tutorialr.com
/talks

Uno Platform

Series One

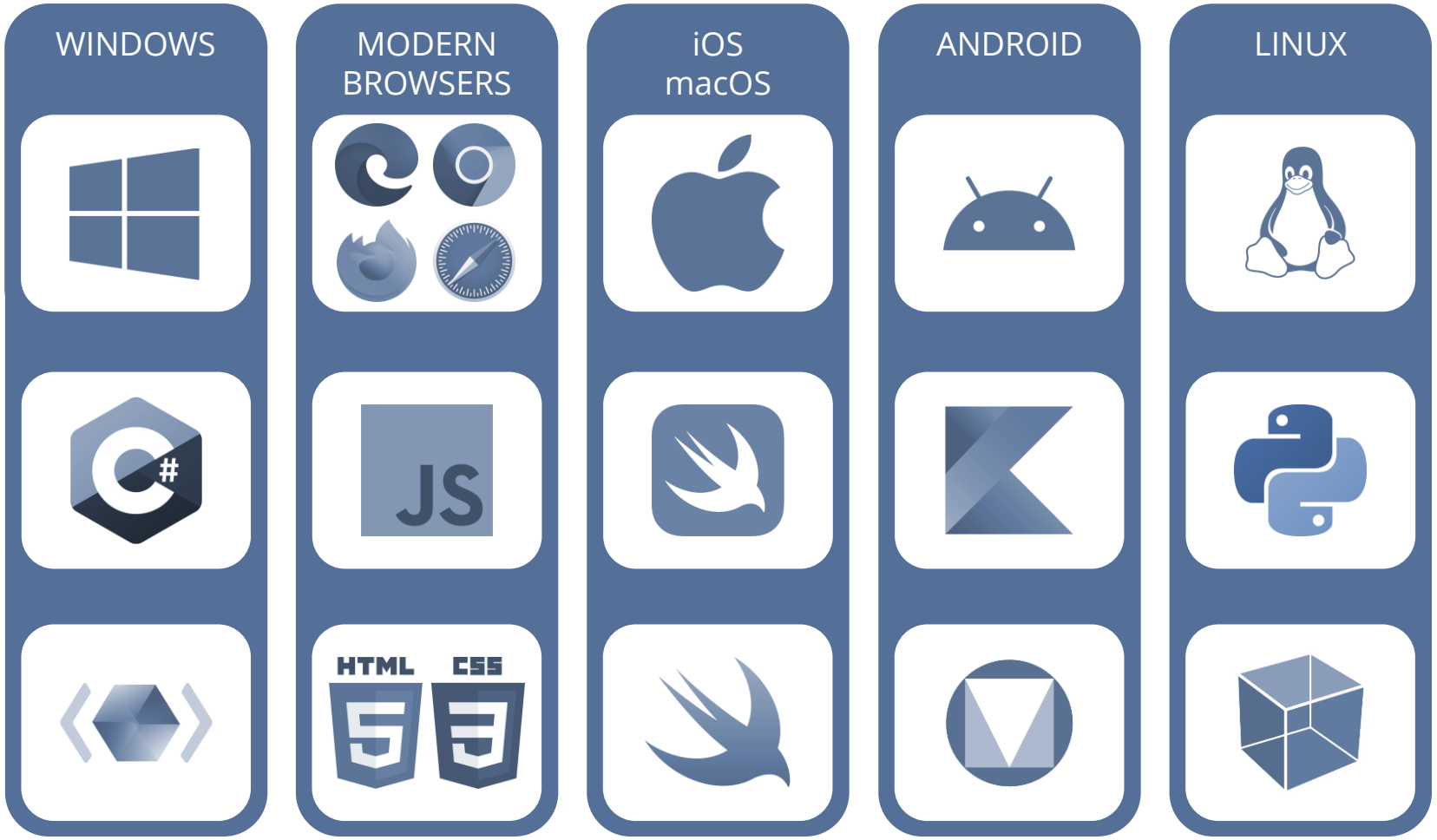
tutorialr.com
/talks

Development

Uno Platform

Native

tutorialr.com
/talks

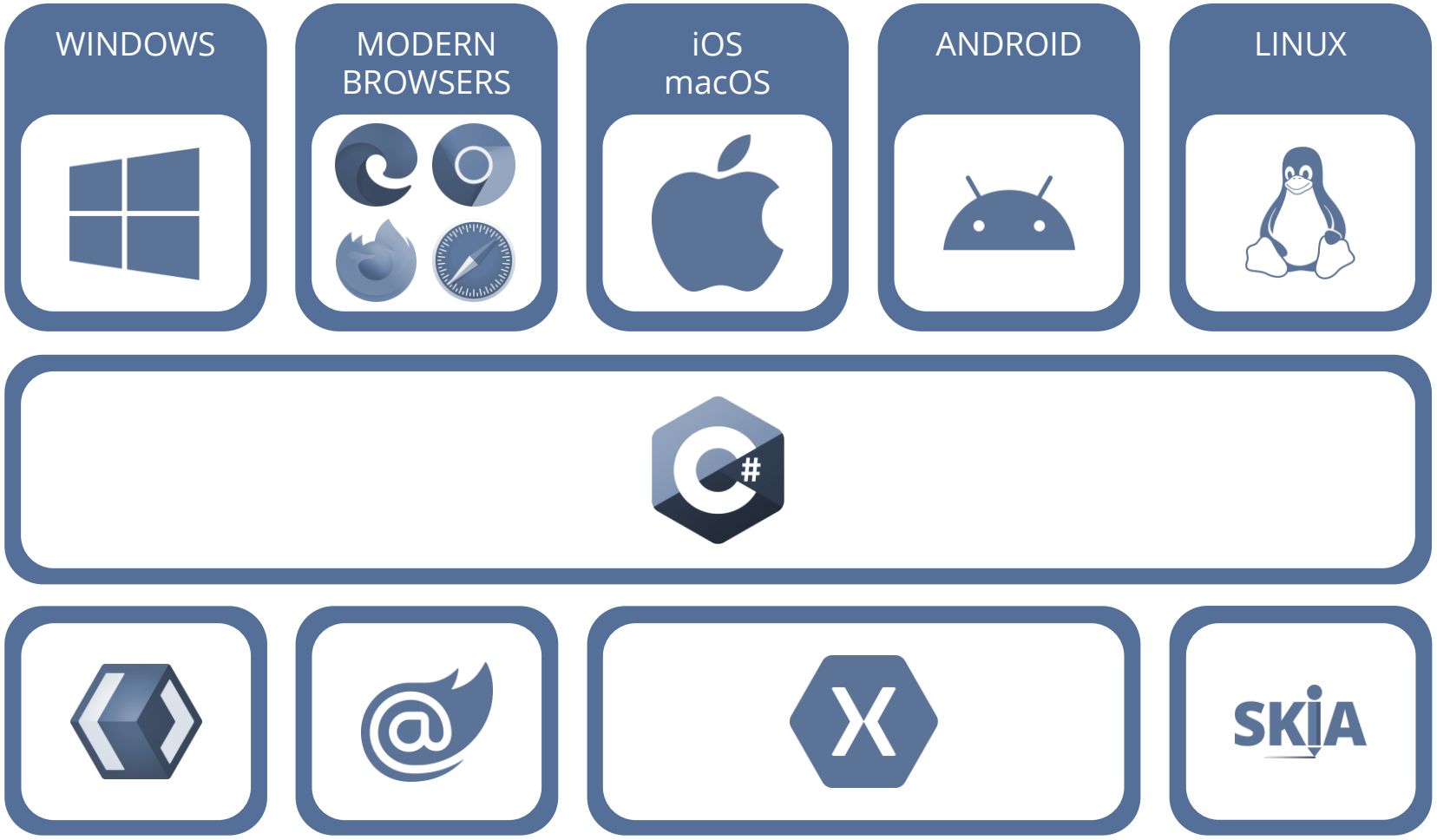


Development

CC BY SA

C#

tutorialr.com
/talks

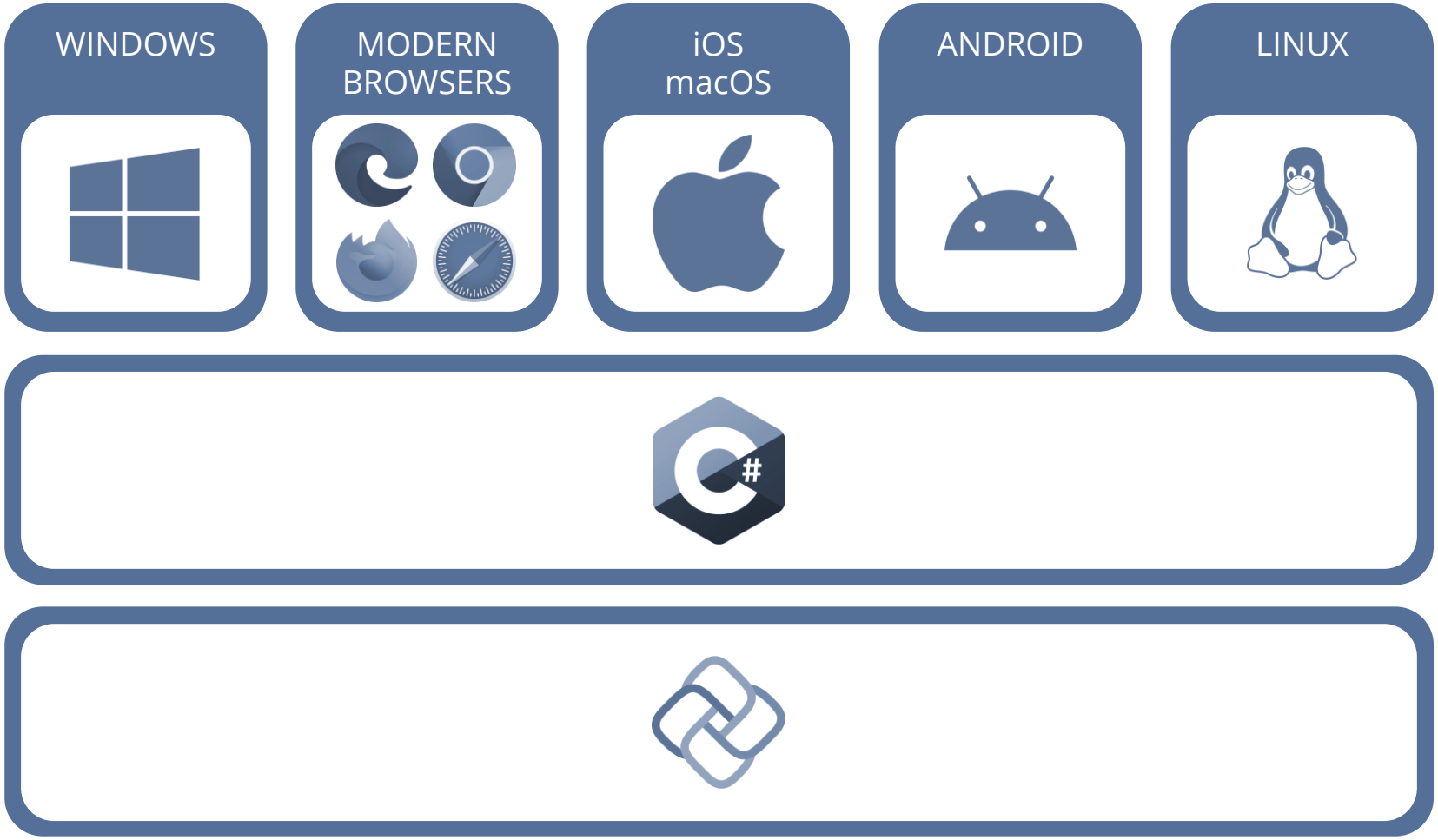


Development

CC BY SA

Cross-platform

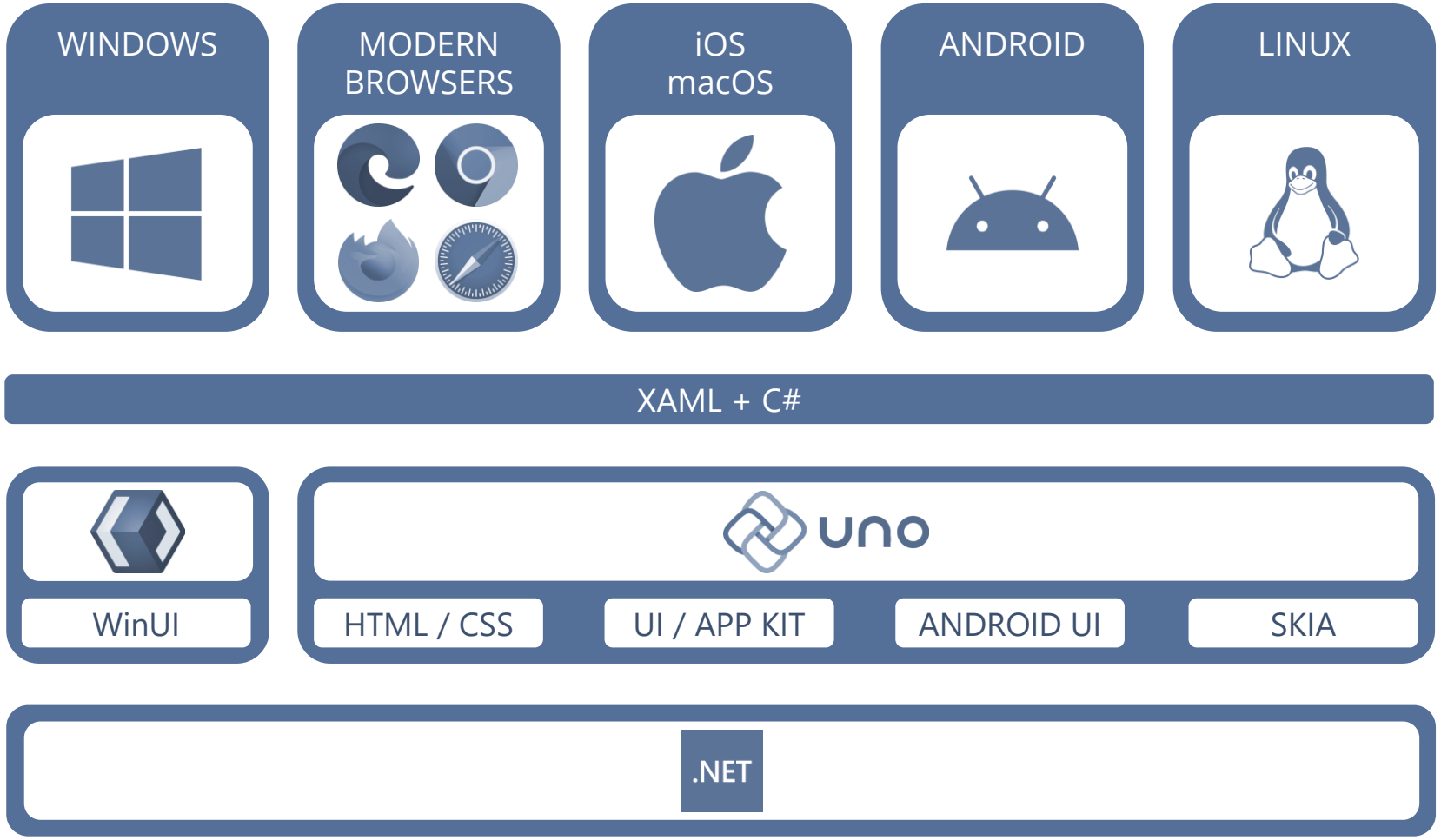
tutorialr.com
/talks



Development

Architecture

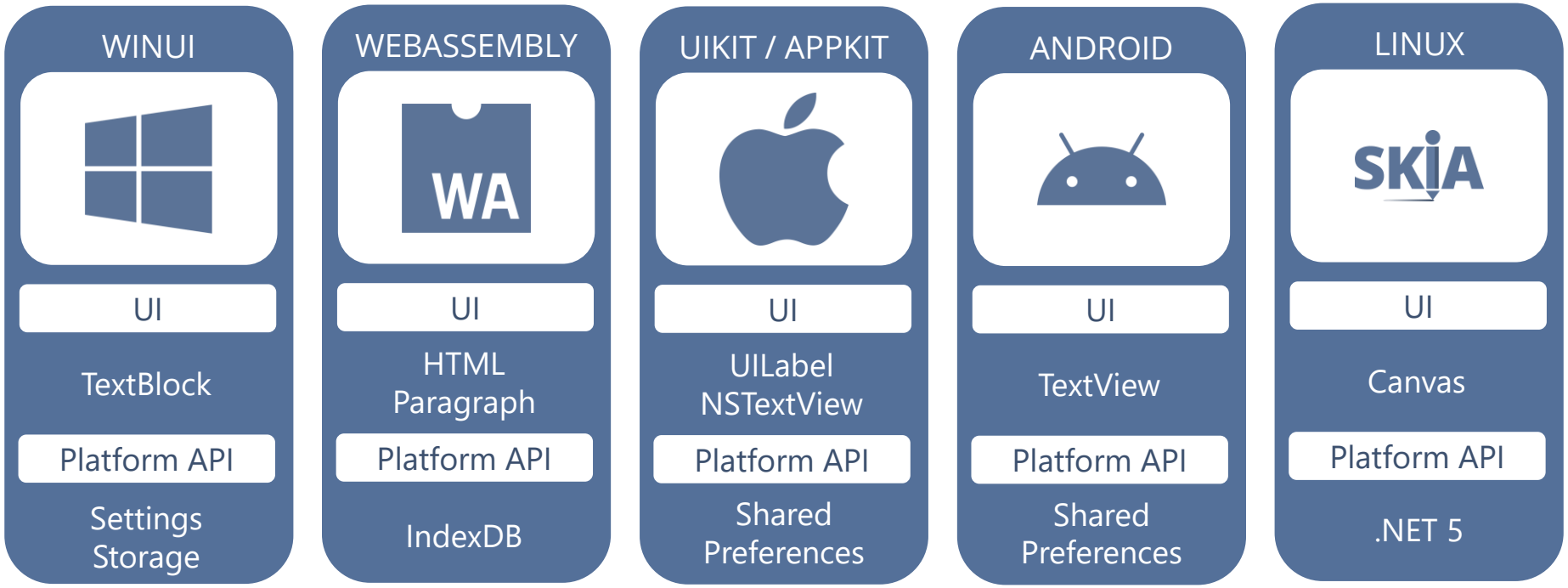
tutorialr.com
/talks



Development

Mappings

tutorialr.com
/talks



Development

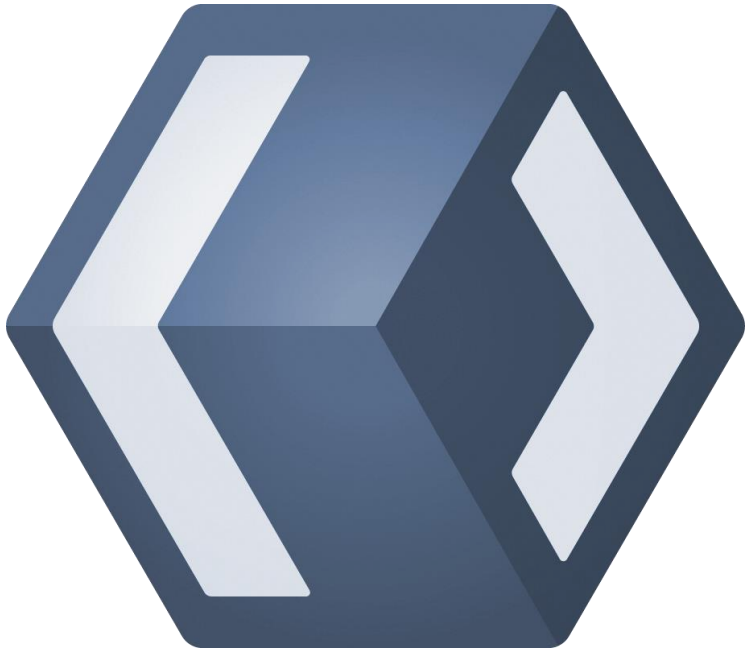
WinUI

tutorialr.com
/talks

WinUI makes it easy to build modern, seamless UIs that feel natural on every Windows device

Open-source project providing modern controls and styles for building Windows apps

Uno Platform targets Windows 10 devices such as Desktop, Tablet, Xbox, HoloLens & more



Development

CC BY SA

WebAssembly

tutorialr.com
/talks

WebAssembly is a binary instruction format for a stack-based virtual machine

Designed as a portable compilation target for programming languages for modern browsers

Uno Platform creates visual tree, implements databinding & implements views in HTML / CSS

Development

CC BY SA

Xamarin

tutorialr.com
/talks

Xamarin is an application platform to build iOS, MacOS and Android apps with .NET & C#

Supports base framework for accessing native features, platform specific libraries & patterns

Uno Platform creates visual tree, implements databinding & implements views with native UI

Development

CC BY

SKIA

tutorialr.com
/talks

SKIA is a 2D graphics library providing common APIs across a variety of hardware & software

SkiaSharp is a cross-platform 2D graphics API for .NET platforms based on SKIA library

Uno Platform creates visual tree rendered with SkiaSharp & implements views with native UI

Development

CC BY SA

Libraries

tutorialr.com
/talks

ReactiveUI – composable, functional reactive model-view-viewmodel framework

ReactiveX – asynchronous programming with observable streams

Windows Community Toolkit – functions, custom controls & services for building apps

Prism – build well architected, extensible, maintainable & testable apps

CC BY SA

tutorialr.com
/talks

platform.uno

Uno Platform

Discover

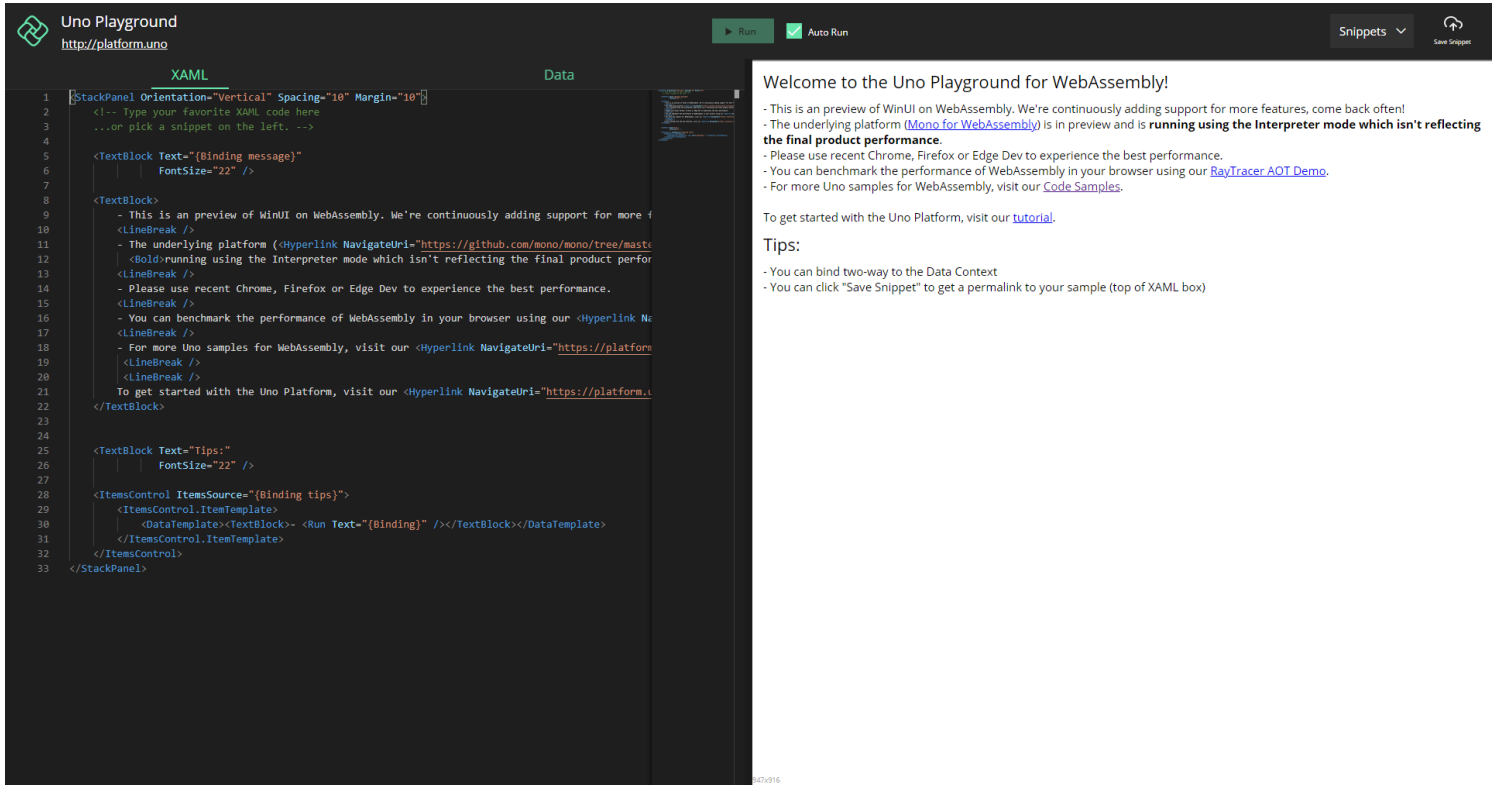
tutorialr.com
/talks

Uno Platform	
How it works	Build pixel-perfect, single-codebase, multi-platform web, mobile and desktop apps with .NET
Uno Gallery	Collection of ready-to-use Fluent and Material code snippets to speed up multi-platform development
Code Samples	Full apps & code samples running C# and XAML on WebAssembly, Desktop and Mobile natively
Showcases	Thousands of developers use Uno Platform to build cross-platform web, mobile and desktop apps
Docs	Getting started, using Uno Platform features, controls, implemented views and more
Developers	Target platforms include iOS, Android, Web, Surface Neo / Duo, Windows 7, macOS and Linux
Blog	Read articles about Uno Platform. Learn how it generates code and other useful insights

platform.uno

playground.platform.uno

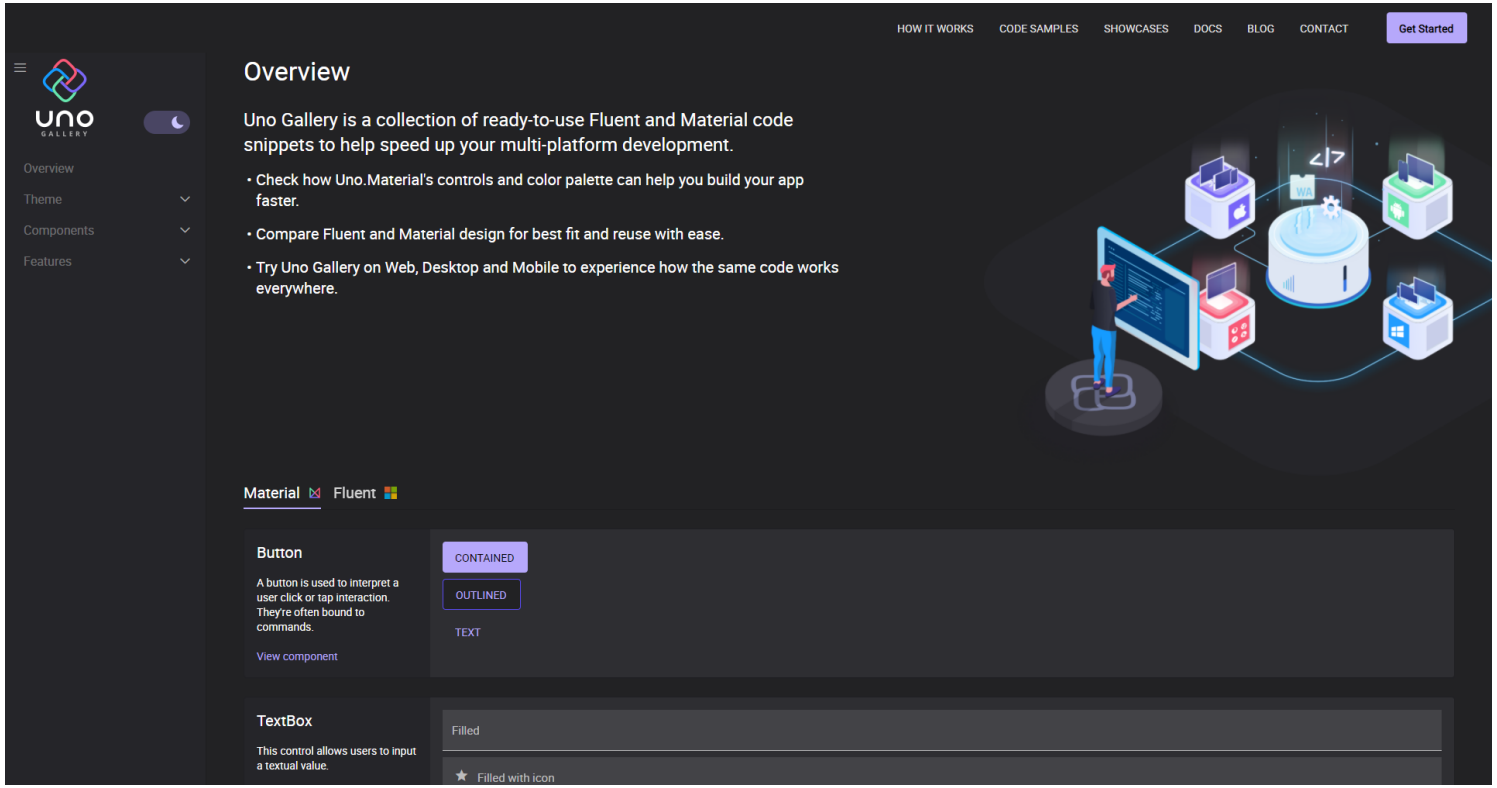
tutorialr.com
/talks



platform.uno

gallery.platform.uno

tutorialr.com
/talks



platform.uno

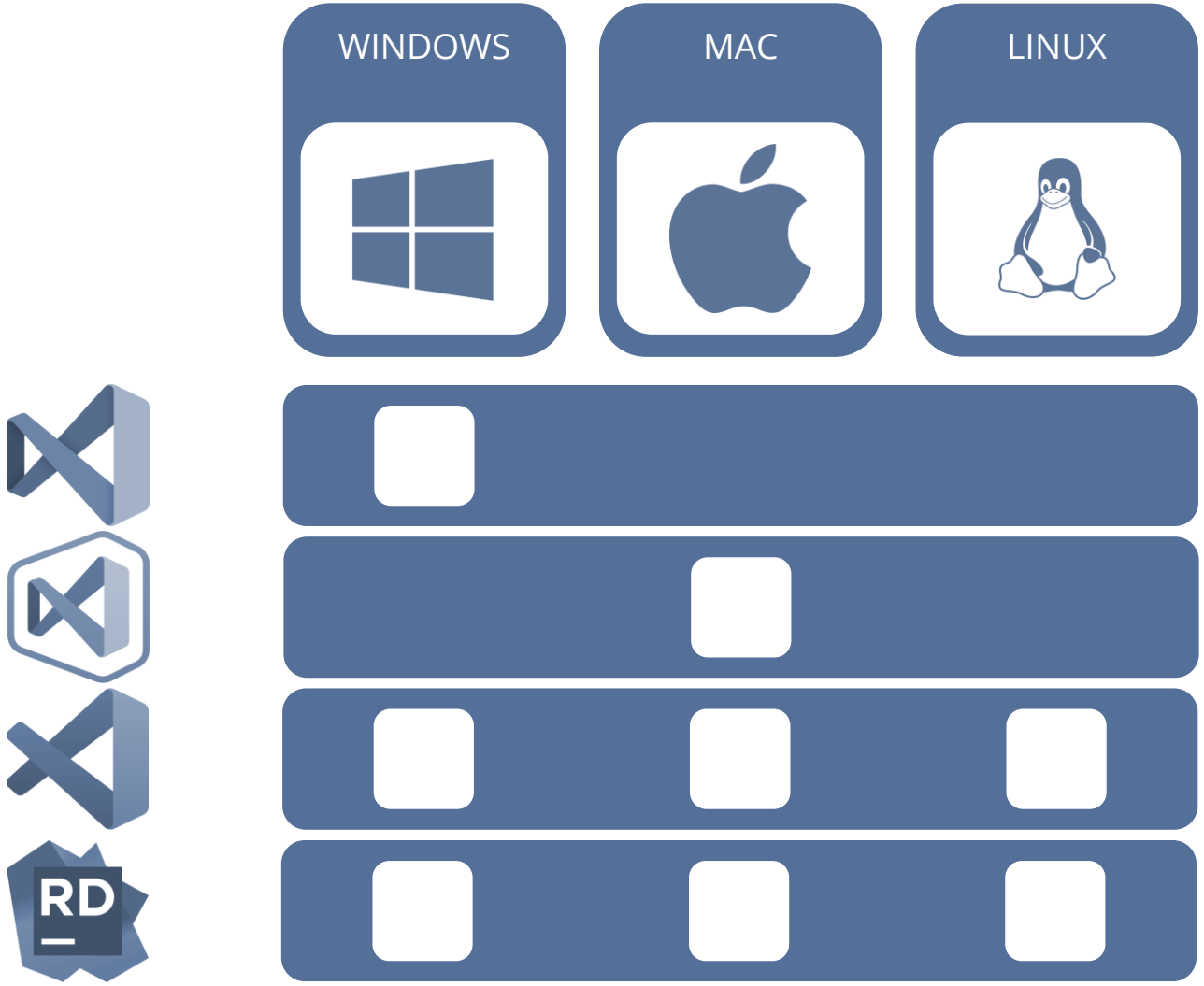
tutorialr.com
/talks

Getting Started

Uno Platform

Environments

tutorialr.com
/talks



Getting Started

CC BY SA

Setup

tutorialr.com
/talks

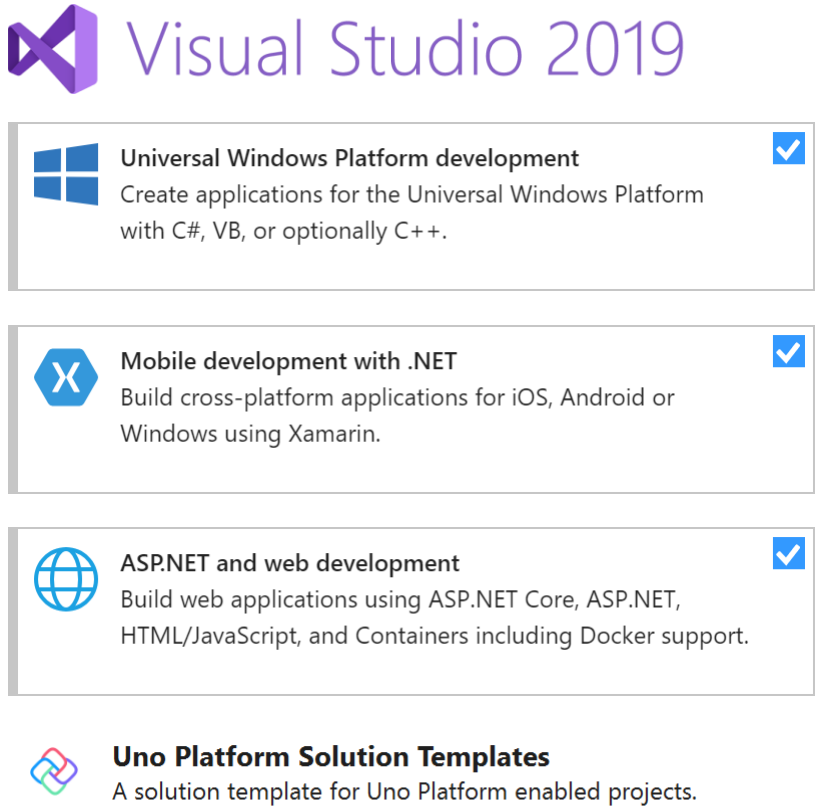
Visual Studio 2019 for Windows

Universal Windows Platform development

Mobile development with .NET

ASP.NET and web development

Uno Platform Solution Templates



Getting Started

Start

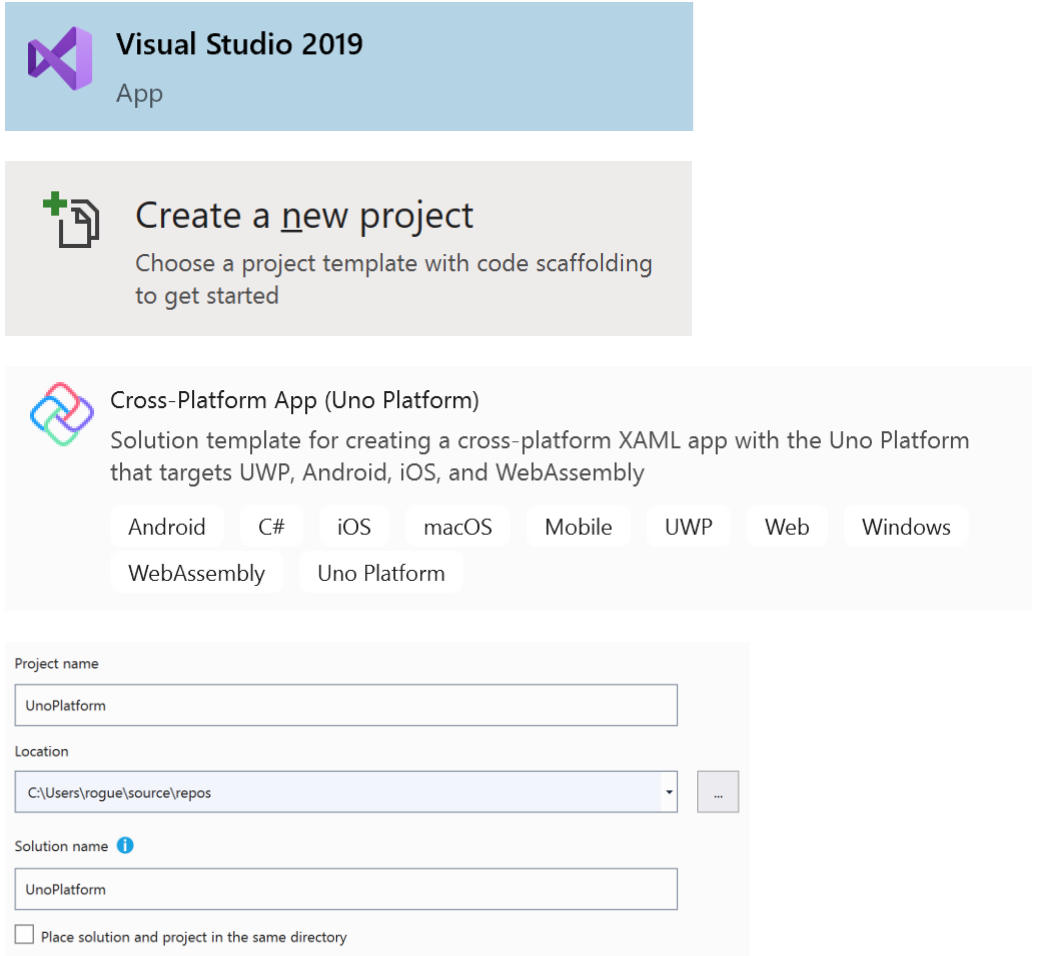
tutorialr.com
/talks

Launch Visual Studio 2019

Select Create a new project

Choose Cross-Platform App (Uno Platform)

Set Project Name & Location then select Create



Getting Started

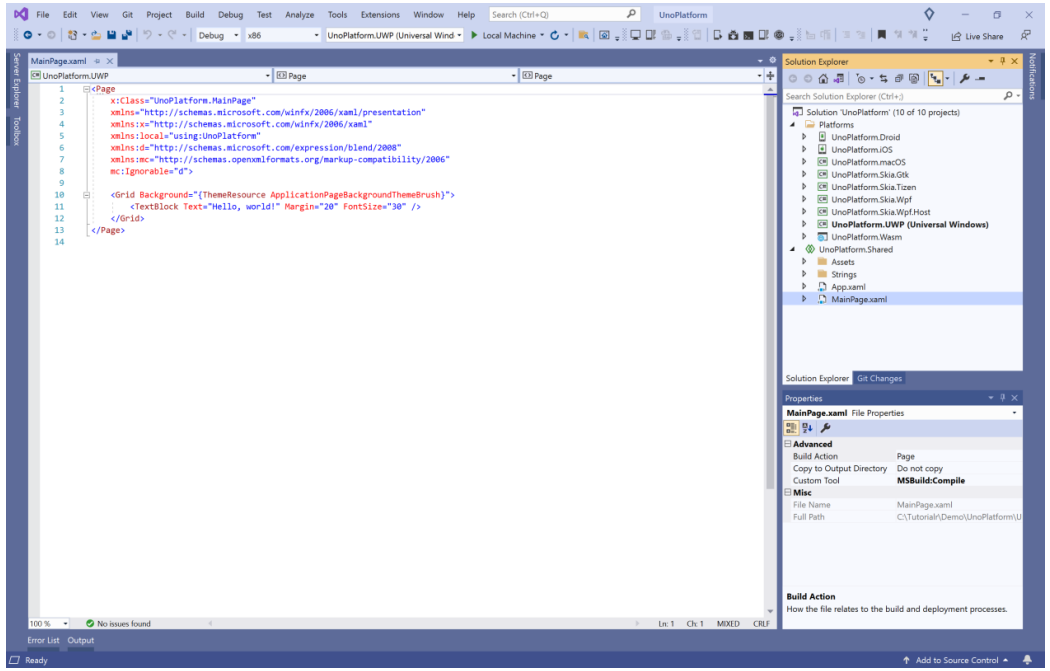
Solution

tutorialr.com
/talks

Solution contains projects for platforms including Android, iOS, macOS, Windows and WebAssembly

Shared Project is where your XAML, C# and Assets are provided for each platform

Set as Startup Project the target platform to launch such as UWP (Universal Windows)



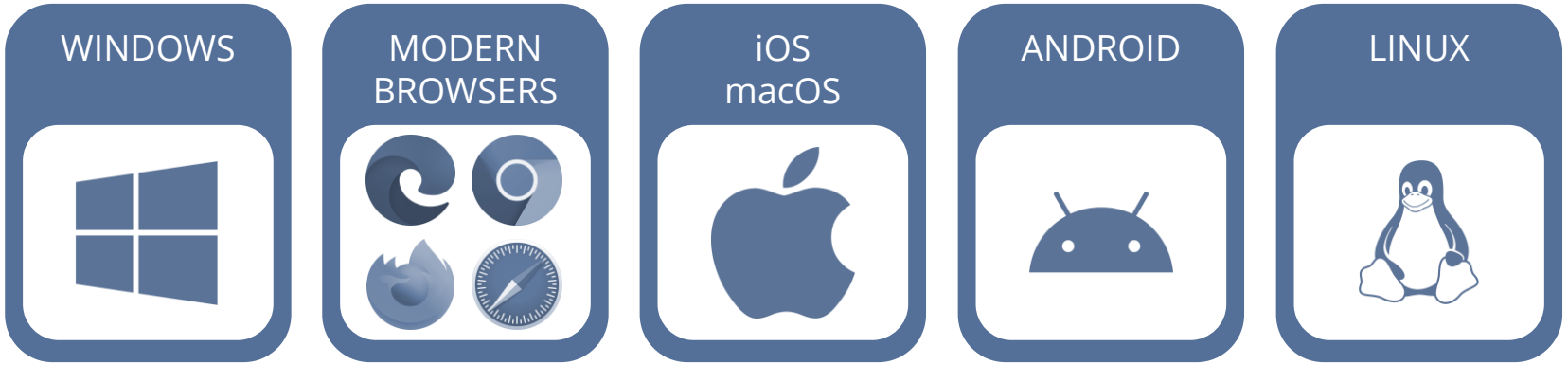
Getting Started

Summary

Uno Platform

Uno Platform

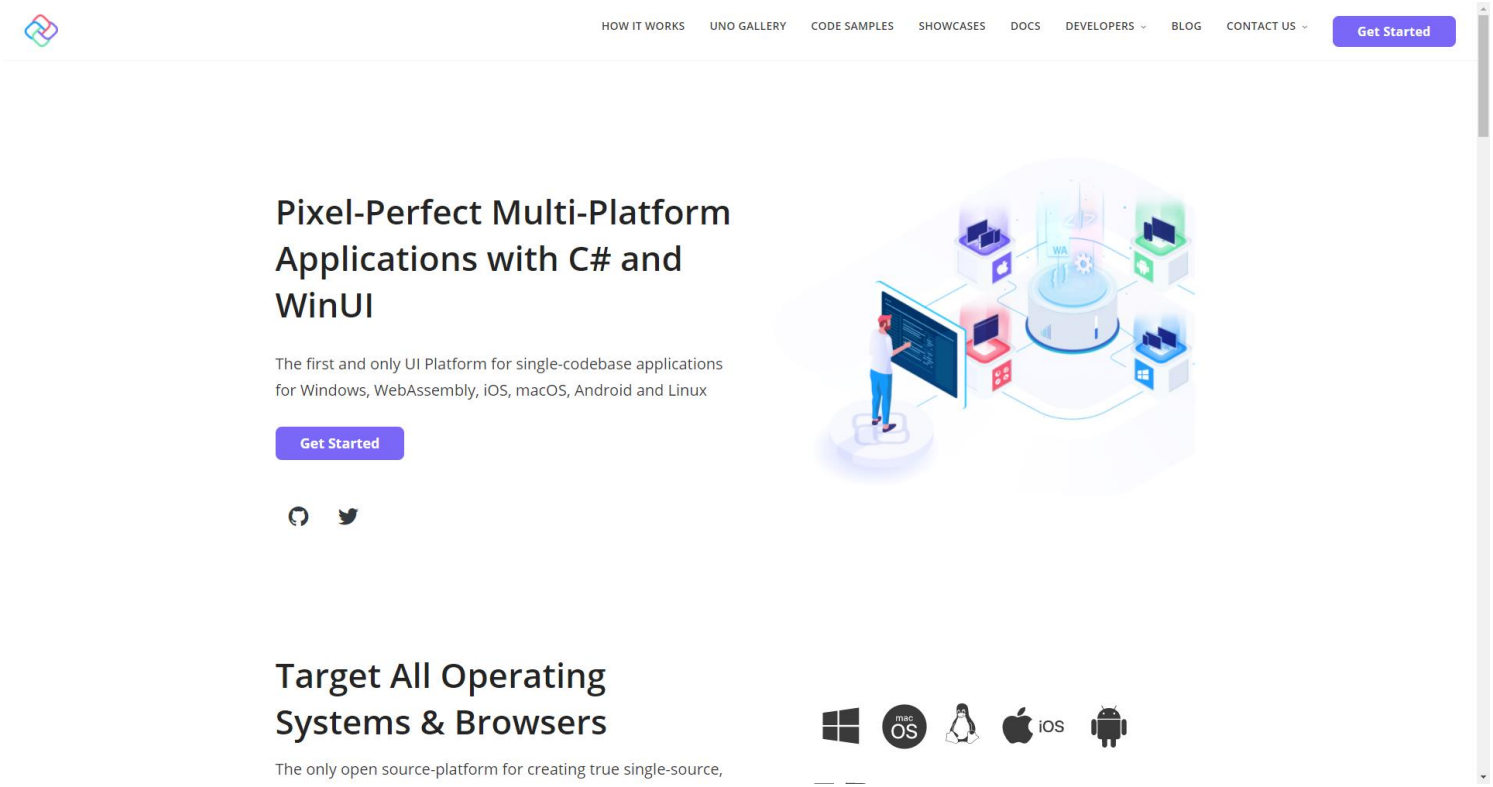
tutorialr.com
/talks



Summary

platform.uno

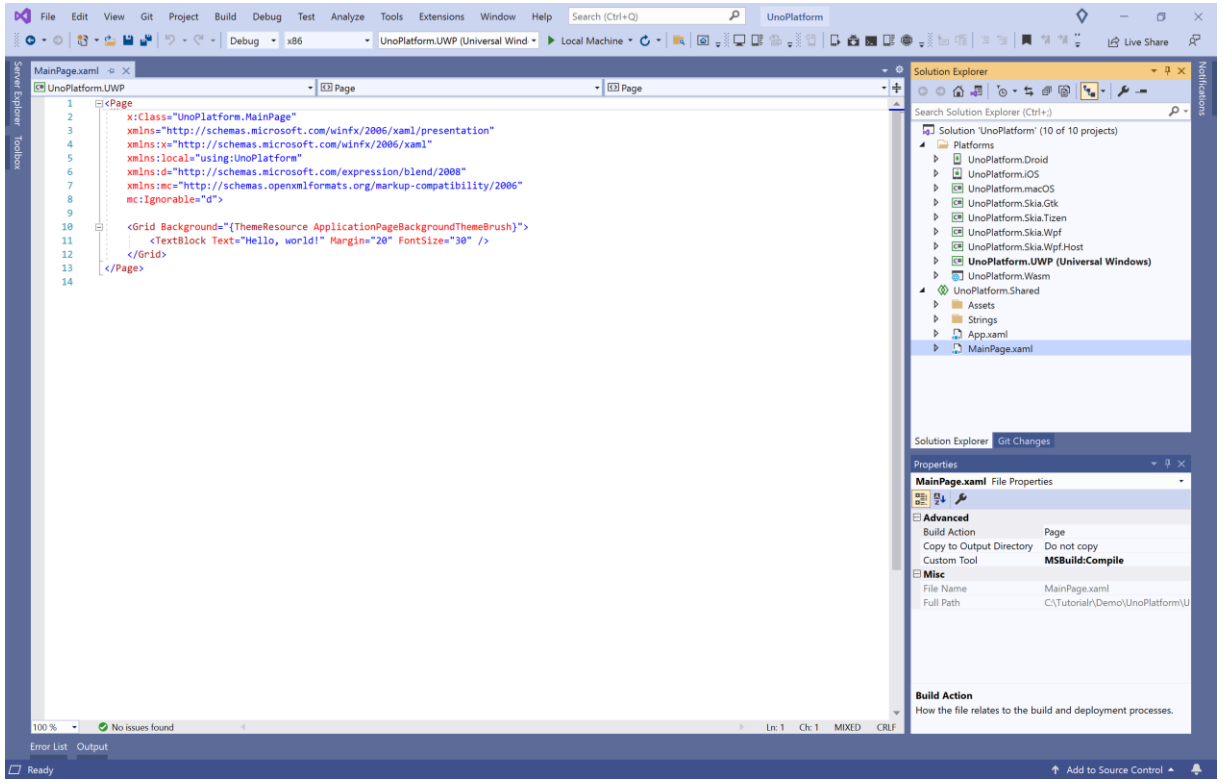
tutorialr.com
/talks



Summary

Getting Started

tutorialr.com
/talks



Summary

Uno Platform

tutorialr.com/talks/seriesone

platform.uno
playground.platform.uno
gallery.platform.uno

Series One

tutorialr.com
/talks