Style x:Key="LocalNamedStyle" TargetType="Grid">
      <Setter Property="HorizontalOptions" Value="Center" />
      <Setter Property="VerticalOptions" Value="Center" />
    </Style>
  </ResourceDictionary>
</TabbedPage.Resources>

<ContentPage Title="Tab 1">
  <Grid
    Style="{StaticResource LocalNamedStyle}"
    <Label Text="Tab 1" VerticalOptions="Center" />
  </Grid>
</ContentPage>
```

Styles – Preddefinované

BodyStyle

CaptionStyle

ListItemDetailTextStyle

ListItemTextStyle

SubtitleStyle

TitleStyle

Prístup cez **{DynamicResource Key}**

Platform-Specific XAML

Objekt **OnPlatform**

```
<Grid.Padding>  
  <OnPlatform x:TypeArguments="Thickness" Android="10" WinPhone="0" />  
</Grid.Padding>
```

Gestures

Tap

Pinch

Pan

```
<Image Source="tapped.jpg">  
  <Image.GestureRecognizers>  
    <TapGestureRecognizer  
      Command="{Binding TapCommand}"  
      CommandParameter="Image1" />  
  </Image.GestureRecognizers>  
</Image>
```

<https://developer.xamarin.com/guides/xamarin-forms/application-fundamentals/gestures/>

Attached Properties

Globálne vlastnosti nastaviteľné na ktoromkoľvek elemente

<https://developer.xamarin.com/guides/xamarin-forms/xaml/attached-properties/>

Propagácia hodnoty do interného ScrollView

```
<ListBox ScrollViewer.HorizontalScrollbarVisibility="Collapsed"/>
```

Pozicovanie v rámci Canvas

```
<Canvas>  
  <Button Content="A" Canvas.Top="10" Canvas.Left="10" />  
  <Button Content="B" Canvas.Top="20" Canvas.Left="30" />  
  <Button Content="C" Canvas.Top="30" Canvas.Left="50" />  
</Canvas>
```


Converters

Prevod hodnoty na úrovni **Bindingu**

Implementácia **IValueConverter**

Funguje v oboch smeroch

Potreba registrovať ako **StaticResource**

<https://developer.xamarin.com/guides/xamarin-forms/application-fundamentals/data-binding/converters/>

```
0 references
public class StringLengthToEnabledConverter : IValueConverter
{
    0 references
    public object Convert(object value, Type targetType, object parameter, CultureInfo culture)
    {
        var text = value as string;
        return text?.Length > 0;
    }

    0 references
    public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)
    {
        throw new NotImplementedException();
    }
}

<ContentPage.Resources>
  <ResourceDictionary>
    <converters:StringLengthToEnabledConverter x:Key="StringLengthToEnabledConverter" />
  </ResourceDictionary>
</ContentPage.Resources>

<Button
  Text="Save"
  BindingContext="{x:Reference MyEntry}"
  IsEnabled="{Binding Text, Converter={StaticResource StringLengthToEnabledConverter}}" />
```