

Azure and Xamarin Forms

Cross Platform Mobile Development

—
Russell Fustino

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Azure and Xamarin Forms: Cross Platform Mobile Development

Russell Fustino
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Printed on acid-free paper

This book is dedicated to Nicholas, Justine, John, James, Olivia, and Melissa. It is also dedicated to my two brothers, Rich and Gary Fustino, and their families. They all inspire me, and I love them all dearly.

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About the Author



Russell Fustino is CEO of Fustino Brothers, Inc., makers of the endorsed “Jethro Tull” app, and a [Microsoft MVP](#) in Windows development. He is a former developer evangelist for Microsoft, as well as for Russ’ ToolShed Network, Xamarin, Raygun, and ComponentOne. Russ is also a former Azure senior cloud solutions architect for Opsgility. He is highly experienced in developing cross platform apps using Xamarin and C# for UWP, Android, and iOS. Russ is a Xamarin Certified Mobile Developer. He has a passion for conveying relevant, current, and future software development technologies and tools through live seminars, teaching, and Internet video productions. Russ heads the Mobile Application Dev Tampa (www.MADTampa.com) user group in the Tampa, Florida, area. He is also the local PC handyman for his community, fixing viruses, providing tune-ups, and helping neighbors who have fallen prey to computer scams. Please like www.facebook.com/PCHandymanRussFustino/ and www.facebook.com/Fustinobrothers/ on Facebook. You can follow Russ on Twitter at @FustinoBrothers and @RussFustino and on LinkedIn at <https://www.linkedin.com/in/russfustino/>. Russ has enlightened, entertained, and educated more than 1 million developers in his career and is a recipient of the INETA (International .NET Association) Lifetime Achievement award.

About the Technical Reviewer



Sunny Mukherjee is a software developer, architect, and mentor with a wealth of technical knowledge in various software disciplines, including ASP.NET, Web Services, Web API, Angular, WPF, Xamarin Forms, SQL, and Azure. He holds an MBA from the University of South Florida. He is always looking to bring value to technology solutions. In his personal time, he loves motorcycles, astronomy, movies, video games, exercising, meditation, and photography. If you want to

learn about technology trends and career tips, you can follow his LinkedIn posts at www.linkedin.com/in/sunnymukherjee/.

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I would like to acknowledge the Microsoft MVP program and community. Both have provided me years of networking with lots of great minds, as well as software that I use to run my business, not to mention incredible MVP Summits providing top-notch education. Joe Darko is my Program Manager Evangelist for MVPs in my neck of the woods, and his efforts are greatly appreciated. It's all about personalization and localization, and Joe gets that.

Introduction

It's as easy as 1-2-3. I often have been asked to recommend good books on getting started with Xamarin Forms or Azure or on how to use both tools. You are reading the book that I can now wholeheartedly recommend!

So, what exactly do I mean by “as easy as 1-2-3”? This refers to how this book will cover Azure and Xamarin Forms in depth, as no other book to date, specifically by means of the following steps:

1. Create a database for your app.
2. Serve up data in a service for the Xamarin Forms app to consume.
3. Consume the service from Azure in a Xamarin Forms app and display and/or update the data.

The preceding are the three steps in the Azure Mobile App Xamarin Forms Quick Start. They constitute my new “file new” when creating a future app. But wait, there's more! I will also cover both building a new app and modifying an existing app to Azure-ize it, including offline synchronization! If that is not enough, after reading this book, you should feel extremely comfortable using the Azure portal, with all the ins and outs of ramping up, and alleviate any related fears, including usage charges.

So why Xamarin Forms? To be honest, knowing C# and about 30 other languages, I simply did not want to learn Yet Another Language, YAL, with Objective-C, Java, Swift...and the list goes on. Not that I have anything against those languages, I just did not want to spend the time learning them. Time is too precious. Building apps that cross platforms is a necessity. For example, when I completed a Windows prototype version of the Jethro Tull fan app a few years ago, I said to my brothers, Rich and

INTRODUCTION

Gary, “This app is a great fan app, and maybe we should actually show it to Jethro Tull.” So, I sent an e-mail to Jethro Tull, with screenshots. Within six hours, they replied, “This looks great, do you also work with iPhone and Android”? Heck yah! We do now! Enter Xamarin.

My point is, in this day and age, you need apps for all of the platforms: Android, iOS, Windows. I could even imagine using Xamarin for more platforms on the horizon—for the Mac, watches, and other devices. Remember the slogan that propelled Java? “Write once. Run anywhere.” Well, the saying lives on for C# and the .NET stack.

Let’s talk about Xamarin and Xamarin Forms. Xamarin is the underlying platform that provides about 80 percent code-sharing. Xamarin Forms sits on top of the Xamarin platform, and it also shares the user interface layer. My Xamarin Forms apps typically provide 95 percent shared code. Let’s say I am building a Windows UWP app with Xamarin Forms. When I am done with the UWP app, so will I be with the iOS and Android versions! No need to have three different skill sets and three sets of code from different languages. Only one skill set is required: Xamarin Forms and C#. When I worked as an evangelist for Xamarin, it was commonly said that anything you can do in Objective-C and Java, you can do with Xamarin. That’s quite a statement, isn’t it? It drove me to do deep-dive learning about Xamarin and get my Xamarin certification, that is for certain.

As for Azure, a common fear is cost. Be assured that there are many tools that I will cover in this book that can help you with this. When I was initially learning Azure, I felt it was an incredibly huge arena of technology. I now simply enjoy using Azure to build solutions, and it is easy to use as well. I have always been a proponent of third-party tools. Perhaps it was because third-party controls, for example, only require setting up a few properties, or calling some of the controls methods, and, presto, magic... you have created an app. Well, it is the same with setting properties on Azure blades. Once completed, you are well on your way to

implementation. Azure just makes sense, period. The modern enterprise is cutting-edge and must be, to stay ahead of the competition.

Technology is advancing at an incredible rate. I sometimes think how I now program tasks, such as notifying millions of users simultaneously, using Azure, and it only takes a few lines of code. It is really mind-boggling. After reading this book, you will realize that Azure is a platform that is efficient, scalable, secure, easy-to-use, cost-effective, performant, well-documented, and well-supported. You will be surprised at how fast you can build your solutions from end-to-end with Azure and Xamarin Forms.

Enjoy the ride. I hope this book motivates you to begin a deep dive yourself. So, where do I focus my technology time without the fear of a white elephant? The answer: Azure and Xamarin Forms.

I am extremely honored to have written the first book combining two of today's hottest technologies for building cross platform apps and utilizing the cloud, via Azure and Xamarin Forms. The best news is that it's as easy as 1-2-3.

CHAPTER 1

Installing Visual Studio 2017

In this chapter, you will learn how to install Visual Studio 2017, which will be used to complete the examples in this book.

Note The source code and assets for this book can be downloaded from <https://github.com/Apress/azure-and-xamarin-forms>

Installing Visual Studio 2017 and Tools on Windows

This chapter covers how to install the required products to complete all the examples in this book.

- Windows 10 Pro or higher is required to run the emulators and cross platform development for iOS, Android, and Universal Windows Platform (UWP).
- Download and install Visual Studio Community 2017 or later versions, available at www.visualstudio.com/thank-you-downloading-visual-studio/?sku=Community.

- Select and install the UWP development workload, (Figure 1-1) under the Windows section, and Mobile development with .NET.
- Select the .NET (cross platform development using Xamarin) option, under the Mobile & Gaming section (Figure 1-2) on the Visual Studio (VS) 2017 Installer.



Figure 1-1. Select Universal Windows Platform development



Figure 1-2. Select Mobile development with .NET

Install ASP.NET and web development ► Azure development under the Web & Cloud section (Figure 1-3).

Web & Cloud (7)

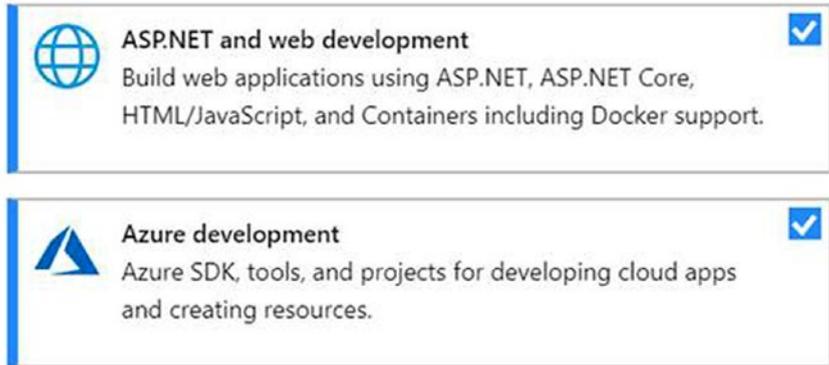


Figure 1-3. Select *ASP.NET and web development* ➤ *Azure development*

Install Data storage and processing, under the same section (Figure 1-4).

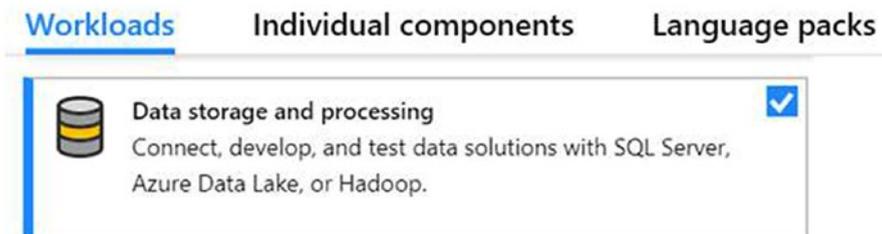


Figure 1-4. Select *Data storage and processing*

Under the Individual components tab, under the Emulators section, check off the following (Figure 1-5):

- Google Android Emulator (global)
- Intel Hardware Accelerated Execution Manager (global)
- Visual Studio Emulator for Android
- All Windows 10 Mobile Emulator (Anniversary Edition AND Creators Update)

Workloads	Individual components	Language packs
-----------	-----------------------	----------------

Emulators

- | | | |
|-------------------------------------|--|--|
| <input checked="" type="checkbox"/> | Google Android Emulator (API Level 23) (global install) | |
| <input type="checkbox"/> | Google Android Emulator (API Level 23) (local install) | |
| <input type="checkbox"/> | Google Android Emulator (API Level 25) | |
| <input checked="" type="checkbox"/> | Intel Hardware Accelerated Execution Manager (HAXM) (global install) | |
| <input type="checkbox"/> | Intel Hardware Accelerated Execution Manager (HAXM) (local install) | |
| <input checked="" type="checkbox"/> | Visual Studio Emulator for Android | |
| <input checked="" type="checkbox"/> | Windows 10 Mobile Emulator (Anniversary Edition) | |
| <input checked="" type="checkbox"/> | Windows 10 Mobile Emulator (Creators Update) | |

Figure 1-5. Select *Google Android Emulator (global)*, *Intel Hardware Accelerated Execution Manager (global)*, *Visual Studio Emulator for Android*, and *Windows 10 Mobile Emulator (Anniversary Edition and Creators Update)*

If you do not see Google Android Emulator listed, this means that you do not have Hyper-V enabled. See Chapter 2 for how to enable Hyper-V. In the meantime, start the install.

Installing Visual Studio 2017 and Tools on the Mac

Optionally, install Visual Studio for the Mac. The purpose for a Mac installation would be to run, test, and deploy iOS and Android versions of your app in a Mac environment (UWP not supported). To build iOS apps on a PC, you must be wired to a Mac on the same network. Most of the examples in this book will use either the Android emulator or UWP local machine on a PC, so the Mac install is optional for the book. Instructions are available at https://developer.xamarin.com/guides/ios/getting_started/installation/mac/.

Other Tools

- Postman (www.getpostman.com and install)
- SQL Server Management Studio (<https://docs.microsoft.com/en-us/sql/ssms/download-sql-server-management-studio-ssms>). This tool will be used to verify our database contents.
- Firefox (www.mozilla.org/firefox/new/). Firefox has a nicely formatted view when looking at JSON data coming back from a web service.

Summary

In this chapter, you learned how to install Visual Studio 2017, which will be used to complete the examples in this book, and some other tools, such as Postman, SQL Server Management Studio, and Firefox. Visual Studio for the Mac is an optional installation. In the next chapter, we will build a Xamarin Forms app.

CHAPTER 2

Introduction to Xamarin Forms

Xamarin Forms is an awesome cross platform environment from which to build iOS, Android, and UWP apps, as well as other potential platforms in the future.

Project Overview

In this chapter, you'll get your feet wet with Xamarin Forms via five projects. Each project builds on the prior one. Several topics will be covered in this introductory chapter, including how to create a Xamarin Forms solution, as well as emulator tips, navigation, images, event handlers, device form factors, and list views. The result will be a typical app with a main navigation page, a list view page, and a detail page that you can use as a template for building future apps! We will be creating a book list project that has a main navigation page that looks like that in Figure 2-1.

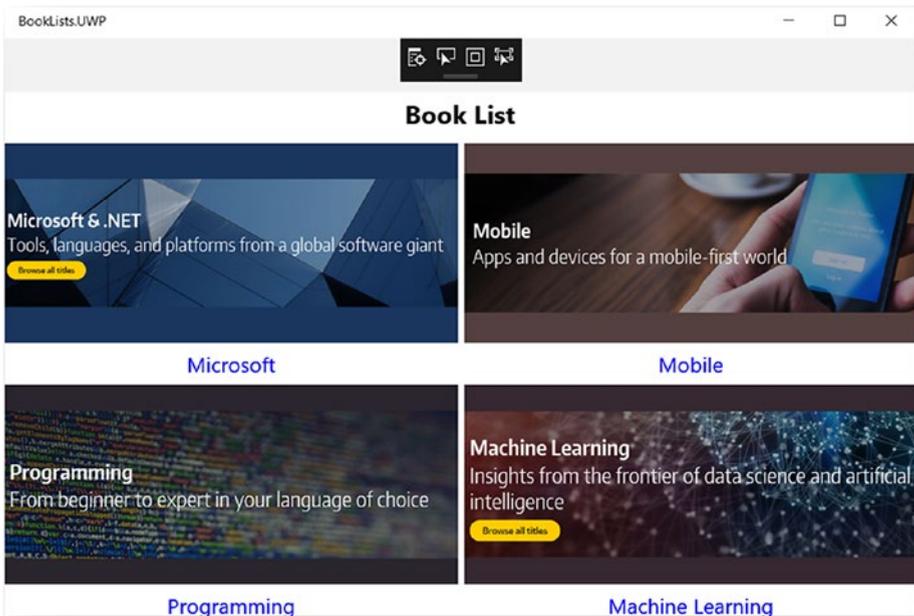


Figure 2-1. Main navigation page in the completed project

It has a list view page that looks like that in Figure 2-2.

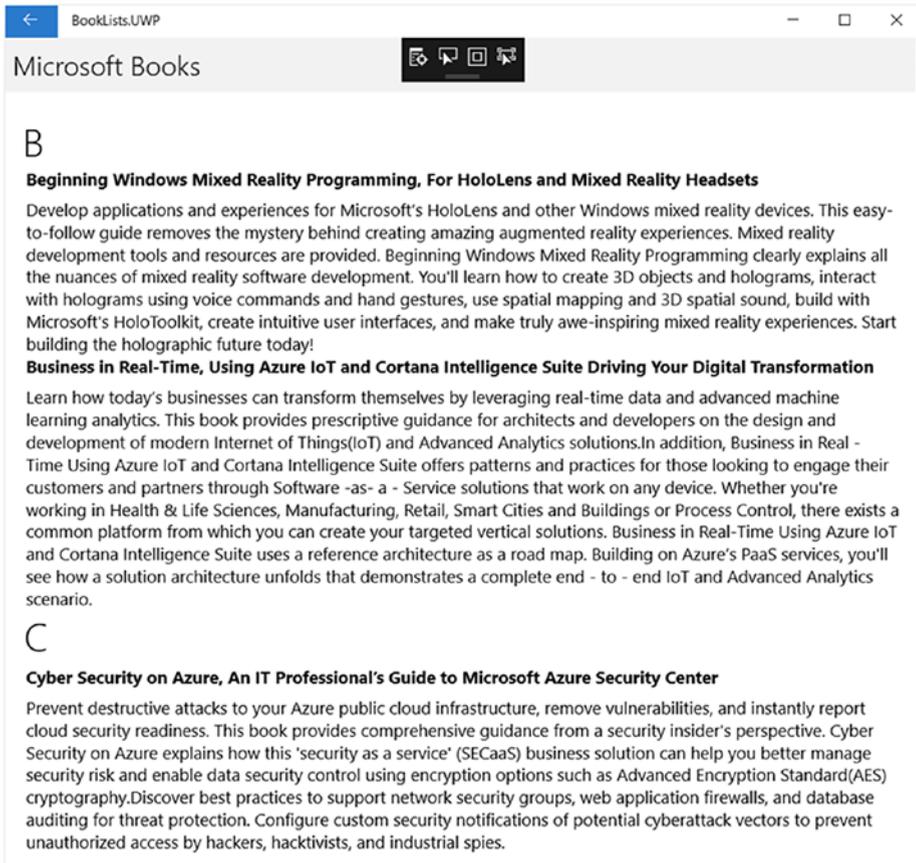


Figure 2-2. *ListView page in the completed project*

The app will navigate to a detail page on the Apress site for the book selected from a list such as that in Figure 2-3.

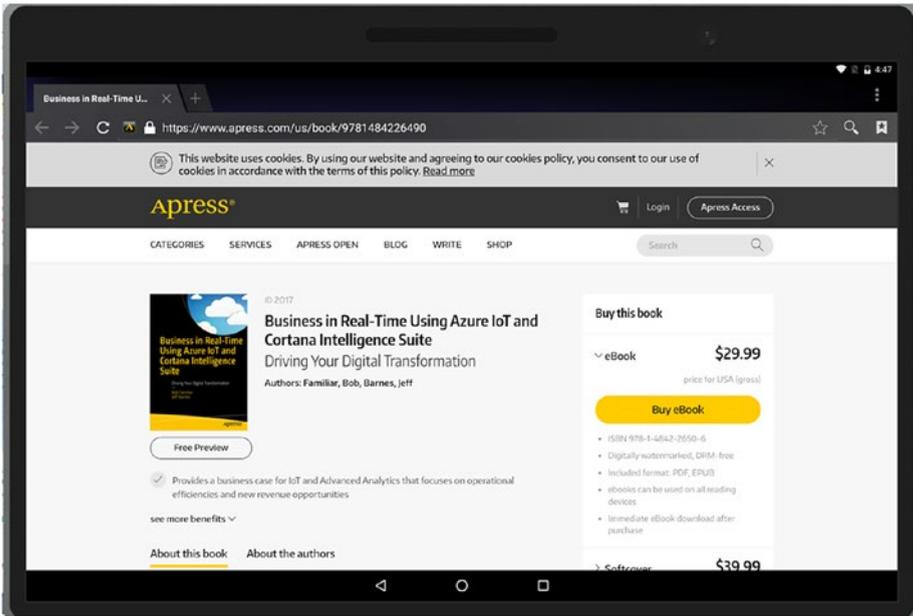


Figure 2-3. Detail page in the completed project

- We'll first create a new Xamarin Forms application and review the structure of the solution. We'll then run the application for Android, UWP, and, optionally, iOS, if connected with a Mac server. As this is a cross platform app, you can use any mix of the platform projects, depending on your development environment (Mac or Windows).
- We will then enhance the app, to have a main navigation page, with StackLayout and GridLayout, which considers device form factors for phones and tablets, using device-specific logic.
- We will use XAML and code behind to control your layout form factors for tablets and phones.

- We will also use embedded resource images of the MainPage.
- A ListView page will be added with a selection event handler. You can also run these examples on Visual Studio (VS) for Mac; however, this does not support UWP.

Note Run all the exercises in this book from your laptop/PC and not an Azure virtual machine.

Time Estimate

70 Minutes

Project 2-1: Creating Your First Xamarin Forms Application

Time Estimate

20 Minutes

In this project, you will create your first Xamarin Forms application. You will see how to get started in Visual Studio 2017 and build a Xamarin Forms application by choosing a built-in template to get started with. Then you will get your emulators working and add a page and navigate between the two.

1. Start Visual Studio 2017. Sign in with the same credentials as your Azure or developer account. Figure 2-4 shows Sign in.

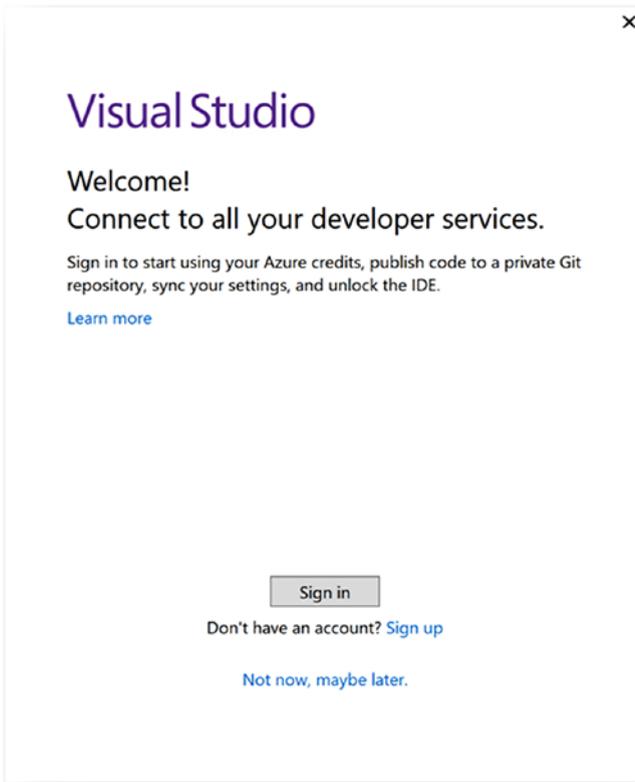


Figure 2-4. Visual Studio Welcome screen sign in

2. From the File menu, select New ► Project. See Figure 2-5.

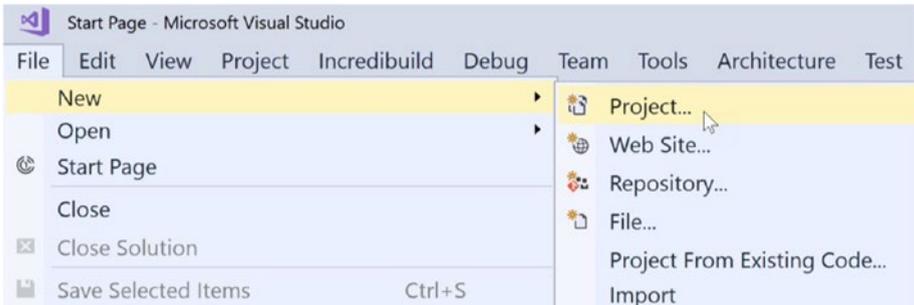


Figure 2-5. Visual Studio File ► New ► Project

- Expand Templates ► Visual C# ► Cross-Platform and select Cross Platform App and use **BookLists** as the Name at a location near your root (**C:\Demo**). It is always advisable to select a Location near your root, as Android will often complain about the file path being too long. See Figure 2-6.

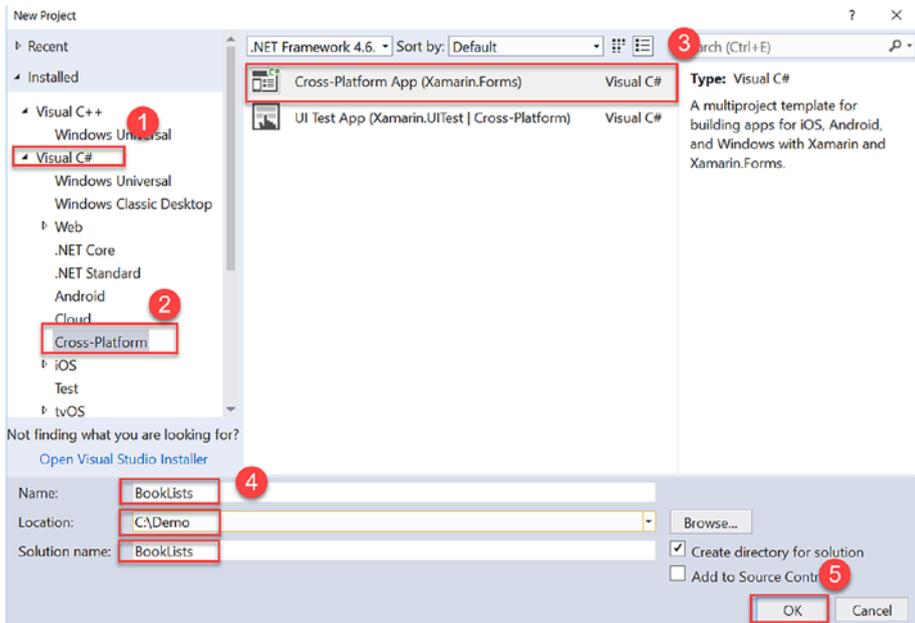


Figure 2-6. Open the Cross-Platform Xamarin.Forms application template.

4. If you get prompted by a Windows Security Alert, select both the private and public options and click Allow access. See Figure 2-7.

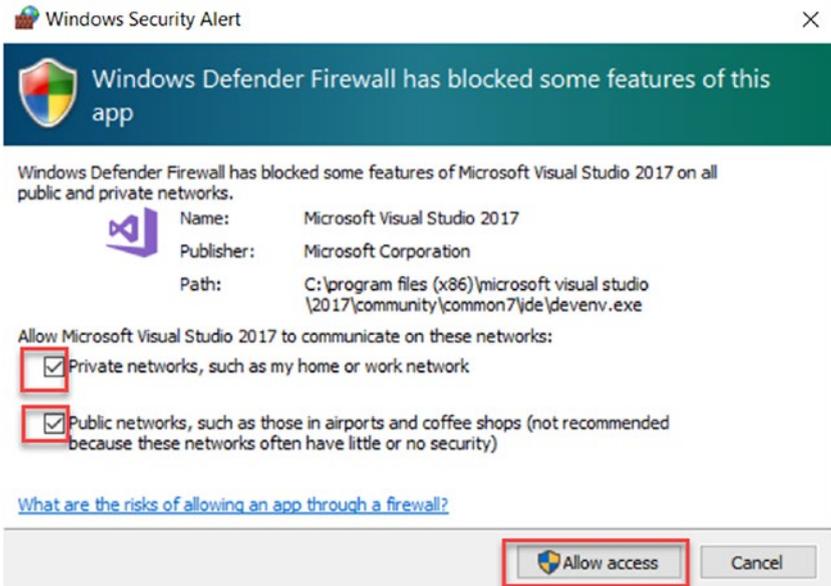


Figure 2-7. Allowing access to a security alert

5. A screen similar to that in Figure 2-8 appears. Choose the Blank App template, and the shared .NET Standard Code Sharing Strategy options. Then click OK.

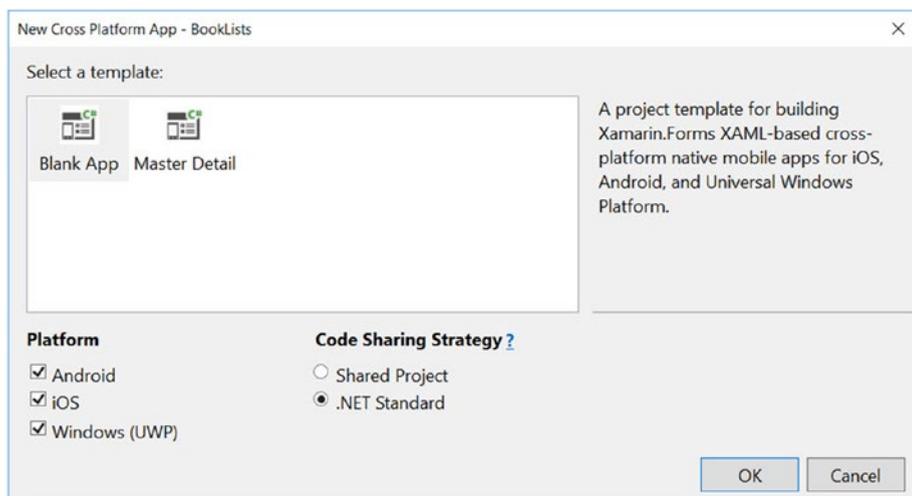


Figure 2-8. Choosing the Blank App template, and the .NET Standard Code Sharing Strategy options

6. If prompted for UWP versions, accept the defaults and click OK. See Figure 2-9.

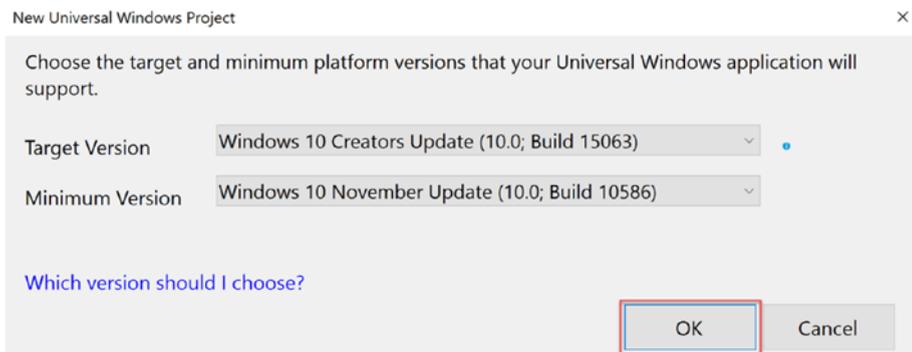


Figure 2-9. Accepting the defaults for Target Version and Minimum Version UWP application support

7. If prompted to use the User developer features, select Developer mode when your settings are displayed. This will allow you to deploy to devices. See Figure 2-10.

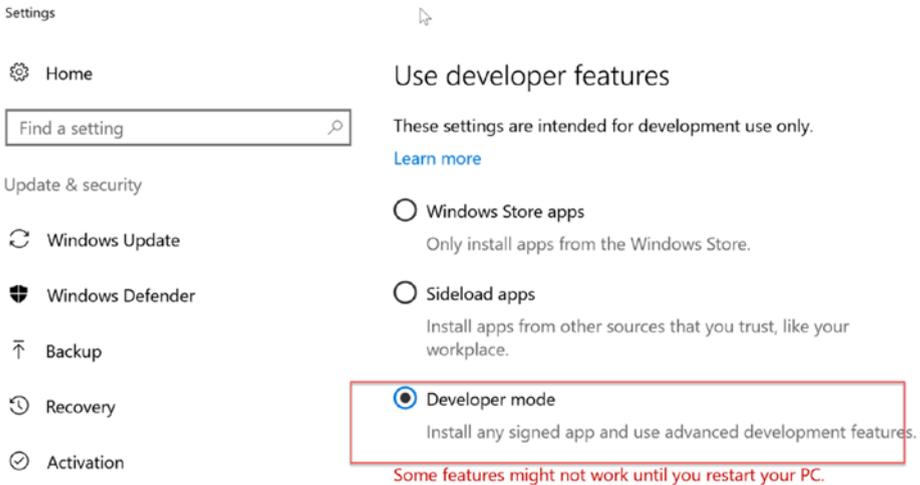


Figure 2-10. *If prompted, select Developer mode in your settings*

8. If you are prompted for the Mac Server, ignore it or, if you have the required setup on the Mac, connect it. This is an optional setup for this book. Details can be found here: https://developer.xamarin.com/guides/ios/getting_started/installation/mac/. You will require a Mac, to compile, emulate, and deploy your iOS applications. You can also use VS for Mac, but UWP is not supported there.

- Review the solution architecture in the Solution Explorer window (Figure 2-11). You will see four projects in this solution: one for each of the head projects—Android, iOS, and Universal Windows (UWP)—and one for shared projects. The head projects are for your startup projects to select from, depending on which platform you want to run. The shared .NET Standard project is where you will put most of your code. This could be more than 95 percent.

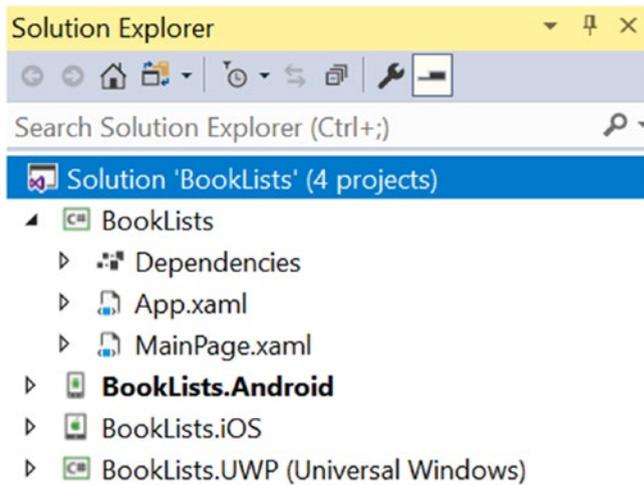


Figure 2-11. Solution Explorer contains shared, Android, iOS, and UWP projects

- Select BookLists.Android as the project you wish to run, right-click it, and select Set as StartUp Project, as shown in Figure 2-12.

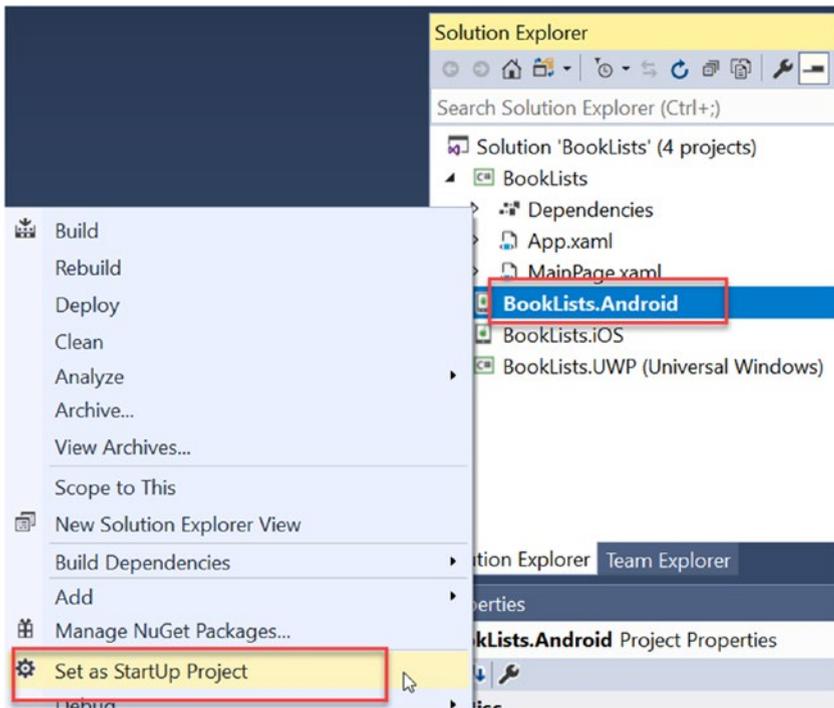


Figure 2-12. *Android Set as StartUp Project*

Note You will see the sections “Try{...}” and “Catch{...}” in among the following steps.

In code, we often use Try/Catch in error-handling. For those of you who are unfamiliar with this, try some code, and if it does not work, handle it in the Catch clause.

In instructions throughout this book, you also may see these terms without text in braces following. In such cases, the terms suggest that you try something, and if this does not work, to check the Catch section(s) that immediately follow, for a possible solution.

11. **Try:** Run the app, selecting the emulator for the 5" KitKat. The emulators that begin with the size of the device are the VS 2017 Android emulators. These are the fastest Android emulators. See Figure 2-13.



Figure 2-13. 5" KitKat selected

12. **Catch:** If you do not see the VS 2017 Android emulators, you will have to run the VS 2017 Installer Program, modify it for your installed version, and select the Individual Components tab. Scroll down until you see the Emulators section. Check Visual Studio Emulator for Android. This will take several minutes to install, and you may have to reboot. See Figure 2-14.

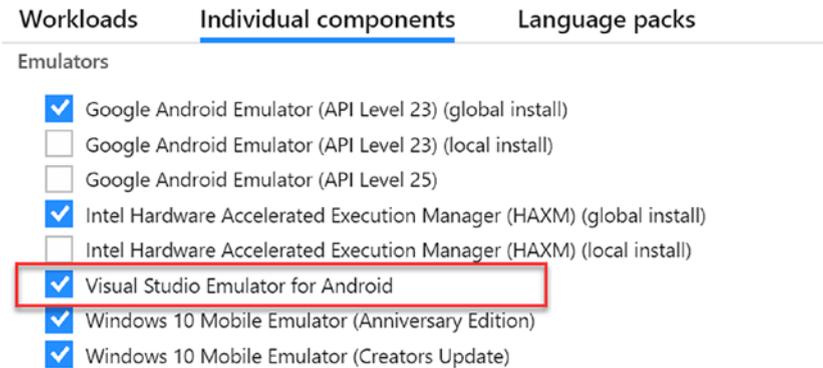


Figure 2-14. *Selecting Visual Studio Emulator for Android in VS Installer*

13. **Catch:** {If you do not see the Visual Studio Emulator for Android in the list, this means that you are not running Hyper-V. To run Hyper-V, you must change your bios settings to support virtualization. Close all applications. Right-click the start button and select Run. Type “shutdown/r/o.” This will reboot your machine with options and allow you to troubleshoot advanced options, to bring up the firmware settings for the bios. Once in the bios, use the arrow keys to navigate to the desired section and look for an option to enable virtualization. Then repeat the step above.} See Figures 2-15 and 2-16.

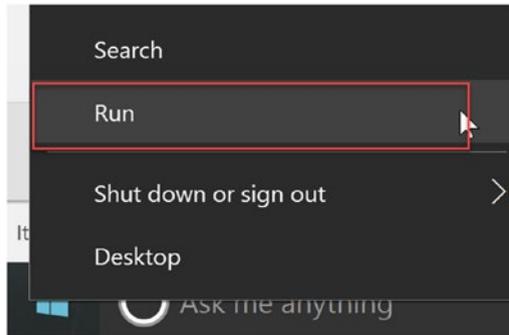


Figure 2-15. Right-click Start and select Run

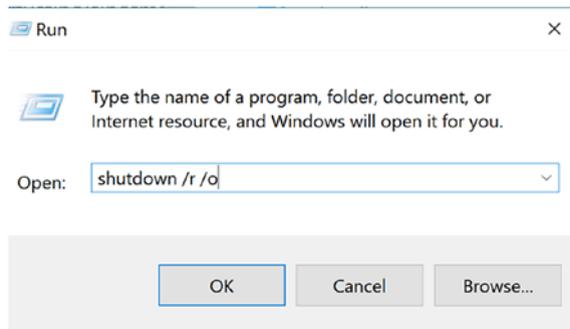


Figure 2-16. Type “shutdown/r/o” to restart with options

14. **Catch:** {Some machines are too fast for the emulator. If your app starts in the VS Android emulator but exits quickly, perform the following steps (Android app starts and immediately closes, debugging stops):
 - a. Close the Android simulator window, to shut down the virtual machine.
 - b. Go to the properties of the Android project, hit tab Android options, and unselect Use Fast Deployment.

- c. Start Hyper-V Manager (This is the Microsoft program to manage virtual machines in Windows; you have it installed.)
- d. Select the emulator you are trying to use. If the desired emulator does not appear, you must either launch it first from either Visual Studio or from the Visual Studio Emulator for Android.
- e. Right-click for context menu, then hit Settings.
- f. In the Settings dialog, expand Processor.
- g. Click Compatibility.
- h. In the right pane set check box “Migrate to a physical computer with a different processor version”
- i. Start the debugging in Visual Studio to restart the simulator.}See Figure 2-17.

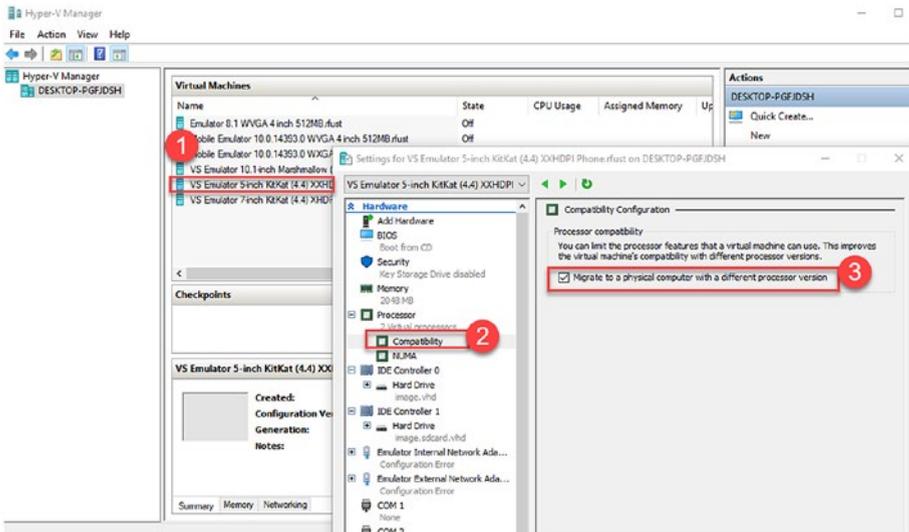


Figure 2-17. In Hyper-V Manager, select the emulator that ends the app quickly, select Settings ► Compatibility, and check the Migrate option

15. Rotate the phone, slide the lock to unlock it, and you should see “Welcome to Xamarin Forms.” See Figures 2-18 and 2-19.



Figure 2-18. *Selecting the rotate to right button and sliding up the lock*



Figure 2-19. *Your first app appears in Android, using Xamarin Forms!*

16. Now right-click and select the UWP project and make it the Startup project. See [Figure 2-20](#).

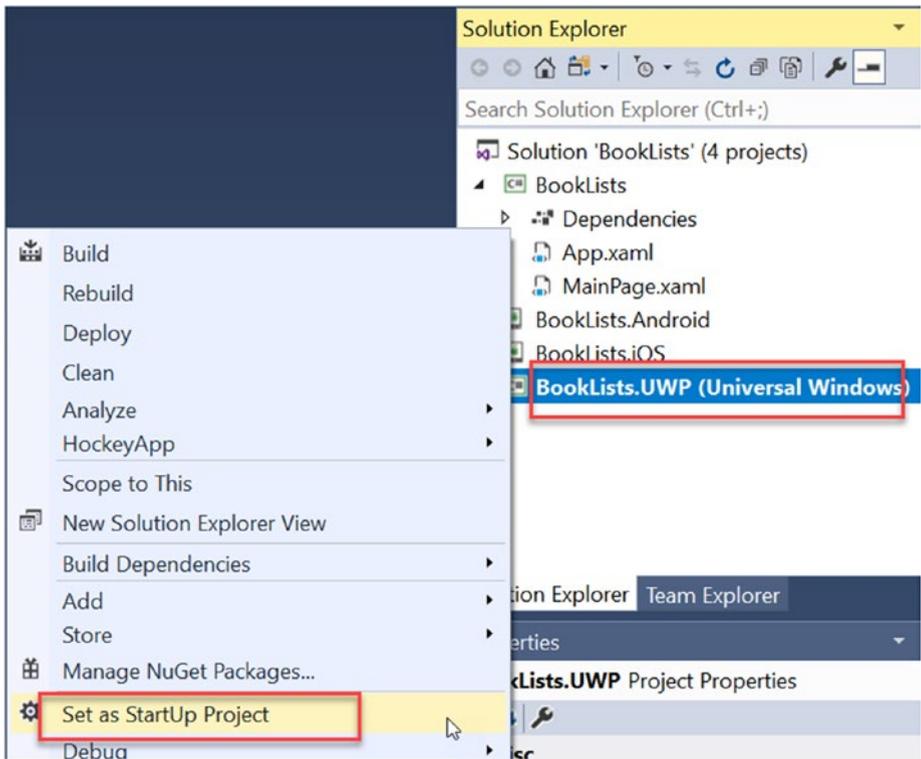


Figure 2-20. Select UWP as the Startup project

17. **Try:** Run the app on the Local Machine. See Figures 2-21 and 2-22.

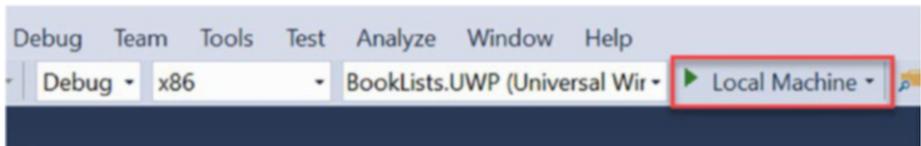


Figure 2-21. Selecting Local Machine



Figure 2-22. *Your first app on UWP, using Xamarin Forms*

18. **Catch:** {The first time you go to run a project on UWP, you may have to check the build configuration first and make sure that the deploy and build options are checked and are x64. Under the Build menu, select Configuration Manager...} See Figures [2-23](#) and [2-24](#).

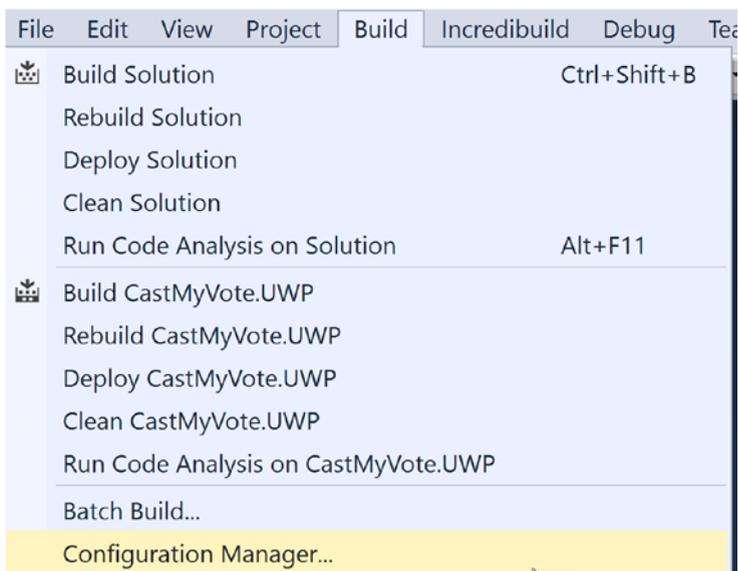


Figure 2-23. Selecting the Build ► Configuration Manager... option

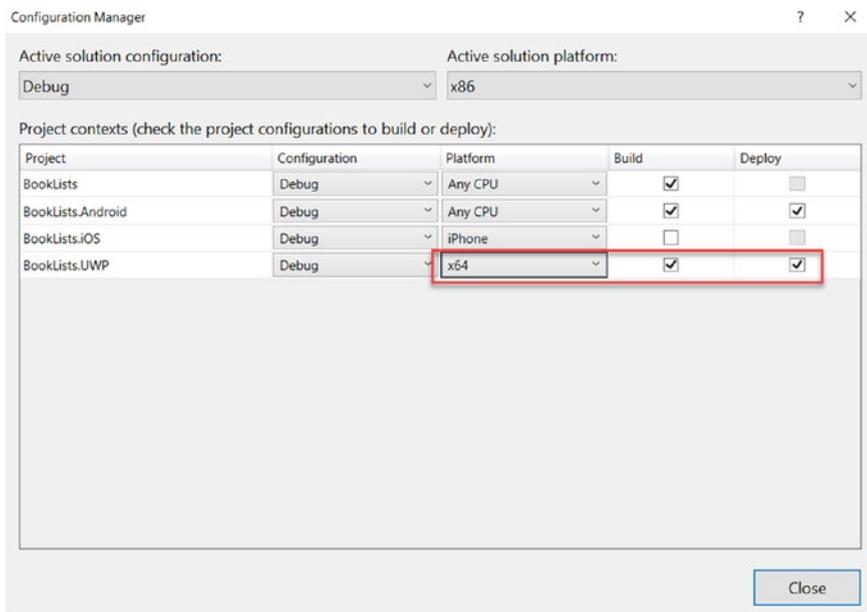


Figure 2-24. Selecting Build and Deploy for UWP

19. If you have optionally installed VS for the Mac, follow the next few steps; otherwise, skip to step 25.
20. Right-click the iOS project in the solution and set as Startup Project.
21. Select Tools ► Options ► Xamarin ► iOS and check off Remote Simulator to Windows, which will allow you to see the simulator on the PC when you run. Then select Find Xamarin Mac Agent and read the three-step procedure for remote login on the Mac. See Figures 2-25 through 2-28.

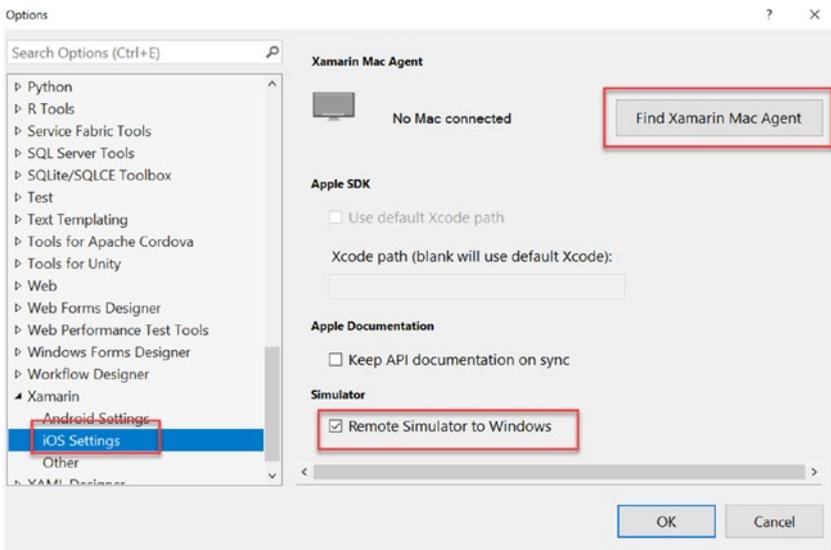


Figure 2-25. Select Tools, Options, Xamarin, and iOS Settings. Check Remote Simulator and click Find Xamarin Mac Agent.

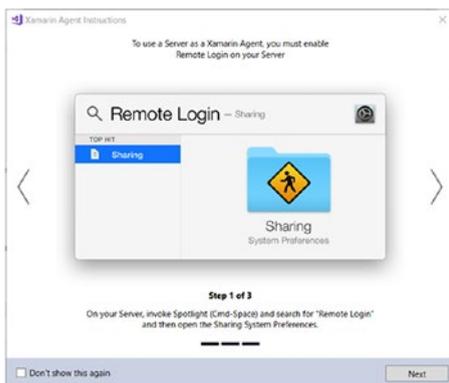


Figure 2-26. Step 1 of 3 for Remote Login

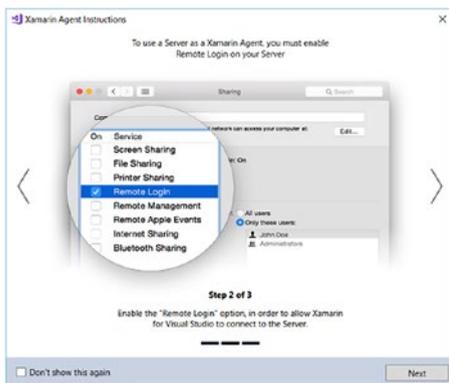


Figure 2-27. Step 2 of 3 for Remote Login



Figure 2-28. Step 3 of 3 for Remote Login

22. On the Mac, find the IP address by clicking the Apple logo in the upper-left corner and then select System Preferences and Network. Copy the IP address. Back on the PC, click Add Server and enter the Mac IP address. You will be prompted for your username and password on the Mac. You should see the connection machine turn green. See Figure 2-29.

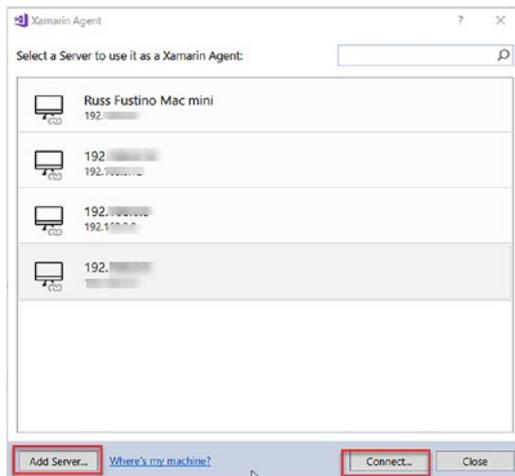


Figure 2-29. Select Add Server, or Connect, if you have a previous connection

- To run in the iOS simulator, select `iPhoneSimulator`, the small drop-down arrow will provide a list of simulators. Select `iPhone 8 iOS`. You may have to close the simulator once, if it does not start up the first time in a minute or two, and rerun. (See Figures 2-30 and 2-31.) If the simulator does not appear, know that it sometimes runs behind your Visual Studio window. So just move windows around till you see it, or cycle through your open apps using an `Alt+Tab` key combination.



Figure 2-30. Select `iPhoneSimulator` (1), the tiny drop-down arrow (2), and the simulator model, such as `iPhone 8 iOS` (3)



Figure 2-31. The iPhoneSimulator displays running the app

24. Stop the app. Add a new page to the shared .NET Standard project. Right-click the shared .NET Standard project, select Add ► New Item. See Figure 2-32.

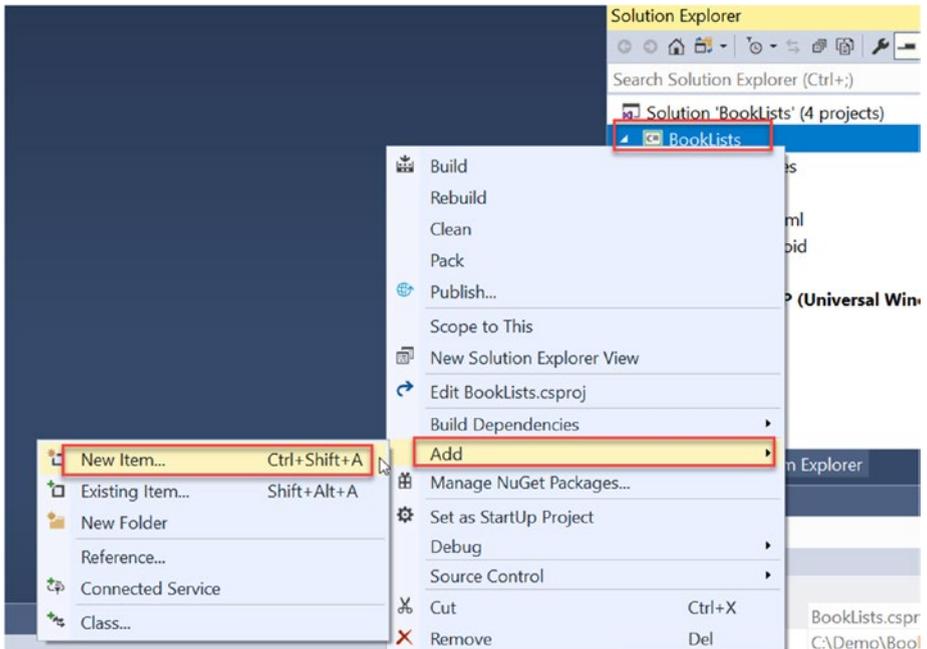


Figure 2-32. Right-click `BookLists` and select `Add ► New Item...`

25. Select Visual C# Items ► List View Page and name the page `Microsoft.xaml`. See Figure 2-33.

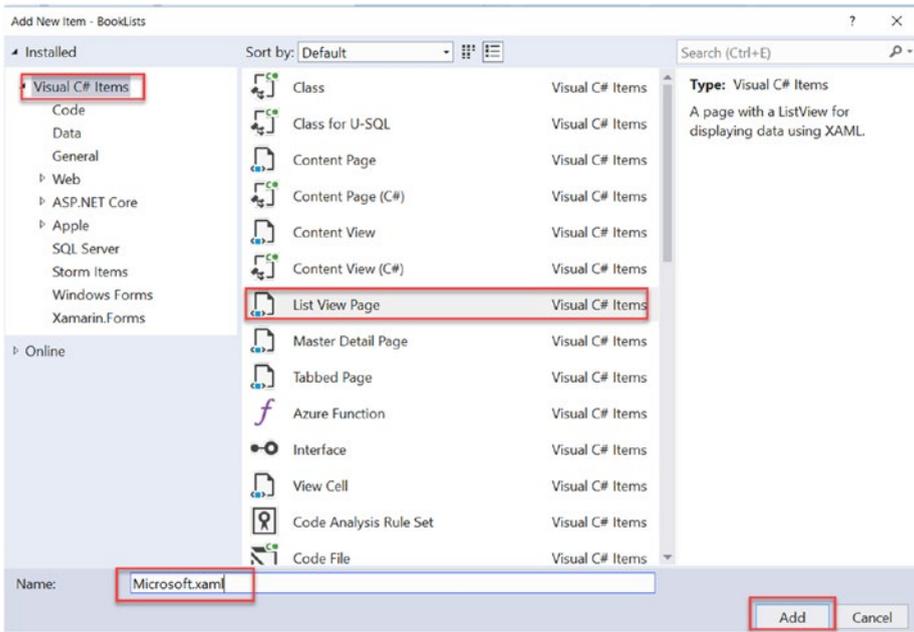


Figure 2-33. Select the List View Page template and name the page *Microsoft.xaml*

26. Open *Microsoft.xaml* and set the following:
 Padding = "20,20" and Title = "Microsoft Books".
 This will provide some spacing around the children views of the content page and give it a title. Always use double quotes around values in XAML. See [Figure 2-34](#).

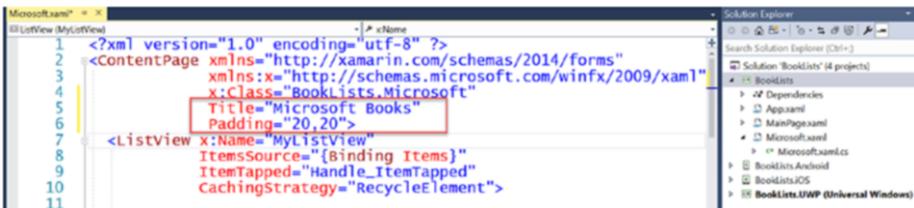


Figure 2-34. Add Title = "Microsoft Books" and Padding = "20,20"

27. In Solution Explorer, double-click the MainPage.xaml page in the shared .NET Standard project, to see the XAML. Also, note that when you expand the XAML page, there is a code behind file associated with it in Solution Explorer. See Figure 2-35.

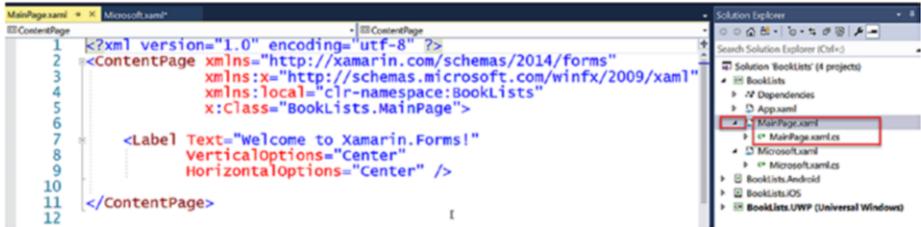


Figure 2-35. Each XAML file has a related code behind the `xaml.cs` file

28. Replace the Label view with a StackLayout that contains a button with the following markup.

Replace this

```
<Label Text="Welcome to Xamarin.Forms!"
      VerticalOptions="Center"
      HorizontalOptions="Center" />
```

with this

```
<StackLayout>
  <Button Margin="20,20"
          WidthRequest="100"
          Text="Press to see ListView Page">
  </Button>
</StackLayout>
```

Note Newer versions of Visual Studio may already have the `StackLayout` on the default template. If so, just replace the `Label` with the `Button` and keep the existing `StackLayout`.

29. Now add a clicked event to the button...

Your code should now look like this in `MainPage.xaml`:

```
<StackLayout>
  <Button Margin="20,20"
    WidthRequest="100"
    Text="Press to see ListView Page"
    Clicked="MicrosoftBooks_Clicked">
  </Button>
</StackLayout>
```

30. Open the code behind page, `MainPage.xaml.cs`, and add an event handler for `MicrosoftBooks_Clicked` after the `MainPage` constructor, if one is not already there, as follows:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using Xamarin.Forms;
```

```

namespace BookLists
{
    public partial class MainPage : ContentPage
    {
        public MainPage()
        {
            InitializeComponent();
        }

        private void MicrosoftBooks_Clicked(object sender, EventArgs e)
        {
            Navigation.PushAsync(new Microsoft());
        }
    }
}

```

31. Open `App.xaml.cs` and comment out the code to start the `MainPage` and replace it by starting a `NavigationPage`. You can find pages in the solution by typing in the search window in Solution Explorer. Here you see two `app.xaml` files: one in the shared .NET Standard project, and one in the UWP project. The user interface (UI) code goes in the shared .NET Standard project. See Figure 2-36.

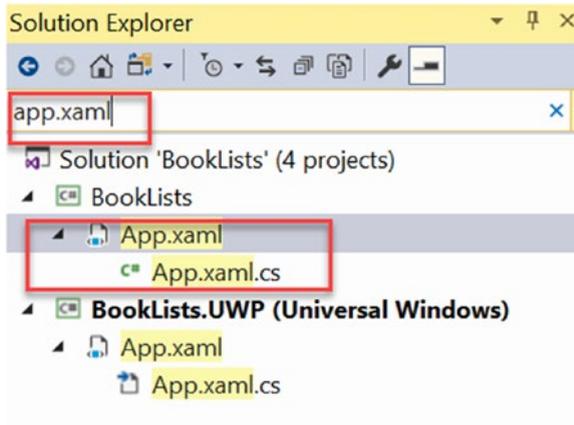


Figure 2-36. Searching on `app.xaml` in Solution Explorer yields two sets. Use the one in `BookLists`.

```
public App ()
{
    InitializeComponent();

    // MainPage = new BookLists.MainPage();

    MainPage = new NavigationPage(new
    MainPage());
}
```

32. Select the UWP head project, or whichever head project you desire as the Startup project. Run the app, and you should be able to navigate to the `ListPage` and back to the `MainPage`.
33. Open `MainPage.xaml` and modify the text property to "Microsoft Books"

```
<StackLayout>
  <Button Margin=" 20,20"
    Text="Microsoft Books"
    Clicked="MicrosoftBooks_Clicked">
  </Button>
</StackLayout>
```

34. Run the app and click the Microsoft Books button. Then navigate to the Microsoft Books ListView page. See Figure 2-37.

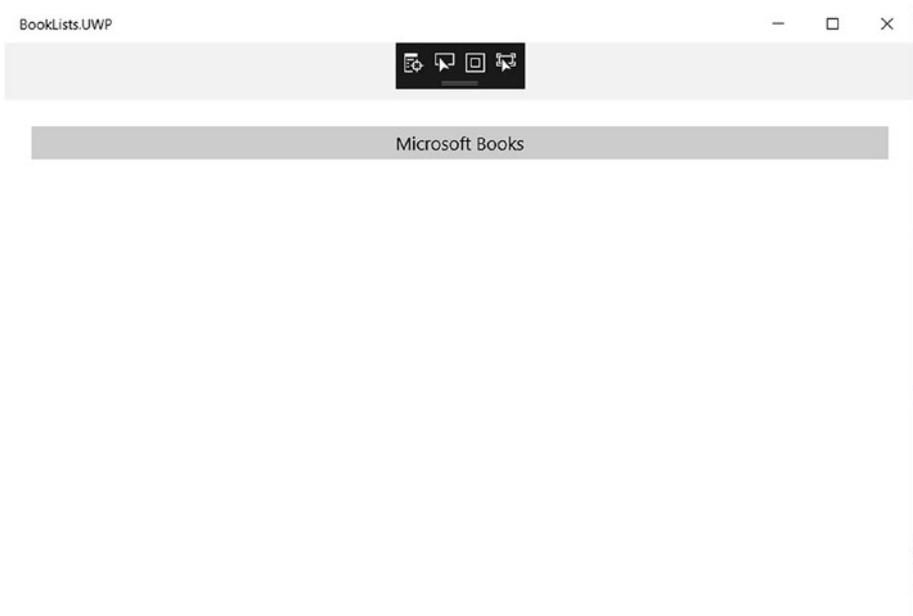


Figure 2-37. See the home Navigation page *MainPage.xaml*

35. You should see the Microsoft Books ListView page and a list of items, as well as a tapped event handler, when you click on an item. See Figure 2-38.

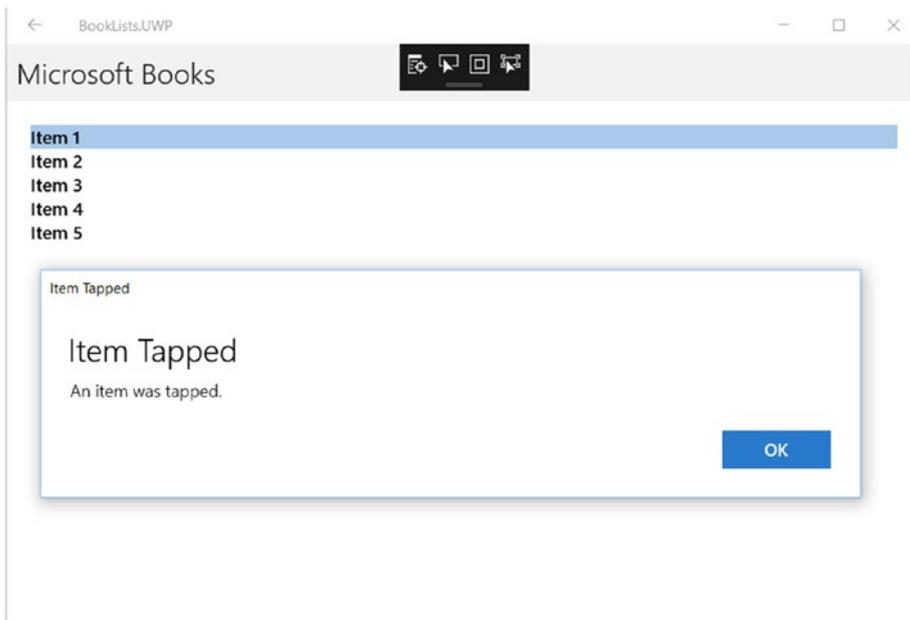


Figure 2-38. *By selecting Item, you will see a message that an item was tapped*

Congratulations! You have just created your first Xamarin app.

Project 2-2: Working with the User Interface

Time Estimate

15 Minutes

In this project, you will create a user interface (UI) and employ the `StackLayout` and `GridLayout` classes. These are very popular building blocks for your UI. `StackLayout` flows similarly to an HTML page, with UI items that relate to each other, in a vertical or horizontal stack, for example. `GridLayout` is useful for layouts that are best defined by rows and columns. For example,

StackLayout might be good for the phone, as you typically scroll up and down in a phone app, whereas GridLayout might be good for a tablet, to help users take advantage of all the additional real estate on the device.

1. Continue with the same app. We will now place four buttons on the main page. Replace the StackLayout markup XAML in `MainPage.xaml` with the following markup:

```
<StackLayout>
  <Button Margin="20,20"
    WidthRequest="100"
    Text="Microsoft Books"
    Clicked="MicrosoftBooks_Clicked">
</Button>
  <Button Margin="20,20"
    WidthRequest="100"
    Text="Programming"
    Clicked="Programming_Clicked">
</Button>
  <Button Margin="20,20"
    WidthRequest="100"
    Text="Mobile"
    Clicked="Mobile_Clicked">
</Button>
  <Button Margin="20,20"
    WidthRequest="100"
    Text="Machine Learning"
    Clicked="MachineLearning_Clicked">
</Button>
</StackLayout>
```

2. Create clicked event handlers for each button and leave the new handlers empty for now, as follows in `MainPage.xaml.cs`:

```

namespace BookLists
{
    public partial class MainPage : ContentPage
    {
        public MainPage()
        {
            InitializeComponent();
        }

        private void MicrosoftBooks_Clicked(object sender, EventArgs e)
        {
            Navigation.PushAsync(new Microsoft());
        }
        private void Programming_Clicked(object sender, EventArgs e)
        {
        }
        private void Mobile_Clicked(object sender, EventArgs e)
        {
        }
        private void MachineLearning_Clicked(object sender, EventArgs e)
        {
        }
    }
}

```

3. In a stack layout, the children are displayed in the order they appear in the XAML. Also, the default `StackLayout` orientation is vertical. Run the app, and you should see the buttons listed vertically, as in Figure 2-39.



Figure 2-39. All the new buttons are displayed

4. You may be wondering why the buttons stretch across the width of the page, although we have specified `WidthRequest` only to 100. That is because the default value for `StackLayout HorizontalOptions` with a vertical orientation is `FillAndExpand`. These sizes are not pixels. Instead, they are device-independent units recognized independently by each platform. Let's modify each button to include the following:

```
HorizontalOptions="Center"
WidthRequest = "300"
```

This `StackLayout` XAML should look like the following:

```
<StackLayout>
  <Button Margin="20,20"
    WidthRequest="300"
    HorizontalOptions="Center"
    Text="Microsoft Books"
    Clicked="MicrosoftBooks_Clicked">
  </Button>
  <Button Margin="20,20"
    WidthRequest="300"
    HorizontalOptions="Center"
    Text="Programming"
    Clicked="Programming_Clicked"></Button>
  <Button Margin="20,20"
    WidthRequest="300"
    HorizontalOptions="Center"
    Text="Mobile"
    Clicked="Mobile_Clicked"></Button>
```

```
<Button Margin="20,20"  
        WidthRequest="300"  
        HorizontalOptions="Center"  
        Text="Machine Learning"  
        Clicked="MachineLearning_Clicked">  
</Button>  
</StackLayout>
```

5. Now run it to see the resized buttons in Figure 2-40.

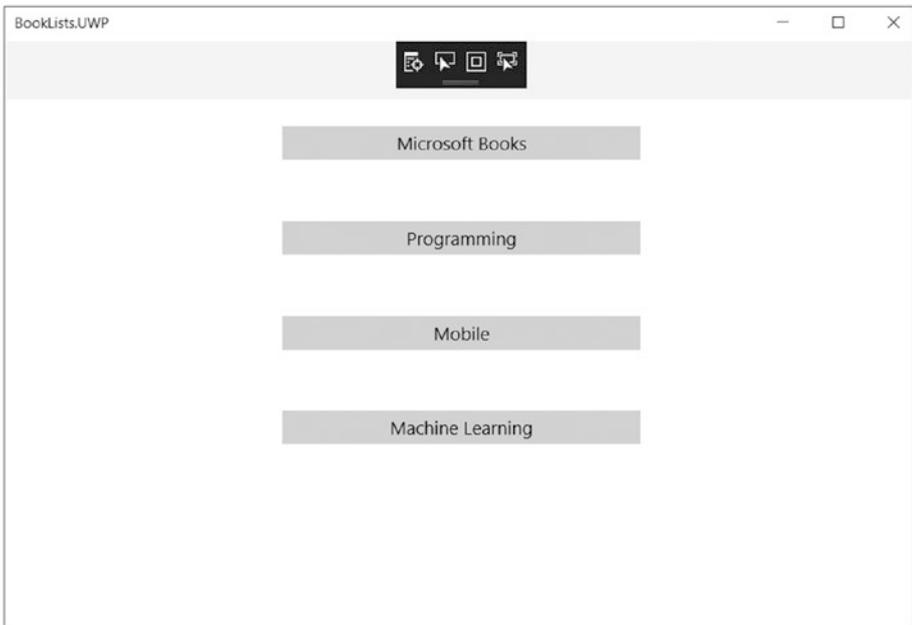


Figure 2-40. Buttons are now displayed centered, with a width of 300

6. Comment out the StackLayout XAML, as we will use this later. To comment out a section of code in Visual Studio, select the desired code that you want to comment and then press CTRL+K and then CTRL+C. (To uncomment, use CTRL+K, CTRL+U.)

```
<!--<StackLayout>
    <Button Margin="20,20"
        WidthRequest="300"
        HorizontalOptions="Center"
        Text="Microsoft Books"
        Clicked="MicrosoftBooks_Clicked">
    </Button>
    <Button Margin="20,20"
        WidthRequest="300"
        HorizontalOptions="Center"
        Text="Programming"
        Clicked="Programming_Clicked"></Button>
    <Button Margin="20,20"
        WidthRequest="300"
        HorizontalOptions="Center"
        Text="Mobile"
        Clicked="Mobile_Clicked"></Button>
    <Button Margin="20,20"
        WidthRequest="300"
        HorizontalOptions="Center"
        Text="Machine Learning"
        Clicked="MachineLearning_Clicked">
    </Button>
</StackLayout>-->
```

7. Now let's add a grid, as follows, directly below the commented StackLayout XAML. GridLayout uses row definitions and column definitions to set up the format of the grid. Star (*) sizing means the row or column will use up all the available space proportionally. For example, if you have two columns that use * and *, each will be 50 percent of the available width. If you specify the first as * and the second as 2*, the first will be one-third of the width and the second will be two-thirds of the width available. A height or width set to Auto in the definitions will size automatically to the largest value in the row or column.

```

<Grid>
  <Grid.RowDefinitions>
    <RowDefinition Height="200"></RowDefinition>
    <RowDefinition Height="200"></RowDefinition>
  </Grid.RowDefinitions>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="*">
      </ColumnDefinition>
    <ColumnDefinition Width="*">
      </ColumnDefinition>
  </Grid.ColumnDefinitions>
  <Button Grid.Row="0" Grid.Column="0"
    Margin="20,20"
    HorizontalOptions="Center"
    WidthRequest="300"
    Text="Microsoft Books"
    Clicked="MicrosoftBooks_Clicked">
  </Button>

```

```
<Button Grid.Row="0" Grid.Column="1"
Margin="20,20"
    HorizontalOptions="Center"
    WidthRequest="300"
    Text="Programming"
    Clicked="Programming_Clicked"></Button>
<Button Grid.Row="1" Grid.Column="0"
Margin="20,20"
    HorizontalOptions="Center"
    WidthRequest="300"
    Text="Mobile"
    Clicked="Mobile_Clicked"></Button>
<Button Grid.Row="1" Grid.Column="1"
Margin="20,20"
    HorizontalOptions="Center"
    WidthRequest="300"
    Text="Machine Learning"
    Clicked="MachineLearning_Clicked">
</Button>
</Grid>
```

8. Run it, and you should see something like [Figure 2-41](#).

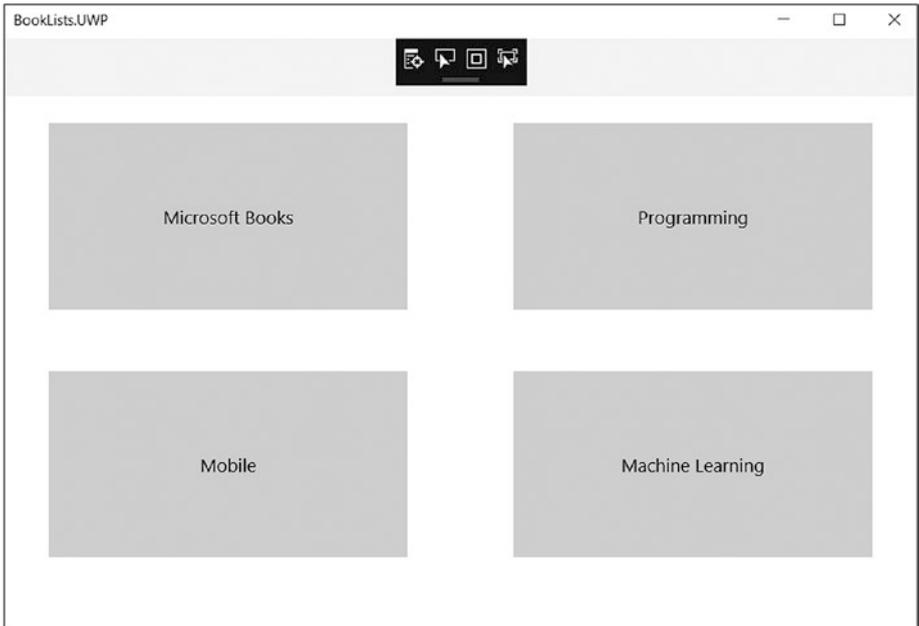


Figure 2-41. *Using GridLayout for buttons*

Now let's look at how we use these in tablet and phone form factors.

Project 2-3: Dealing with Tablet and Phone Form Factors

Time Estimate

10 Minutes

In this task, you will use XAML and code behind to control your layout form factors for a tablet and a phone. `ScrollView` can be used in a phone form factor to represent the main page of an application. Many phone apps are typically used in portrait or landscape mode and have a single column which you must scroll down to see all the content. In a tablet form factor, the screen is wider, and a grid view on a main page can be used to

maximize the real estate, because one can easily create columns. With that said, it is not uncommon to mix and match grid and stack layouts to achieve the desired interface throughout the application.

1. Uncomment the StackLayout code, so that both the grid and stack layouts are uncommented and run the app. You will only see the grid layout, if it is below the stack layout. This is because only one view can be returned for a page, and the last one in wins. We will fix that next. See Figure 2-42.

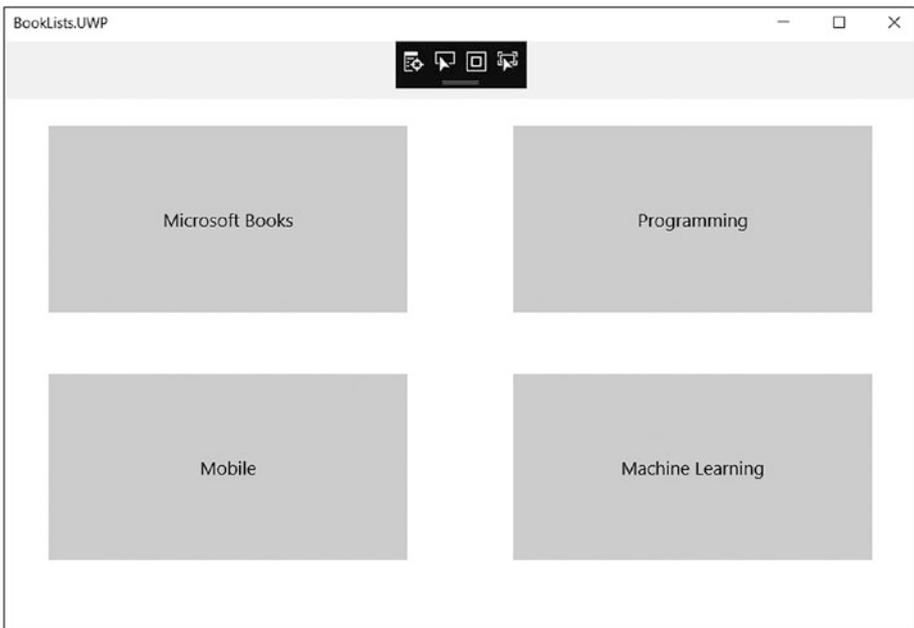


Figure 2-42. Only the grid view shows when both layouts are uncommented. The last one in wins.

2. **Try:** {What we would like to do is use the stack layout for the phone and the grid layout for the tablet. First, let's wrap both the grid and stack layout into one StackLayout view. Each section of the XAML can expand or contract using the – and + symbols on the left edge. Contract both grid and stack Layout sections, select both sections contracted, right-click and select Surround With... StackLayout.} See Figure 2-43.

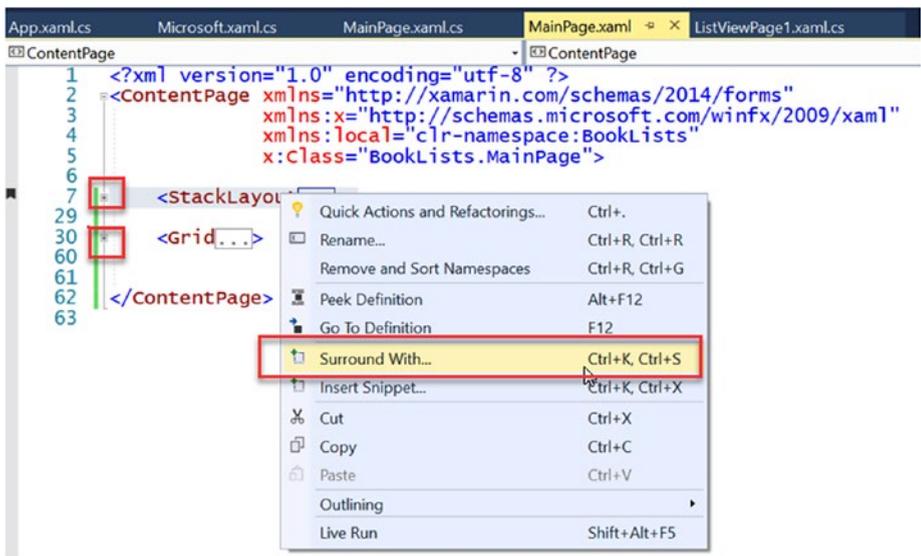


Figure 2-43. Selecting Surround With...

3. **Catch:** {Visual Studio may surround the code with a grid by default. Change it to a stack layout.} See Figure 2-44.

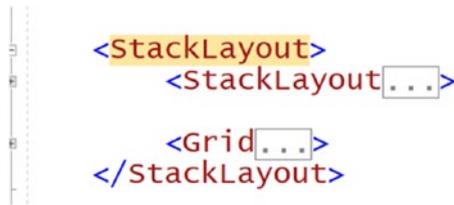


Figure 2-44. *StackLayout surrounds both StackLayout and Grid*

4. Run the app, and you will see that both sections are displayed on the page, which is almost where we want to be. See Figure 2-45.

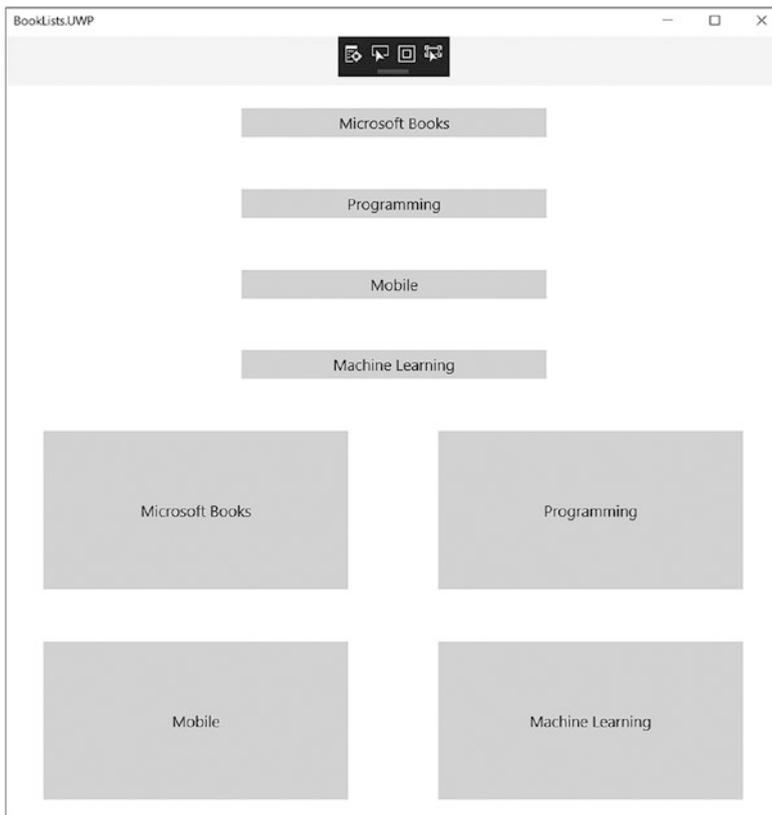


Figure 2-45. *Both the Grid and StackLayout views are displayed when wrapped into a StackLayout*

5. Now let's make only the phone version view available on the phone and hide the tablet view, then make only the tablet view display on a tablet and hide the phone view. To do so, add a Name to the Tablet section called `TabletView` and the Phone section called `PhoneView` in the XAML, so we can refer to it in the code behind.

```
<StackLayout>
    <StackLayout x:Name="PhoneView">
...
    <Grid x:Name="TabletView">
</StackLayout>
```

6. After collapsing the buttons, it should look like [Figure 2-46](#).

```

<?xml version="1.0" encoding="utf-8" ?>
<ContentPage xmlns="http://xamarin.com/schemas/2014/forms"
             xmlns:x="http://schemas.microsoft.com/winfx/2009/xaml"
             xmlns:local="clr-namespace:BookLists"
             x:Class="BookLists.MainPage">

    <StackLayout>
        <StackLayout x:Name="PhoneView">
            <Button Margin="20,20"...>
            <Button Margin="20,20"...>
            <Button Margin="20,20"...>
            <Button Margin="20,20"...>
        </StackLayout>

        <Grid x:Name="TabletView">
            <Grid.RowDefinitions>
                <RowDefinition Height="200"></RowDefinition>
                <RowDefinition Height="200"></RowDefinition>
            </Grid.RowDefinitions>
            <Grid.ColumnDefinitions>
                <ColumnDefinition width="*"></ColumnDefinition>
                <ColumnDefinition width="*"></ColumnDefinition>
            </Grid.ColumnDefinitions>
            <Button Grid.Row="0" Grid.Column="0" Margin="20,20"...>
            <Button Grid.Row="0" Grid.Column="1" Margin="20,20"...>
            <Button Grid.Row="1" Grid.Column="0" Margin="20,20"...>
            <Button Grid.Row="1" Grid.Column="1" Margin="20,20"...>
        </Grid>
    </StackLayout>
</ContentPage>

```

Figure 2-46. *MainPage.xaml should look like this*

- Use `Device.Idiom` to detect if the device running this app is a phone in the code behind. In `MainPage.xaml.cs`, add this code in the constructor, right after `InitializeComponent()`. If it is a phone that is running the app, we are going to hide the tablet view and show the phone view and vice-versa.

```

if (Device.Idiom == TargetIdiom.Phone)
{
    TabletView.IsVisible = false;
    PhoneView.IsVisible = true;
}

```

```

else
{
    TabletView.IsVisible = true;
    PhoneView.IsVisible = false;
}

```

- Build the .NET Standard project and run the app in the desired phone and tablet emulators or attached devices. For example, right-click the Android project and select as startup, then select the 5" KitKat. Run. See Figures 2-47 and 2-48.

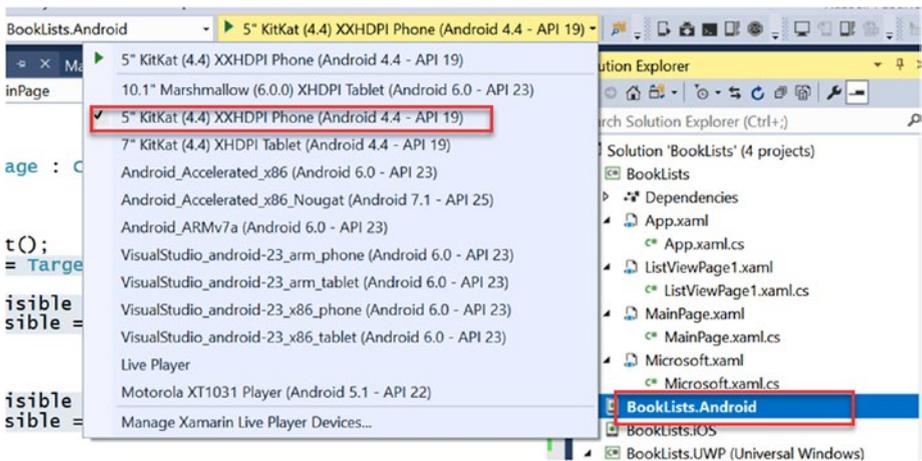


Figure 2-47. Right-click Android project, set to startup, and then Select 5" KitKat from the drop-down menu

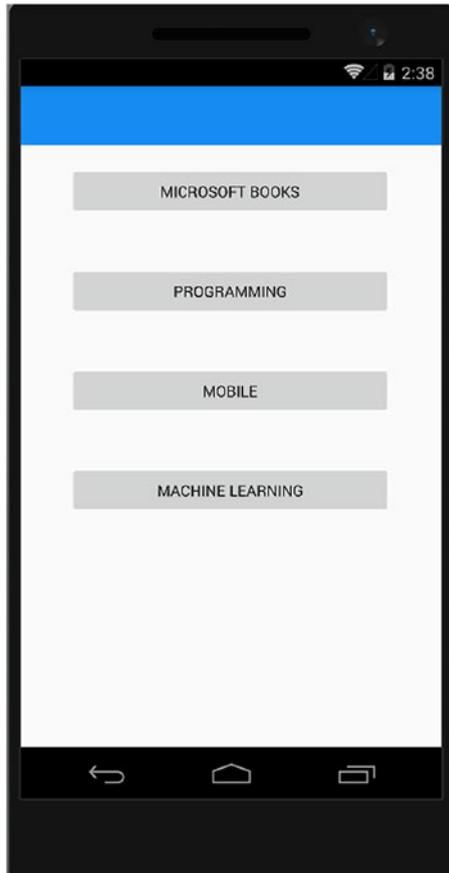


Figure 2-48. *The Android phone view shows a stack layout*

9. Then select UWP as the startup project and select Local Machine to run the tablet view on your laptop or desktop. See [Figure 2-49](#).

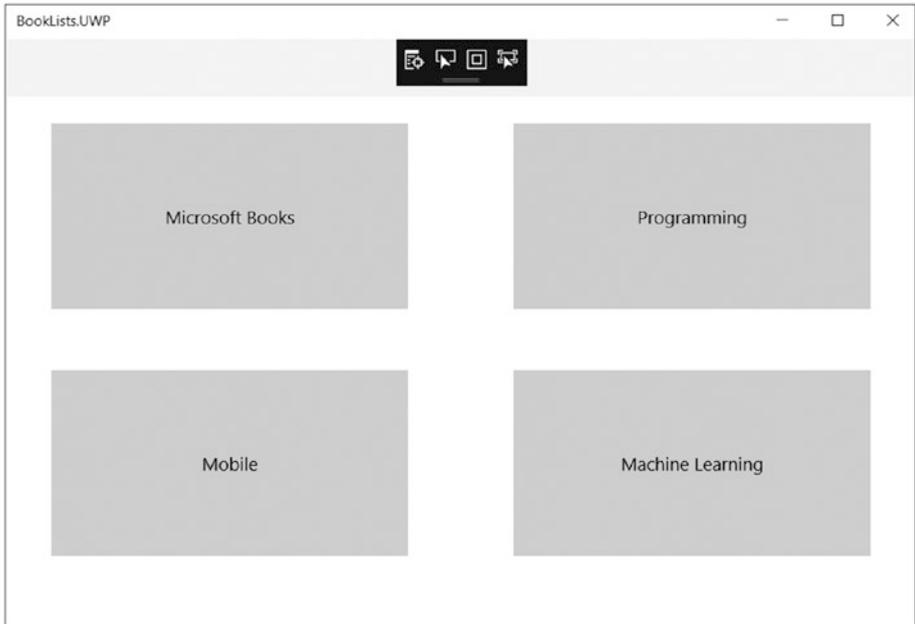


Figure 2-49. Tablet view shows a grid layout

10. Right-click Android project and set as startup. Select the 10.1" Marshmallow Tablet in Android from the emulator drop-down. See Figure 2-50.



Figure 2-50. Selecting the 10.1" Marshmallow tablet

Note Some emulators for older tablet models may not report back the expected device idiom, as in the case of older actual devices, such as the 7" KitKat tablet. For testing Android device tablet idioms, use the 10.1" Marshmallow tablet in Android. If you do not see this listed in the Android emulators drop-down, you may have to download it in the Visual Studio Emulator for Android app. See Figures 2-51 and 2-52.

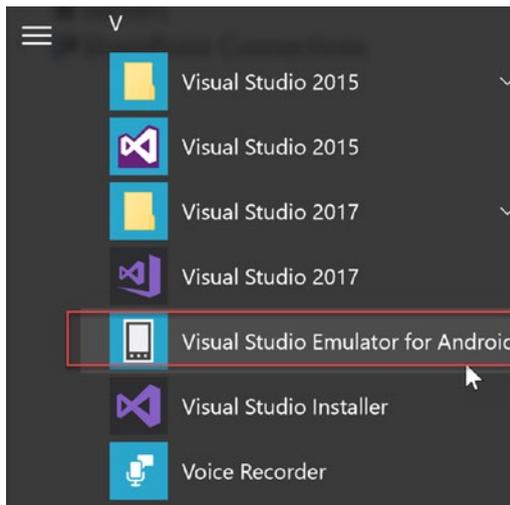


Figure 2-51. Start the Visual Studio Emulator for Android app, if needed, to download and install a 10.1" Marshmallow emulator

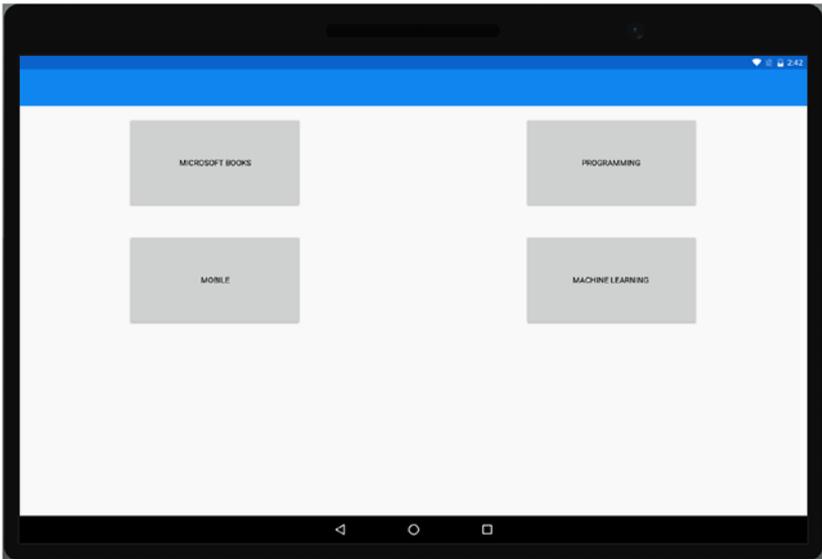


Figure 2-52. Android tablet shows Grid view

Project 2-4: Working with Images

Time Estimate

15 Minutes

1. In this project, you will learn how to access images locally, as embedded resources and Uniform Resource Identifiers (URIs). Also, you will use gesture recognizers to provide click event handlers. You could set the Button Image property to the image file name, but this really behaves differently across the platforms and causes many headaches. Plus, you cannot easily use aspect ratios on a button image. It is simpler to replace the buttons with image views. One problem, however, is that the image does not have a click event. So, we can use a gesture handler for this on the image, which will provide us a tapped event handler.

2. Let's replace the button text with images. But how? Images can be read locally from file or as embedded resources or can be downloaded from a URI.
3. To access local images from files, each file can be added to each application project and referenced from Xamarin Forms' shared .NET Standard code. To use a single image across all apps, the same file name must be used on every platform, and it should be a valid Android resource name (i.e., only lowercase letters, numerals, underscores, and periods are allowed. Also, the image cannot begin with a number).
4. For iOS, place images in the Resources folder with Build Action: BundleResource. Retina versions of the image should also be supplied—at two and three times the resolution, with @2x or @3x suffixes on the file name, before the file extension (e.g., myimage@2x.png and myimage@3x.png).
5. For Android, place images in the Resources/drawable directory with Build Action: AndroidResource. High- and low-DPI versions of an image can also be supplied (in appropriately named resources subdirectories, such as drawable-ldpi, drawable-hdpi, and drawable-xhdpi).
6. For Windows/UWP, place images in the application's root directory with Build Action: Content.

- We are going to use embedded resources in our example. Create a new folder in the .NET Standard project called Images by right-clicking the project and selecting Add ► New Folder. See Figure 2-53.

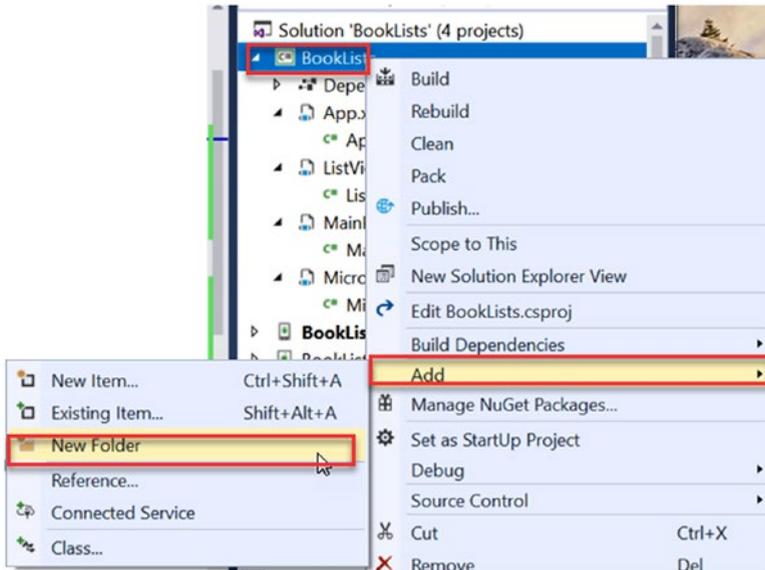


Figure 2-53. Add New Folder and call it Images

- Add all four existing images to the Images folder in the Shared .NET Standard project from the book's /Assets folder or any set of four images that are of the dimensions 800 wide × 450 high. Right-click the Images folder and select Add ► Existing Item. See Figure 2-54.

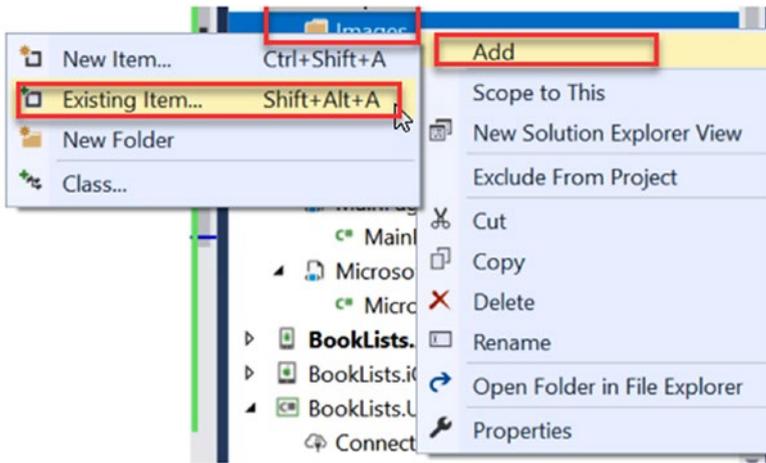


Figure 2-54. Adding existing images to the project Images folder from book /Assets folder

9. Select all four images in the .NET Standard Images folder and set the Build Action to Embedded resource. See Figure 2-55.

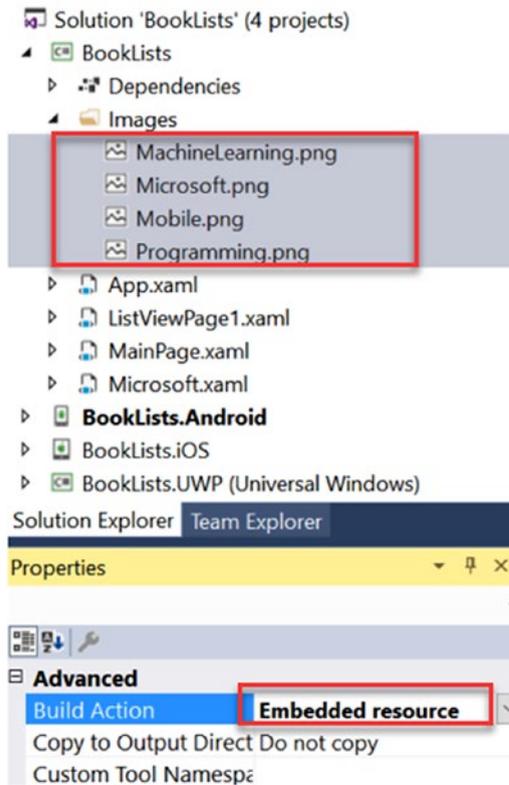


Figure 2-55. Setting all four images to the Embedded resource Build Action

10. Add a class to the .NET Standard project and call it `ImageResourceExtension`. See Figure 2-56.

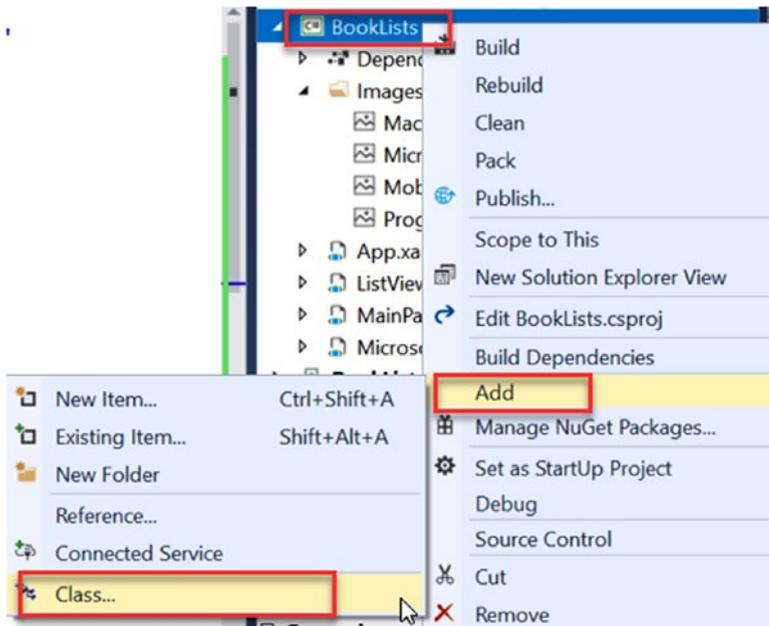


Figure 2-56. Adding a new class to the project called *ImageResourceExtension.cs*

11. We must add a method to do a translation lookup for the XAML markup, by inheriting *IMarkupExtension*. Change the class to public and add the following code and using statements:

```
using System;
using Xamarin.Forms;
using Xamarin.Forms.Internals;
using Xamarin.Forms.Xaml;
using System.Reflection;

namespace BookLists
{
    // You exclude the 'Extension' suffix when using in
    // XAML markup
```

```

[Preserve(AllMembers = true)]
[ContentProperty("Source")]
public class ImageResourceExtension :
IMarkupExtension
{
    public string Source { get; set; }

    public object ProvideValue(IServiceProvider
serviceProvider)
    {
        if (Source == null)
            return null;

        // Do your translation lookup here, using
        // whatever method you require
        var imageSource = ImageSource.
FromResource(Source, Assembly.
GetExecutingAssembly());

        return imageSource;
    }
}
}
}

```

12. Here is the new grid markup for the tablet version, using images, gesture recognizers, and labels. Verify your XAML and copy it, if necessary, to match for `TabletView`:

```

<Grid x:Name="TabletView"
VerticalOptions="FillAndExpand" Horizontal
Options="FillAndExpand">
    <Grid.RowDefinitions>

```

```

        <RowDefinition Height="40">
        </RowDefinition>
        <RowDefinition Height="*">
        </RowDefinition>
        <RowDefinition Height="Auto">
        </RowDefinition>
        <RowDefinition Height="*">
        </RowDefinition>
        <RowDefinition Height="Auto">
        </RowDefinition>
    </Grid.RowDefinitions>
    <Grid.ColumnDefinitions>
        <ColumnDefinition Width="*">
        </ColumnDefinition>
        <ColumnDefinition Width="*">
        </ColumnDefinition>
    </Grid.ColumnDefinitions>

    <Label Grid.Row="0" Grid.Column="0" Grid.
    ColumnSpan="2" VerticalOptions="Center"
    HorizontalOptions="Center"
    FontSize="Medium" FontAttributes="Bold"
    Text="Book List"></Label>
    <Image Grid.Row="1" Grid.
    Column="0" Aspect="AspectFill"
    Source="{local:ImageResource BookLists.
    Images.Microsoft.png}" >
        <Image.GestureRecognizers>
            <TapGestureRecognizer
            NumberOfTapsRequired="1"
            Tapped="MicrosoftBooks_Clicked"/>
        </Image.GestureRecognizers>
    </Image>

```

```

<Label Grid.Row="2" Grid.Column="0"
VerticalOptions="Center" FontSize="Small"
HorizontalTextAlignment="Center"
TextColor="Blue" Text="Microsoft"></Label>

<Image Grid.Row="3" Grid.Column="0"
Aspect="AspectFill" Source="{local:
ImageResource BookLists.Images.Programming.
png}" >
    <Image.GestureRecognizers>
        <TapGestureRecognizer
            NumberOfTapsRequired="1"
            Tapped="Programming_Clicked"/>
    </Image.GestureRecognizers>
</Image>
<Label Grid.Row="4" Grid.Column="0"
VerticalOptions="Center" FontSize="Small"
HorizontalTextAlignment="Center"
TextColor="Blue" Text="Programming">
</Label>
<Image Grid.Row="1" Grid.Column="1"
Aspect="AspectFill" Source="{local:Image
Resource BookLists.Images.Mobile.png}" >
    <Image.GestureRecognizers>
        <TapGestureRecognizer
            NumberOfTapsRequired="1"
            Tapped="Mobile_Clicked"/>
    </Image.GestureRecognizers>
</Image>

```

```

<Label Grid.Row="2" Grid.Column="1"
VerticalOptions="Center" FontSize="Small"
HorizontalTextAlignment="Center"
TextColor="Blue" Text="Mobile"></Label>
<Image Grid.Row="3" Grid.
Column="1" Aspect="AspectFill"
Source="{local:ImageResource BookLists.
Images.MachineLearning.png}" >
    <Image.GestureRecognizers>
        <TapGestureRecognizer
            NumberOfTapsRequired="1"
            Tapped="MachineLearning_Clicked"/>
    </Image.GestureRecognizers>
</Image>
<Label Grid.Row="4" Grid.
Column="1" VerticalOptions="Center"
FontSize="Small" HorizontalTextAlignment
="Center" TextColor="Blue" Text="Machine
Learning"></Label>

</Grid>

```

13. Run the app and click the Microsoft image on the home screen. You will see the mocked-up data `ListView` page. See [Figure 2-57](#).

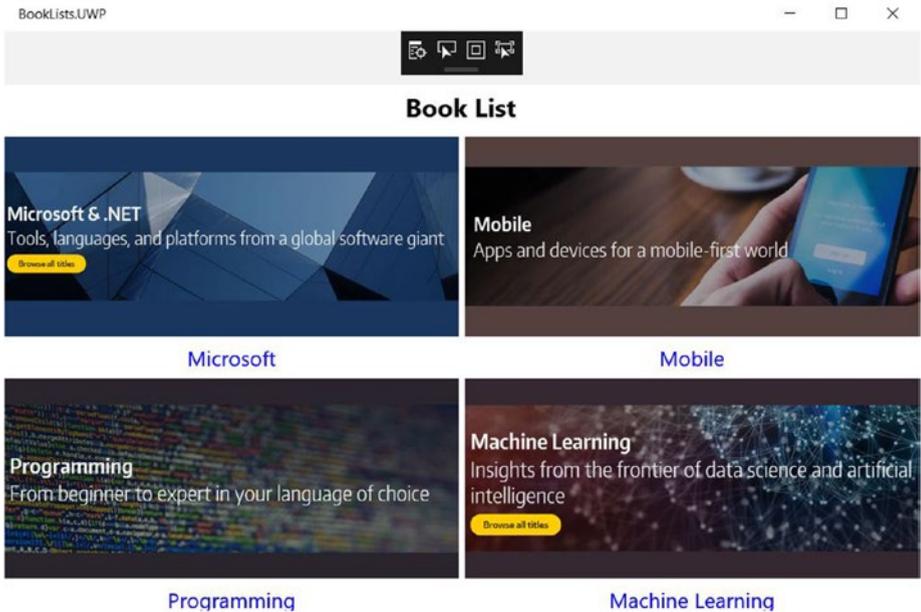


Figure 2-57. Embedded images now show on MainPage and are clickable

Project 2-5: Working with ListView

Time Estimate

10 Minutes

In this project, you will use the `ListViewPage` template with `TextCell` and `ViewCell` and the Caching strategy for recycling elements. You will use the `ListView` item, header, and footer templates.

1. Add a folder called `ViewModels` to the `Booklists` project. See Figure 2-58.

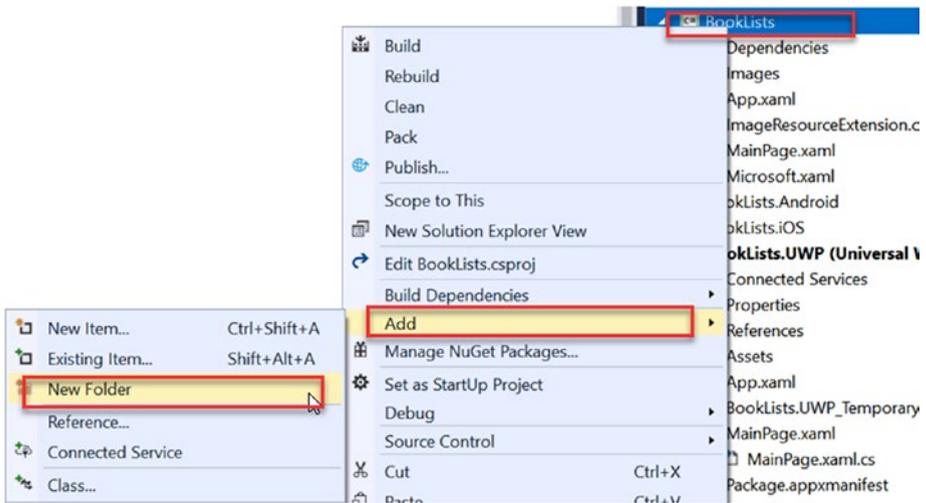


Figure 2-58. Adding new folder called ViewModels

2. Add existing item from the /Assets folder for the book called **BookViewModel.cs**. This code contains a public class called Item, which has values for Item, Detail, and URL. It also has ObservableCollection, which has populated a few sample data records for Books. See Figure 2-59.

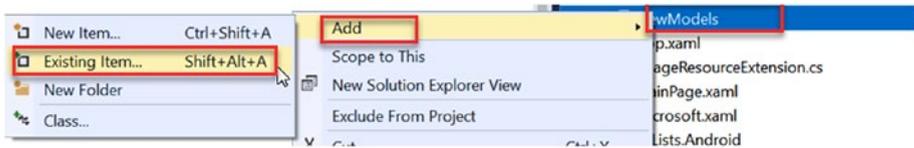


Figure 2-59. Add existing item BookViewModel.cs to ViewModels folder

Here is the code in **BookViewModel.cs** that uses MVVM and Databinding. The MVVM pattern enforces a separation between three software layers. The underlying data is called the Model. The XAML user interface is called the View, and an intermediary that sits between the View and the Model is called the ViewModel. The View and the ViewModel are often connected through data bindings that are defined in the XAML file. BindingContext for View is usually an instance of ViewModel. Note the use of the INotifyPropertyChanged interface. The class doesn't invoke the PropertyChanged event unless the property has actually changed.

```
using System;
using System.Collections.Generic;
using System.Collections.ObjectModel;
using System.ComponentModel;
using System.Runtime.CompilerServices;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Input;
using Xamarin.Forms;
using System.Linq;

namespace BookLists.ViewModels
{
    public class MicrosoftBooksViewModel :
        INotifyPropertyChanged
    {
```

```
public ObservableCollection<Item> Items { get; }

public ObservableCollection<Grouping<string,
Item>> ItemsGrouped { get; }

public MicrosoftBooksViewModel()
{
    Items = new ObservableCollection<Item>(new[]
    {
        new Item { Text = "Beginning Entity
Framework Core 2.0",
            URL = "https://www.apress.com/us/
book/9781484233740",
            Detail = "Use the valuable Entity
Framework Core 2.0 tool in ASP.
NET and the .NET Framework to
eliminate the tedium around
accessing databases and the data
they contain. Entity Framework
Core 2.0 greatly simplifies access
to relational databases such as
SQL Server that are commonly
deployed in corporate settings.
By eliminating tedious data
access code that developers are
otherwise forced to use, Entity
Framework Core 2.0 enables you to
work directly with the data in a
database through domain-specific
objects and methods." },
        new Item { Text = "Beginning Windows
Mixed Reality Programming, For HoloLens
and Mixed Reality Headsets",
```

```
URL = "https://www.apress.com/us/  
book/9781484227688",  
Detail = "Develop applications  
and experiences for Microsoft's  
HoloLens and other Windows mixed  
reality devices. This easy-to-  
follow guide removes the mystery  
behind creating amazing augmented  
reality experiences. Mixed reality  
development tools and resources  
are provided. Beginning Windows  
Mixed Reality Programming clearly  
explains all the nuances of mixed  
reality software development.  
You'll learn how to create 3D  
objects and holograms, interact  
with holograms using voice commands  
and hand gestures, use spatial  
mapping and 3D spatial sound,  
build with Microsoft's HoloToolkit,  
create intuitive user interfaces,  
and make truly awe-inspiring mixed  
reality experiences. Start building  
the holographic future today!" },  
new Item { Text = "Business in Real-  
Time, Using Azure IoT and Cortana  
Intelligence Suite Driving Your Digital  
Transformation",  
URL = "https://www.apress.com/us/  
book/9781484226490",
```

Detail = "Learn how today's businesses can transform themselves by leveraging real-time data and advanced machine learning analytics. This book provides prescriptive guidance for architects and developers on the design and development of modern Internet of Things(IoT) and Advanced Analytics solutions. In addition, Business in Real - Time Using Azure IoT and Cortana Intelligence Suite offers patterns and practices for those looking to engage their customers and partners through Software -as- a - Service solutions that work on any device. Whether you're working in Health & Life Sciences, Manufacturing, Retail, Smart Cities and Buildings or Process Control, there exists a common platform from which you can create your targeted vertical solutions. Business in Real-Time Using Azure IoT and Cortana Intelligence Suite uses a reference architecture as a road map. Building on Azure's PaaS services, you'll see how a solution architecture unfolds that demonstrates a complete end - to - end IoT and Advanced Analytics scenario." },

```
new Item { Text = "Cyber Security on  
Azure, An IT Professional's Guide to  
Microsoft Azure Security Center",  
    URL = "https://www.apress.com/us/  
book/9781484227398",  
    Detail = "Prevent destructive  
attacks to your Azure public  
cloud infrastructure, remove  
vulnerabilities, and instantly  
report cloud security readiness.  
This book provides comprehensive  
guidance from a security insider's  
perspective. Cyber Security on  
Azure explains how this 'security  
as a service' (SECaaS) business  
solution can help you better manage  
security risk and enable data  
security control using encryption  
options such as Advanced Encryption  
Standard(AES) cryptography. Discover  
best practices to support network  
security groups, web application  
firewalls, and database auditing  
for threat protection. Configure  
custom security notifications of  
potential cyberattack vectors  
to prevent unauthorized access  
by hackers, hacktivists, and  
industrial spies." },  
new Item { Text = "Essential Angular  
for ASP.NET Core MVC",
```

```
        URL = "https://www.apress.com/us/  
        book/9781484229156",  
        Detail = "Angular 5 and .NET Core  
        2 updates for this book are now  
        available. Follow the Download  
        Source Code link for this book  
        on the Apress website. Discover  
        Angular, the leading client-side  
        web framework, from the point  
        of view of an ASP.NET Core MVC  
        developer. Best-selling author  
        Adam Freeman brings these two key  
        technologies together and explains  
        how to use ASP.NET Core MVC to  
        provide back-end services for  
        Angular applications. This fast -  
        paced, practical guide starts from  
        the nuts and bolt and gives you  
        the knowledge you need to combine  
        Angular(from version 2.0 up) and  
        ASP.NET Core MVC in your projects.  
        " },  
  
    });  
  
var sorted = from item in Items  
             orderby item.Text  
             group item by item.Text[0].  
             ToString() into itemGroup  
             select new Grouping<string,  
             Item>(itemGroup.Key,  
             itemGroup);
```

```

ItemsGrouped = new ObservableCollection
<Grouping<string, Item>>(sorted);

RefreshDataCommand = new Command(
    async () => await RefreshData());
}

public ICommand RefreshDataCommand { get; }

async Task RefreshData()
{
    IsBusy = true;
    //Load Data Here
    await Task.Delay(2000);

    IsBusy = false;
}

bool busy;
public bool IsBusy
{
    get { return busy; }
    set
    {
        busy = value;
        OnPropertyChanged();
        ((Command)RefreshDataCommand).
        ChangeCanExecute();
    }
}
}

```

```

public event PropertyChangedEventHandler
PropertyChanged;
void OnPropertyChanged([CallerMemberName]string
propertyName = "") =>
    PropertyChanged?.Invoke(this, new Property
    ChangedEventArgs(propertyName));

public class Item
{
    public string Text { get; set; }
    public string Detail { get; set; }
    public string URL { get; set; }
    public override string ToString() => URL;
}

public class Grouping<K, T> :
ObservableCollection<T>
{
    public K Key { get; private set; }

    public Grouping(K key, IEnumerable<T> items)
    {
        Key = key;
        foreach (var item in items)
            this.Items.Add(item);
    }
}
}
}

```

3. Open the code behind page `Microsoft.xaml.cs`.
4. Add this line under `InitializeComponent()`:

```
BindingContext = new MicrosoftBooksViewModel();
```

5. You will also need to add this using statement:

```
using BookLists.ViewModels;
```

6. Comment out the following lines:

```
//      Items = new ObservableCollection<string>
//      {
//          "Item 1",
//          "Item 2",
//          "Item 3",
//          "Item 4",
//          "Item 5"
//      };

//MyListView.ItemsSource = Items;
```

7. Comment out the `Handle_ItemTapped` event code and add the `Handle_ItemSelected` event handler with this code:

```
void Handle_ItemSelected(object sender,
SelectedItemChangedEventArgs e)
{
    if (e.SelectedItem == null)
        return;

    // await DisplayAlert("Selected",
    // e.SelectedItem.ToString(), "OK");
    // navigate to the URL with the native
    // browser

    Device.OpenUri(new Uri(e.SelectedItem.
    ToString()));
```

```

        //Deselect Item
        ((ListView)sender).SelectedItem = null;
    }
}

```

8. Your `Microsoft.xaml.cs` file should now look like this:

```

using BookLists.ViewModels;
using System;
using Xamarin.Forms;
using Xamarin.Forms.Xaml;

namespace BookLists
{
    [XamlCompilation(XamlCompilationOptions.Compile)]
    public partial class Microsoft : ContentPage
    {
        public Microsoft()
        {
            InitializeComponent();
            BindingContext = new
                MicrosoftBooksViewModel();
            //      Items = new
            //      ObservableCollection<string>
            //      {
            //          "Item 1",
            //          "Item 2",
            //          "Item 3",
            //          "Item 4",
            //          "Item 5"
            //      };

            //MyListView.ItemsSource = Items;
        }
    }
}

```

```

void Handle_ItemSelected(object sender,
SelectedItemChangedEventArgs e)
{
    if (e.SelectedItem == null)
        return;
    // await DisplayAlert("Selected",
    // e.SelectedItem.ToString(), "OK");
    // navigate to the URL with the native browser
    Device.OpenUri(new Uri(e.SelectedItem.
    ToString()));
}
}
}

```

9. Open `Microsoft.xaml` and replace the `ListView` with the following XAML (note that it uses a custom `ViewCell` with a `Header`, `ItemTemplate`, and `Footer`).

```

<ListView x:Name="BookListView"
ItemsSource="{Binding ItemsGrouped}"
ItemSelected="Handle_ItemSelected"
HasUnevenRows="true"
GroupShortNameBinding="{Binding Key}"
IsGroupingEnabled="true"
GroupDisplayBinding="{Binding Key}"
IsPullToRefreshEnabled="true"
CachingStrategy="RecycleElement"
IsRefreshing="{Binding IsBusy, Mode=OneWay}"
RefreshCommand="{Binding RefreshDataCommand}"
>

```

```

        <!--Built in Cells-->
<!--<ListView.ItemTemplate>
    <DataTemplate>
        <TextCell Text="{Binding .}" />
    </DataTemplate>
</ListView.ItemTemplate-->

<!--Custom View Cells-->
    <b><ListView.Header></b>
        <StackLayout Padding="10"
            Orientation="Horizontal"
            HorizontalOptions="FillAndExpand"
            BackgroundColor="#dadada">
            <Label Text="Microsoft and .NET Books"
                HorizontalTextAlignment="Center"
                HorizontalOptions="FillAndExpand"
                TextColor="Black"
                FontAttributes="Bold"/>
        </StackLayout>
    </ListView.Header>
    <b><ListView.ItemTemplate></b>
<DataTemplate>
    <b><ViewCell></b>
        <StackLayout>
            <Label Text="{Binding Text}"
                Style="{DynamicResource
                    ListItemTextStyle}"
                FontAttributes="Bold"/>

```

```

        <Label Text="{Binding Detail}"
            Style="{DynamicResource
                ListItemDetailTextStyle}"/>
    </StackLayout>
</ViewCell>
</DataTemplate>
</ListView.ItemTemplate>
<ListView.Footer>
    <StackLayout Padding="10"
        Orientation="Horizontal"
        HorizontalOptions="FillAndExpand"
        BackgroundColor="#dadada">
        <Label Text="Visit www.apress.com"
            HorizontalTextAlignment="Center"
            HorizontalOptions="FillAndExpand"
            TextColor="Black"
            FontAttributes="Bold"/>
    </StackLayout>
</ListView.Footer>
</ListView>

```

10. Run the app and click the Microsoft image on the home screen. You will see something like Figures 2-60 and 2-61.

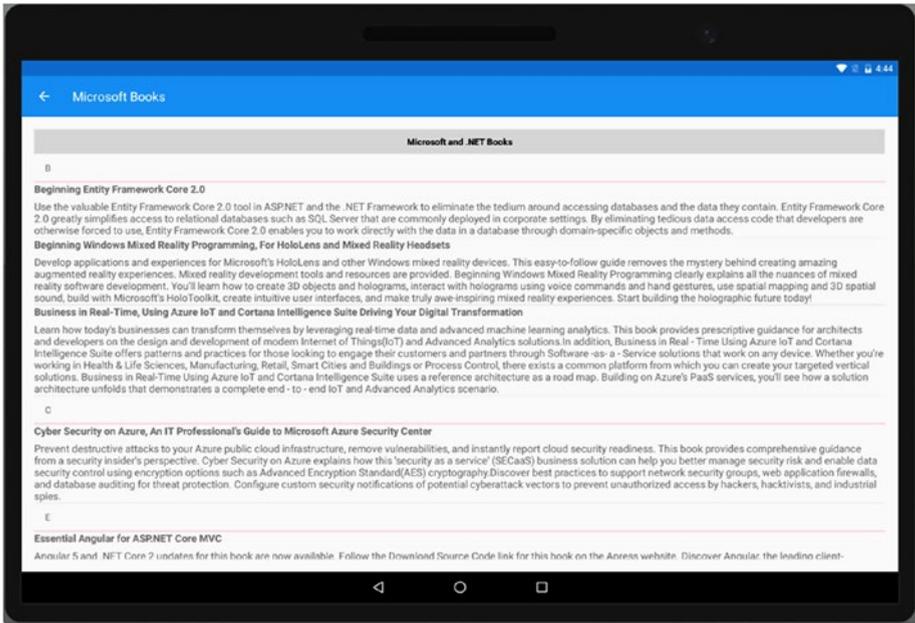


Figure 2-60. ListView on Android tablet with header, groupings, and footer

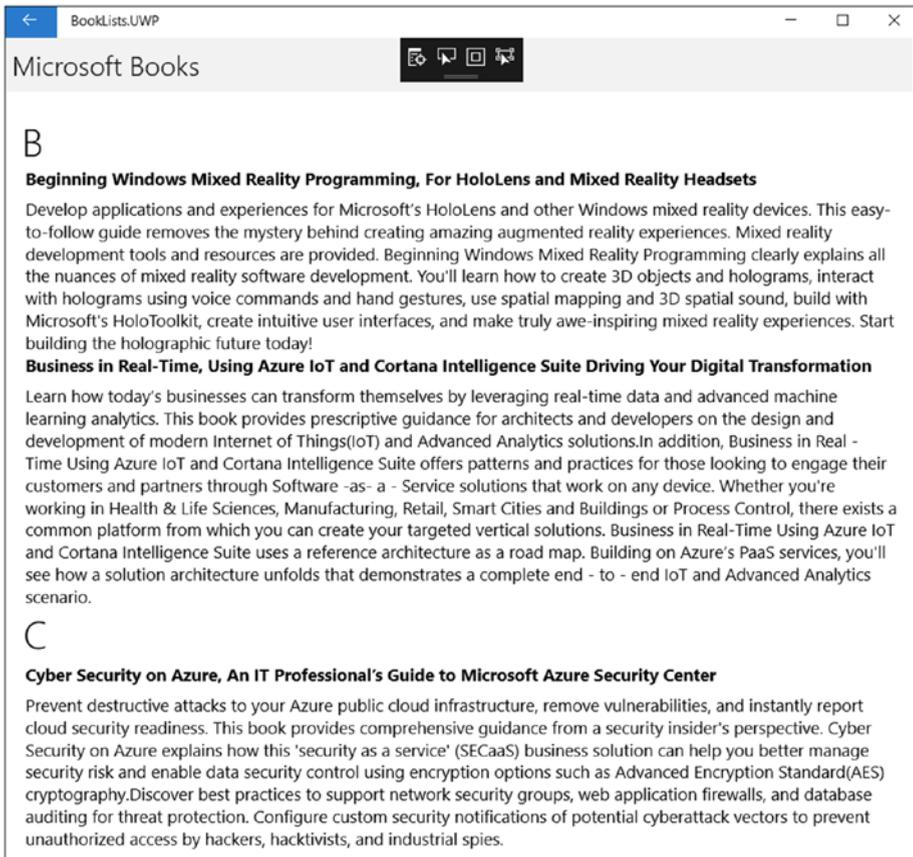


Figure 2-61. ListView on UWP with header, groupings, and footer

11. **Try:** Click an item in the list, and it will open an external browser to the desired URL. See Figure 2-62.

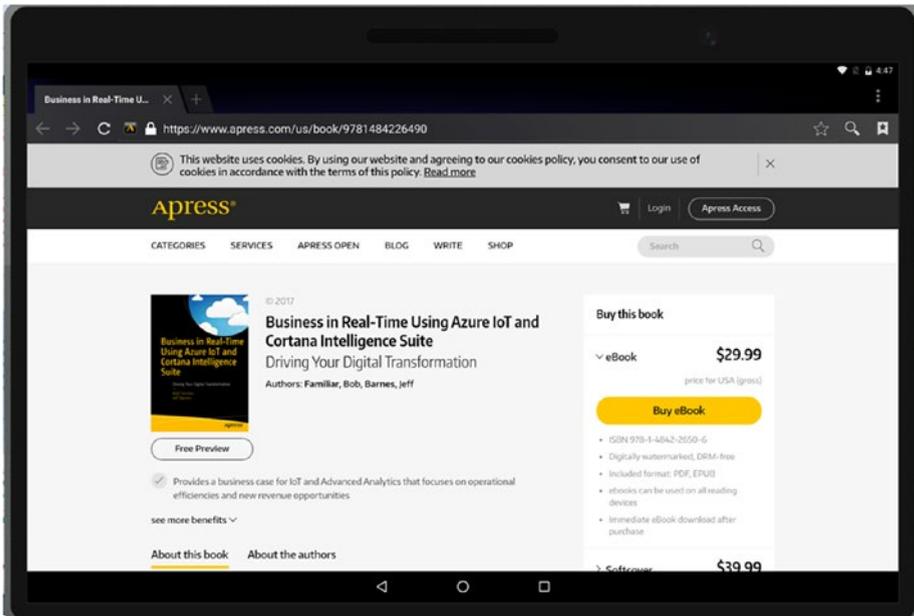


Figure 2-62. URL displayed in native browser on device

12. **Catch:** The UWP ListView may have an error only on clicking and getting the correct selected item in the list when using the ListView group optionally. (Android and iOS should work.) This has been fixed with version 2.5.0.280555 of Xamarin Forms. Right-click the solution and select Manage NuGet Packages to verify that you have a minimum version of 2.5.0.280555. If not, check the updates panel to install. See Figure 2-63.

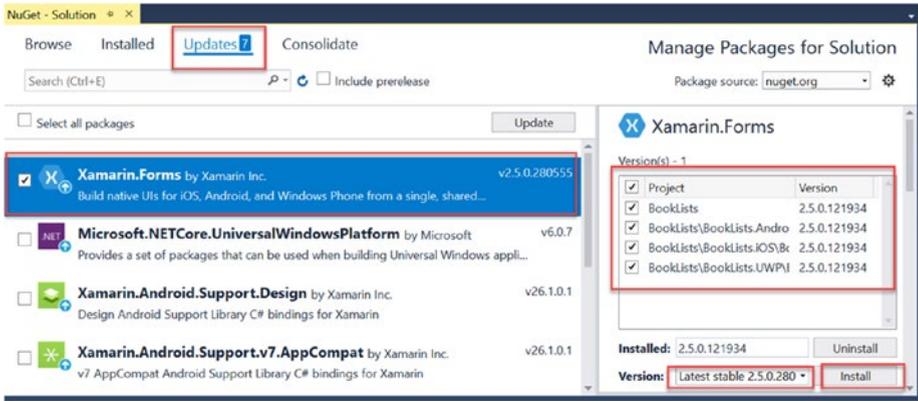


Figure 2-63. Verifying that the installed Xamarin Forms NuGet package is a minimum version of 2.5.0.280555. If not, select the Updates tab and install it.

- One important property on the ListView, especially for Android apps, is **CachingStrategy**. Note that the ListView template page has it set to "RecycleElement". This is not the default on ListView for backward compatibility and must be specified to take effect. This option provides significant performance improvements, particularly in Android. RetainElement is the default, and it's not optimal, especially when dealing with large lists. However, the UWP platform ignores ListViewCachingStrategy.RetainElement, because it always uses caching to improve performance. See Figure 2-64.

```
<ListView x:Name="BookListView" ItemsSource="{Binding ItemsGrouped}"
    ItemSelected="Handle_ItemSelected"
    HasUnevenRows="true"
    GroupShortNameBinding="{Binding Key}"
    IsGroupingEnabled="true"
    GroupDisplayBinding="{Binding Key}"
    IsPullToRefreshEnabled="true"
    CachingStrategy="RecycleElement"
    IsRefreshing="{Binding IsBusy, Mode=OneWay}"
    RefreshCommand="{Binding RefreshDataCommand}"
>
```

Figure 2-64. Specify `CachingStrategy="RecycleElement"`, as it is not a default

Summary

In this chapter, you created a new Xamarin Forms application. The application can run on Android, UWP, and, optionally, iOS, if connected with a Mac server. As this is a cross platform app, you can use any mix of the platform projects, depending on your development environment (Mac or Windows). You enhanced the app with `StackLayout` and `GridLayout` to have a main navigation page and used device form factors for phones and tablets, with device specific logic. The main page uses embedded resource images. A `ListView` page template was added with a customization for selection event handlers and content. Next up? You get to learn Azure. Let the games begin!

CHAPTER 3

Introduction to Azure: A Developer's Perspective

From a developer's perspective, Azure is about getting your apps to market faster. Azure is a worldwide network of managed service centers that facilitate building, testing, and deploying apps. You can build applications using any dev tool or language, including Node.js, Java, and .NET, with best-of-class tools in Visual Studio and Visual Studio Code, on either your PC or Mac. But wait, there's more! You have a choice of more than 100 services to provide your users richer experiences, whether through responsive web apps, native mobile apps, or new features, such as mixed reality and bots. Azure provides an end-to-end management experience by using your choice of management tools, including Power Shell, BASH, the Azure portal, or REST APIs. We will look at how Azure can provide cross-device experiences with support for all major mobile platforms.

This chapter will guide you through taking your first steps in working with Azure and provide a tour of the portal. You will see how to get a free \$200 30-day account, as well as several per-month usage credit options. This benefit is subject to change. The "free credit" may just do the job of getting your feet wet in learning Azure, and the recurring monthly credits may just do the job, period.

I will cover the following in this chapter:

- Monitoring your billing and usage
- Creating a virtual machine
- ASP.NET web services
- Deploying from GitHub and Visual Studio
- Deployment models and resource groups
- Azure command-line interface (CLI)
- Creating SQL (Structured Query Language) database and scalability
- How to grow your solutions and find useful resources on `azure.microsoft.com` related to support and architectures
- How to delete learning resources

Time Estimate

120 Minutes

Free Azure Accounts and Credits

There are various offers available for free credits on Azure usage, specifically for developers. In this section, we will look at how to use Azure for free initially and how to get recurring free credits.

Signing up for a free account is a great way to explore Azure, without any commitment. As part of the free account, you are getting an Azure subscription that lets you create, manage, and scale resources and a \$200 credit to spend on Azure services for 30 days. You can use those credits to try out any combination of Azure services.

If you do not have a Microsoft account or have used up your free credits in the past, create a new account at <https://signup.live.com> and then join the Visual Studio Dev Essentials program with that account at www.visualstudio.com/dev-essentials/ and claim some free stuff. See Figure 3-1.

Welcome to Visual Studio Dev Essentials

We're glad you're here!

By joining Visual Studio Dev Essentials, you get a wide range of free benefits from development tools to online training to help you build and deploy your apps on any platform.

Here are some of the great benefits:

- Access to developer tools and services
- Azure Free Account with \$200 first month credit
- Online courses from Pluralsight, Xamarin University and more
- Periodic email communications with latest trends, news, benefit and product announcements

By confirming to join, you accept these [Terms & Conditions](#).

You can leave the program any time to stop receiving communications and access to your benefits by going to the Subscriptions tab.

Review our [Privacy Statement](#).

Confirm

Cancel

Figure 3-1. *Visual Studio Dev Essentials benefits*

The Free Visual Studio Dev Essentials account is completely free, and you won't be charged for anything during the term of usage. Even when your 30 days are over, Microsoft will not automatically convert your account to a paid account and start charging you. The only reason Microsoft asks for a credit card is to verify your identity and prevent fraud.

You can always see the number of remaining days of your trial and remaining credit when you log on to the Azure portal, so you always know where you stand. In case you use all your credits, or your 30-day trial is

over, Microsoft will notify you, so you can decide if you want to transition to a pay-as-you-go subscription. If you do, great. You start paying for the services you want to use. If not, don't worry, you won't be billed for anything, but you will no longer be able to access previous services.

I hope you enjoy your free accounts and make good use of your \$200 credit. In addition to the Azure \$200 credit, there are many more benefits available on the Azure site, including downloads for Visual Studio Community, Visual Studio for the Mac, and more, so be sure to look at these great developer benefits.

1. To start, click the Azure Activate offer for a free account and a \$200 credit. See Figure 3-2.

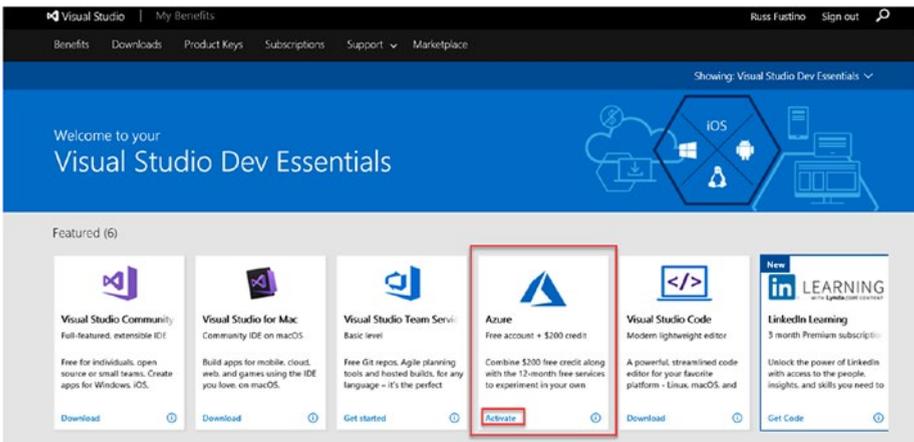


Figure 3-2. *Activating the free Azure credit*

2. You will then be prompted for personal information. Fill out the About You, Identity verification by phone, Identity verification by card, and Agreement sections. See Figure 3-3.

Microsoft Azure Sign out

Azure free account sign up

Start with a \$200 credit for 30 days, and keep going for free

- 1 About you**

Country/Region ⓘ
United States

First name

Last name

Email address ⓘ x

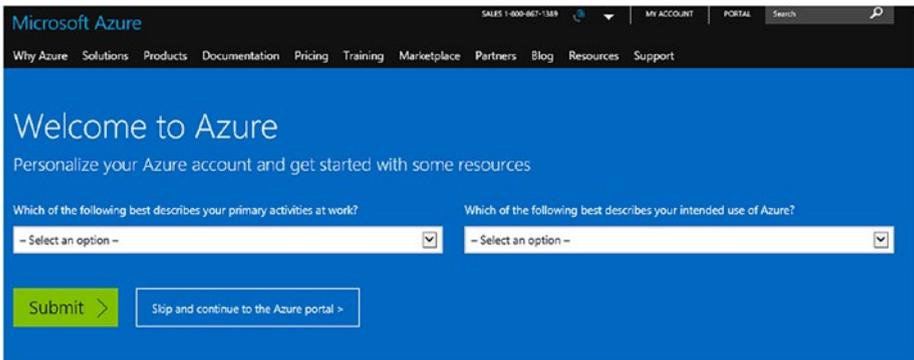
Phone
- 2 Identity verification by phone

- 3 Identity verification by card

- 4 Agreement

Figure 3-3. Azure free account sign up

3. You will then be directed to the Azure portal welcome page, with usage questions, resources, tutorials, and webcasts. See Figure 3-4.



Deploy your first solution in 10 minutes or less

Try out these short tutorials on how to use Azure and start building projects right away.

 Launch a Linux virtual machine Deploy a Linux virtual machine using CLI.	 Launch a Windows virtual machine Create a Windows virtual machine with PowerShell.	 Build a web app Deploy a sample .NET, Node.js, Java, PHP, Python or Ruby app.
 Store and transfer data and apps Access blob, table, and queue storage.	 Build a serverless app Create a "hello world" function in the Azure portal.	 Build a data-driven app Create an Azure SQL database in the Azure portal.

Figure 3-4. Azure welcome page

- Once the questions have been answered, you can bookmark this page, to return to it, and then click Continue to Azure portal. See Figures 3-5 and 3-6.

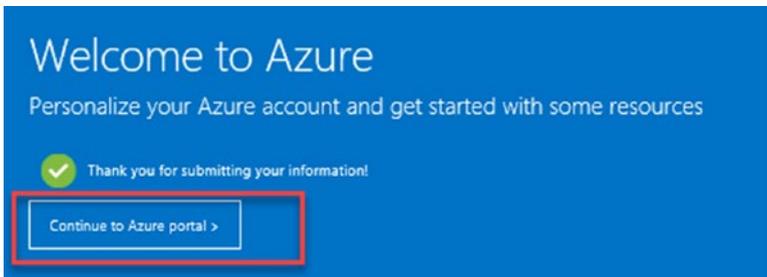


Figure 3-5. Continue to portal

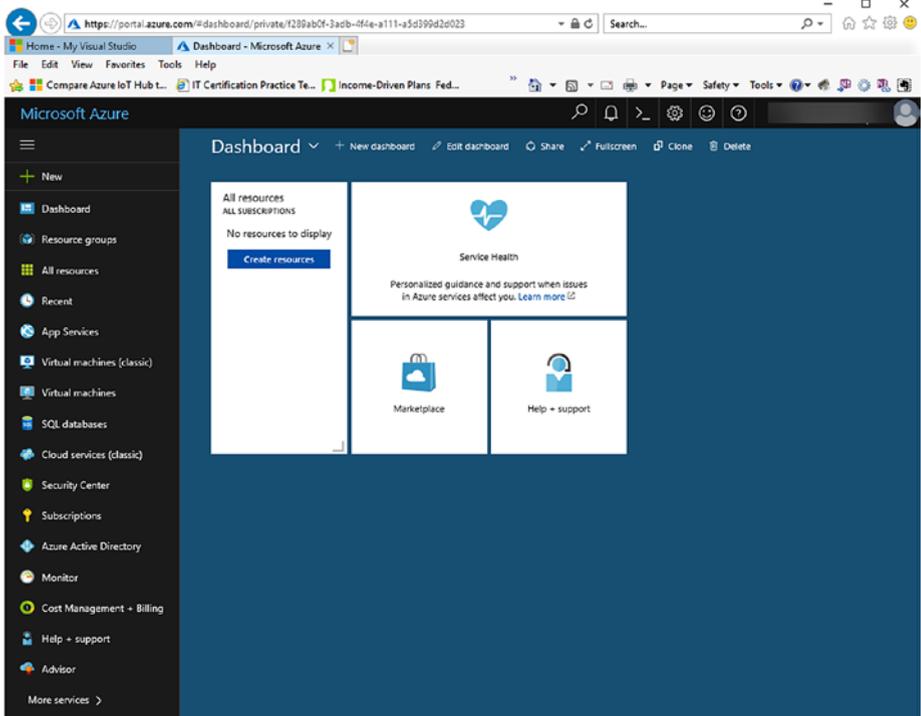


Figure 3-6. <https://portal.azure.com>

5. Also, if you have a Visual Studio Professional Subscription, you can receive a \$50 monthly credit, or, with a Visual Studio Enterprise Subscription, a \$150 monthly credit. See Figure 3-7.

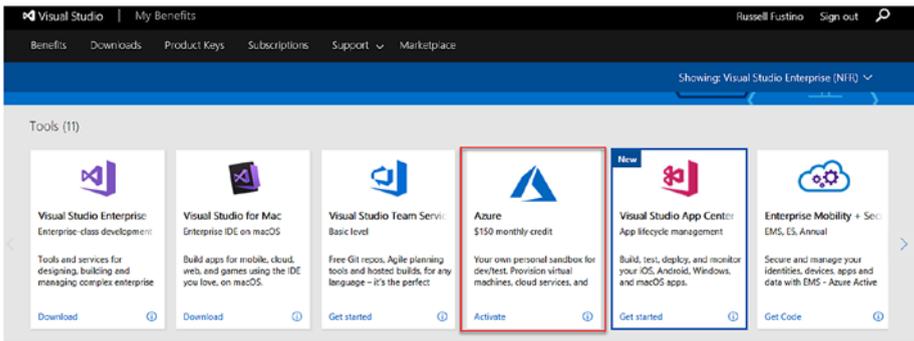


Figure 3-7. \$150 monthly Azure credit for Visual Studio Enterprise

6. If you are a Microsoft Partner, you can receive a \$100 monthly Azure credit through an Action Pack subscription purchase. For details, see <https://partner.microsoft.com/en-us/membership/action-pack>.
7. Through the Microsoft startup program BizSpark, you can receive a \$150-per-month Azure credit for up to five developers. For details, see <https://bizspark.microsoft.com/>.

Once you have an Azure subscription, you can start creating and managing resources in Azure. The easiest way to start doing that is through the Azure portal.

Azure Portal

To get to the Azure portal, you can either go to azure.microsoft.com and click the portal link at the top of the page or simply navigate to portal.azure.com.

After you log on to the portal, you will see the main dashboard. You will see your recent resources, some health information, and some Get Started content. See Figure 3-8.

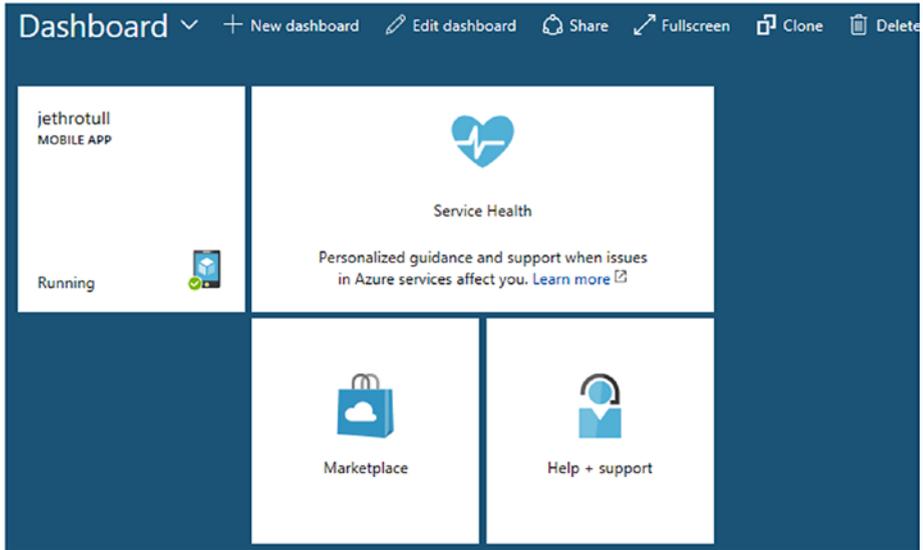


Figure 3-8. *The Azure portal dashboard shows resources, health information, and help and support, which includes getting started information*

On the left, there is a navigation pane that helps you browse your resources by type. You can see your virtual machines, databases, or go back and see all the resources. The list of resources on this navigator includes only your favorites, and if you click More services, you can see the full list. You can scroll through the list and mark additional resource types as favorites. See Figure 3-9.

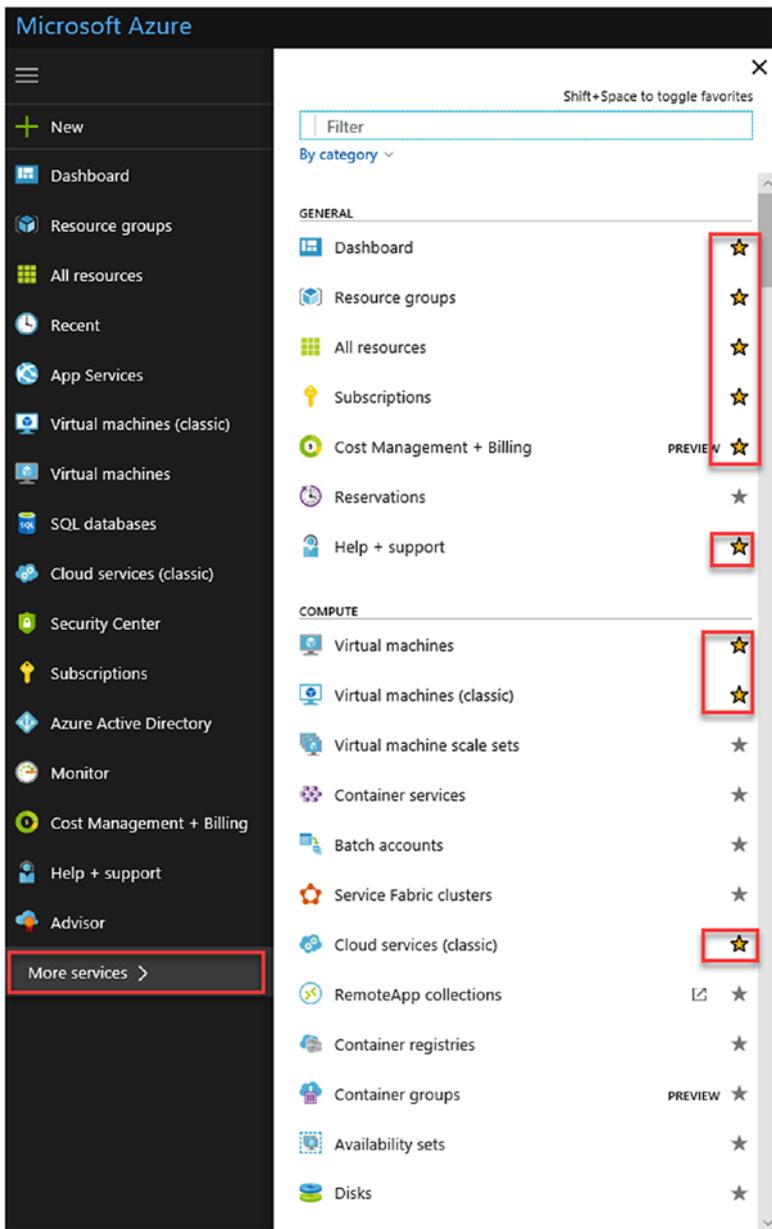


Figure 3-9. Azure navigation pane. Click More services to see all choices. Mark your favorites by clicking a star.

Use the Search box to filter. Type in a search for SQL. See Figure 3-10.

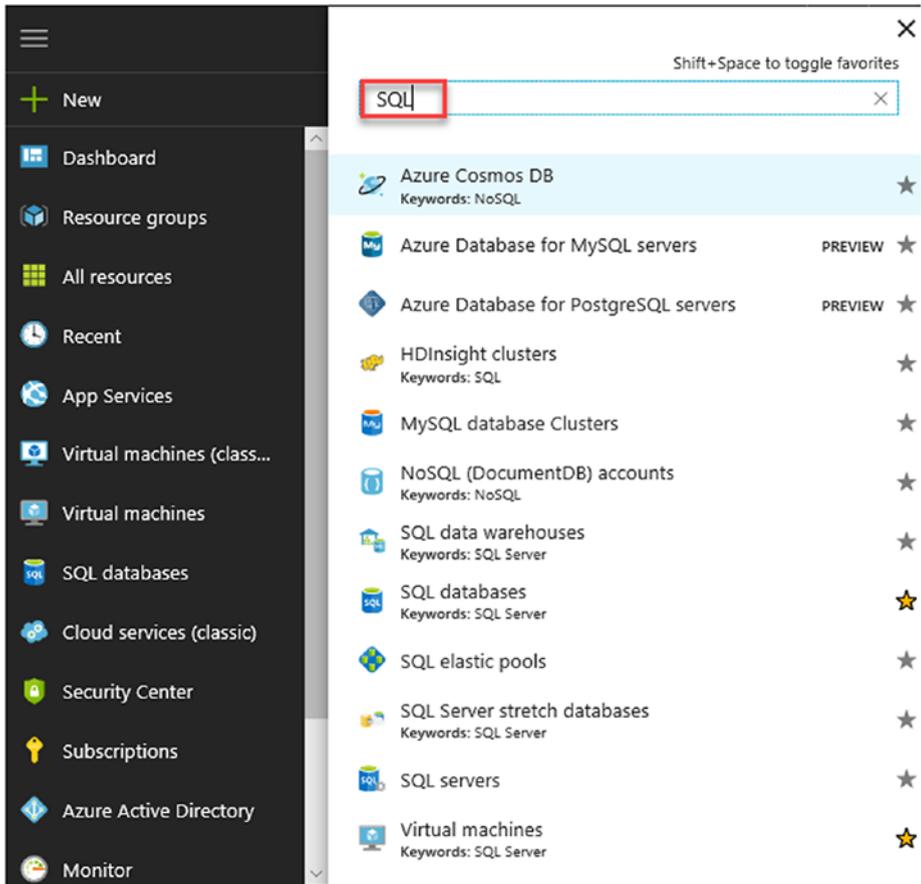


Figure 3-10. Search results for SQL

On the top bar, there is a settings area that lets you pick different themes and change the portal's language. See Figure 3-11.

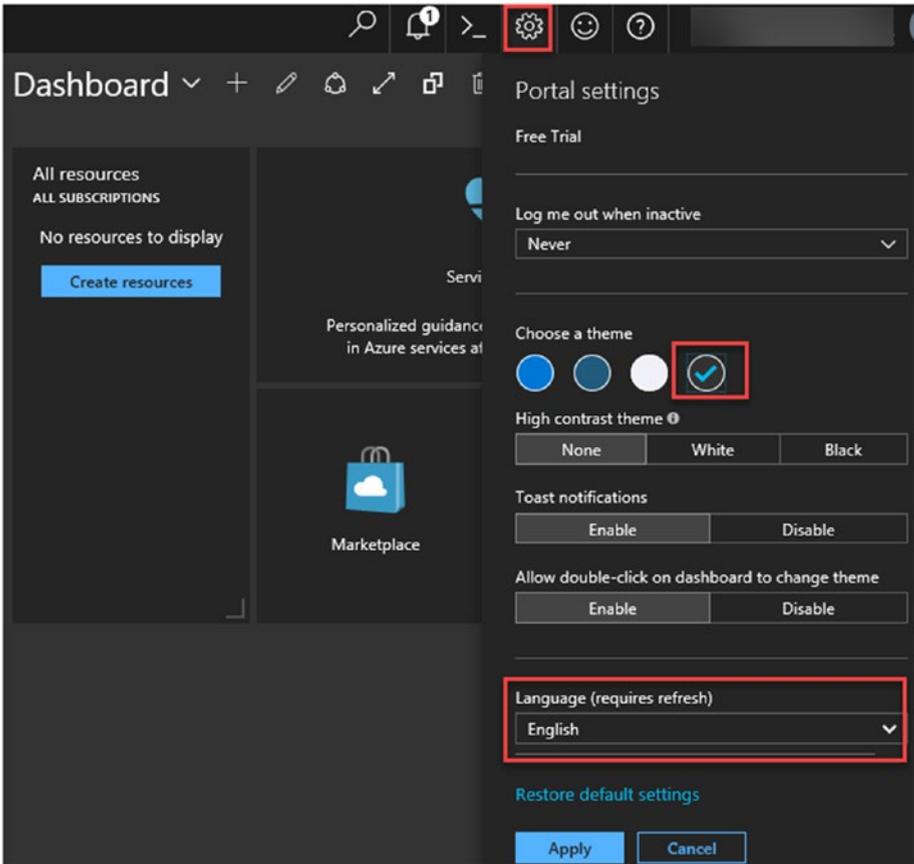


Figure 3-11. Azure portal settings for theme and language

From the Help button, you can submit support requests and see all the keyboard shortcuts, which become very useful. For example, you can always click “?” to show and hide the keyboard shortcuts page and press the G and slash to get to the search bar and search for resources. See Figures 3-12 and 3-13.

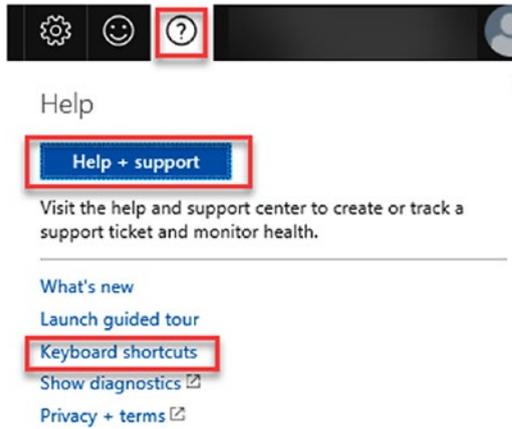


Figure 3-12. Azure portal Help menu

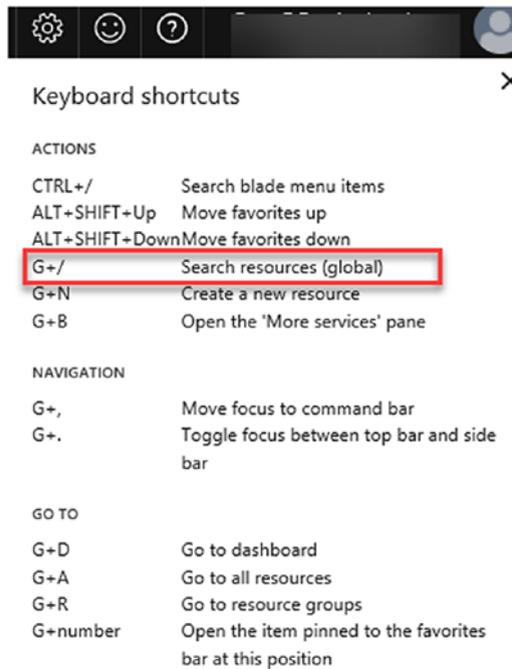


Figure 3-13. Azure portal keyboard shortcuts. Use G+/ to search resources.

Using the smiley face at the top, you can contact support and provide feedback about your experience with the portal. The portal team listens carefully and improves the experience, based on customer feedback. See Figure 3-14.

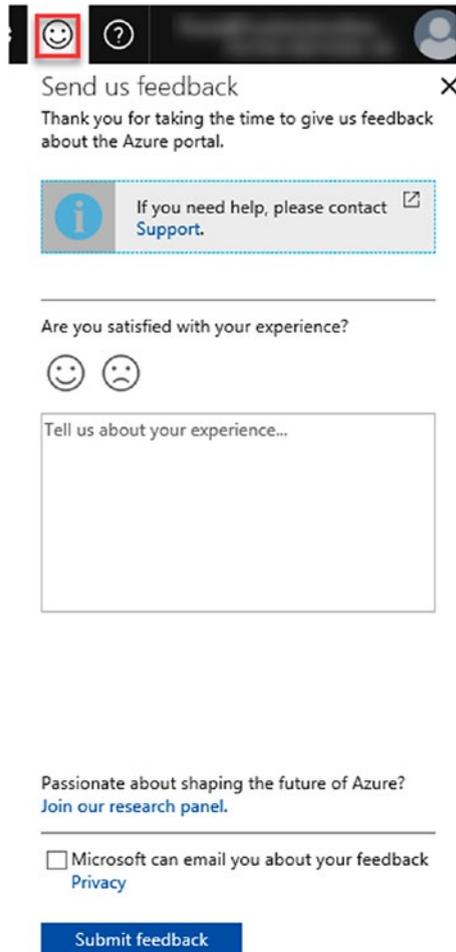


Figure 3-14. Azure portal feedback

You also have a notification icon that updates you on any changes since your last login and shows you your remaining credit. See Figure 3-15.

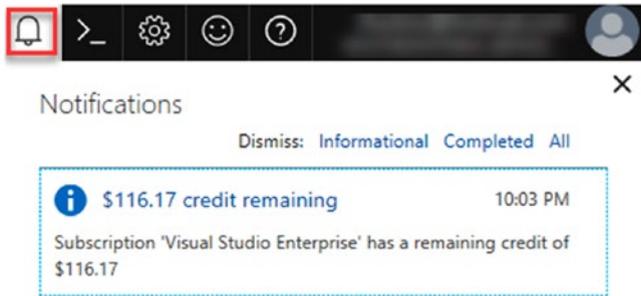


Figure 3-15. Azure notifications with remaining credits

Billing and Usage

If you want to drill deeper into your billing information, to see how you are spending your credits, you can go to the subscription section through the navigator on the left. On the subscription information page, you can see all your subscriptions, your burn rate, how much you spend per resource, and, if you click on invoices, your most recent invoices for the subscription. So, you can get good visibility on where you are spending your money or trial credits. See Figures 3-16 and 3-17.

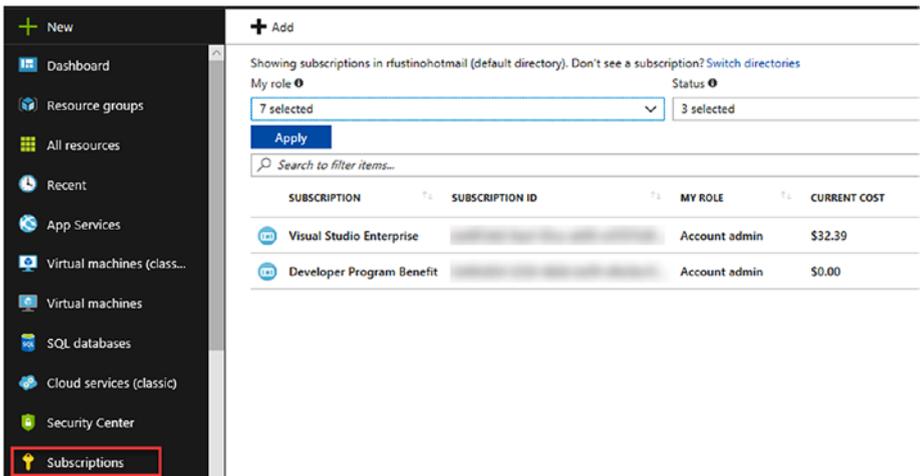


Figure 3-16. Subscription information

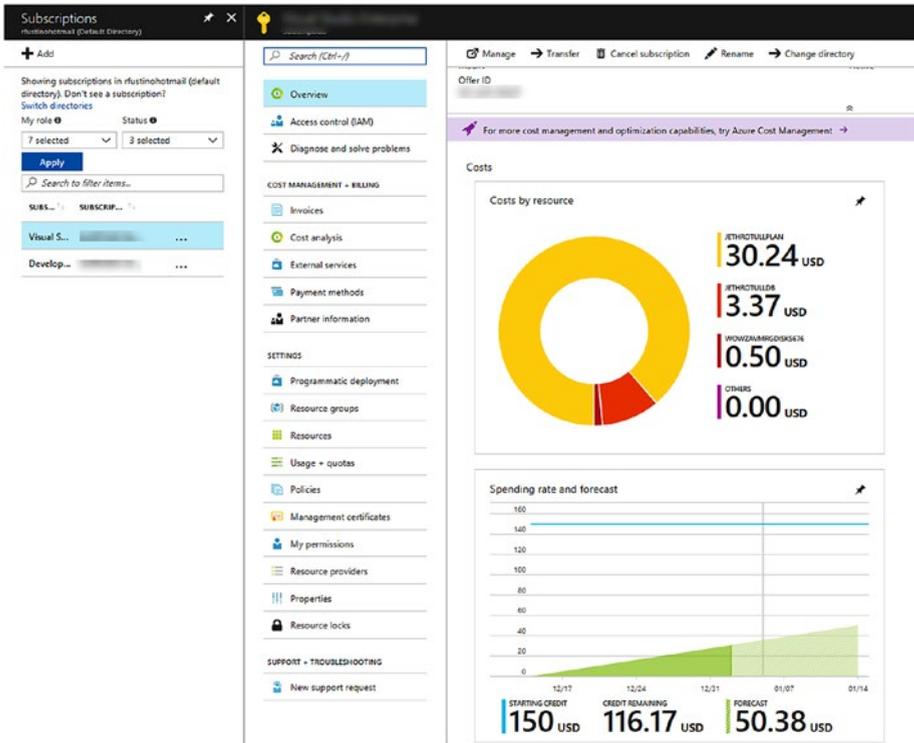


Figure 3-17. Drilling down into resources used and burn rate

Now that we have one of the biggest fears, on measuring costs in Azure, under control, let's move on to one of the biggest reasons for using Azure: the Marketplace.

Marketplace

The Marketplace is the top destination for all your developer needs, optimized and certified to run on Azure. It is a great place to find the solutions you need, in a rich catalog of thousands of end-to-end solutions and products. For example, later in the chapter, I will show how to provision a virtual machine with Visual Studio already installed from the

Marketplace. This provisioning takes only about 10 minutes. Compare that if you were to install Visual Studio alone on a standalone machine. It could take an hour or two. You can also leverage free trials from independent software vendors (ISVs), to deploy and use the software in your subscription. Happy surfing in the Marketplace. Let's get started.

If you press *G* and *N* on your keyboard or click the **+New** link, you can start creating resources in Azure. You can scroll through the categories and select which item you would like to create. For example, you can create Windows or Linux virtual machines from the Compute category, create web apps from the Web and Mobile category, or create new relational or NoSQL databases from the Databases category. See Figure 3-18.

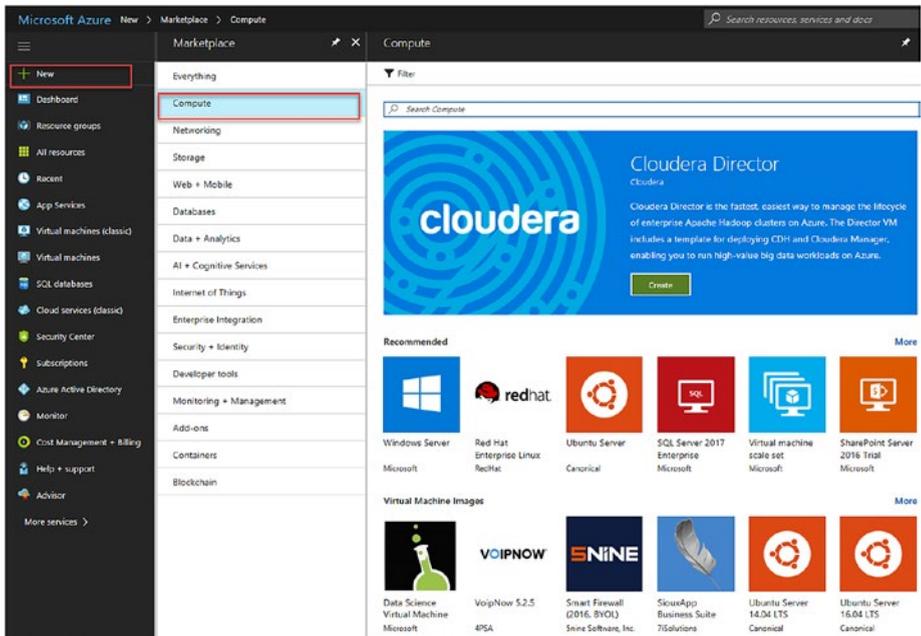


Figure 3-18. Click **+New** to create a resource

You can also open the Marketplace and see a comprehensive list of thousands of items, not just from Microsoft, but from other vendors as well. These items can be provisioned or purchased. You can search

everything (search for Hadoop), or explore by categories. Currently, the Marketplace has about 3,500 items, from numerous vendors, to choose from. See Figure 3-19.

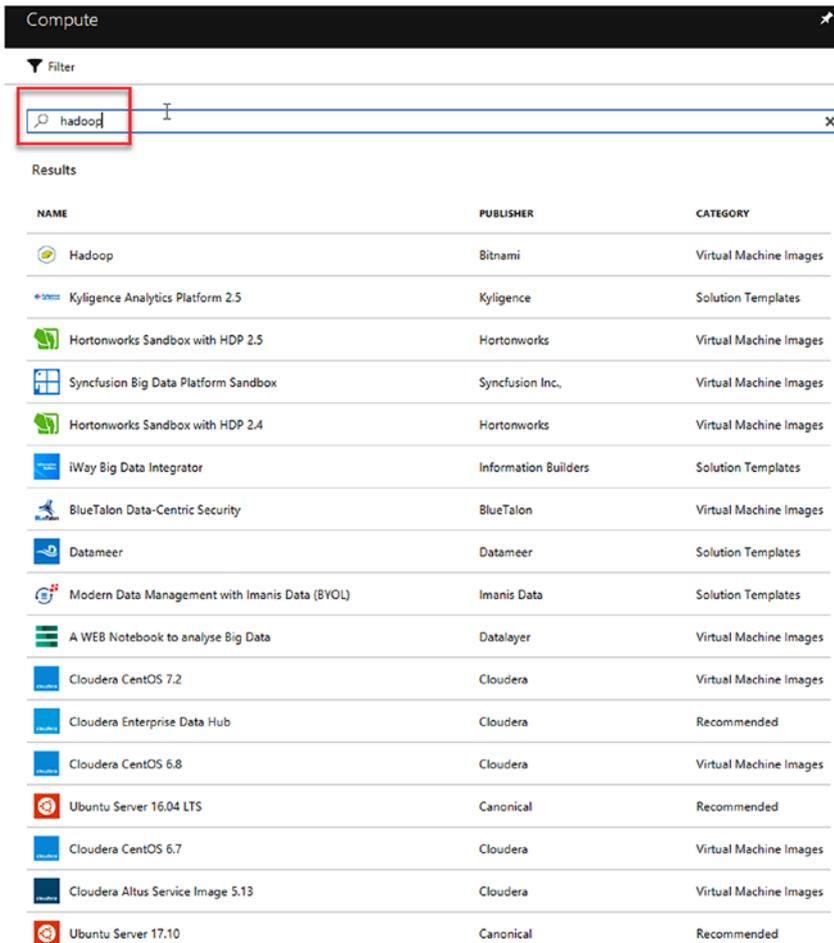


Figure 3-19. Search results in Marketplace for Hadoop

Now that you have a handle on the overview of Marketplace, let's start using it to provision a virtual machine.

Windows Virtual Machines

One of the earliest uses of Azure was to create virtual machines (VMs). Why? VMs are the root of any company considering to “lift and shift” data-center operations to the cloud. For example, instead of running servers on-site, they can be run from the cloud. Benefits include lower costs for operation and support and ease of scalability.

Now let's create a virtual machine in the cloud. You can either search for the virtual machine image you want or browse through what is available in the Marketplace. Azure has a huge gallery of virtual machine images to pick from. There are preconfigured VMs for such things as SQL and Drupal and complete multi-VM solution templates for larger systems, such as SharePoint or WebSphere.

If you want to create a Linux VM, you can search for popular images like Ubuntu, Red Hat, or more, but in this section, you will create a developer VM Windows 10 machine with Visual Studio installed. We have lots of different versions to choose from, so, first, search on Visual Studio. See Figure 3-20.

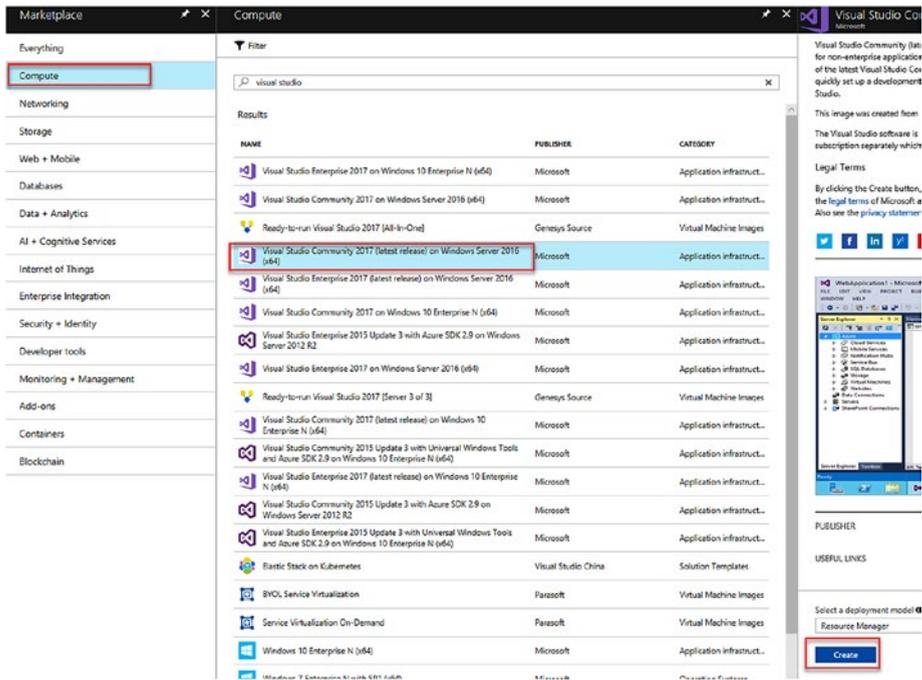


Figure 3-20. Search results in Visual Studio. Select VS Community 2017 (latest release) on Windows Server 2016.

If you have an MSDN subscription, you can select the same for Windows 10 for UWP dev in this book. You will not be able to do UWP dev on a Windows Server machine.

1. After selecting VS Community 2017 (latest release) on Windows Server 2016, click Create virtual machine. If you have a MSDB subscription, you can select the Windows 10 version to create the UWP apps in this book. At the time of writing, Windows 10 is not available with the free \$200 credit offer.

2. Enter “Demo@pass123” as the password. Choose a location near you (use this location for the remainder of this chapter) and the remainder of the basics, as shown in Figure 3-21. In the Basics settings, we create a Resource group that is a container of multiple resources used for an app. In this case, because we are creating a single VM, we create a new resource group, using the name “demorg.” If we group resources under the same name, we can easily delete them, for example, altogether, by simply deleting the resource group. Click OK.

The screenshot shows the 'Create virtual machine' dialog box with the 'Basics' tab selected. The left sidebar contains four steps: 1. Basics (Configure basic settings), 2. Size (Choose virtual machine size), 3. Settings (Configure optional features), and 4. Summary (Visual Studio Community 2017...). The main area displays the 'Basics' configuration form with the following fields:

- * Name: demoserver ✓
- VM disk type: HDD ▾
- * User name: demouser ✓
- * Password: [masked] ✓
- * Confirm password: [masked] ✓
- Subscription: Free Trial ▾
- * Resource group: Create new Use existing
demorg ✓
- * Location: East US ▾

A red box highlights the Name, User name, Password, Confirm password, and Resource group fields.

Figure 3-21. Enter basic info for your VM

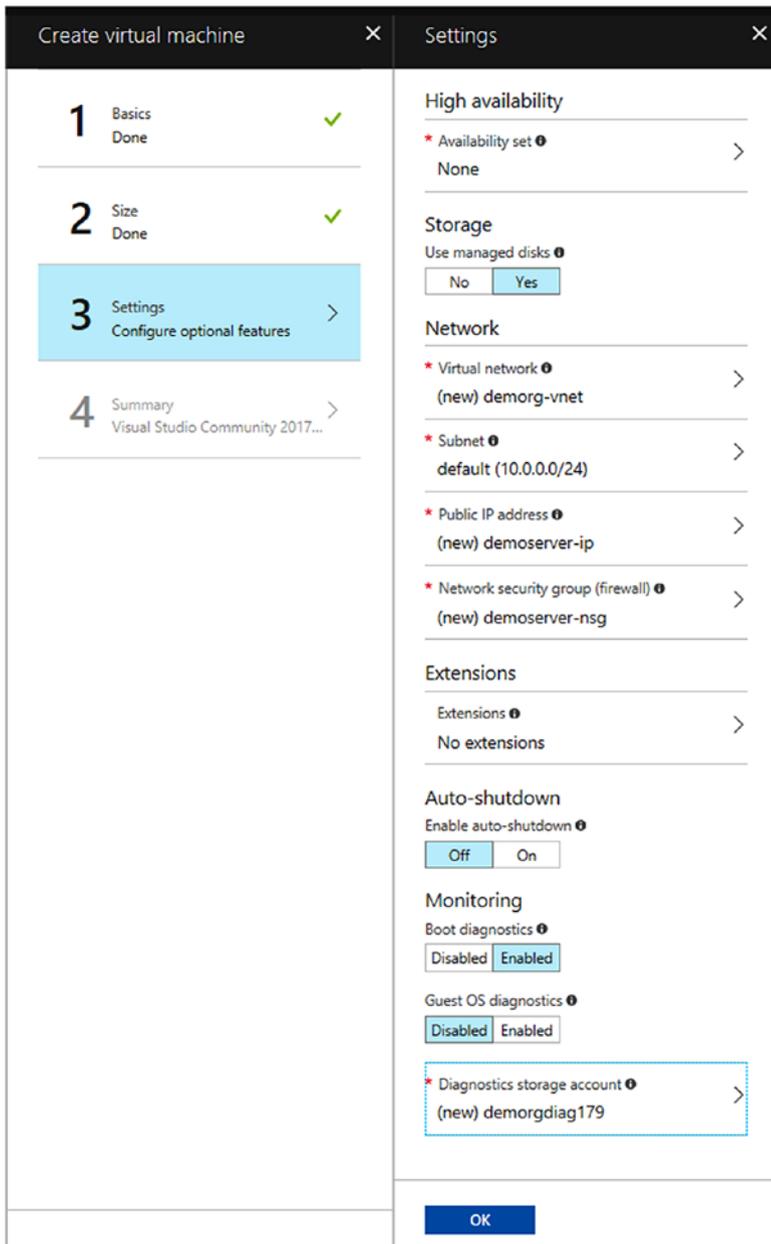


Figure 3-24. Keep the settings defaults

5. The deployment will take about 15–20 minutes to complete. You will receive a notification when it finishes. See Figures 3-25 and 3-26.

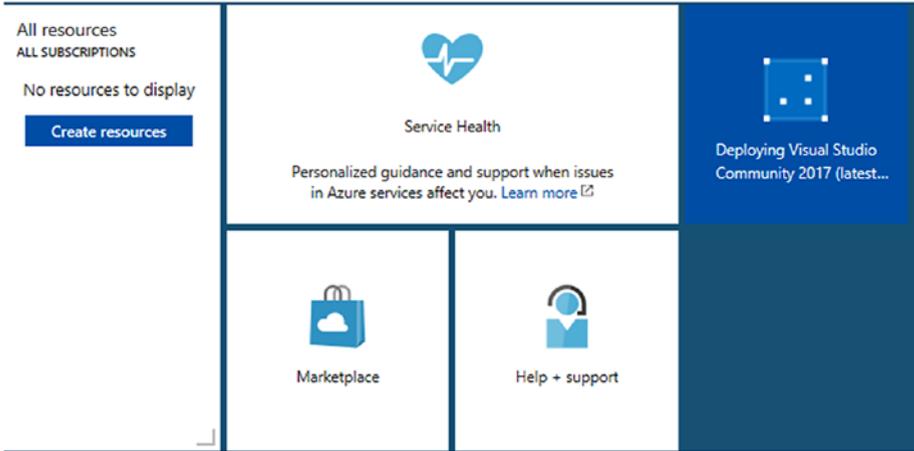


Figure 3-25. Deploying Visual Studio VM

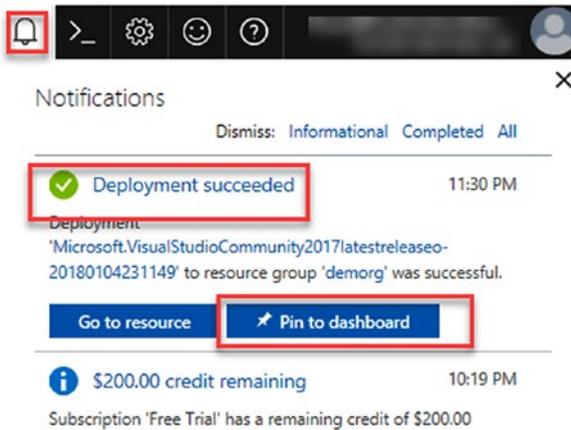


Figure 3-26. Notification that deployment succeeded

- While this is deploying, let's look at a few resources. Open a new tab in your browser and navigate to the Azure site and the regions map at <http://azure.microsoft.com/regions>. Azure has 50 regions available in 140 countries. You can visit the Azure regions page to see a map of all the regions and decide on the best location to deploy to. Azure offers scale needed to bring applications closer to users around the globe, providing data residency and resiliency options for end customers. See Figure 3-27.

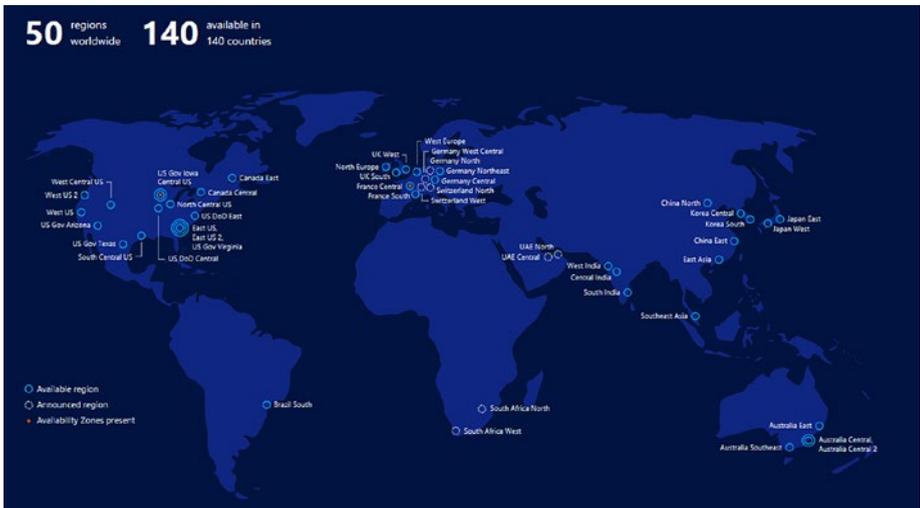


Figure 3-27. Azure regions map

- As for VM sizes, you should choose the right VM for your workload, based on the number of cores, the memory, disk drive size, and price. Azure will give you recommendations based on popular sizes, but you can also click View all to see more options.

8. Once the deployment completes, you can pin it, so that it appears on your dashboard, or you can get to it from the Virtual Machines list on the left pane, or you can search for it using the search bar.
9. On the details page, you can monitor and manage this virtual machine. You can look at the CPU, disk, and network usage; go to the activity log; and diagnose problems. You can add additional disks or change this virtual machine size even after it's been created. Because this is a Windows virtual machine, click connect, download a RDP file that you can then open, and we're now going to remote desktop into this virtual machine running in Azure. See Figure 3-28.

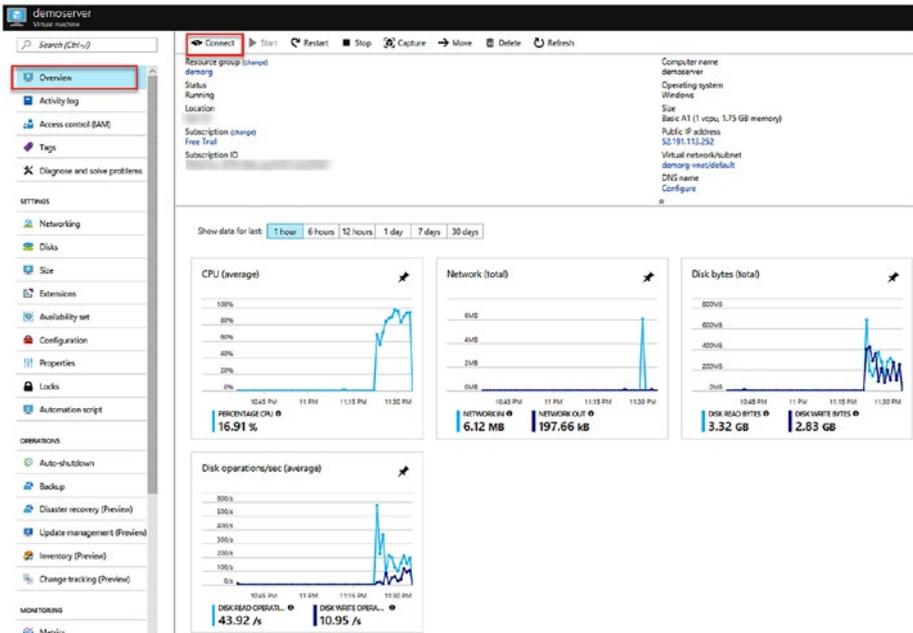


Figure 3-28. Virtual Machine Overview. Click Connect to download an RDP file.

- When prompted for credentials, click More choices, to enter the demouser credentials we set up. See Figures 3-29 and 3-30.

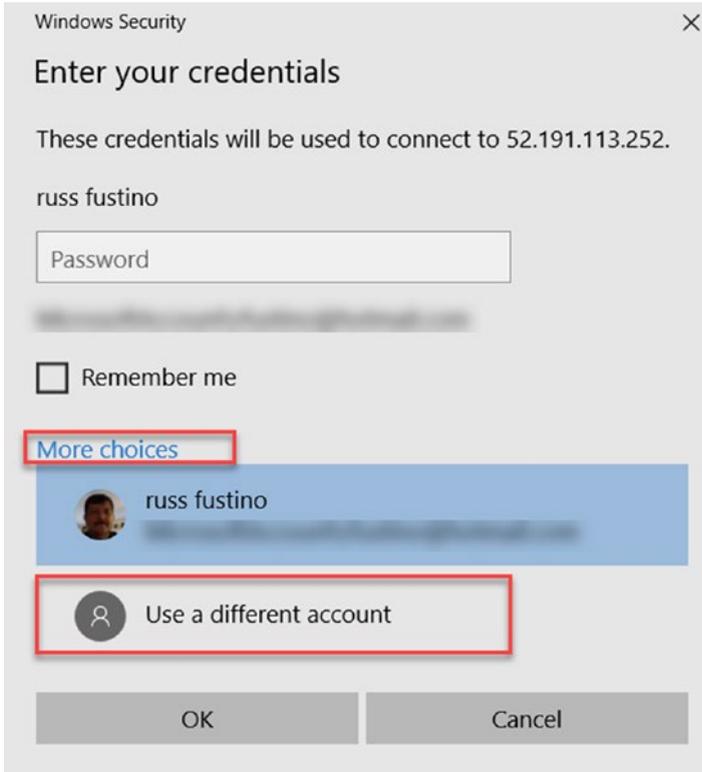


Figure 3-29. Click More choices and use a different account when prompted for credentials

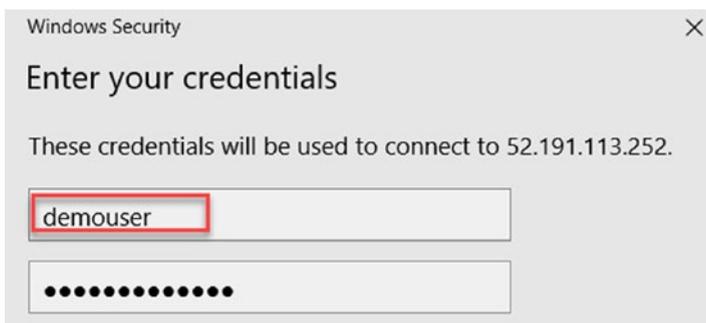


Figure 3-30. Enter “demouser” and “Demo@pass123” for the password

11. We now have a new machine! When the Server Manager comes up, select Local Server and the IE Enhanced Security Configuration link. See Figure 3-31.

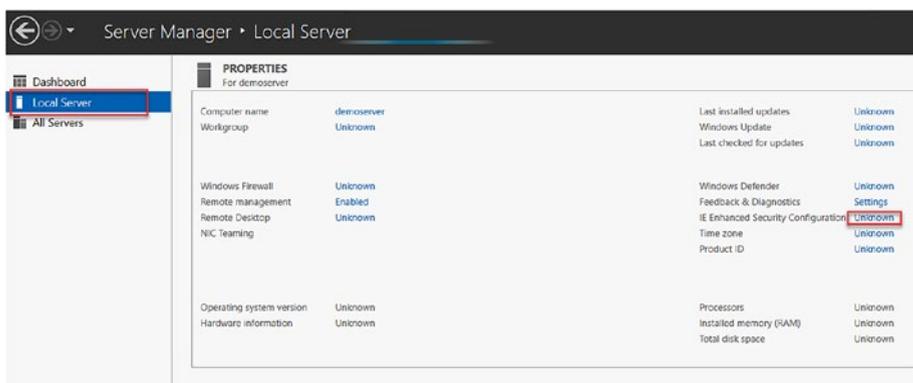


Figure 3-31. In Server Manager, click Local Server and IE Enhanced Security Configuration

12. Set the Internet Explorer Enhanced Security Configuration to off (Figure 3-32), or you will be nagged every time you navigate to a site not already on the list. Of course, this all depends on your security needs.

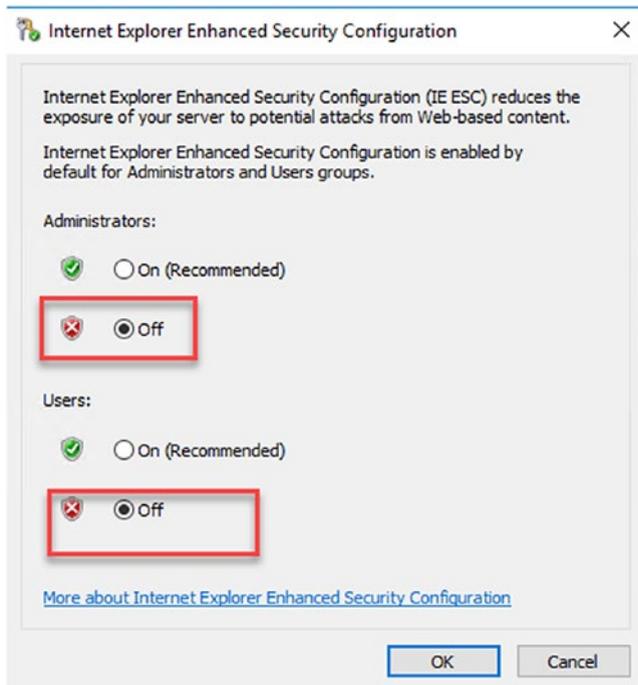


Figure 3-32. Set the enhanced security configuration to off

Creating virtual machines in the Azure portal is very easy, and in just a few minutes, we were able to create resources in the cloud, including an install of Visual Studio!

One note about Xamarin and Azure VMs: At the moment, it is very difficult to use this combination. First, on a Windows Server VM, you cannot create a UWP app on that platform in Visual Studio. You can create a Windows 10 VM but requires an MSDN subscription to do this, as you cannot create a Windows 10 VM with the free 30-day trial subscription. Even if you have an Azure Windows 10 VM with which you can create UWP apps, the emulators do not run in the VM, and there goes Android and iOS dev. You could look into Genymotion for the Android emulator, however, and that may work. iOS must connect on your network to a Mac, and the VM is not on your network; it is on Azure's. So, at this point, I recommend using VS on the metal for Xamarin development and not in an Azure VM.

When we created our virtual machine, I mentioned something called resource groups. I want to give you more context about that in the next section.

Deployment Models and Resource Groups

If you click the More services button again and go through the types of resources you can manage in the portal, you'll see that there are two kinds of virtual machines. One says "Virtual Machines," and the other says "Classic." Here is why:

Azure has two deployment models. The classic deployment model is the original model from the first days of Azure. This model is centered on the individual service, and every API call is made to make a single operation on a single resource, for example, create a web site, stop a web site.

This model works well. But, as cloud solutions are becoming more complex and composed of multiple services, it is becoming difficult to deploy a solution by configuring each service independently.

The more recent deployment model, which is now the standard model in the Azure portal, is called ARM, which stands for *Azure Resource Management*. This model looks at the world through resource groups that let you group multiple resources and create or manage them together. As an example, if I look at my virtual machines, I can click on one of them and see whether my VM belongs to a resource group. Drilling into that resource group shows me that it includes a bunch of resources: the virtual machine, the network interface, the public IP address, and storage. All those items were created as a single operation when I created the virtual machine. And, if I ever want to remove my virtual machine, I can simply remove this resource group, and all my related resources will be deleted as well.

I can also see the cost of each of the resources in this group, but, more important, I can get the code or template that can be used to re-create this resource group. Resource groups can be represented using a template,

which is a JSON file that defines all the resources and their relationships. Then I can use this template to deploy this entire resource group together, instead of creating each resource individually. I can also get the code required to deploy this template via different programming languages, or through the Azure scripting tools.

This gives you an idea of why you're seeing two types of virtual machines and other services in the full services list, and why we are always associating resources to resource groups. See Figure 3-33.

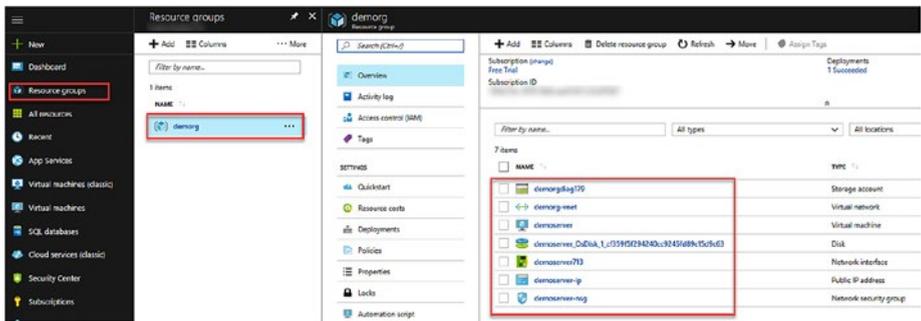


Figure 3-33. Select Resource groups and drill in your resource group to see all of the components associated with it

So, we've created a virtual machine and connected to it through the portal. Now, we will create and deploy a web application, but instead of doing it from the portal, we will do this from the Visual Studio IDE on your machine.

Web App ASP.NET

Azure App Service Web Apps (or just Web Apps) provides a highly scalable, self-patching web hosting service for hosting web applications, REST APIs, and mobile back ends. You can develop in your favorite language, be it .NET, Node.js, .NET Core, Ruby, Java, Python, or PHP. Applications run

and scale with ease. Azure has SDKs in many languages and extensions to popular IDEs, such as Visual Studio and Eclipse. Why Web Apps? We can use a web app to provide access to an SQL database in the cloud, for example. We will create a web application and deploy it to Azure from Visual Studio.

1. Bring up Visual Studio 2017 on your machine (not in the VM we just created).
2. Create an ASP.NET MVC app. Go to File ► New Project ► Visual C# ► Web ► ASP.NET Web Application. See Figure 3-34.

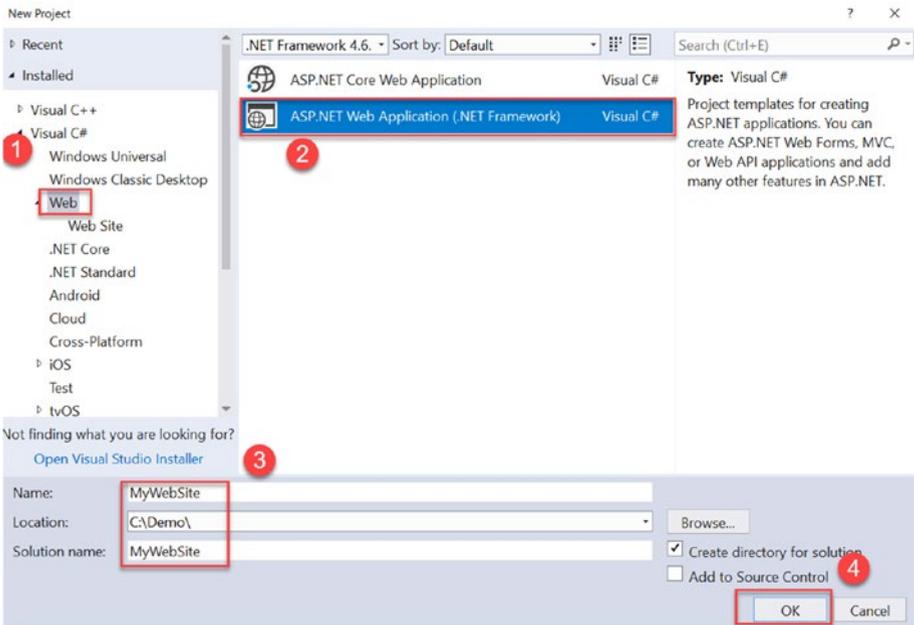


Figure 3-34. Creating a new Web project in Visual Studio on your machine

3. Select MVC and click OK. See Figure 3-35.

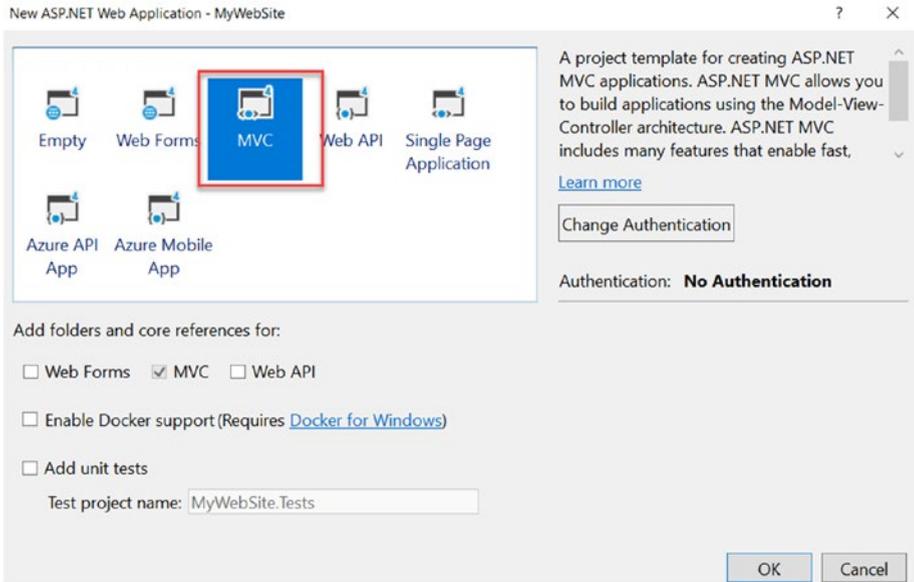


Figure 3-35. Select MVC

4. Left-click project and select Build. See Figure 3-36.

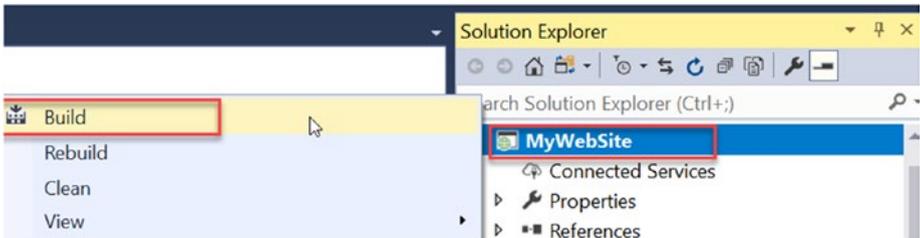


Figure 3-36. Build the project

5. In the upper-right corner of the Visual Studio IDE, you may have to sign in to your Azure account, in order to publish to the Azure account associated with it. See Figure 3-37.

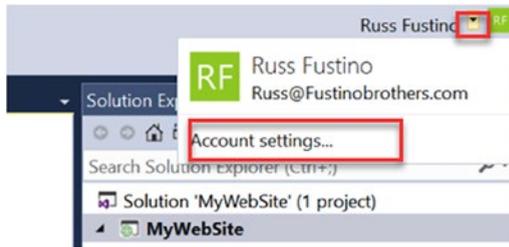


Figure 3-37. Select Account settings and log in to the same account as with Azure

6. Right-click the web app in Solution Explorer click Publish, and choose Azure App Service, which is the service that hosts web applications, mobile back ends, and web APIs in Azure. See Figure 3-38.

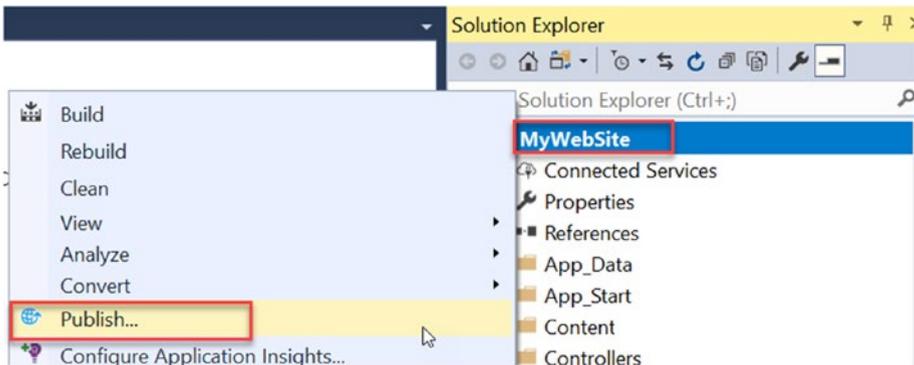


Figure 3-38. Select Publish

7. Here, we can choose one of our existing apps or create a new one. We will create a new web app, give it a name, and create a resource group (which is the container of multiple apps used by my application. Everything we create for this app will be associated with this new group). Finally, click Create. See Figures 3-39 and 3-40.

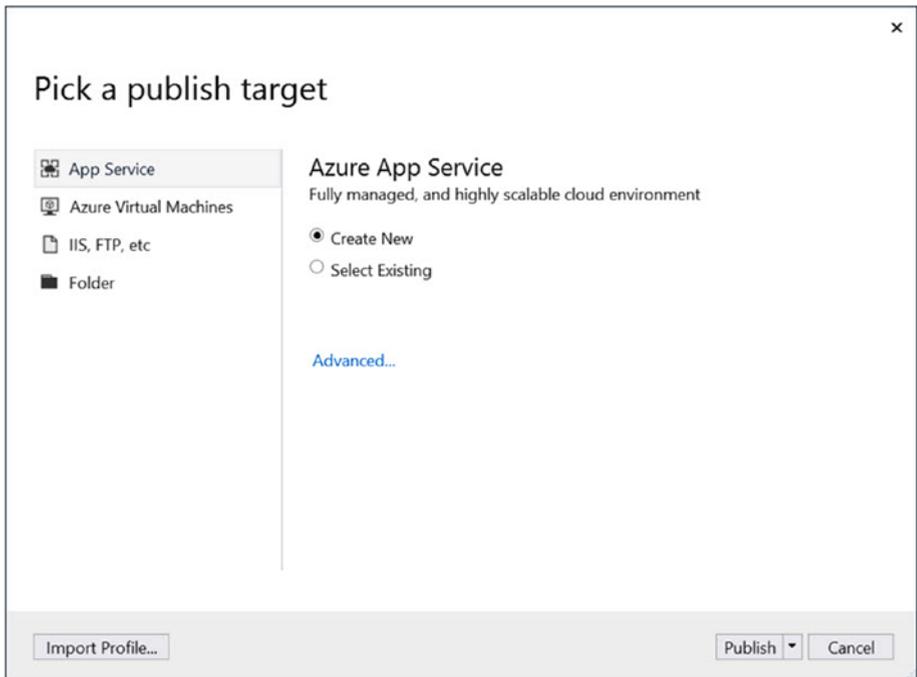


Figure 3-39. Select Azure App Service, Create New, and Publish

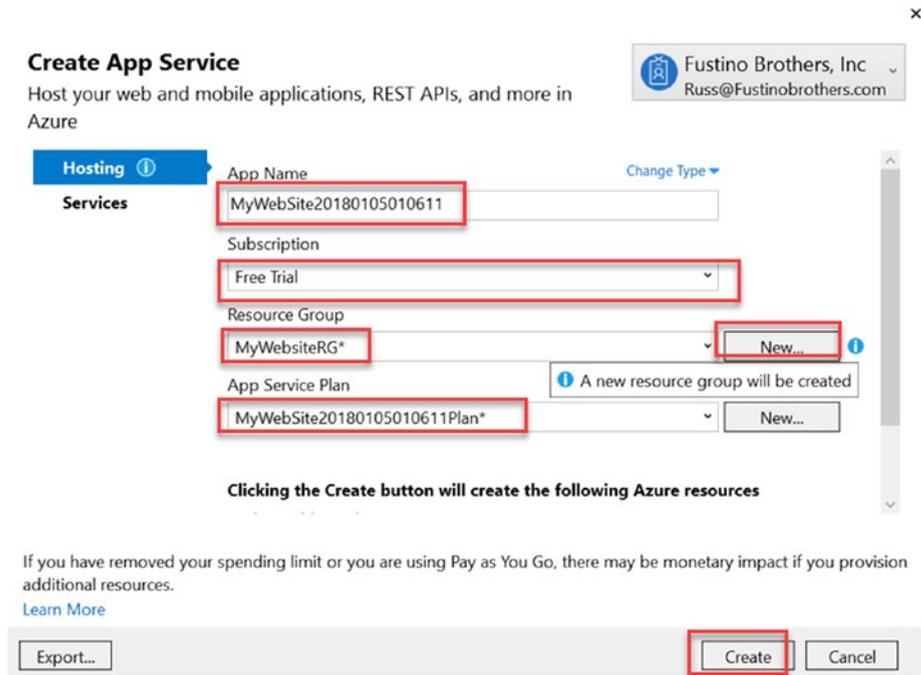


Figure 3-40. Provide App Name, select Subscription, create new Resource Group (MyWebsiteRG), and keep the App Service Plan default

Visual Studio is now working with the Azure resource management APIs to create a new web app and will then automatically deploy our web app. See Figures 3-41 and 3-42.

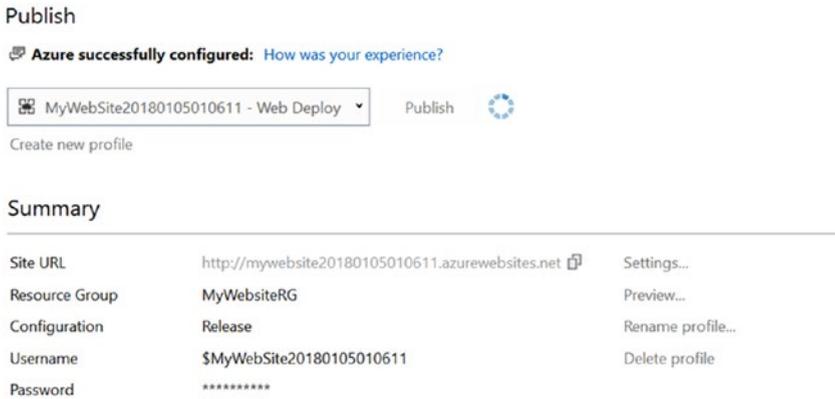


Figure 3-41. Azure is successfully configured

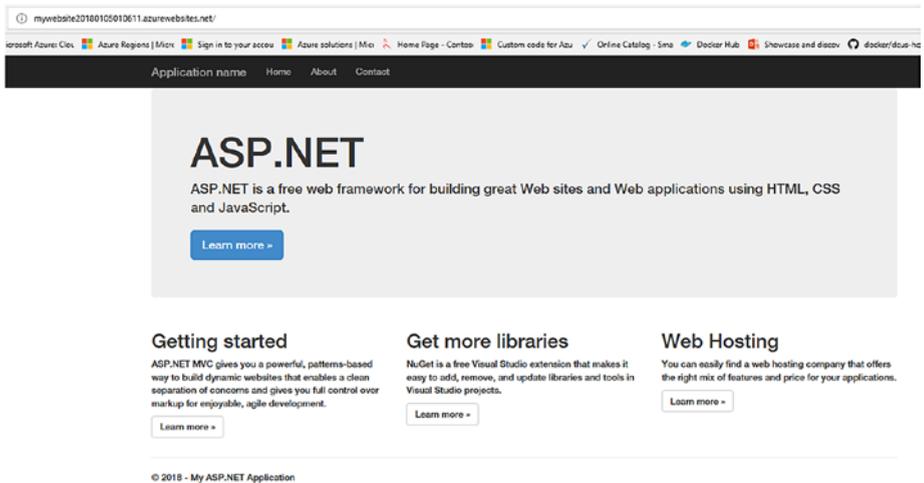


Figure 3-42. Azure web site is running

Let's switch over to the Azure portal and see what was created. In the portal, click App services. Another thing we can see here is that the web site is associated with an App Service plan, which is basically the pricing tier, or the features we are paying for. We can see that we are now using

the Standard tier, but if we scroll down and click Scale up, we can see the full range of pricing tiers. For example, if we don't require strong compute power but need to associate a custom domain to our web site, we would choose the Standard S1 tier. We could also go with higher tiers, and then our resources are dedicated to us and can be shared among several web sites. We can add backup, SSL, and can load balance across regions and more. For now, let's stay with the free tier. See Figures 3-43 and 3-44.

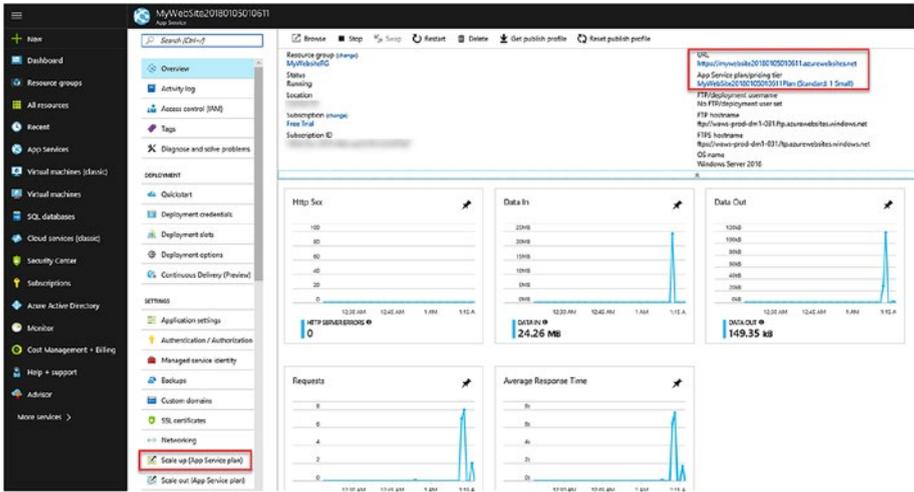


Figure 3-43. See associated service plan and click Scale up to see options

Choose your pricing tier
Browse the available plans and their features

Loading pricing...Click here to open pricing calculator

P1 Premium		P2 Premium		P3 Premium	
1	Core	2	Core	4	Core
1.75	GB RAM	3.5	GB RAM	7	GB RAM
	250 GB Storage		250 GB Storage		250 GB Storage
	Custom domains / SSL SNI Incl & IP SSL Support		Custom domains / SSL SNI Incl & IP SSL Support		Custom domains / SSL SNI Incl & IP SSL Support
	Up to 20 instance(s) * Subject to availability		Up to 20 instance(s) * Subject to availability		Up to 20 instance(s) * Subject to availability
	20 slots Web app staging		20 slots Web app staging		20 slots Web app staging
	50 times daily Backup		50 times daily Backup		50 times daily Backup
	Traffic Manager Geo availability		Traffic Manager Geo availability		Traffic Manager Geo availability
Loading pricing...		Loading pricing...		Loading pricing...	
S1 Standard		S2 Standard		S3 Standard	
1	Core	2	Core	4	Core
1.75	GB RAM	3.5	GB RAM	7	GB RAM
	50 GB Storage		50 GB Storage		50 GB Storage
	Custom domains / SSL SNI Incl & IP SSL Support		Custom domains / SSL SNI Incl & IP SSL Support		Custom domains / SSL SNI Incl & IP SSL Support
	Up to 10 instance(s) Auto scale		Up to 10 instance(s) Auto scale		Up to 10 instance(s) Auto scale
	Daily Backup		Daily Backup		Daily Backup
	5 slots Web app staging		5 slots Web app staging		5 slots Web app staging
	Traffic Manager Geo availability		Traffic Manager Geo availability		Traffic Manager Geo availability
Loading pricing...		Loading pricing...		Loading pricing...	
B1 Basic		B2 Basic		B3 Basic	
1	Core	2	Core	4	Core
1.75	GB RAM	3.5	GB RAM	7	GB RAM
	10 GB Storage		10 GB Storage		10 GB Storage
	Custom domains		Custom domains		Custom domains
	SSL Support SNI SSL Included		SSL Support SNI SSL Included		SSL Support SNI SSL Included

Select

Figure 3-44. Service plan tiers

Visual Studio has added a deployment profile file to my project, with information about the app service I am deploying my web app to, so the next time, I'd like to push those changes to Azure. All I must do is hit Publish again. Visual Studio has all the information it requires to deploy it. Click Connected Services under Solution Explorer and click the Publish tab, as shown in Figure 3-45.

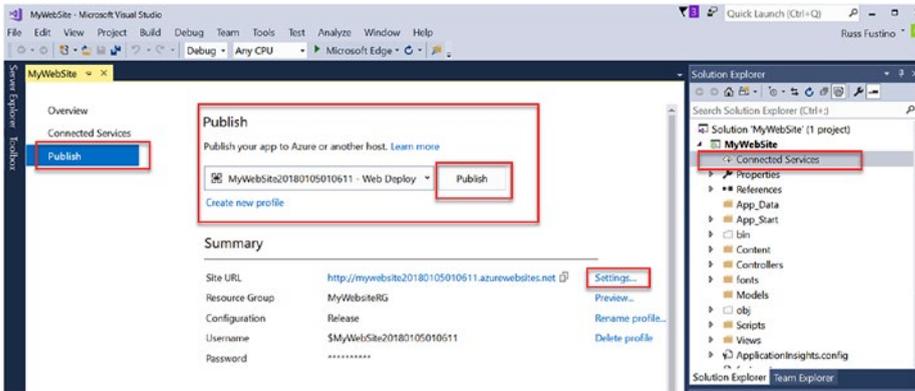


Figure 3-45. Connected Services are retained

So, we saw how to create a virtual machine through the portal, and how to create and deploy a web site using Visual Studio. Now, I'd like to show you how you can script it.

Azure CLI

The Azure command-line interface (CLI) has two scripting options. If you're a Windows user and are familiar with PowerShell, Azure has PowerShell cmdlets that let you leverage the rich capabilities that PowerShell provides. If you feel more comfortable in the command line, or are using a Mac or Linux, you can use the cross platform command-line tools to do the same things. Behind the scenes, both Azure PowerShell and

the Azure command-line interface interact with the same set of APIs, so the capabilities are very similar. It is a matter of personal choice.

Before I discuss the CLI tools, I am going to show you how to install them on your own machine.

1. Go to azure.microsoft.com and, at the bottom of the page, click Downloads. Scroll down to see the CLI tools. See Figures 3-46 and 3-47.

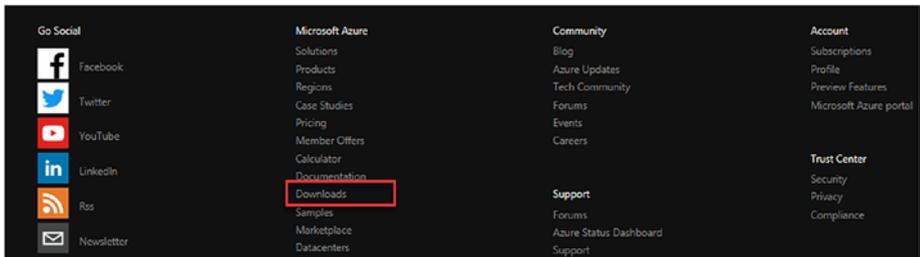


Figure 3-46. Select Downloads at the bottom of the azure.microsoft.com page

Command-line tools

Manage your Azure services and apps using scripts from the command line.



Azure Storage Emulator

[Install](#)

[Documentation](#)

Figure 3-47. Select PowerShell and command-line installs


```

PS C:\Users\rfstu> New-AzureRmAppServicePlan -Name appplanfrumps -Location "West US" -ResourceGroupName rgfrumps

Sku                               : Microsoft.Azure.Management.WebSites.Models.SkuDescription
ServerFarmWithRichSkuName         : appplanfrumps
WorkerTierName                    :
Status                             : Ready
Subscription                       :
AdminSiteName                     :
HostingEnvironmentProfile         :
MaximumNumberOfWorkers            : 1
GeoRegion                          : West US
PerSiteScaling                     : False
NumberOfSites                      : 0
ResourceGroup                     : rgfrumps
Id                                 : /subscriptions/193b27ac-3076-4bfa-aac9-821c22c870d7/resourceGroups/rgfrumps/provi
Name                               : appplanfrumps
Location                           : West US
Type                               : Microsoft.Web/serverfarms
Tags                               :

PS C:\Users\rfstu> New-AzureRmWebApp -Name awesomebappfrumps -Location "East US" -ResourceGroupName rgfrumps -AppServicePlan appplanfrumps

SiteName                           : awesomebappfrumps
State                               : Running
HostNames                           : [awesomebappfrumps.azurewebsites.net]
RepositorySiteName                  : awesomebappfrumps
UsageState                           : Normal
Enabled                             : True
EnabledHostNames                     : [awesomebappfrumps.azurewebsites.net,
awesomebappfrumps.scm.azurewebsites.net]
AvailabilityState                    : Normal
HostNamesListStates                  : [awesomebappfrumps.azurewebsites.net,
awesomebappfrumps.scm.azurewebsites.net]
ServerFarmId                         : /subscriptions/193b27ac-3076-4bfa-aac9-821c22c870d7/resourceGroups/rgfrumps/provi
LastModifiedTimeUtc                 : 1/5/2018 8:56:19 AM
SiteConfig                           : Microsoft.Azure.Management.WebSites.Models.SiteConfig
TrafficManagerHostNames              :
PremiumAppDeployed                  :
ScaleSitesStopped                    : False
TargetSwapSlot                       :
HostingEnvironmentProfile            :
MicroService                         :
GatewaySiteName                      :
ClientAffinityEnabled                : True
ClientCertEnabled                    : False
HostNamesDisabled                    :
OutboundIPAddresses                  : 104.40.53.219,104.42.226.43,104.42.227.57,104.42.228.164,104.42.230.5
ContainerSize                         : 0
MaximumNumberOfWorkers                :
CloningInfo                           :
ResourceGroup                         : rgfrumps
IsDefaultContainer                   :
DefaultHostName                       : awesomebappfrumps.azurewebsites.net
Id                                    : /subscriptions/193b27ac-3076-4bfa-aac9-821c22c870d7/resourceGroups/rgfrumps/provi
Name                                  : awesomebappfrumps
Location                              : East US
Type                                  : Microsoft.Web/sites
Tags                                  :
    
```

Figure 3-49. PowerShell commands

- Now switch back to the portal and search for that web app. In Figure 3-50, you can see that it is associated with the plan and resource group we just created.

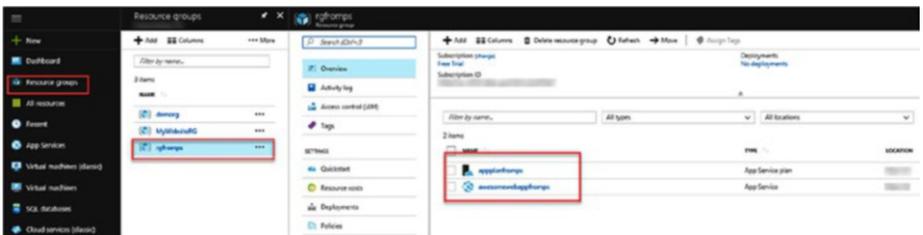


Figure 3-50. Web app and service plan created with PowerShell

5. Deploy a web app from GitHub, not from Visual Studio. To do that, you will need a repository on GitHub that has a web application that you can deploy. Luckily, Azure has a code samples gallery that is all based on GitHub. Go to azure.microsoft.com, and from the Resources menu, select Samples, to get to the samples gallery. Here, search for HTML and find the [HTML sample for Azure App Service](#) sample. See Figures 3-51 and 3-52.

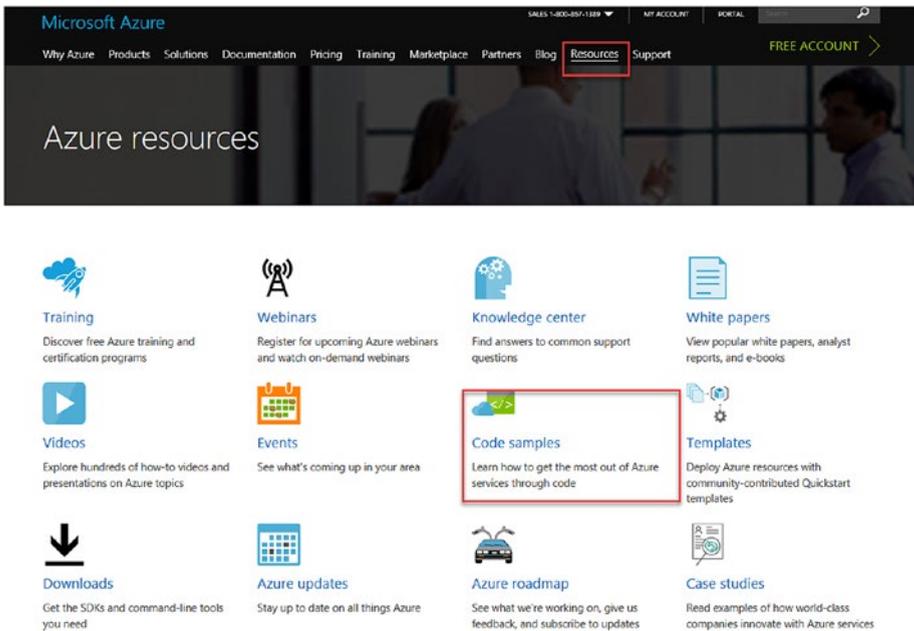


Figure 3-51. Go to the Resources menu and select Code samples

The screenshot shows the 'Azure Code Samples' website. At the top, the title 'Azure Code Samples' is displayed in white on a dark blue background, with the subtitle 'Learn to interact with Azure services through code' below it. A blue navigation bar contains two dropdown menus: 'Products' and 'Platform', both currently set to 'All'. Below this, a white search bar contains the text 'HTML'. A light gray banner below the search bar states '39 code samples match your filter'. Two sample cards are visible. The first card is titled 'HTML sample for Azure App Service' and includes a description: 'This basic HTML+CSS+JS site is used by the getting started content to demonstrate how easy it is to develop a web app and deploy it to Azure App Servi...'. It has a tag 'App Service', a profile picture of Cephias Lin, and the text 'by Cephias Lin, Last updated: 8/5/2016'. The second card is titled 'Media Services: Goo for Azure Media Play' and includes the text 'A Google Analytics plugin'. It has tags 'Media Services' and 'Javascript', a profile picture of Amit Rajput, and the text 'by Amit Rajput, Last updated: 1/3/2018'.

Figure 3-52. Select HTML sample for Azure App Service

6. Browse GitHub and grab the clone URL, as shown in Figure 3-53.

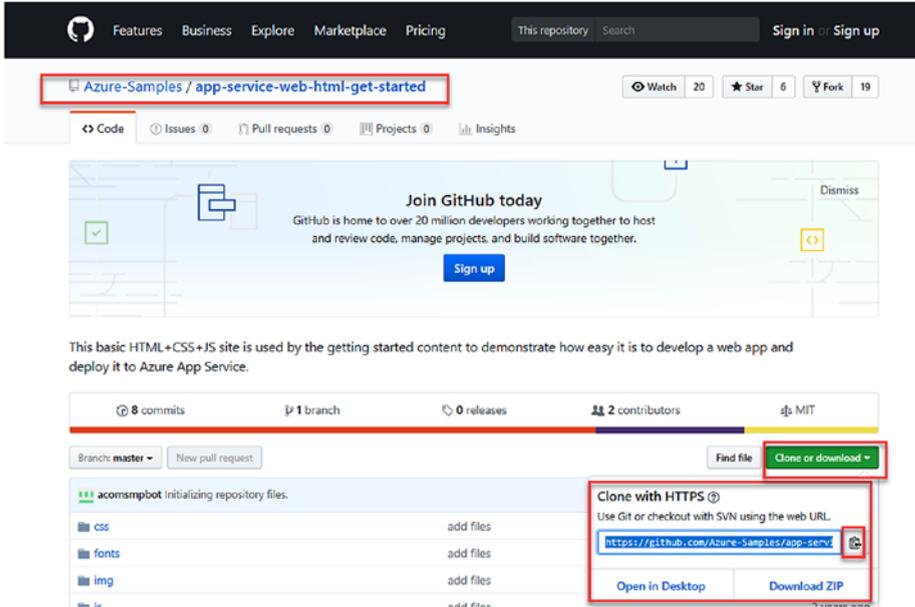


Figure 3-53. Copy the clone URL

7. Now, go back to the portal and, on the MVC demo web app, select Deployment options, then External Repository, and paste that URL. When you click Deployment options again, you will see that the portal has already deployed that app to your web site. See Figures 3-54, 3-55, and 3-56.

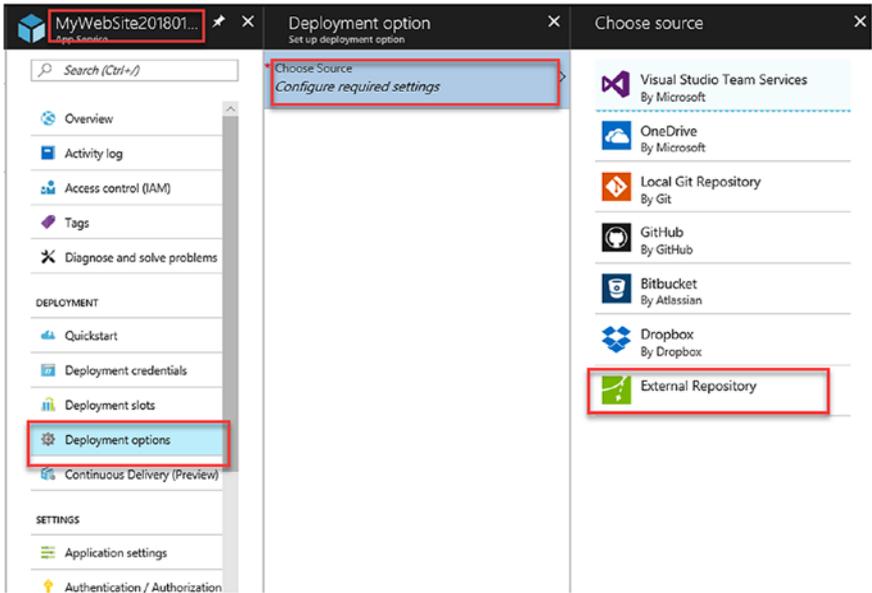


Figure 3-54. Deployment options for the MVC web site. Select External Repository and paste in the clone URL

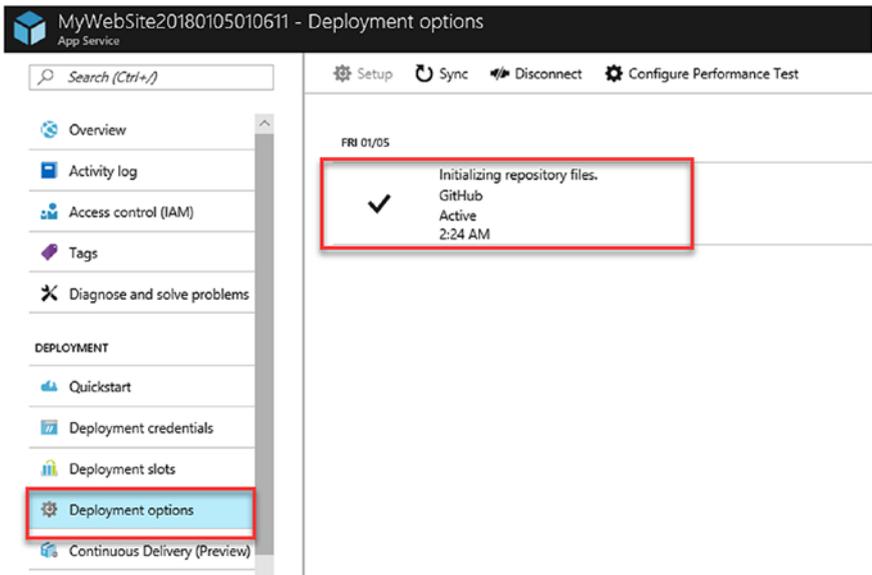


Figure 3-55. The portal has deployed the app to the site

Deployment Details
MyWebSite20180105010611

Redeploy Delete

STATUS	Success
TRIGGERED BY	GitHub
AUTHOR	Azure Samples Bot
RAN FOR	6 seconds
REASON	Initializing repository files.
DEPLOY TO	MyWebSite20180105010611

ST...	TIME	ACTIVITY	LOG
✓	Fri 01/05	Updating submodules.	
✓	Fri 01/05	Preparing deployment for commit id '1274cb2344'.	
✓	Fri 01/05	Generating deployment script.	View Log
✓	Fri 01/05	Running deployment command...	View Log
✓	Fri 01/05	Running post deployment command(s)...	
✓	Fri 01/05	Deployment successful.	

Figure 3-56. *Deployment details*

There are a few more things you can do with your web apps through the portal. You can set up backups, scale them up, scale them out, configure a custom domain name, set up SSL, set SSL up for security scanning, and even visit a live console and explore your application in production—all within that rich Azure portal.

On the web site blade, and, if you are a DevOps person and want to keep an eye on the site's metrics, you can consult the chart in Figure 3-57.

8. Click and add more metrics that you are interested in, such as the number of 200 requests, 404s, and more. You can even take this chart and pin it to your main dashboard and make it your personal DevOps dashboard, with all the information you require on your running services. In fact, you can click Edit dashboard and customize this dashboard the way you want.

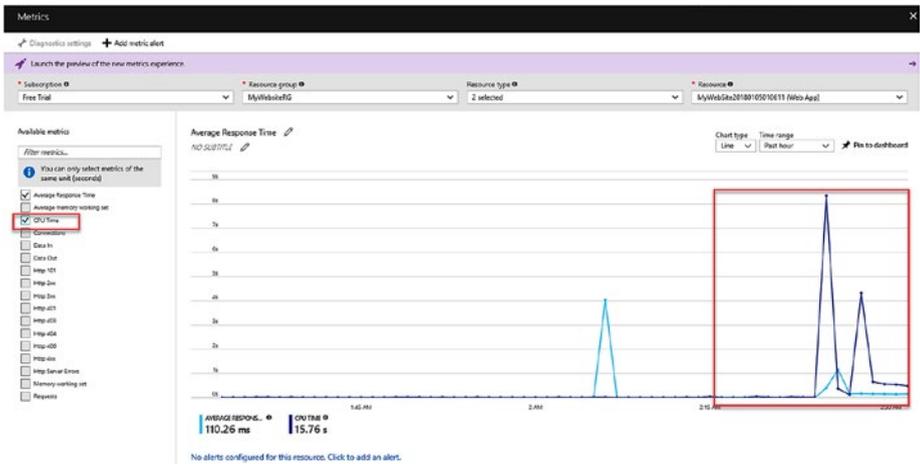


Figure 3-57. Click any chart and add metrics, by clicking items on the left. Here CPU Time has been added.

So, we've created a VM and some web apps. Now we need a database.

SQL Database

There are two ways you can run SQL databases on Azure. You can install SQL Server on a VM and get full control over the configuration of the database. In fact, SQL Server running on a VM is one of the most popular things people do on Azure.

Another way is to use the Azure SQL Database service, which lets you create your database in seconds, without having to take care of any infrastructure or manage software updates.

Creating Your Database

To create an SQL database in Azure, we can take the same approaches we've seen before. We can create it from the portal or enlist the Azure CLI or PowerShell to do it. We will use the portal.

1. Click New, and from the database category, choose SQL Database. See Figure 3-58.

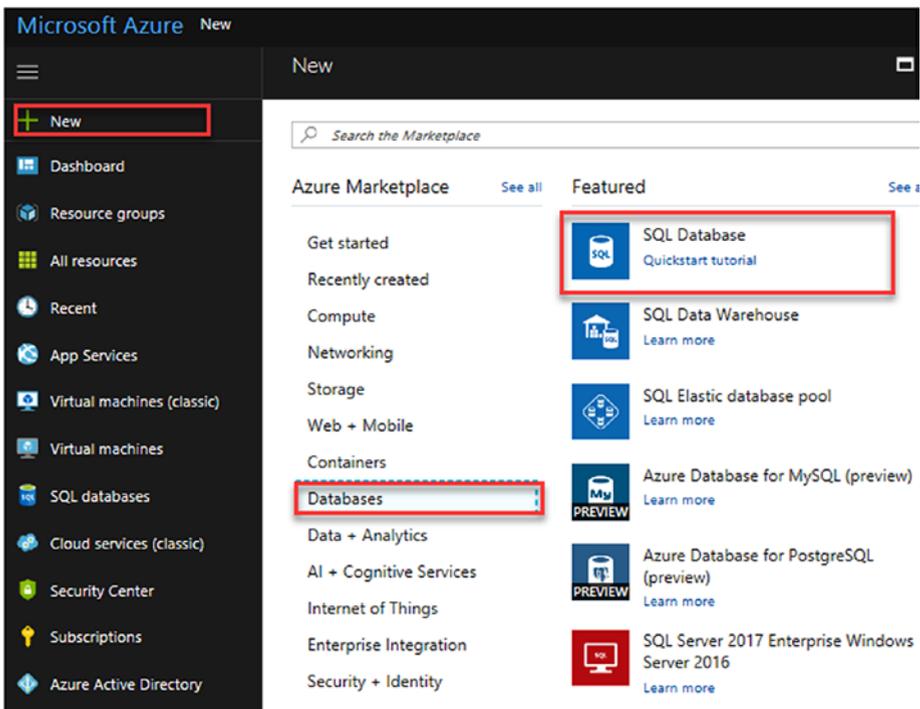


Figure 3-58. Click +New ► Databases and select SQL Database

2. Give it a name (SQL2018) and create a new resource group. We can create our database as a new empty database, seed it with sample data, or create it from a backup that may have been created earlier. Here we are selecting the source as a Sample AdventureWorks database. This could also be the easiest way to move your databases to the cloud. Just upload a backup and create a database from it. We can create a new database server (that can hold multiple database instances) and choose a location with credentials. See Figure 3-59. For the credentials, use the following:

demoadmin, Demo@pass123

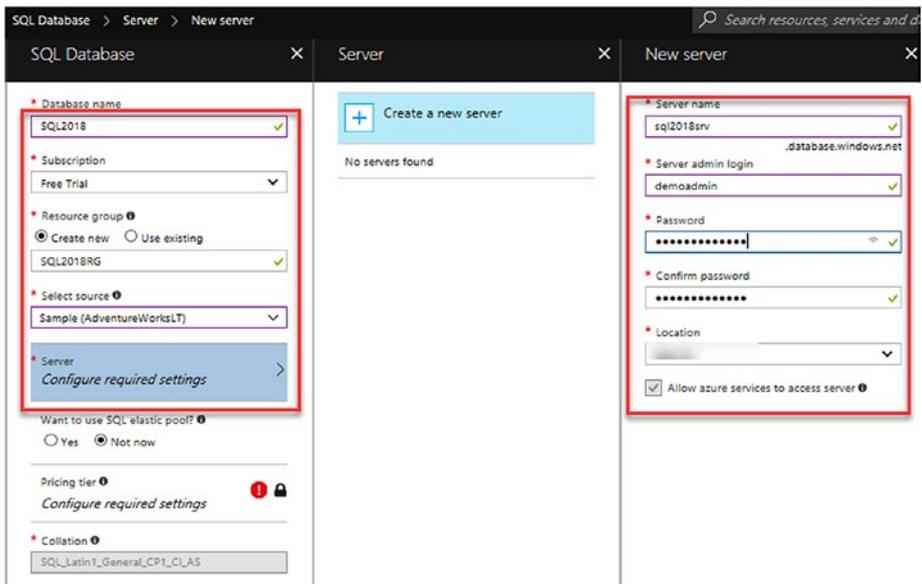


Figure 3-59. Enter database name, select subscription, select sample data, create a new resource group called SQL2018RG, configure server with name sql2018srv, and provide credentials

3. Choose a pricing tier. As you can see, you can play around with SQL databases for as little as \$5 per month, at the lowest performance tier. SQL databases use DTUs—data transaction units—as a performance measurement. So, as you check out the different pricing tiers, this is the number you should pay the most attention to. As your solution grows, you can scale your database and change your pricing tier at any point, without any downtime. See Figure 3-60.

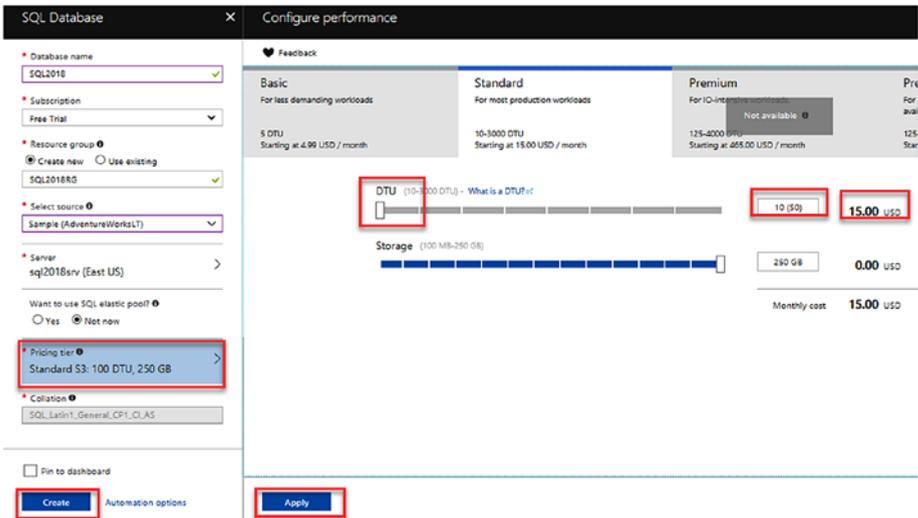


Figure 3-60. Under Pricing Tier, slide DTU all the way to the left, and you will see the current cost. Here it is \$15.00 per month for 250GB of storage. Click Create and Apply.

4. Provisioning a database can take a few minutes, and you can check the notification area in the portal to get the latest update. Once the database is provisioned, you can start monitoring it. You can set up geo-replication, scale it up to a different tier, based on your performance needs, configure security, and more.
5. Open SQL2018 after it deploys. To access it on the server we just created for the database, add white list IP addresses by clicking Set server firewall rules. Add client IP and save. This will allow access to your IP or IP addresses range. Click save. Now you can connect through a client library or SDK or a management tool. Azure SQL Database allows you to connect to it from a variety of programming languages, such as .NET, Java, PHP, Python, and more. See Figures 3-61 and 3-62.

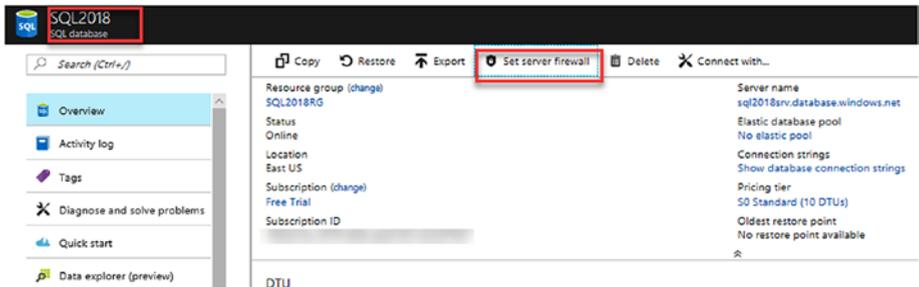


Figure 3-61. Select Set server firewall

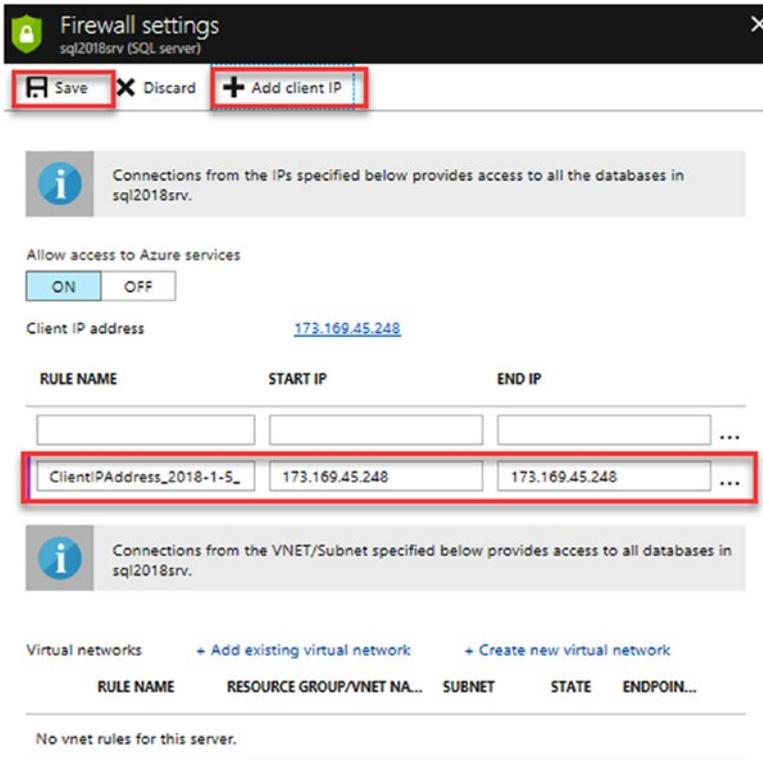


Figure 3-62. Click *Add client IP*, then *Save*

Let's connect to this database, to see the sample data that was populated into the database, and run queries against it.

Using Visual Studio to Verify Your Database

After you have created a database, the next thing you will want to do is see the sample data that you seeded it with. In the following steps, we will bring up Server Explorer and connect to the Azure database and then view the data using the SQL Server Object Explorer.

1. Open Visual Studio, navigate to Server Explorer, and connect to Microsoft Azure Subscription. See Figure 3-63.

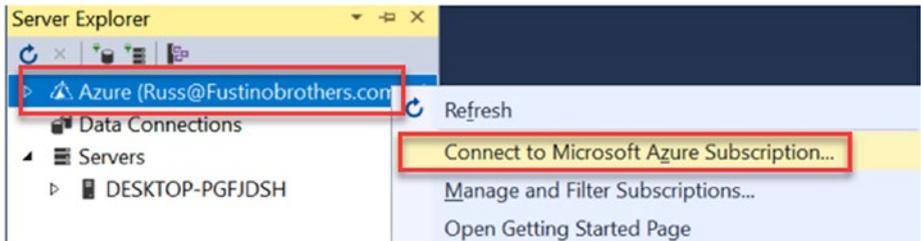


Figure 3-63. From Server Explorer, right-click Azure and select Connect to Microsoft Azure Subscription

2. Expand the database and right-click and select Open in SQL Server Object Explorer. See Figure 3-64.

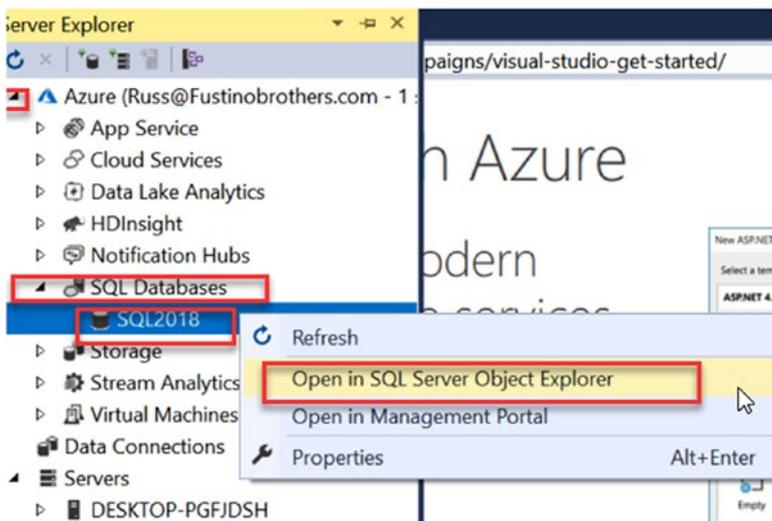


Figure 3-64. From Server Explorer, expand SQL Databases, Right click on SQL2018 and select Open in SQL Server Object Explorer

3. Query the existing table by right-clicking the database table and selecting View Data. See Figures 3-65 and 3-66.

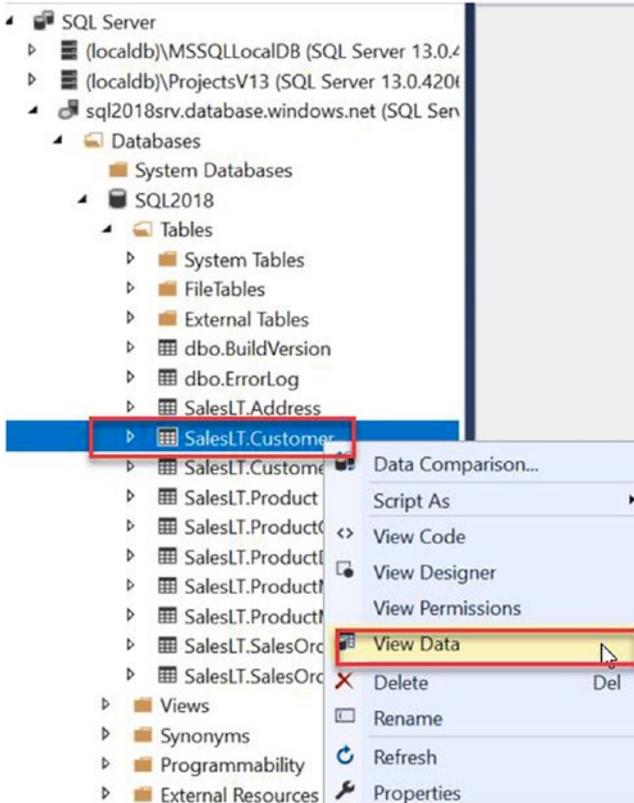


Figure 3-65. Right-click a table and select View Data

Custom...	NameSt...	Title	FirstNa...	Middle...	LastNa...	Suffix	Compa...	Sa
1	False	Mr.	Orlando	N.	Gee	NULL	A Bike St...	ad
2	False	Mr.	Keith	NULL	Harris	NULL	Progress...	ad
3	False	Ms.	Donna	F.	Carreras	NULL	Advance...	ad
4	False	Ms.	Janet	M.	Gates	NULL	Modular...	ad
5	False	Mr.	Lucy	NULL	Harring...	NULL	Metropo...	ad
6	False	Ms.	Rosmarie	J.	Carroll	NULL	Aerobic ...	ad
7	False	Mr.	Dominic	P.	Gash	NULL	Associat...	ad
10	False	Ms.	Kathleen	M.	Garza	NULL	Rural Cy...	ad
11	False	Ms.	Katherine	NULL	Harding	NULL	Sharp Bi...	ad
12	False	Mr.	Johnny	A.	Caprio	Jr.	Bikes an...	ad
16	False	Mr.	Christop...	R.	Beck	Jr.	Bulk Dis...	ad
18	False	Mr.	David	J.	Liu	NULL	Catalog ...	ad
19	False	Mr.	John	A.	Beaver	NULL	Center C...	ad
20	False	Ms.	Jean	P.	Handley	NULL	Central ...	ad
21	False	NULL	Jinghao	NULL	Liu	NULL	Chic De...	ad
22	False	Ms.	Linda	E.	Burnett	NULL	Travel Sy...	ad
23	False	Mr.	Kerim	NULL	Hanif	NULL	Bike Wor...	ad
24	False	Mr.	Kevin	NULL	Liu	NULL	Eastside ...	ad
25	False	Mr.	Donald	L.	Blanton	NULL	Coalitio...	ad
28	False	Ms.	Jackie	E.	Blackwell	NULL	Commun...	ad

Figure 3-66. Rows for the table are retrieved and displayed

Building Solutions

Awesome! So, we've created a virtual machine, deployed web apps, and created an SQL database in Azure. This should allow us to start building solutions today, using your free trial accounts.

Documentation

To learn more about the different Azure services, there is a huge documentation section available from azure.microsoft.com.

1. If you click on the Documentation link at the top menu bar, you can browse through all the services and dive into their documentation. You can also get high-level white papers for developers and IT operators that provide a good technical overview of the platform and services and when to choose which service, based on the scenario you're building. See Figure 3-67.

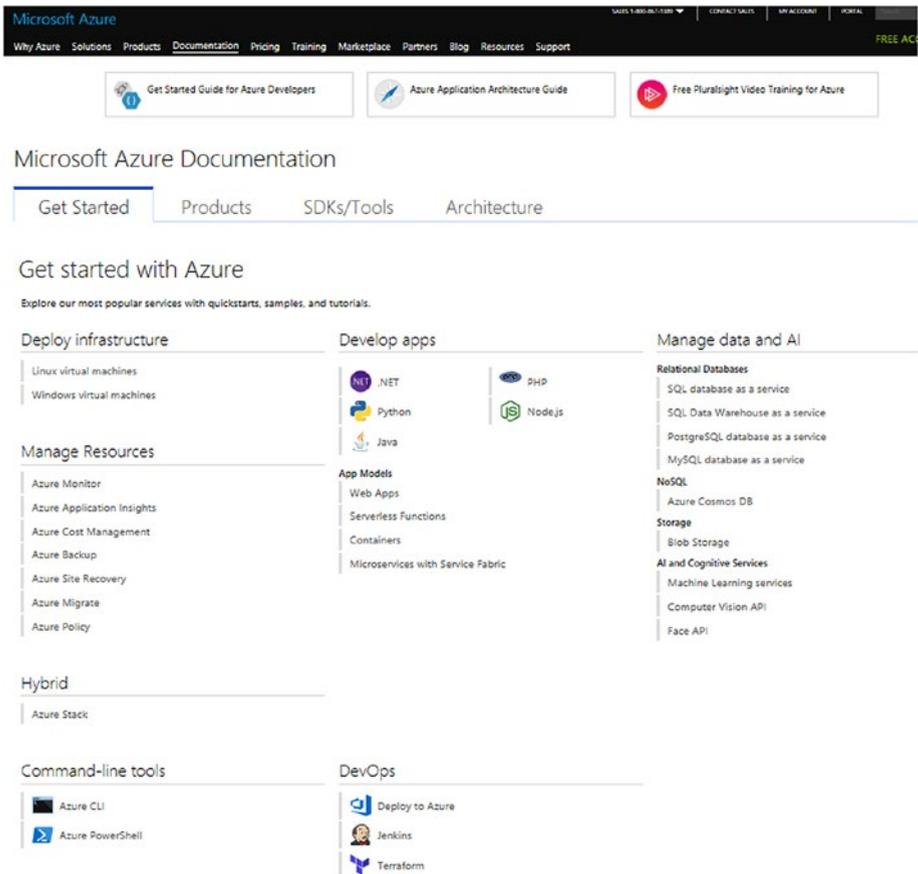


Figure 3-67. Select documentation from Microsoft Azure

Solutions

In many cases, your solutions are going to be composed of multiple services. For example, if you're building a digital marketing web site, you might start with a web site and scale it to different parts of the world, using Traffic Manager, move your content to a CDN, and service media with Media Services. If you visit the Solutions area on Microsoft Azure, you'll find the information you need to do that.

1. Navigate to <https://azure.microsoft.com/en-us/solutions/>. Here are some of the types of solutions customers are building on Azure today. Click Digital Marketing, for example, and you can see some key benefits, learn about the core Azure services that can help you, and, if you scroll down to the bottom, you'll see some architectures for common scenarios. See Figures 3-68 and 3-69.

The screenshot shows the Microsoft Azure Solutions page. At the top, there's a navigation bar with links for 'Why Azure', 'Products', 'Solutions', 'Documentation', 'Pricing', 'Training', 'Marketplace', 'Partners', 'Blog', 'Resources', and 'Support'. A 'FREE ACCOUNT' button is on the right. Below the navigation bar, the main heading is 'Azure solutions'. A sub-heading reads: 'We've grouped Azure services, third-party applications, and related products together to help meet the most common business needs and scenarios—including yours. Access architectures, tutorials, documentation, examples, templates, partners, and other resources to get started quickly.' A green 'Start free' button is prominent. Below this, there's a row of partner logos: NBC, GE Healthcare, 3M, DocuSign, AccuWeather, and Heineken. The main content area is a grid of solution categories, each with an icon, a title, and a brief description. The 'Digital marketing' category is highlighted with a red border. Other categories include Mobile, E-commerce, LOB applications, SharePoint on Azure, Dynamics on Azure, SAP on Azure, Red Hat on Azure, DevOps, Development and test, Monitoring, and Business intelligence.

 <p>Digital marketing</p> <p>Connect with customers worldwide with digital campaigns that are personalized and scalable</p>	 <p>Mobile</p> <p>Reach your customers everywhere, on every device, with a single mobile app build</p>	 <p>E-commerce</p> <p>Give customers what they want with a personalized, scalable, and secure shopping experience</p>	 <p>LOB applications</p> <p>Modernize your internal line of business (LOB) apps to meet today's IT challenges</p>
 <p>SharePoint on Azure</p> <p>Deploy SharePoint servers rapidly and scale as needed with a cost-effective infrastructure</p>	 <p>Dynamics on Azure</p> <p>Fuel business growth by bringing together enterprise resource planning (ERP) and cloud services</p>	 <p>SAP on Azure</p> <p>Bring cloud scale and agility to your mission-critical SAP workloads</p>	 <p>Red Hat on Azure</p> <p>Achieve hybrid cloud agility for your enterprise with Red Hat solutions on Azure</p>
 <p>DevOps</p> <p>Bring together people, processes and products to enable continuous delivery of value to your end users</p>	 <p>Development and test</p> <p>Simplify and speed up the process of building and testing applications across every platform</p>	 <p>Monitoring</p> <p>Gain visibility into the health, performance, and utilization of your applications, workloads, and infrastructure</p>	 <p>Business intelligence</p> <p>Drive better, faster decision making by analyzing your data for deeper insights</p>

Figure 3-68. Azure solutions at <https://azure.microsoft.com/en-us/solutions/>

Solution architecture: Scalable Episerver marketing website

Let your business run multi-channel digital marketing websites on one platform and spin up and spin down campaigns on demand. Take advantage of the comprehensive capabilities of Episerver to manage every aspect of your site and campaign performance.

This solution is built on the Azure managed services: [Traffic Manager](#), [Content Delivery Network](#), [SQL Database](#), [Redis Cache](#) and [Application Insights](#). These services run in a high-availability environment, patched and supported, allowing you to focus on your solution instead of the environment they run in.

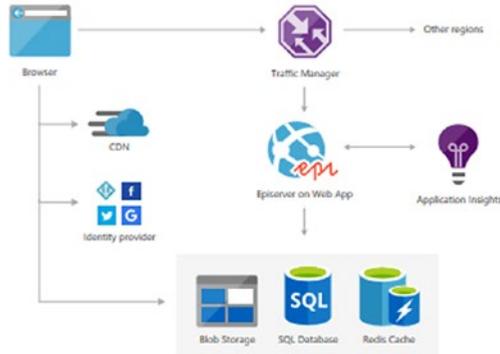


Figure 3-69. One of the solution diagrams for digital marketing

2. For example, if I am interested in building a web site using the Umbraco content management system, I can get an architecture diagram that shows me all the services I need to use and how they should be composed together. I can also see related documentation to help me get started.

Status

If you're starting to think about production services on Azure, another useful page is the Status page, easily found on the footer under Support, that shows you the health of the platform and if there's any known issues for services or regions.

1. Navigate to <https://azure.microsoft.com/en-us/status/>. We all know that every software has bugs, and hardware might fail, so if you're seeing something weird, I suggest going to this page and detecting if there is anything going on. See Figure 3-70.

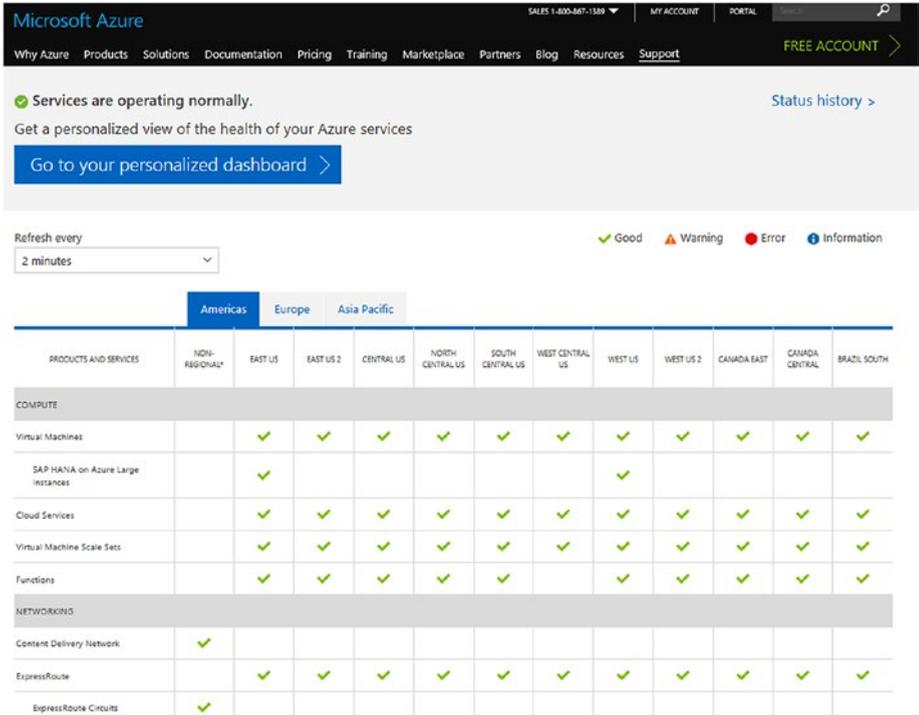


Figure 3-70. Check status at <https://azure.microsoft.com/en-us/status/>.

Support

What about support? As you're going through the phases of testing out the technology all the way to running production workloads in the cloud, you might want to consider getting some level of support. It is nice to know that there are options, depending on your needs and budget. Let's compare some.

1. On Microsoft Azure, click Support and then Compare Support Plans. The free support you're getting as part of the free trial account covers billing and subscription-related issues. The developer support plan is great if you're playing around with the technology and require technical assistance. The standard and professional support plans are best suited for production workloads. They have faster response times and better product coverage. See Figures 3-71 and 3-72.

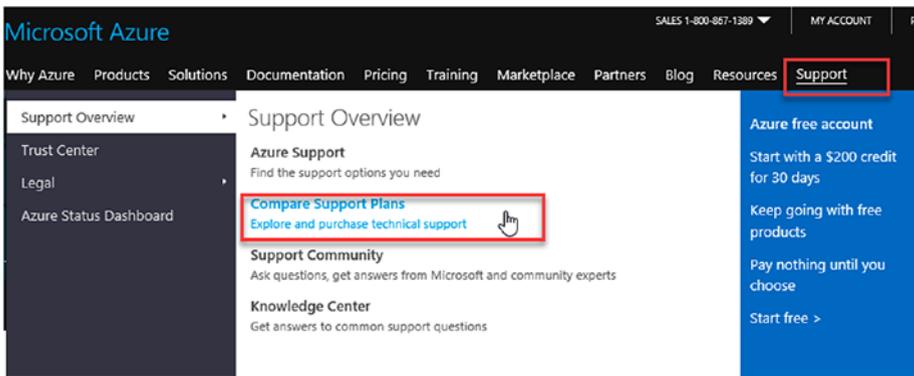


Figure 3-71. On Microsoft Azure, click Support and then Compare Support Plans



Plan comparison

AZURE SUPPORT PLANS	INCLUDED WITH AZURE	DEVELOPER Upgrade support	STANDARD Upgrade support	PROFESSIONAL DIRECT Upgrade support	PREMIER Contact Premier
Best for:	Billing and subscription support; online self-help	Trial and non-production environments	Production workload environments	Business-critical dependence	Substantial dependence across multiple products
Range of support	Microsoft Azure	Microsoft Azure	Microsoft Azure	Microsoft Azure	All Microsoft products
Twitter @AzureSupport & Forums ¹	✓	✓	✓	✓	✓
Technical support for Azure service issues via Resource health ^{2,3}	✓	✓	✓	✓	✓
Azure Stack support included			✓	✓	✓
Unlimited 24x7 billing & subscription support	✓	✓	✓	✓	✓

Figure 3-72. View your support options

2. To open a support request, you simply go to the Azure portal and start the process. See Figures 3-73 and 3-74.

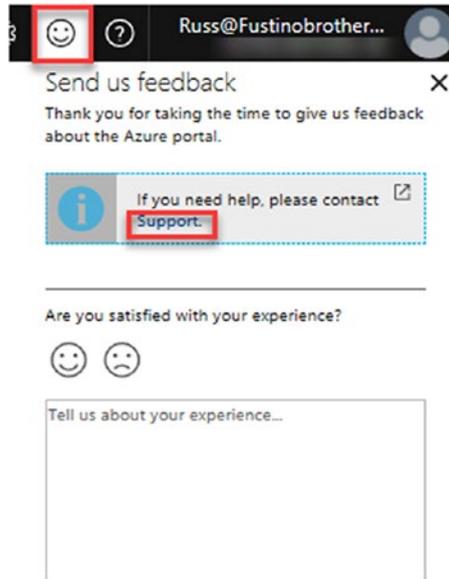


Figure 3-73. Click the smiley face and then Support

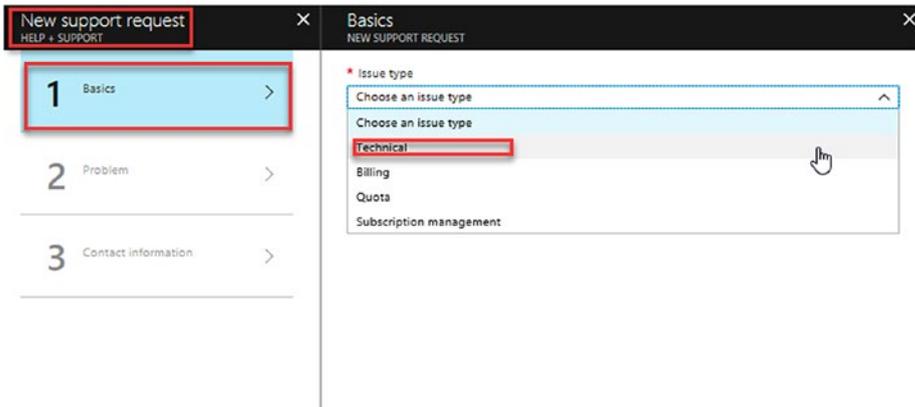


Figure 3-74. Fill out a new support request

Delete Resources

When learning Azure, it is a good idea to delete resources you created in the learning process. By doing so, you will extend the Azure credits. You have used a couple of dollars' worth in this chapter, if you completed it in a few hours. These resources will not be required for the remainder of the book.

1. Delete the resources created in this chapter, by clicking Resource groups, then pressing the delete button for each of them. The resources should be related to demorg, MyWebsiteRG, rgfromps, and, the latest, SQL2018RG. See Figures 3-75 and 3-76.

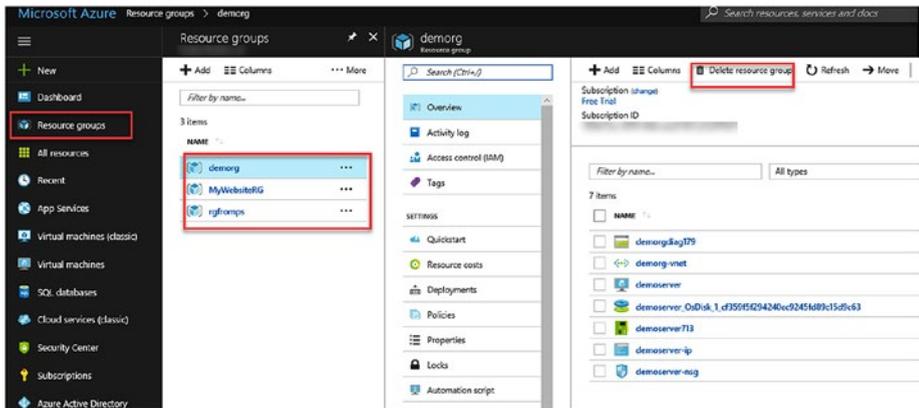


Figure 3-75. Delete resources related to demorg, MyWebsiteRG, and rgfromps

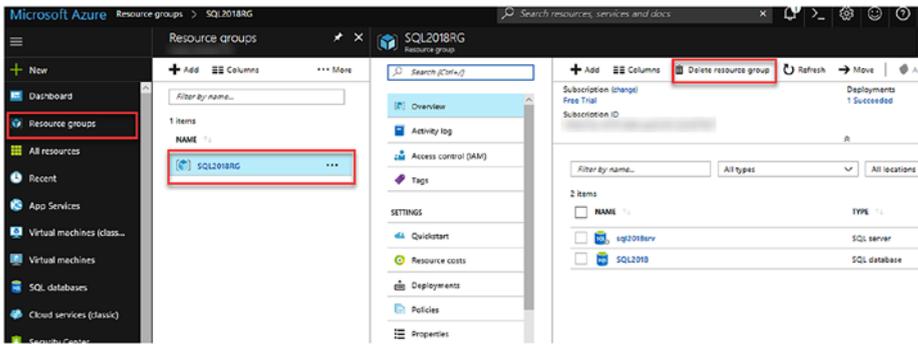


Figure 3-76. Delete resources related to SQL2018RG

Summary

In this chapter, you took the first steps in working with Azure. I discussed free trial accounts and what you can do with them to explore the platform. We used the Azure portal to create and manage resources. We created virtual machines, web apps, and an SQL database and discussed basic concepts, such as resource groups, DTUs, and more. Then we deployed a web app from Visual Studio and saw the tools and the integration we have for Azure inside the IDE. We used scripting tools, such as the Azure CLI and Azure PowerShell, to automate tasks, such as creating a new web app, so we could deploy into it from GitHub. I also discussed growing your solutions and how to find useful resources on azure.microsoft.com related to support, architectures, and more and how to delete learning resources.

CHAPTER 4

Building an Azure Service Using Quickstart

In building a typical app, you need data. Then, you usually have to serve that data up in a web service, so it can be consumed by any client application. Finally, in the client app itself, you must download that data, possibly update it, and send it back. What I have just described are the basic steps in the Quickstart Azure Mobile App.

This chapter is divided into six parts, each of which represents a main task in creating an Azure service, beginning with Quickstart. You will use the Azure portal to create a mobile app, using Xamarin Forms Quickstart, and Quickstart will create a database for the app. Quickstart also allows you to create an app service, using the Table API. Finally, Quickstart generates a sample Xamarin Forms application to consume the data. Quickstart creates one table, which represents a “to do item” list. The Xamarin Forms app created will display and update the “to do item” table.

This is great! However, realistically, the next thing you will have to do is add your own tables to your own application. I will cover how to do this in this chapter as well. You will then modify the Table API service app and, in Chapter 5, create two additional tables for a different app to consume. This first table is for questions, with a list of possible answers for each question,

and is called Questions. This is analogous to a multiple-choice question on an exam. The user will respond to those questions by selecting an answer, and that response will be stored in the second table, called Responses. The data that gets generated for the Questions table will be accomplished in this chapter. The data that gets generated for the Responses table will be generated in Chapter 5. In other words, this chapter will focus primarily on the app service, and the next chapter will focus primarily on the client.

The result will be to consume the Questions table in a client app that serves as a polling service to the user community. The Xamarin client app will display the question and ask the user to select a desired answer from a list and then store the response. It is kind of like a voting system in which each user of the app will be responding to a question. For example, to a question such as “What is your favorite book in the list?”, the user would select from the list the book he or she likes best. This will be referred to as a polling app. As part of this process, you will have to seed the data for the questions and a list of possible answers to select from. Finally, we will verify that seeded data generated in this chapter is stored in the “to do item” table from Quickstart as well as the customized Questions table.

Note Run the code in this chapter from your laptop/PC and *not* an Azure virtual machine.

Time Estimate

60 Minutes

Part 1: Create a Mobile App in the Azure Portal

Time Estimate

10 Minutes

Let's get started. In this part, we will begin the process of creating a mobile app in the Azure portal. We must do this first, because Quickstart becomes available on one of the blades, once the mobile app is deployed. We will then cover the first step in Quickstart for mobile app Xamarin Forms, which is used to create the database. We will then perform a second step in Quickstart, which is to download the code required for the API service.

1. From <http://portal.azure.com>, click New, then Web + Mobile. Next, select Mobile App. See Figure 4-1.

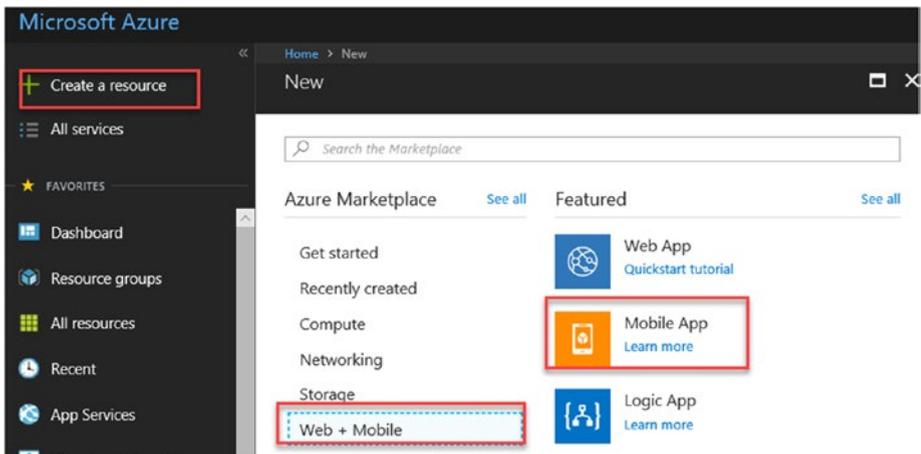


Figure 4-1. From the Azure portal, click New, Web + Mobile, and select Mobile App

2. Create a new mobile app with a unique app name like BookPollApp and a new resource group called BookPollAppRG. Select or create an app service plan in a location close to you. (use this same location for all future resources). Click OK and then Create new, as shown in Figure 4-2. It will take about a minute to create the new mobile app.

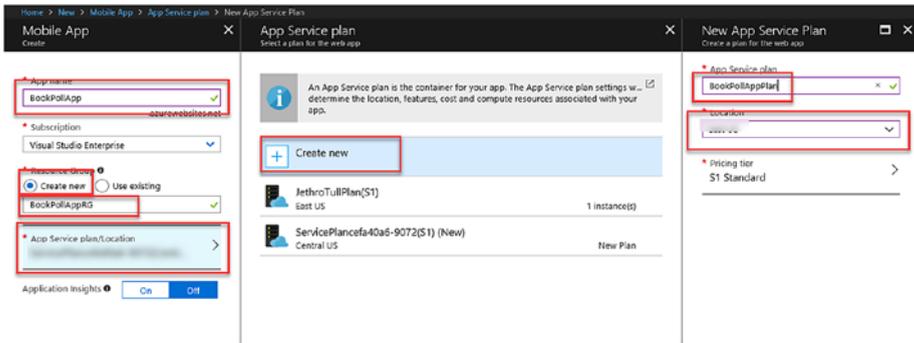


Figure 4-2. Create a new mobile app with a unique app name similar to BookPollApp and a new resource group called BookPollAppRG

3. Once notified, the app is created, and if it does not open automatically, open the service manually. On the App Service blade, select Quickstart and Xamarin.Forms, as shown in Figure 4-3.

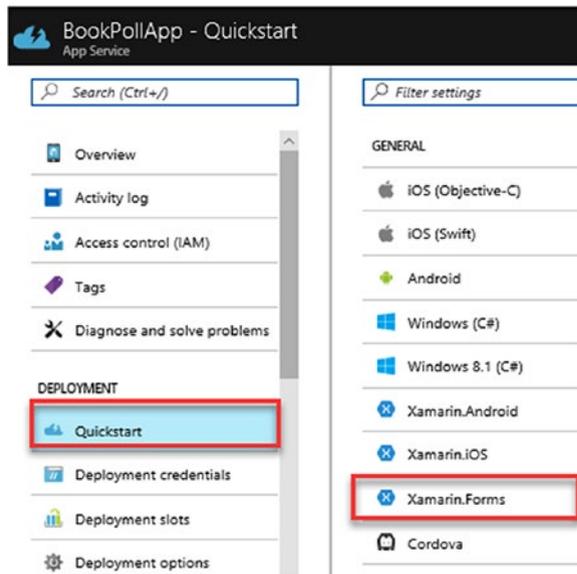


Figure 4-3. Select Quickstart and Xamarin.Forms

4. You will see that there are three steps:
 - a. Connect a Database
 - b. Create a Table API
 - c. Configure Your Client Application (Xamarin Forms)

Execute one step at a time and wait for the deployments for each step to finish before proceeding to the next step. The app we are writing will be a polling service with questions provided in the app service (step 2) and selected answers provided in the app client (covered in Chapter 5). We will look at the Quickstart app generated for the client application, which displays a “to do list” in Step 3.

5. Click the information box to connect a database, as the first step in the Quickstart wizard. See Figure 4-4.

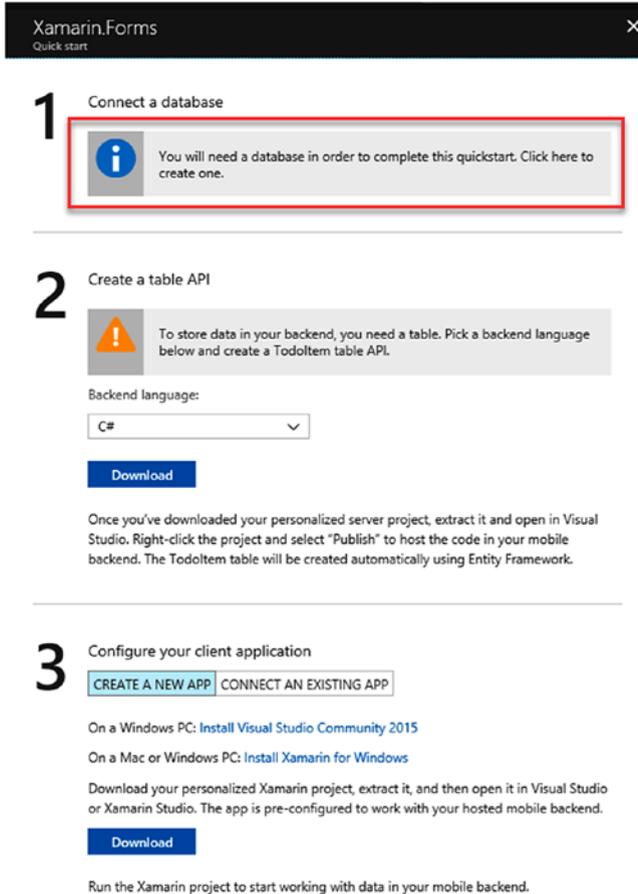


Figure 4-4. Select Connect a database

- Click +Add to add a connection. See Figure 4-5.

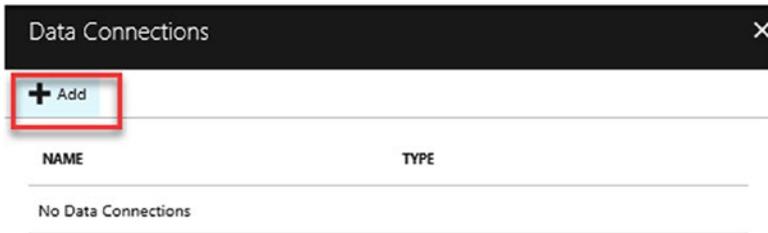


Figure 4-5. Add a data connection

- Click SQL Database *Configure required settings* ➤ + Create a new database, give it a unique name like BookPollAppDB, and click Target server *Configure required settings*. Give the server a unique name, such as bookpollappsrv, and type “demouser” as the server admin login, “Demo@pass123” (case sensitive) as the password, and then the desired location, as in Figure 4-6. Accept the default pricing tier of Standard s0: 10 DTU, 250GB, then click Select.

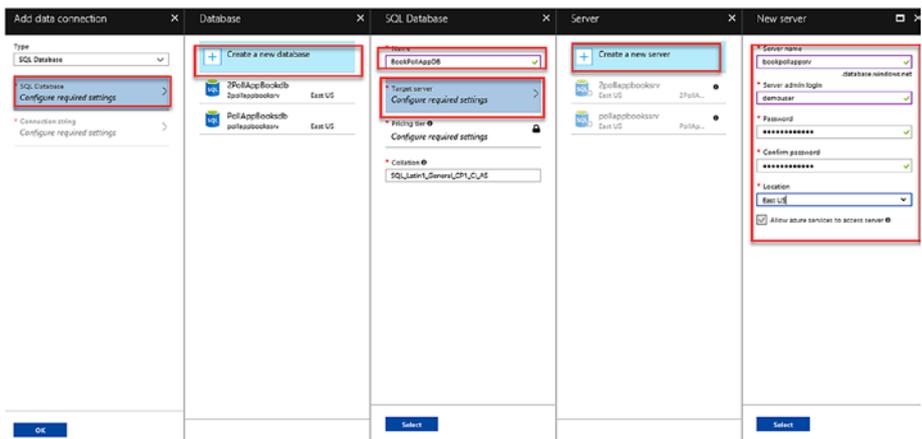


Figure 4-6. Create a new database and new server with the properties illustrated here

- Click `MS_TableConnectionString`, as in Figure 4-7, and accept the default name. Click OK to start the database deployment.

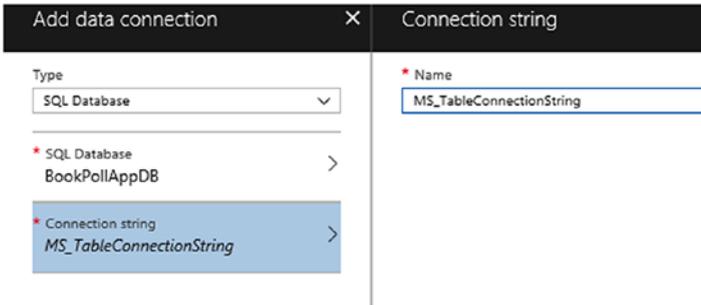


Figure 4-7. Accept the default connection string name

- The deployment will take three or four minutes. Once created, proceed to step 2 of Quickstart from the portal, but only after the data connection is created. (It is important that you wait, or it may not work.) Once you see the green check mark in step 1, proceed to step 2. Time for a coffee. See Figure 4-8.

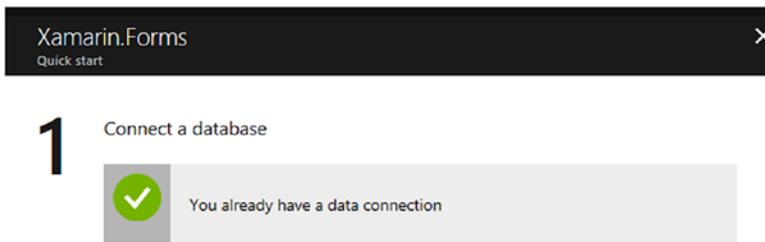


Figure 4-8. Wait until you see the green check mark in step 1 before proceeding to step 2

- Now that you have successfully created a database, click C# from the drop-down menu and then click Download. Download to a folder close to your root drive, such as `C:\apressbook`. See Figure 4-9.



Figure 4-9. Select C# from the drop-down menu and then click Download

Do not close the portal window with Quickstart showing. We will return to it in about 20 minutes, to complete step 3. If you try to perform step 3 now, it will fail for the rest of this chapter. Be patient; trust me here.

Part 2: Modify the Service App

Time Estimate

5 Minutes

We have accomplished quite a bit already with steps 1 and 2 of Quickstart completed. We created a database and generated the code required to serve it up in an API service. In theory, all we have to do is compile and publish the app service and then perform step 3 to download the Xamarin Forms app. HOWEVER, WE ARE NOT GOING TO DO THIS YET. The reason? I want to show you how to work with your own Xamarin Forms application, not just the app generated from Quickstart. In other words, Quickstart is great for creating a new application (we are going to do that in due time in this chapter), but we are going to kill two birds with one stone and also cover how to modify the API service to provide data for an existing app, by generating a couple of new tables before we publish this service. Those two additional tables will be used in the app in Chapter 5. In this part, you will modify the Table API Service app generated with Quickstart, to add those two new tables.

Caution Do not publish this until all the modifications have been made and you are directed to do so toward the end of this chapter.

Note The completed solution is provided at <https://github.com/Apress/azure-and-xamarin-forms> however the Chapter 4 solution is for reference only. The Quickstart created solution places the correct end point in the code as well as the configuration settings. So, the provided solution will not run and publish successfully, as is.

1. Once downloaded, in File Explorer, right-click the zip, select properties, check unblock, and click OK. Extract the files. See Figure 4-10.

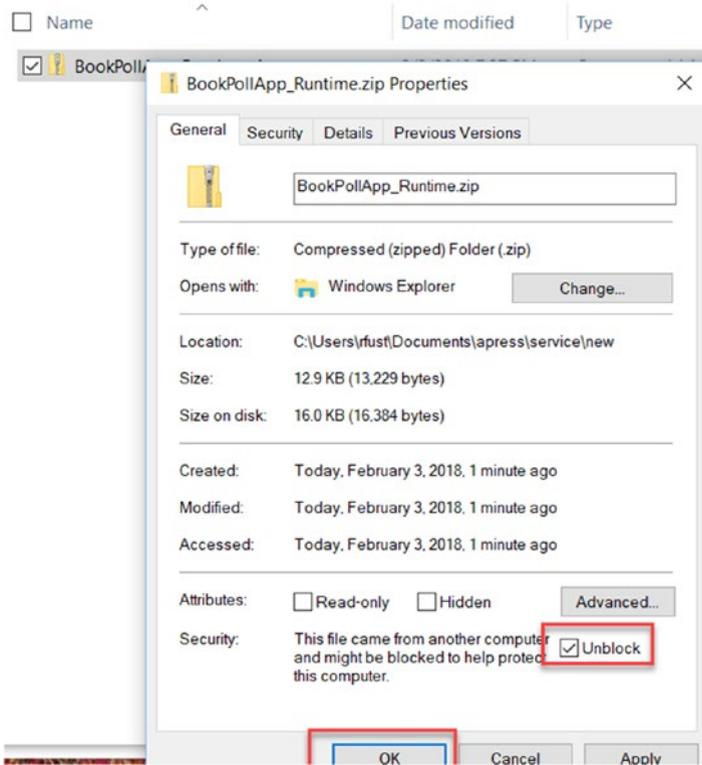


Figure 4-10. Check Unblock and click OK

2. Open the solution in Visual Studio, right-click the solution, select Restore NuGet Packages, and then rebuild the solution. See Figure 4-11.

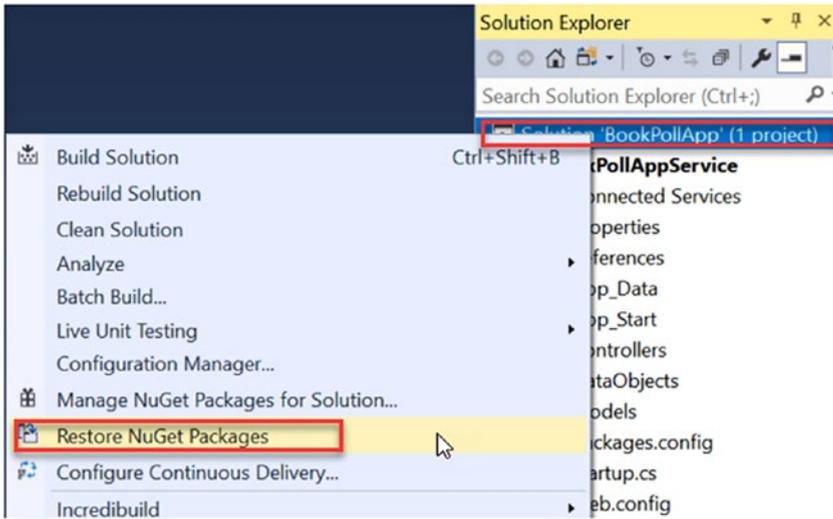


Figure 4-11. Right-click the solution and select *Restore NuGet Packages*

3. Open the BookPollAppService solution.
4. Right-click the solution and select *Manage NuGet Packages*, then browse to add the package for *System.ComponentModel.Annotations*. See [Figure 4-12](#).

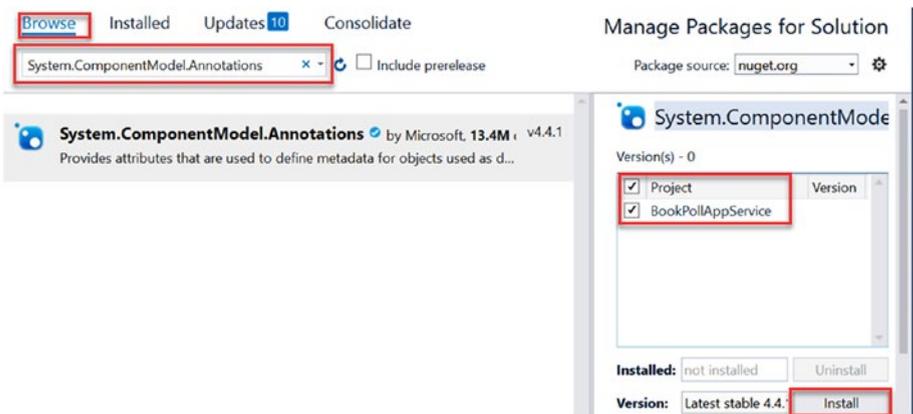


Figure 4-12. Browse for *System.ComponentModel.Annotations* and install

The plumbing is done, with the code and NuGet packages installed. Now, let's get down to adding two new tables to the Service API in the next part.

Part 3: Add the Question and Response DTOs and End Points

Time Estimate

5 Minutes

In this part, we will prepare the app to seed the Questions table with data the first time we access it. This will require that you create a class to represent this, both in our database and over the wire, when talking to a client. You will add a class named `PollQuestion` to provide this support. You will also need to add a new `TableController`, to expose this table over the network. You want to store this object in a table named "questions". The JSON format will match the data transformation object (DTO). The JSON parser will automatically lowercase the property names.

1. Add a class to the `DataObjects` folder called `PollQuestion`. See Figure 4-13.

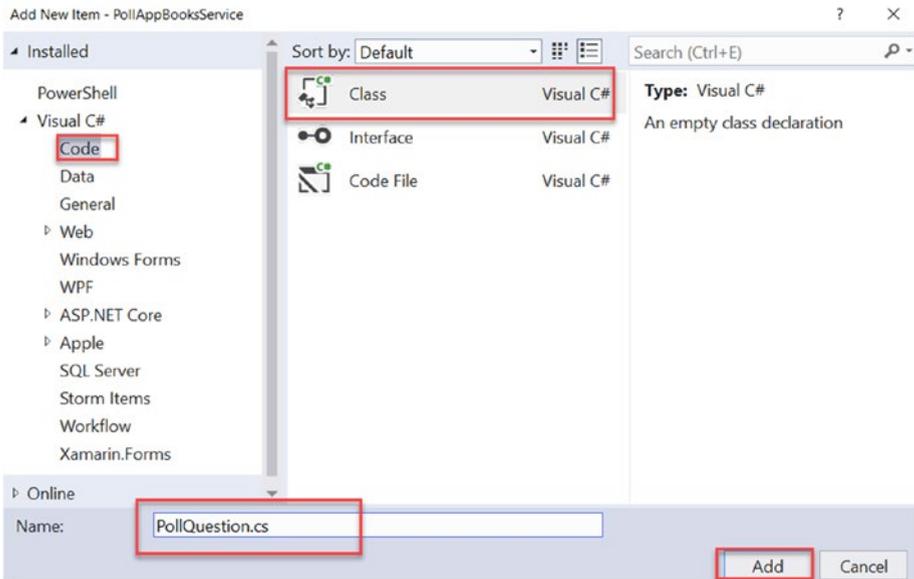


Figure 4-13. Add a class and name it *PollQuestion.cs* in the *DataObjects* folder

2. Add the following using statements:
 - using Microsoft.Azure.Mobile.Server;
 - using System.ComponentModel.DataAnnotations.Schema;
3. Derive the class from *EntityData* and add code for *Text* and *Answers*. The highlighted text represents code changes.

```
namespace BookPollAppService.DataObjects
{
    [Table("questions")]
    public class PollQuestion : EntityData
    {
        public string Text { get; set; }
    }
}
```

```

        public string Answers { get; set; }
    }
}

```

4. Add a class to the DataObjects folder called PollResponse.

5. Add the using statements:

```

using System.ComponentModel.DataAnnotations.Schema;
using Microsoft.Azure.Mobile.Server;
using Newtonsoft.Json;

```

6. Add a class to the DataObjects folder called PollResponse. Add the following code:

```

namespace BookPollAppService.DataObjects
{
    [Table("responses")]
    public class PollResponse : EntityData
    {
        [JsonProperty("questionId")]
        public string QuestionId { get; set; }

        public string Name { get; set; }
        [JsonProperty("answer")]
        public int AnswerIndex { get; set; }
    }
}

```

7. Save all.

We have now completed the DTOs that define our new tables. Let's now expose the data, through functions on retrieving and updating the tables, by creating the controllers.

Part 4: Add Controllers

Time Estimate

20 Minutes

In this part, you will wire up controllers to expose a table over the wire. The question table controller should expose only the GET options (all or by ID). We will not allow this table to be updated in the client Xamarin Forms app.

Using a database initializer function, we will seed this table with data, by creating a set of poll questions and inserting them into it.

1. **Try** { Right-click the Controllers folder and select Add ► Controller, then select Azure Mobile Apps Table Controller. See Figures 4-14 and 4-15.

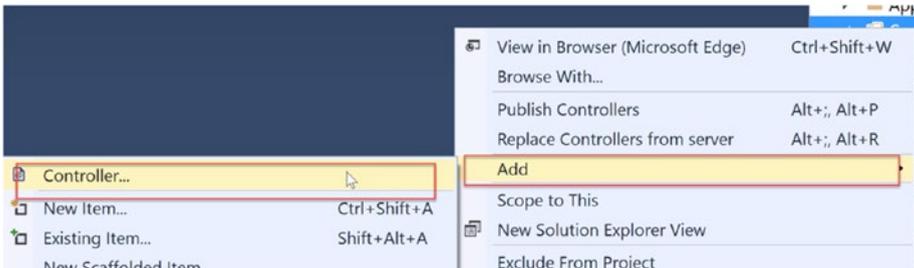


Figure 4-14. Right-click the Controllers folder and select Add Controller



Figure 4-15. Select Azure Mobile Apps Table Controller

2. Try: { Select PollQuestion from the Model class drop-down menu and BookPollAppService for the Data context class. Rename the default controller to QuestionsController. You will also have to add a controller for PollResponse, using a controller. Revise the default name to ResponsesController.
3. Try: { Select PollQuestion from the Model class drop-down menu, BookPollAppContext from the Data context class drop-down, and rename PollQuestionController QetionsController (See possible error in step 5 below). See Figure 4-16.

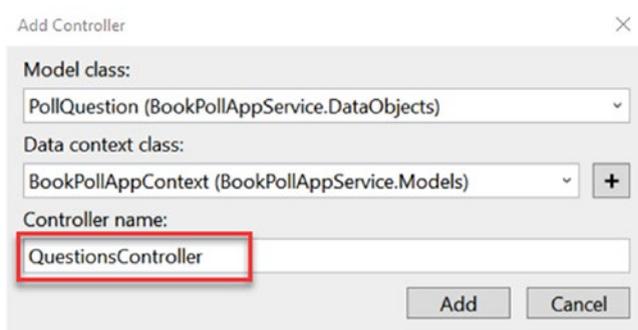


Figure 4-16. Controller renamed QuestionsController

4. Try: { PollResponse from the Model class drop-down, insert BookPollAppContext as the Data context class, and change the name of the Controller from PollResponseController to ResonsesController (See possible error in step 5 below). See Figure 4-17.

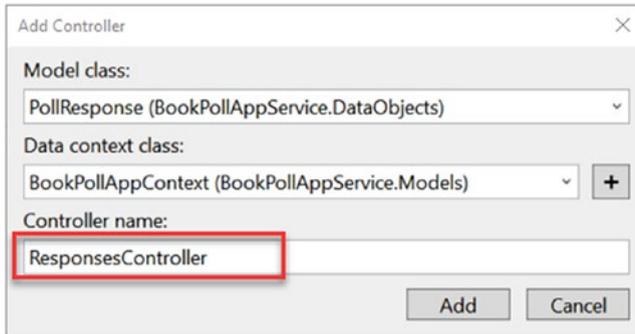


Figure 4-17. Controller renamed *ResponsesController*

5. Catch: { If you get either of the following errors related to scaffolding, resulting from a known bug in VS 2017 at the time of writing, see the workarounds that follow. (See Figures 4-18 and 4-19.) If the bug is fixed by the time you read this, simply follow workaround #1 at step 6 and let Visual Studio add the controllers instead of adding them manually. You will still have to make the code modifications documented in workaround #1, after adding your Questions and Responses controllers.



Figure 4-18. COM component error

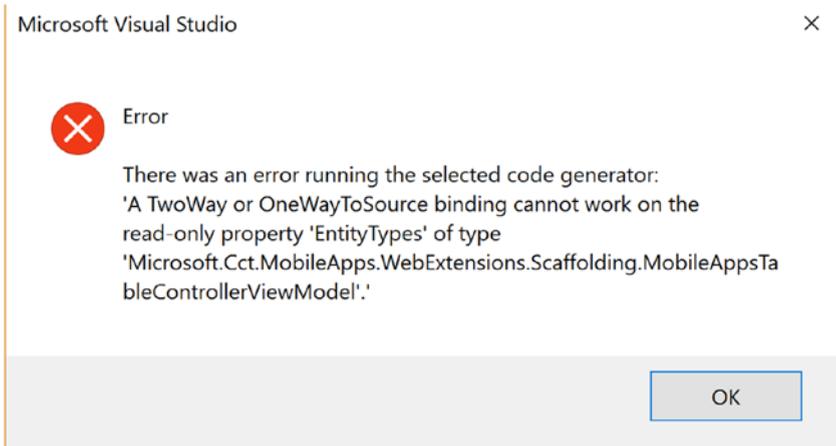


Figure 4-19. Scaffolding error

```
}
```

6. **Catch** {There are two workarounds.}
7. Workaround #1 is quicker, unless you already have VS 2015 installed, as VS 2015 can take a couple of hours to install. Workaround #1 is to add the classes and code modifications manually in step 6. Workaround #2 starts at step 13 and is about reverting to VS 2015 and installing the Azure SDK for VS 2015, to create the table controllers. Once added successfully, return to using VS 2017. If you use workaround #2, you will still have to make the code modifications in steps 7 through 12. Details on each workaround follow.
8. Workaround #1

Add an existing file from the book assets folder called `QuestionsController.cs` to the `Controllers` folder in the project solution, only if you received one of the preceding errors. See [Figure 4-20](#).

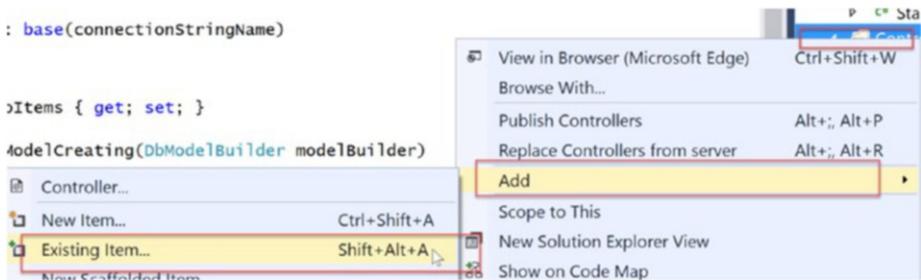


Figure 4-20. Add *QuestionsController.cs* to the *Controllers* folder

9. You may have to change the namespace of your project name, and you should remove or comment any “non-GET” methods, as the question data will be read-only. So, comment out or delete the tasks for PATCH, POST, and DELETE questions.
10. The code final code should look like the following (resolve the using statements):

```
using System.Linq;
using System.Threading.Tasks;
using System.Web.Http;
using System.Web.Http.Controllers;
using System.Web.Http.OData;
using Microsoft.Azure.Mobile.Server;
using BookPollAppService.DataObjects;
using BookPollAppService.Models;

namespace BookPollAppService.Controllers
{
    public class QuestionsController :
        TableController<PollQuestion>
    {
```

```

protected override void Initialize(HomeController
Context controllerContext)
{
    base.Initialize(controllerContext);
    BookPollAppContext context = new
    BookPollAppContext();
    DomainManager = new EntityDomainManager<
    PollQuestion>(context, Request);
}

// GET tables/PollQuestion
public IQueryable<PollQuestion>
GetAllPollQuestion()
{
    return Query();
}

// GET tables/PollQuestion/48D68C86-6EA6-4C25-
AA33-223FC9A27959
public SingleResult<PollQuestion>
GetPollQuestion(string id)
{
    return Lookup(id);
}
}
}

```

11. Add an existing file for the student materials to the Controllers folder, called ResponsesController.cs. You may have to change the namespace to your project name.

12. We can customize it with ASP.NET attributes. For example, we can rename the methods to match what they do.

- Rename the `PostPollResponse` method to `InsertPollResponse`. Because we no longer have the word “Post” on the method, the controller will not associate this to an HTTP POST request. To correct this, add an `[HttpPost]` attribute to the method.
- Rename the `PatchPollResponse` method to `UpdatePollResponse` and add an `[HttpPatch]` attribute to the method, to ensure that it responds to an HTTP PATCH request.

```
using System.Linq;
using System.Threading.Tasks;
using System.Web.Http;
using System.Web.Http.Controllers;
using System.Web.Http.OData;
using Microsoft.Azure.Mobile.Server;
using BookPollAppService.DataObjects;
using BookPollAppService.Models;

namespace BookPollAppService.Controllers
{
    public class ResponsesController :
        TableController<PollResponse>
    {
        protected override void Initialize(Http
            ControllerContext controllerContext)
        {
```

```

        base.Initialize(controllerContext);
        BookPollAppContext context = new
        BookPollAppContext();
        DomainManager = new EntityDomainManager
        <PollResponse>(context, Request);
    }

    // GET tables/PollResponse
    public IQueryable<PollResponse>
    GetAllPollResponse()
    {
        return Query();
    }

    // GET tables/PollResponse/48D68C86-6EA6-
    4C25-AA33-223FC9A27959
    public SingleResult<PollResponse>
    GetPollResponse(string id)
    {
        return Lookup(id);
    }

    // PATCH tables/PollResponse/48D68C86-6EA6-
    4C25-AA33-223FC9A27959
    [HttpPatch]
    public Task<PollResponse>
    UpdatePollResponse(string id,
    Delta<PollResponse> patch)
    {
        return UpdateAsync(id, patch);
    }

```

```

// POST tables/PollResponse
[HttpPost]
public async Task<IHttpActionResult>
InsertPollResponse(PollResponse item)
{
    PollResponse current = await
    InsertAsync(item);
    return CreatedAtRoute("Tables", new {
    id = current.Id }, current);
}

// DELETE tables/PollResponse/48D68C86-
6EA6-4C25-AA33-223FC9A27959
public Task DeletePollResponse(string id)
{
    return DeleteAsync(id);
}
}
}

```

13. Open `BookPollAppContext.cs` in the `Models` folder, if you manually added the preceding controllers, and add these two lines after the `OnModelCreating` method. Also, replace the `BookPollAppService` namespace and lines below with the name of your project, if different, and do the same for any `using` statements. These lines may be there already, if you successfully added a controller through the Visual Studio Add Controller.

```

public System.Data.Entity.DbSet<BookPollAppService.
DataObjects.PollQuestion> PollQuestions { get; set; }

public System.Data.Entity.DbSet<BookPollAppService.
DataObjects.PollResponse> PollResponses { get; set; }

```

14. For `BookPollAppContext.cs`, the code should look like that shown in Figure 4-21. This completes the controller updates!

```

using System.Data.Entity;
using System.Data.Entity.ModelConfiguration.Conventions;
using System.Linq;
using Microsoft.Azure.Mobile.Server;
using Microsoft.Azure.Mobile.Server.Tables;
using BookPollAppService.DataObjects;

namespace BookPollAppService.Models
{
    public class BookPollAppContext : DbContext
    {
        // You can add custom code to this file. Changes will not be overwritten.
        // If you want Entity Framework to alter your database
        // automatically whenever you change your model schema, please use data migrations.
        // For more information refer to the documentation:
        // http://msdn.microsoft.com/en-us/data/jj591621.aspx

        private const string connectionStringName = "Name=MS_TableConnectionString";

        public BookPollAppContext() : base(connectionStringName)
        {
        }

        public DbSet<TodoItem> TodoItems { get; set; }

        protected override void OnModelCreating(DbModelBuilder modelBuilder)
        {
            modelBuilder.Conventions.Add(
                new AttributeToColumnAnnotationConvention<TableColumnAttribute, string>(
                    "ServiceTableColumn", (property, attributes) => attributes.Single().ColumnType.ToString()));
        }

        public System.Data.Entity.DbSet<BookPollAppService.DataObjects.PollQuestion> PollQuestions { get; set; }

        public System.Data.Entity.DbSet<BookPollAppService.DataObjects.PollResponse> PollResponses { get; set; }
    }
}

```

Figure 4-21. The completed code for `BookPollAppContext.cs`

15. Workaround # 2

Download and install VS 2015 at www.visualstudio.com/vs/older-downloads/. You can add controllers in VS 2015 and go back to a prior version on the Azure SDK for 2.9.6 and Azure Mobile apps SDK version 2.0.40201. You may have to uninstall the Azure Mobile Apps SDK first, if newer. This is a bug with the version of the Azure Mobile Apps SDK installers included with VS 2017. The templates themselves shouldn't have changed, so the specific workaround is to download the Azure 2.9.6 SDK from www.microsoft.com/en-us/download/details.aspx?id=54289 and select the AzureMobileAppsSdkV2.0.msi installer (version 2.0.40201). This will install the scaffolded controllers to the folder indicated in the error message. Also, you may have to install the Azure SDK for VS 2015, which can be accessed at <https://azure.microsoft.com/en-us/downloads/>, as shown in Figures 4-22 and 4-23.

Repeat steps 1-11, to create the controllers, with the only difference being that you will not have to add the `PollQuestionController` and `PollResponseController` classes in step 6 from existing files, as these will have been generated. Modify generated code as in steps 1-11.

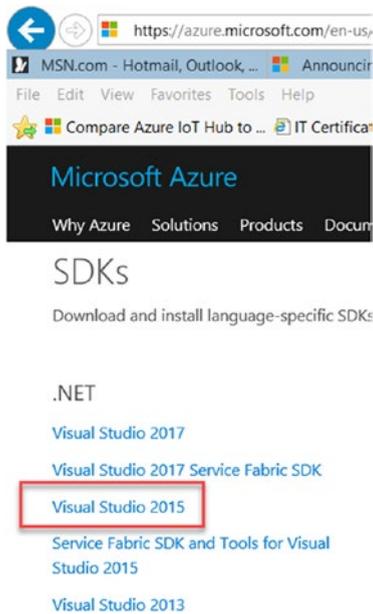


Figure 4-22. Download the Azure SDK for VS 2015

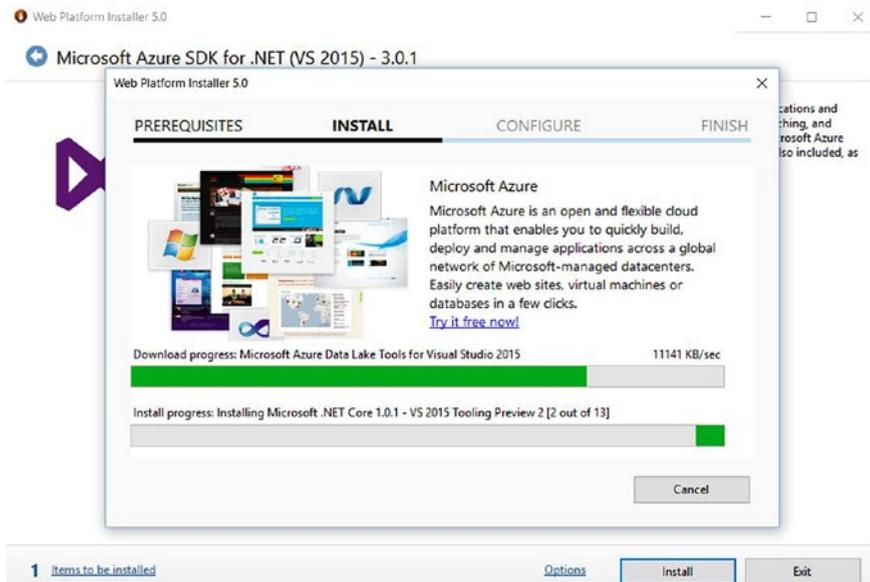


Figure 4-23. Install the Azure SDK for VS 2015

We are almost at the finish line! The only thing left in building our API service is to prepopulate our tables with some data. This is referred to as “seeding the data.”

Part 5: Seed the Data and Force Entity Framework to Re-create Our Tables and Publish

Time Estimate

10 Minutes

When you ship an application, it is often required that you ship it with data that is prepopulated in the database that is used for the app. In our case, Quickstart has to populate a few items in the “to do list” table. This way, when you open the app, you will see some sample data. And in our new tables that we added in the preceding parts, we must populate the Questions table with some questions and some answers to select from, as this is required to make the app work. In this part, you will seed data for the database, and we will publish the app service.

1. For one-time initialization, open the Startup.MobileApp.cs file in the App_Start folder in Solution Explorer.
2. At about line 52, the BookPollAppInitializer :CreateDatabaseIfNotExists<BookPollAppService> database initializer class directs Entity Framework to create the database tables required to run the service, if no tables exist in the database. This initializer only runs once. If we later add/change/delete a DTO, the service will throw an exception indicating that the schema is out of date and does not match the model.

Note To re-create tables when a schema changes, you have to change the database initializer class to `DropCreateDatabaseIfModelChanges<BookPollAppService>`, which instructs Entity Framework to drop all the tables and re-create them if the model (`BookPollAppService`) or any DTOs in the model change. Recall that when we add a new Table Controller, a `DbSet` property is created in the `BookPollAppService` to represent the table. The system identifies this using reflection and recognizes that the database schema is different. It will then re-create all the tables, using the current model; however, we will lose all our data. `DropCreateDatabaseAlways` will always drop the tables and create. Data must be migrated in these scenarios.

3. Keep `CreateDatabaseIfNotExists` on first run, then if you do subsequent runs, you can change to either `DropCreateDatabaseIfModelChanges` or `DropCreateDatabaseAlways`.
4. Replace the protected override `Seed` method code with the following, which seeds data for the `TodoItem` list as well as `PollQuestions` (the source for `Startup.MobileApp.cs` is in the `Assets` folder, if you wish to copy the seed override method):

```
public class BookPollAppInitializer :
CreateDatabaseIfNotExists <BookPollAppContext>
{
    protected override void Seed(BookPollAppContext
    context)
    {
```

```

List<TodoItem> todoItems = new
List<TodoItem>
{
    new TodoItem { Id = Guid.NewGuid().
ToString(), Text = "First item",
Complete = false },
    new TodoItem { Id = Guid.NewGuid().
ToString(), Text = "Second item",
Complete = false },
};

foreach (TodoItem todoItem in todoItems)
{
    context.Set<TodoItem>().Add(todoItem);
}

List<PollQuestion> Questions = new
List<PollQuestion>
{
    new PollQuestion { Id = Guid.NewGuid().
ToString(), Text = "What book would you
like to read?",
        Answers = "Beginning Entity
Framework Core 2.0|Beginning
Windows Mixed Reality
Programming|Business in Real-Time,
Using Azure IoT|Cyber Security on
Azure|Angular 5 and .NET Core 2" },
    new PollQuestion { Id = Guid.NewGuid().
ToString(), Text = "What is your
favorite book category?",

```

```
        Answers = "Apple and iPS|Programming|  
Machine Learning|Mobile|Microsoft  
and .NET" },  
    };  
    foreach (PollQuestion question in Questions)  
    {  
        context.Set<PollQuestion>().  
            Add(question);  
    }  
    context.SaveChanges();  
    base.Seed(context);  
    }  
}
```

5. Your code should look like that shown in Figure [4-24](#).

```

13 namespace BookPollAppService
14 {
15     public partial class Startup
16     {
17         public static void ConfigureMobileApp(IAppBuilder app)
18         {
19             HttpConfiguration config = new HttpConfiguration();
20             //For more information on Web API tracing, see http://go.microsoft.com/fwlink/?LinkId=620686
21             config.EnableSystemDiagnosticsTracing();
22
23             new MobileAppConfiguration()
24                 .UseDefaultConfiguration()
25                 .ApplyTo(config);
26
27             // Use Entity Framework Code First to create database tables based on your DbContext
28             Database.SetInitializer(new BookPollAppInitializer());
29             // To prevent Entity Framework from modifying your database schema, use a null database initializer
30             // Database.SetInitializer<BookPollAppContext>(null);
31
32             MobileAppSettingsDictionary settings = config.GetMobileAppSettingsProvider().GetMobileAppSettings();
33
34             if (string.IsNullOrEmpty(settings.HostName))
35             {
36                 // This middleware is intended to be used locally for debugging. By default, HostName will
37                 // only have a value when running in an App Service application.
38                 app.UseAppServiceAuthentication(new AppServiceAuthenticationOptions
39                 {
40                     SigningKey = ConfigurationManager.AppSettings["SigningKey"],
41                     ValidAudiences = new[] { ConfigurationManager.AppSettings["ValidAudience"] },
42                     ValidIssuers = new[] { ConfigurationManager.AppSettings["ValidIssuer"] },
43                     TokenHandler = config.GetAppServiceTokenHandler()
44                 });
45             }
46             app.UseWebApi(config);
47         }
48     }
49 }
50
51
52 public class BookPollAppInitializer : CreateDatabaseIfNotExists<BookPollAppContext>
53 {
54     protected override void Seed(BookPollAppContext context)
55     {
56         List<TodoItem> todoItems = new List<TodoItem>
57         {
58             new TodoItem { Id = Guid.NewGuid().ToString(), Text = "First item", Complete = false },
59             new TodoItem { Id = Guid.NewGuid().ToString(), Text = "Second item", Complete = false },
60         };
61
62         foreach (TodoItem todoItem in todoItems)
63         {
64             context.Set<TodoItem>().Add(todoItem);
65         }
66
67         List<PollQuestion> questions = new List<PollQuestion>
68         {
69             new PollQuestion { Id = Guid.NewGuid().ToString(), Text = "what book would you like to read?",
70                               Answers = "Beginning Entity Framework Core 2.0|Beginning Windows Mixed Reality Programming|Bu",
71             new PollQuestion { Id = Guid.NewGuid().ToString(), Text = "what is your favorite book category?",
72                               Answers = "Apple and ips|Programming|Machine Learning|Mobile|Microsoft and .NET" },
73         };
74         foreach (PollQuestion question in questions)
75         {
76             context.Set<PollQuestion>().Add(question);
77         }
78         context.SaveChanges();
79         base.Seed(context);
80     }
81 }

```

Figure 4-24. The completed `Startup.MobileApp.cs` file in the `App_Start` folder

6. Build the app. Drum roll please! Right-click the solution, and now you can publish the app. See Figure 4-25.

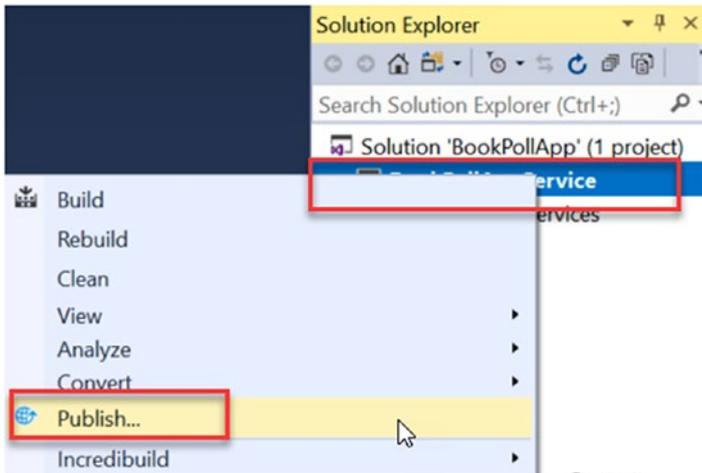


Figure 4-25. Select the project, right-click, and select Publish...

7. Select Azure App Service, then Select Existing. See Figure 4-26.

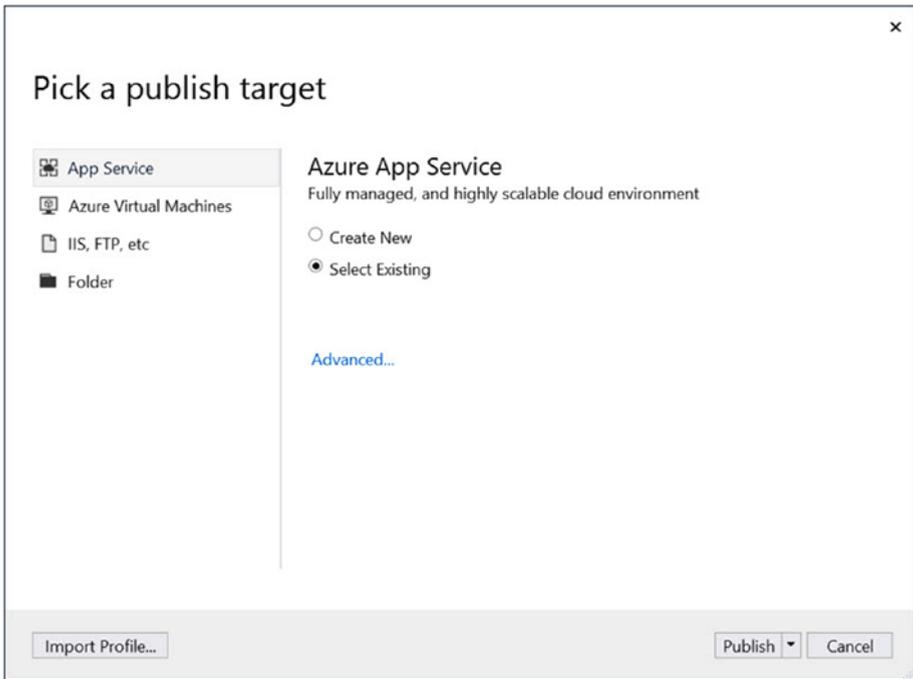


Figure 4-26. Select the Azure App Service, then Select Existing, and click Publish... .

8. Verify your credentials in the upper-right corner. Select your subscription and, under Resource Group, BookPollAppRG, then select your app service, BookPollApp. See Figure 4-27.

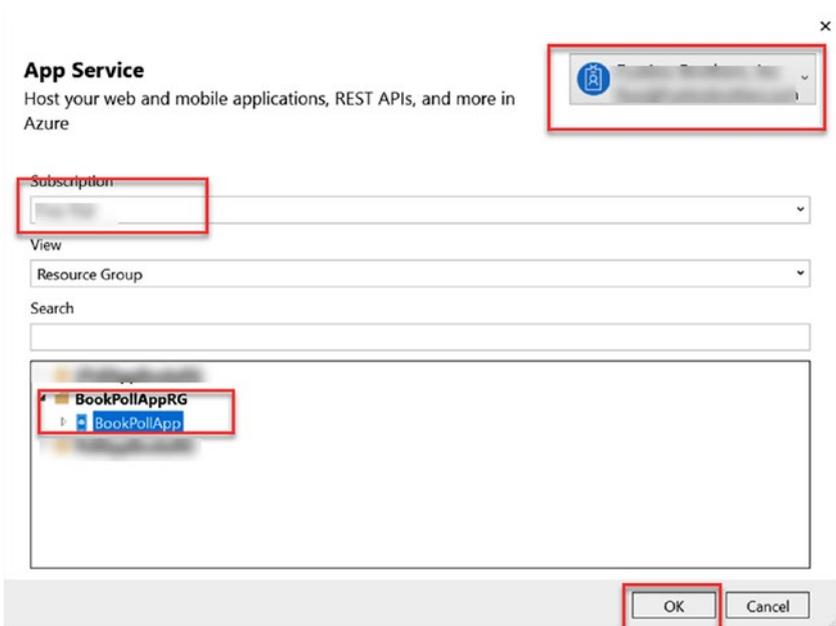


Figure 4-27. Select your subscription and resource group from the drop-downs and select the app service you created in Quickstart under Resource Group

9. The deployment should take a minute or two. Once deployed, you should see your browser pop up, with the service running as shown in Figure 4-28.

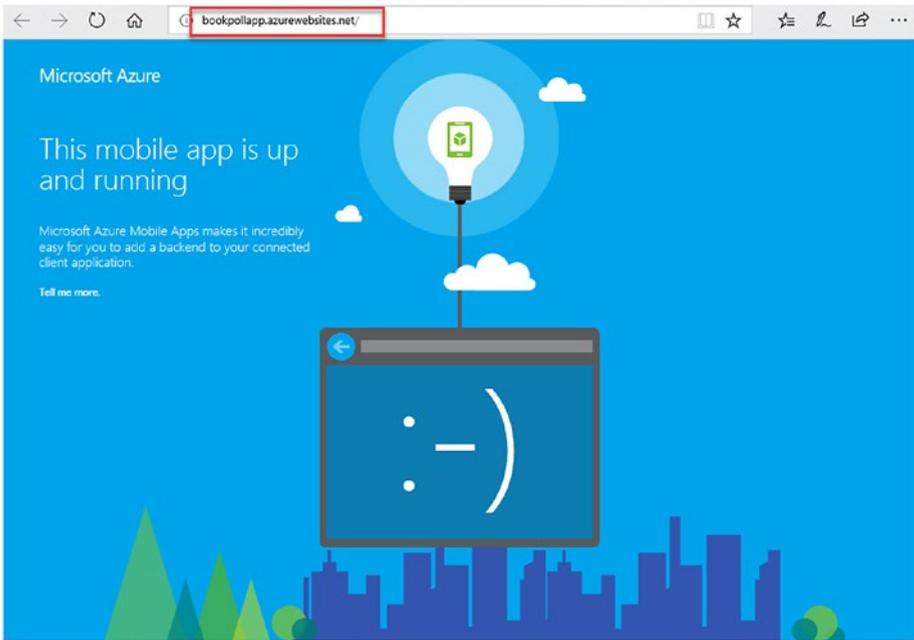


Figure 4-28. *Your web service should pop up in your browser, indicating that the mobile app is up and running!*

10. Now go back to the portal quick start and complete step 3, the final step, but only after you see that the web service is running. Click to download the Xamarin Forms client application for CREATE A NEW APP. See Figure 4-29. We will be connecting to an existing app in Chapter 5.

3 Configure your client application

[CREATE A NEW APP](#) [CONNECT AN EXISTING APP](#)

On a Windows PC: [Install Visual Studio Community 2015](#)

On a Mac or Windows PC: [Install Xamarin for Windows](#)

Download your personalized Xamarin project, extract it, and then open it in Visual Studio or Xamarin Studio. The app is pre-configured to work with your hosted mobile backend.

[Download](#)

Run the Xamarin project to start working with data in your mobile backend.

Figure 4-29. Click the Download button to get your Xamarin Forms app, which is wired to your service and data

Before you unzip, right-click the downloaded file and bring up the properties to unblock. Check Unblock and click OK. If you do not do this, you may encounter strange errors when running your app in Visual Studio. See [Figure 4-30](#).

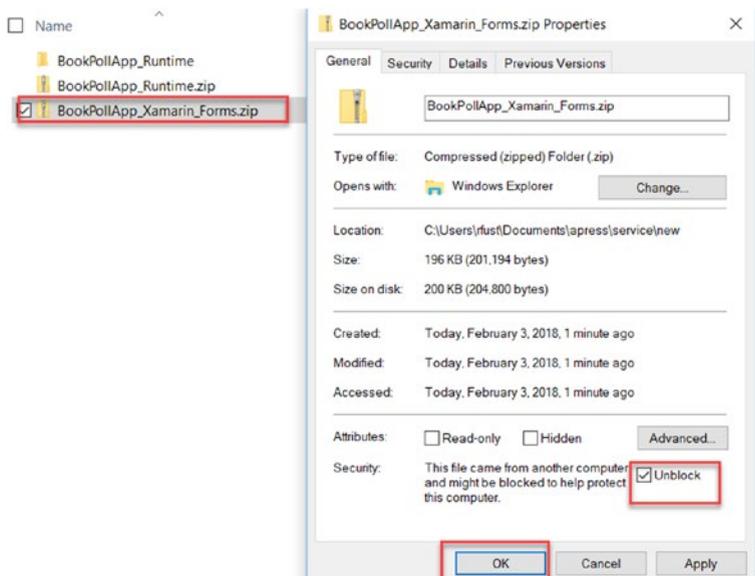


Figure 4-30. Right-click the downloaded zip and select properties. Check Unblock and click OK.

11. Right-click the solution and Restore NuGet Packages.
12. In the BookPollApp, open Constants.cs and verify that the application URL is set to what you created in Quickstart. See Figure 4-31.

```
using System;  
  
namespace BookPollApp  
{  
    public static class Constants  
    {  
        // Replace strings with your Azure Mobile App endpoint.  
        public static string ApplicationURL = @"https://bookpollapp.azurewebsites.net";  
    }  
}
```

Figure 4-31. Verify application URL in Constants.cs

13. Right-click the UWP project and set as startup. See Figure 4-32.

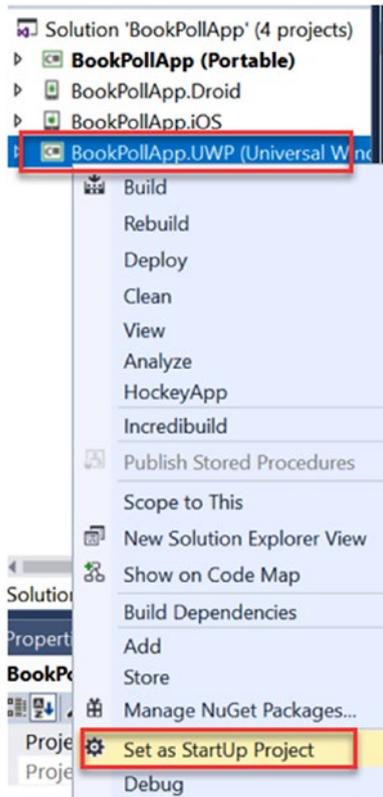


Figure 4-32. Right-click the UWP project and select *Set as StartUp Project*

14. Rebuild the portable project and the UWP projects and any other platforms you wish to test.
15. **You need to run the app to populate the database tables.** For UWP, run the app on Local Machine ×86 or ×64 (**not ARM**). See Figure 4-33.

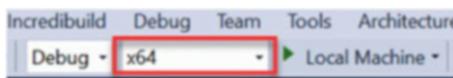


Figure 4-33. Select ×64 or ×86 and then click *Local Machine*

16. After the app starts, give it 5–10 seconds the first time, you should see a couple of “to do” items float into the list that were populated in the service app on our database. See Figure 4-34.

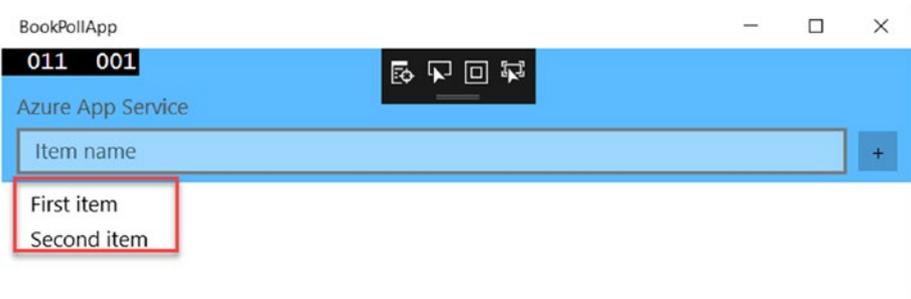


Figure 4-34. See the “to-do list” items for the first and second items

17. Go ahead and add a third entry. It will be stored in your Azure Database. See Figures 4-35 and 4-36.



Figure 4-35. Add a third item to the list by typing a value and clicking +



Figure 4-36. You will see the third item added to the list

Wow! That completes building your customized tables for an existing app and the table for the new app from Quickstart. We now have a working API that serves up data that our client apps can use. Are you feeling tingly yet? But wait...is the data really in the database? We know it is for the `TodoItem` table, because the preceding app shows it, but what about the `Questions` table? We need to verify this.

Part 6: Verify the Database

Time Estimate

10 Minutes

In this final part of the chapter, we will look at how to verify that the data has been seeded successfully in our application database. This is useful to do at this point, because in the next chapter, we must know if this part has been done correctly, or we will have data problems that are not in the app but in the database. So, we must eliminate that possibility. Let's accomplish this task and get started using SQL Server Management Studio.

Note You must run the Xamarin Forms app in Part 5, to see the data in Part 6. It does not seed tables in the database until used in the Xamarin Forms client app.

1. Go back to the portal and click Resource group on the left dashboard panel. Select BookPollAppRG, then select the SQL database, BookPollAppdb.
2. Copy the Database URL. See Figure 4-37.

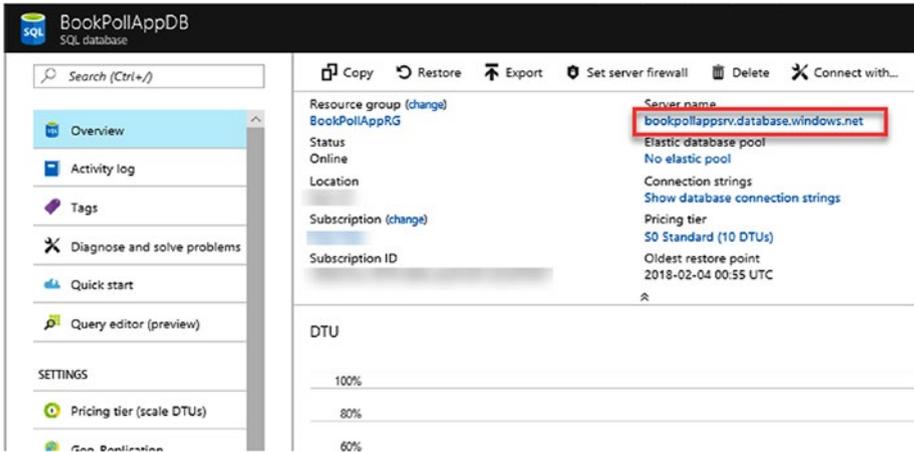


Figure 4-37. Copy the server name URL for your database in the portal

3. Start up SQL Server Management Studio, paste in the URL for the server name, and enter the login user and password that you set up for the database. Click Connect. See Figure 4-38.

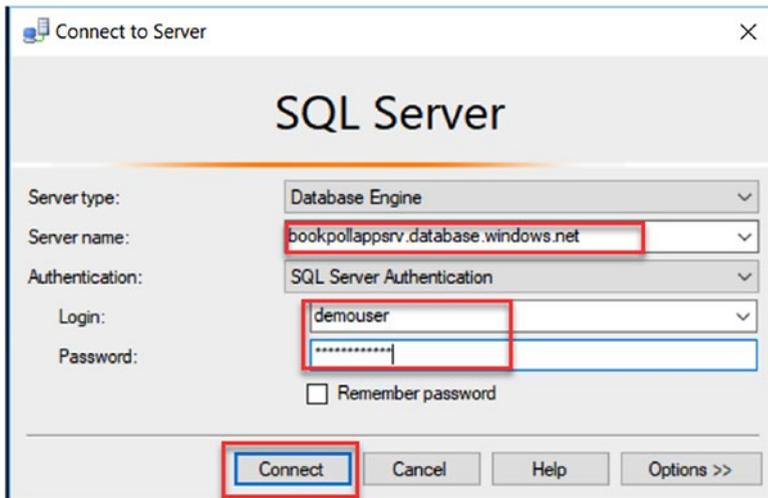


Figure 4-38. Paste in the URL, enter the credentials you set up, and click Connect

4. If you get prompted, sign in and create a new firewall rule. See Figures 4-39 and 4-40.

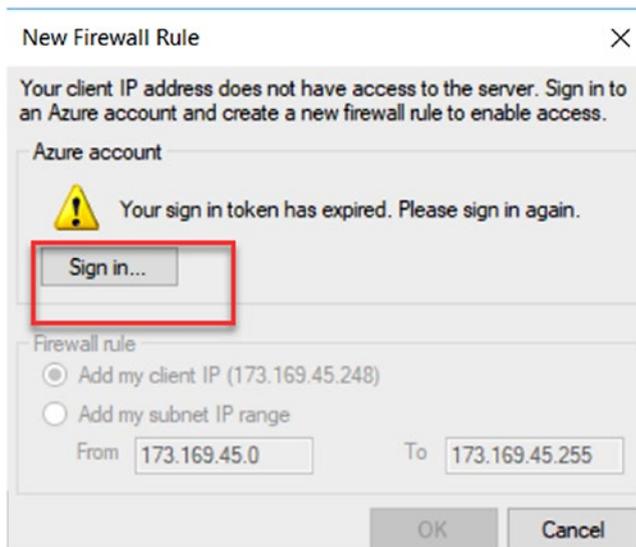


Figure 4-39. Click Sign in and enter your credentials for the portal

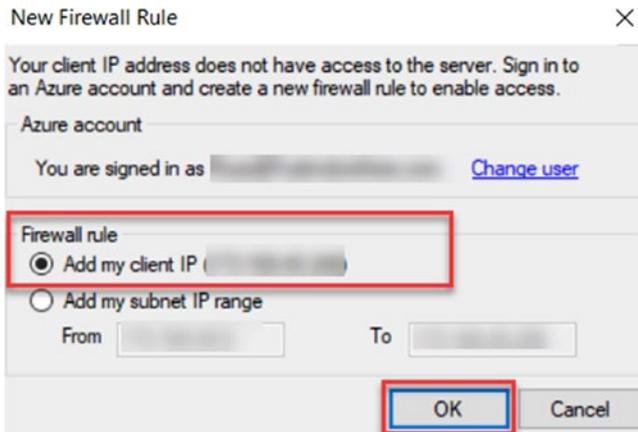


Figure 4-40. Add my client IP and click OK

5. Expand BookPollAppDB and Tables, right-click `dbo.TODOItems`, and click Select Top 1000 Rows. See Figure 4-41.

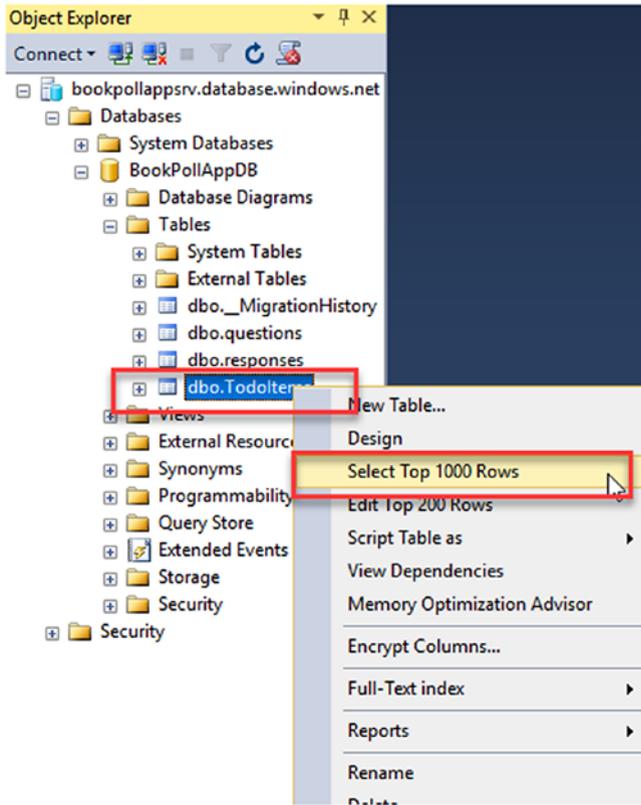


Figure 4-41. Right-click `dbo.TODOItems` then click *Select Top 1000 Rows*

6. You should see all three rows, including the one we added. See Figure 4-42.

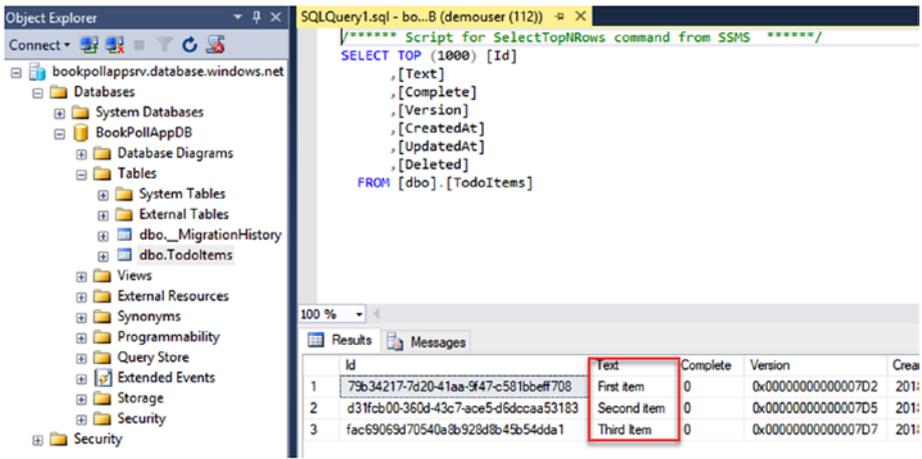


Figure 4-42. All three items are shown

7. Do the same for `dbo.questions`: click Select Top 1000 Rows. See Figure 4-43.

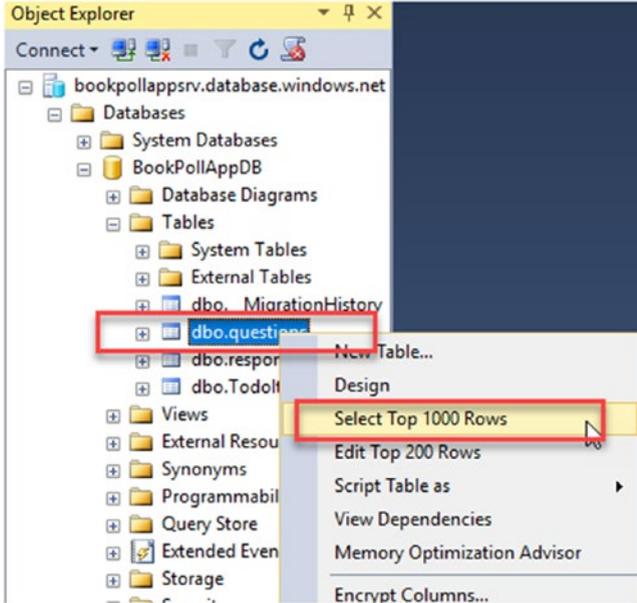


Figure 4-43. Select rows for the `dbo.questions` table

8. You should see the two questions we added. See Figure 4-44.

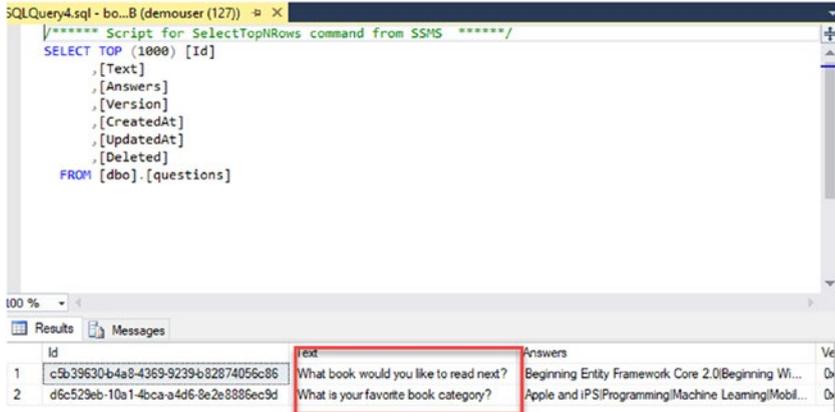


Figure 4-44. Two questions should be displayed

9. The Responses table will be empty. We will be populating that in Chapter 5.
10. You can also set up the firewall rules on the server. Navigate to the portal and open the database blade. Click Set server firewall. See Figure 4-45.

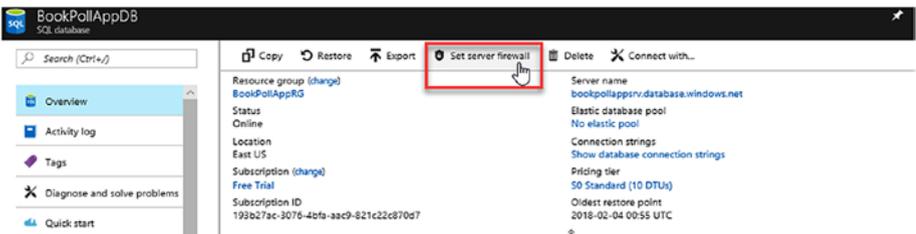


Figure 4-45. You can set the server firewall on the portal as well

11. You should see the firewall rule that we just set up from SQL Server Management Studio. See Figure 4-46.

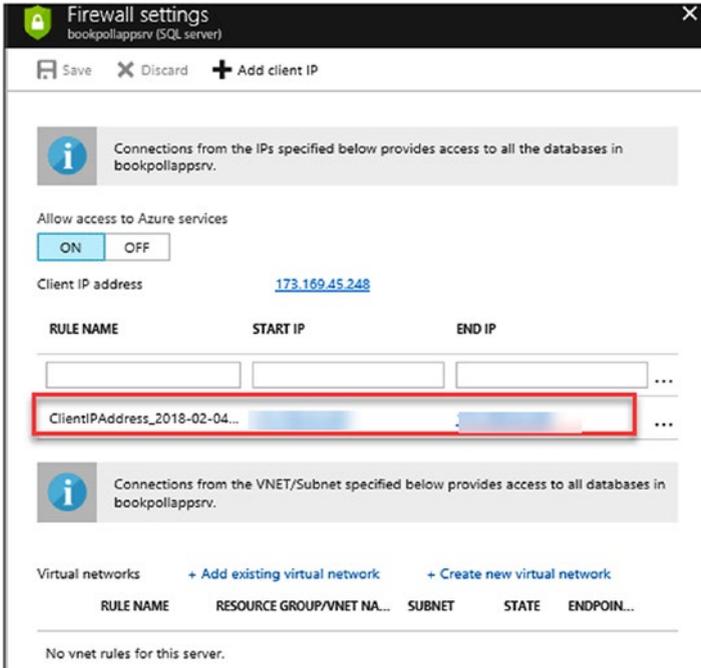


Figure 4-46. *The client IP we set up via SQL Server Management Studio*

12. Click on the + Add client IP to set up another one if you like. Click Save. Congratulations! You just built a service that can be consumed by any client. We will populate the Responses table and use the Questions table in the next chapter.

- Type in the URLs to display the data in any current browser (except Internet Explorer, which will prompt you to download the results, which you can view with Notepad). Figure 4-47 shows the query for `todoitem` from the Edge browser. If you receive a message that resources have been moved or renamed, double-check the controller step 2 in Part 4, and make sure that you changed the name of the default controller from `PollQuestionController` to `QuestionsController` and did the same for responses.



Figure 4-47. The results for a query in a browser. This one is from Edge.

From Firefox, query the `Questions` table, and it should appear nicely formatted, as in Figure 4-48.

Enter the following URL: <https://bookpollapp.azurewebsites.net/tables/questions?ZUMO-API-VERSION=2.0.0>.

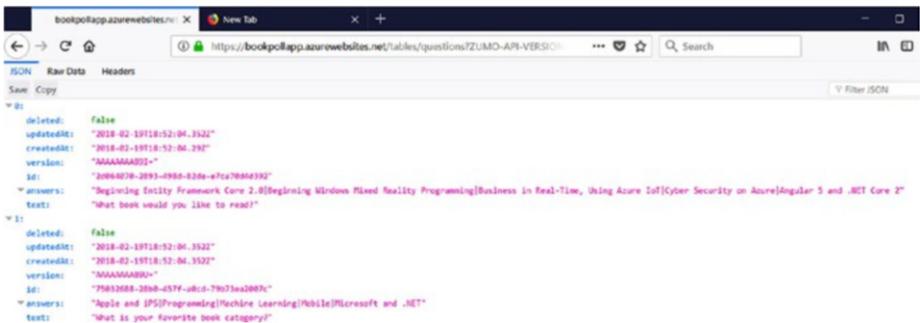


Figure 4-48. The results for a query in a browser. These are from Firefox.

14. Do not delete any resources from this chapter until you have completed Chapter 5.

Caution Do not delete any resources from this chapter until you have completed Chapter 5.

Summary

In this chapter, you used the Azure portal to create a mobile app and Xamarin Forms' Quickstart to create a database for the app. Quickstart also created an app service using the Table API. You modified the Table API Service app and created two additional tables for questions and responses, which will be used in another Xamarin Forms app in Chapter 5. You have also seeded some data. You downloaded the sample Quickstart Xamarin Forms solution and ran it. You updated the "to do item" list and verified the database contents with SQL Server Management Studio and set up a server firewall rule.

In the next chapter, let's look at taking an existing Xamarin Forms app and integrating Azure, so we can consume the Questions table data that we exposed in our API app service. We will be populating the Responses table data in Chapter 5 from that same existing app. For the rest of the book, it is all about the client app!

CHAPTER 5

Building a Xamarin Forms Azure Client

When we used Quickstart in Chapter 4, we generated a new app that utilized Azure services. Now that you are liking Azure and, I hope, have seen the light, you may have an existing app that you would like to modify to use Azure. I have several apps that I have written for which I wish I had started using Azure from the get-go. This chapter will help you make modifications to an existing app and take advantage of the benefits that Azure has to offer. Something else that is often an afterthought is to make your app available and fully operational in an offline manner. The app we will be modifying in this chapter is fully functional from a local perspective, and we want to move the data for a local store to the cloud as well as synchronize it when offline. These are all common tasks many existing apps require today that cause headaches for developers.

In this chapter, you will modify an existing Xamarin Forms application to add support for utilizing an Azure mobile service. You can use any mix of the platform projects, depending on your development environment (Mac or Windows). You will customize data transfer objects (DTOs) and database query logic, as well as add offline caching support and synchronization.

Note Run this project from your laptop/PC **and not an Azure Virtual Machine**. Chapter 4 must be completed, as it creates a service that will be consumed in Chapter 5. It creates an end point similar to <http://bookpollapp.azurewebsites.net>. Completed code for Chapter 4 is in this book’s assets folder. The source code and assets for this book can be downloaded from <https://github.com/Apress/azure-and-xamarin-forms>.

The provided chapter 4 solution does not run and publish as is, It needs the Quickstart generated endpoint and Qucikstart generated configuration in Web.config as well as appropriate NuGet packages.

You must publish the app service in Chapter 4, exposing the end point similar to above.

We will not be using the Xamarin Client App created using Quickstart in Chapter 4. Instead, we will be using a starter project for Chapter 5. This chapter will provide knowledge on modifying an existing Xamarin Forms Client to “Azure-ize” it.

Time Estimate

65 Minutes

Part 1: Open an Existing Xamarin Forms Application

Time Estimate

5 Minutes

I have provided a fully functional app that works well with local data. The problem is that to make the app useful, the data really should be in the cloud, so the data is sharable among several users. Perhaps you have

developed a prototype that runs local data and need to do that same thing. This is a very common problem in the developer community, for sure. The app provides questions with a list of choices for responses. Think of it as an app that facilitates polling or voting responses. In this part, you will be modifying an existing solution. You will open the starter solution, build it, run the project, and review the output.

1. Copy the Starter app from the book assets folder to a folder close to the root, such as C:\Apressbooks. From File Explorer, set properties to unblock and then unzip. With Visual Studio, open the Starter BookPollClientApp project.
2. As with any Xamarin Forms sample you download, always restore NuGet packages first. Right-click the solution and select Restore NuGet Packages. See [Figure 5-1](#).

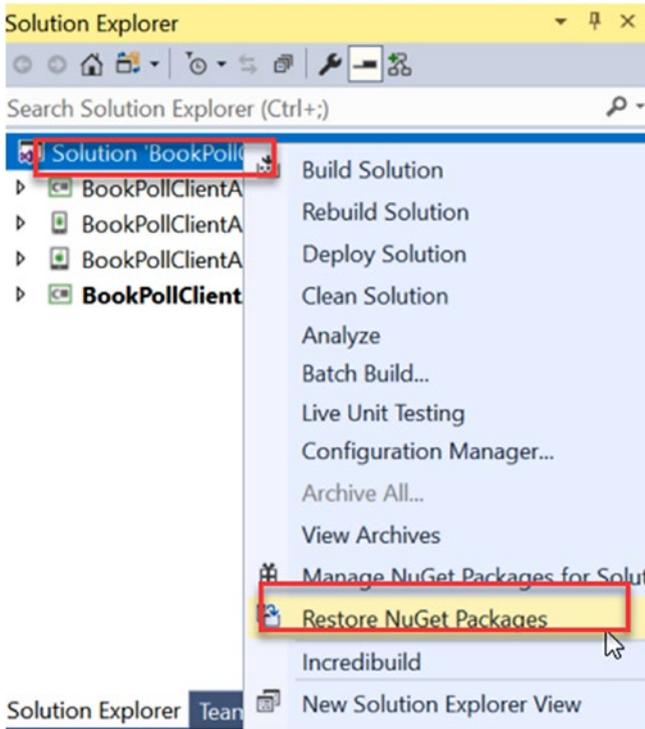


Figure 5-1. Right click on the solution and Select Restore NuGet Packages

3. Set the UWP project to the startup project. The next step is to build. Right-click the Portable project and select Build. See Figure 5-2.

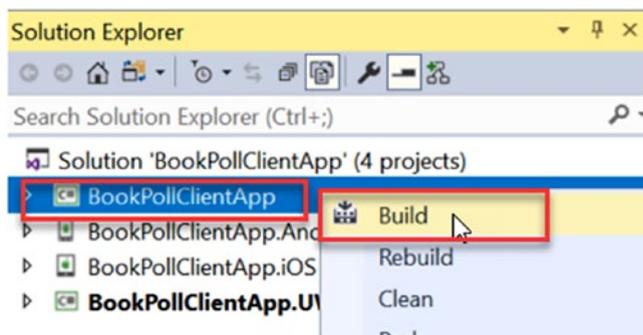


Figure 5-2. Right-click the Portable and UWP projects and select *Build*

4. If you see errors in the Portable project related to EmbeddedResources, or other extraneous errors, do the following:
 - Right-click the project in the solution.
 - Unload the project.
 - Reload the project.
 - Build the project.

This is another common problem on downloaded Xamarin samples. Sometimes you may also have to clean the solution (by right-clicking the solution), then delete the obj and bin folders by clicking the Show All Files button for each project. See Figures 5-3 through 5-6.

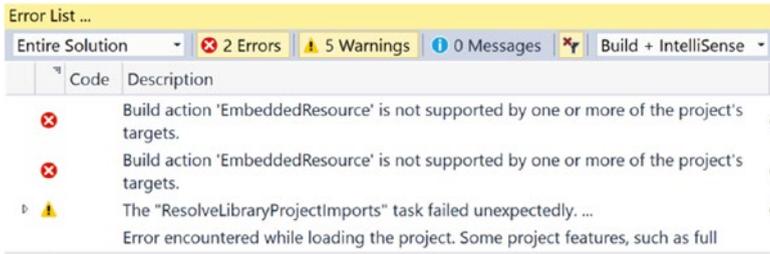


Figure 5-3. An EmbeddedResource error is not really an error

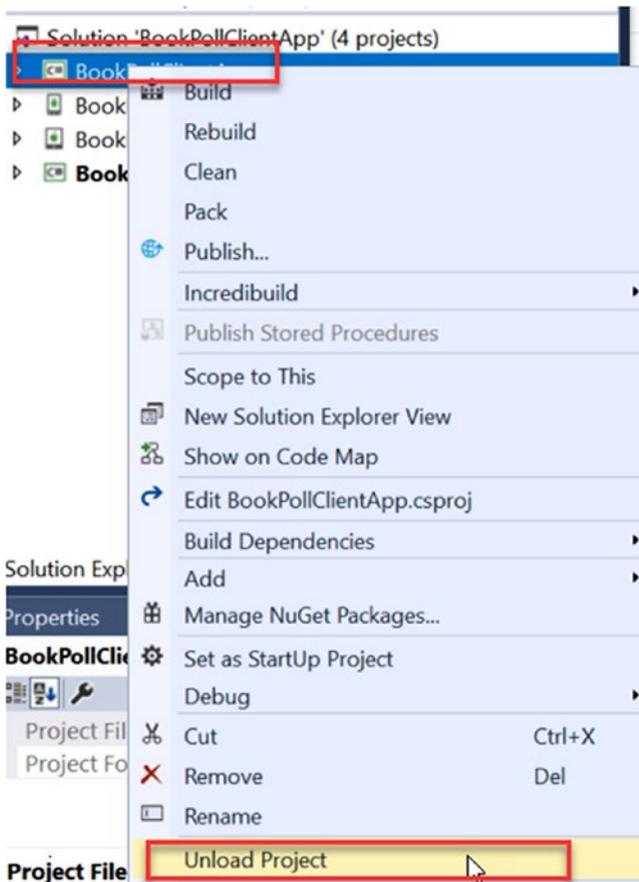


Figure 5-4. To get rid of the preceding error, select Unload Project

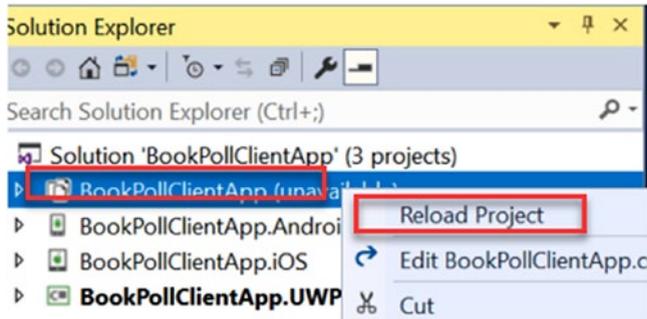


Figure 5-5. By selecting *Reload Project*, the project should rebuild

To resolve extraneous errors, sometimes you must clean project and delete the `bin` and `obj` folders. To see them, click the `Show All Files` button in Solution Explorer.

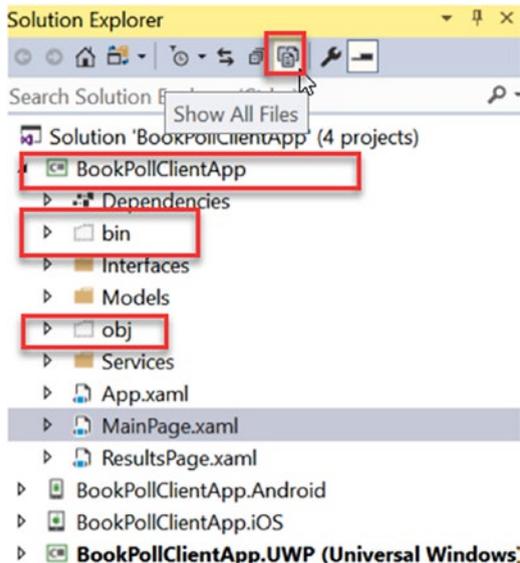


Figure 5-6. *Show All Files* button in Solution Explorer

Now we have a project that builds. Next, let's run it and see the application that currently runs from local data.

Part 2: Add Azure Support to a Xamarin Forms Application

Time Estimate

15 Minutes

Where do I start? The first thing will be to simply run the app and see it execute in its current local data state. We will review the structure of the app, so that you become a little more familiar with it. Then we will look at adding the appropriate NuGet packages that are required to access Azure Services. We will add the appropriate Azure initialization calls and create a PollQuestion interface. In this part, you will add Azure support to an existing application.

1. Continue with the same project.
2. Set your preferred platform-specific project as the startup project. Any of them will work.
3. Run the application to see it work. See Figure 5-7.

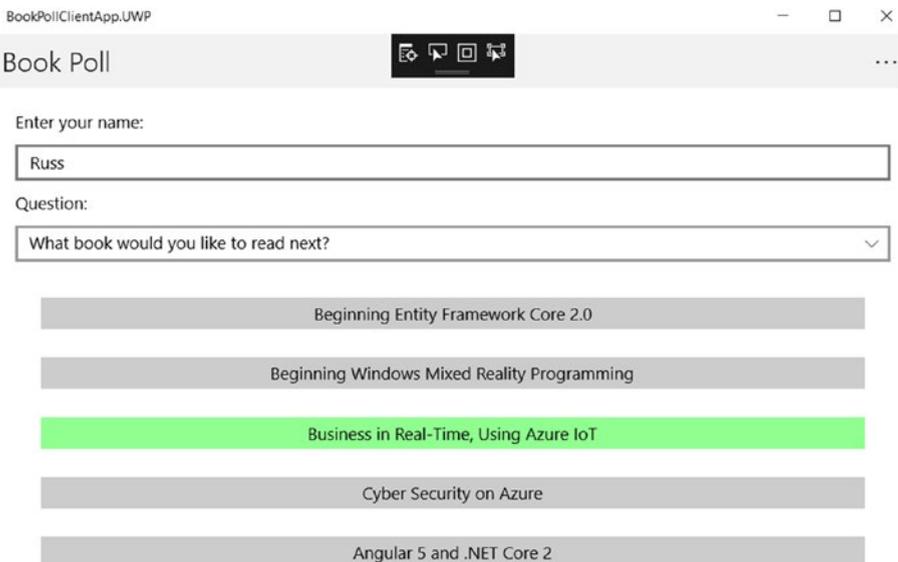


Figure 5-7. Running the starter app should look like this

- Expand the solution—it contains several projects, as listed in Table 5-1.

Table 5-1. *Solution Project Layout*

Project	Description
BookPollClientApp	This is the core Xamarin.Forms view shared assembly. It contains the page definitions (one for the main page and one for a results page), the models, and the code that will interact with the service. Currently, it has a mocked-out implementation that does everything with hard-coded local data. You will be using the IPollQuestionService interface, which you will implement to connect to Azure Service.
BookPollClientApp.Android	The Xamarin.Android platform-specific (head) project
BookPollClientApp.iOS	The Xamarin.iOS platform-specific (head) project. You will require a Mac host to run this application.
BookPollClientApp.UWP	The Windows UWP platform-specific (head) project. You will require Visual Studio for Windows to run this project. It will be disabled on macOS.

- We need the Azure client libraries in our projects and to add NuGet references. This will allow us to connect to Azure and interact with the exposed table end points. Add the Microsoft.Azure.Mobile.Client NuGet package to all of the projects. Right-click the solution and select Manage NuGet Packages for Solution... . Click the browse tab and search on Microsoft.Azure.Mobile.Client. Check all the projects, as shown in Figure 5-8.

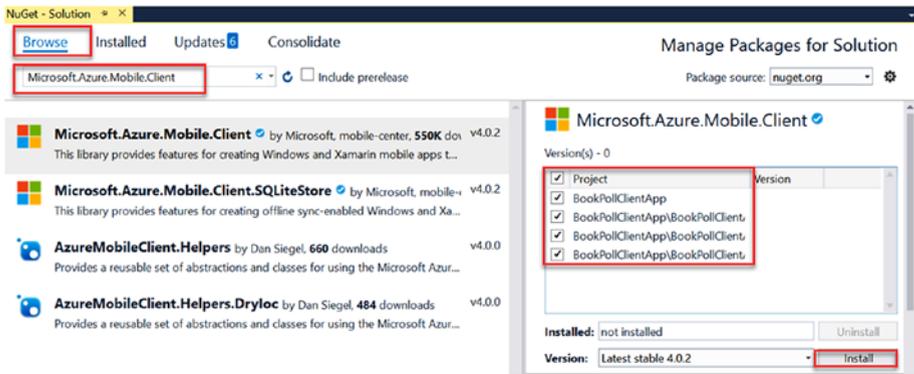


Figure 5-8. Browse for *Microsoft.Azure.Mobile.Client* and install to all the projects

6. If you see errors in the Error list after loading the mobile client, click Save All and close and reopen Visual Studio with the project.
7. Next, we must initialize the Azure library. Both Android and iOS must initialize the Azure client library, by adding a line of code into the initialization of the app. This code must be done in the platform-specific projects, as the method isn't available in the shared project. You only have to do this for Android and iOS—and only if you plan to run these platforms.
8. For Android, open the *MainActivity.cs* file in the *Xamarin.Android* project. Because this is a Xamarin.Forms app, the main Activity only launches once per app-launch, and we can do our initialization here.

9. Add a call to `Microsoft.WindowsAzure.MobileServices.CurrentPlatform.Init()`; in the `OnCreate` override. You can place it just before the `Forms.Init` call. The following highlighted code is what you must add:

```
protected override void OnCreate(Bundle bundle)
{
    TabLayoutResource = Resource.Layout.Tabbar;
    ToolbarResource = Resource.Layout.Toolbar;

    base.OnCreate(bundle);
    Microsoft.WindowsAzure.MobileServices.
CurrentPlatform.Init();

    global::Xamarin.Forms.Forms.Init(this, bundle);
    LoadApplication(new App());
}
```

10. For iOS, open the `AppDelegate.cs` file in the `Xamarin.iOS` project.
11. Add a call to `Microsoft.WindowsAzure.MobileServices.CurrentPlatform.Init()`; in the `FinishedLaunching` override. You can place it just before the `Forms.Init` call.

```
public override bool FinishedLaunching(UIApplication
app, NSDictionary options)
{
    Microsoft.WindowsAzure.MobileServices.
CurrentPlatform.Init();
    global::Xamarin.Forms.Forms.Init();
}
```

```

        LoadApplication(new App());

        return base.FinishedLaunching(app,
            options);
    }

```

12. Let's create a new service class to interact with Azure. The interface is defined to interact with our poll data service. Currently, it's implemented with a mock class for local testing. Our goal is to eventually replace this with a complete implementation that talks to Azure (or some other online cloud provider). Open the `IPollQuestionService.cs` file in the Interfaces folder of the `BookPollClientApp` project. This is the interface we must implement.
13. Let's start by creating a new class that implements the interface. Add a new class named `AzurePollService.cs` in the Services folder.
14. Make the class public, and have it implement `IPollQuestionService`. You can use the built-in IDE support to add each required method stub. We won't actually be providing an implementation yet, but all the methods must be present. Just leave the `throw new NotImplementedException();` in place for now. Add these using statements:


```

using BookPollClientApp.Interfaces;
using Microsoft.WindowsAzure.MobileServices;

```
15. Make the class public, and as you type in the interface to inherit, you should see the Intellisense show the `IPollQuestionService` interface. See Figure 5-9.

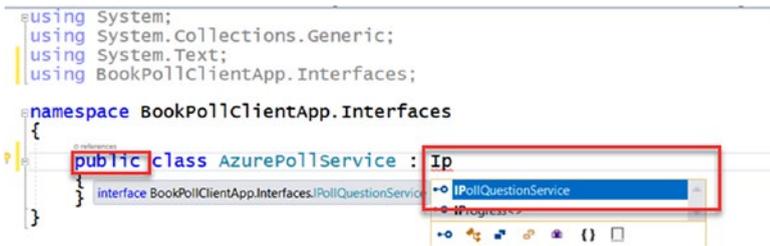


Figure 5-9. Select the Intellisense for IPollQuestionService

16. Hover over the red squiggle on IPollQuestionService and select the Show potential fixes icon. Select Implement interface. See Figure 5-10.

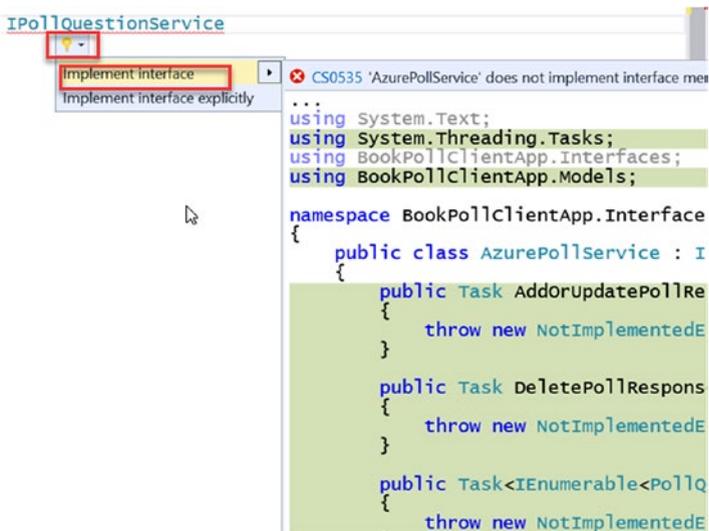


Figure 5-10. Select Implement interface

17. To interact with Azure Service, you use a MobileServiceClient object. We'll create one and place it into our new AzurePollService class. Add a new private field of type MobileServiceClient. Add a new private method named Initialize, create

a mobile service client object, and assign it to your field. You will require the URL of the Azure service to pass into the constructor. We are working with a pre-built service from Chapter 4. The URL to the pre-built server from Chapter 4 is similar to <http://bookpollapp.azurewebsites.net>.

Add this using statement to `AzurePollService.cs` and the following code:

```
using Microsoft.WindowsAzure.MobileServices;

public class AzurePollService : IPollQuestionService
{
    const string AzureUrl = @"http://bookpollapp.
azurewebsites.net";
    MobileServiceClient client;
    void Initialize()
    {
        client = new MobileServiceClient(AzureUrl);
    }

    public Task AddOrUpdatePollResponseAsync(PollRe
sponse response)
    {
        throw new NotImplementedException();
    }
    ...
}
```

18. Add a check into the `Initialize` method, to see if the `MobileServiceClient` has been created (non-null) and, if so, return. We want to be able to call this method multiple times but have the logic executed only once.

19. Next, add a call to the `Initialize` method into **each** of your implementation methods. We will create it the first time we use the object (as opposed to when it is created).

```
public class AzurePollService :
    IPollQuestionService
{
    const string AzureUrl = "http://bookpollapp.
    azurewebsites.net";
    MobileServiceClient client;
    void Initialize()
    {
        if (client != null)
            return;
        client = new MobileServiceClient(AzureUrl);
    }
    public Task AddOrUpdatePollResponseAsync
    (PollResponse response)
    {
        Initialize();
        throw new NotImplementedException();
    }
    public Task DeletePollResponseAsync
    (PollResponse response)
    {
        Initialize();
        throw new NotImplementedException();
    }
}
```

...

20. Now, let's use our new Azure service and replace the service mock! Open the `MainPage.xaml.cs` file in the Portable project. It allocates an `IPollQuestionService` as a field in the class. Replace the `MockPollQuestionService` instance with a new `AzurePollService` instance.

```
public partial class MainPage : ContentPage
{
    // TODO: replace implementation
    readonly IPollQuestionService service = new
        AzurePollService();
}
```

21. Run the application. It should now fail and display a message indicating that the called method is not implemented. However, we will have created our Azure connection and are now set up to start implementing data access methods! See [Figure 5-11](#).

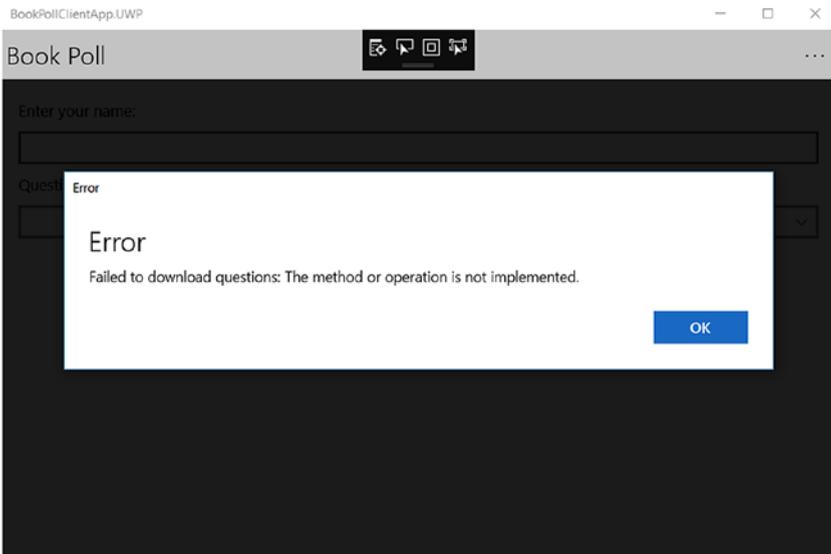


Figure 5-11. Run, and an expected error will occur

Congrats! You have started the journey to add Azure services to your app. Let's proceed to the next step and get the app to be functional again, by customizing the DTOs for the polling service.

Part 3: Customize the DTOs for the Polling Service

Time Estimate

10 Minutes

What we must do is wire the data we created in Chapter 4, now in the cloud, to the app. The plumbing is done thru DTOs, as we saw in Chapter 4 when serving up the data. Here, we will be using the DTOs to consume the data. Also, the data coming across the wire may have slightly different names than we are using in our app. No problem. That's what JSON attributes are for. Just specify the name of the field you are getting from the service in the attribute, and it will map it automatically for you. Phew! No major renaming in my app! In this part, you will customize the DTOs by adding `Json` and `Table` attributes.

There are two classes defined in the app that are used to hold the data that drives the user interface (UI):

`PollQuestion`: This class holds a single question that includes text and a set of answers delimited by a “|”.

`PollResponse`: This class is used to represent the response to a poll question. It includes a property for the responder's name, the question ID being answered, and the index of the answer chosen.

The server end points we will be interacting with have data similar to the preceding data structures; however, when the developers created the service, they deviated slightly from the specification (or maybe we deviated from the specification when creating the client!).

The two classes will require `Json.NET` attributes, to set the name of the table. Make sure the properties conform to the preceding data structures.

We have to modify the DTO to match the JSON response. If we tried to use the current data structures as DTOs, they would not map much of the API, and, in fact, would actually hit the wrong end point, for example, `PollQuestion` instead of `questions`. We could fix this by renaming the class and its properties, but that's undesirable, because it would ripple throughout the application. Instead, let's fix this problem by applying `Json.NET` attributes to our DTO, to change the serialization format.

1. Open the `PollQuestion.cs` source file in the `Models` folder.

Note that the property names don't match our JSON-expected shape, and the name of the class is being used as the end point name, which doesn't match.

2. Add a `[Newtonsoft.Json.JsonObject(Title="questions")]` attribute to the class, to fix the end point name. Add the following using statement and code:

using Newtonsoft.Json;

```
namespace BookPollClientApp.Models
{
    [JsonObject(Title = "questions")]
    public class PollQuestion
    {
        public string Id { get; set; }

        public string Text { get; set; }
        public string Answers { get; set; }
    }
}
```

```

        public override string ToString()
        {
            return Text;
        }
    }
}

```

3. Do the same fix for the `PollResponse` object. Recall that the JSON shape
 - Is exposed on an end point named "responses".
 - Has the fields "questionId", "name", and "answer".
4. We will want to use the `createdAt` property a bit later, so add a new property to provide access to the field.

```

using Newtonsoft.Json;
using Microsoft.WindowsAzure.MobileServices;
using System;

namespace BookPollClientApp.Models
{
    [JsonObject(Title = "responses")]
    public class PollResponse
    {
        public string Id { get; set; }
        [JsonProperty("questionId")]
        public string PollQuestionId { get; set; }
        public string Name { get; set; }
        [JsonProperty("answer")]
        public int ResponseIndex { get; set; }
    }
}

```

```
        [UpdatedAt]  
        public DateTimeOffset UpdatedAt { get; set; }  
    }  
}
```

Looks like our data structures are now intact. But how about the logic methods to work with our data?

Part 4: Fill In the Logic to Query and Update Our Poll Records

Time Estimate

10 Minutes

Data is useless unless we can get at it and pull it into the app. We may want to have methods to pull back all the questions. Perhaps we want to pull back a specific question or perform an update or insert in a record set. In this part, you will provide the logic for database queries. Basically, we want to be able to perform create, read, update, and delete (CRUD) operations, using lists and/or individual records.

Now let's add support to query and update our created tables in the Azure service we created.

- Implement the `GetQuestionsAsync` method, which retrieves all the questions from the questions table.
- Implement the `GetResponseForPollAsync` method, which retrieves a single response record.
- Implement the `GetResponsesForPollAsync` method, which retrieves all response records.

- Implement the `AddOrUpdatePollResponseAsync` method, to add or update the passed record, based on whether it exists in the database.
 - Finally, implement the `DeletePollResponseAsync` method, to remove an existing poll response.
1. Let's create a table accessor for the questions table. We have to retrieve an `IMobileServiceTable` implementation for the questions. Luckily, we already have a DTO defined in the `Models` folder of our data project, which we just updated to support the proper schema.
 2. Open `AzurePollService.cs`. In the `Initialize` method of your service, make a call to the mobile service client `GetTable` method using `PollQuestion` as the DTO. This will return `IMobileServiceTable<PollQuestion>`, which you should store in a class field (the chapter names this field "questionsTable").

```
public class AzurePollService : IPollQuestionService
{
    const string AzureUrl = @"http://bookpollapp.
    azurewebsites.net";
    MobileServiceClient client;
    IMobileServiceTable<PollResponse>
responseTable;
    IMobileServiceTable<PollQuestion>
questionsTable;
    void Initialize()
    {
```

```

        if (client != null)
            return;
        client = new MobileServiceClient(AzureUrl);
        questionsTable = client.
GetTable<PollQuestion>();
        responseTable = client.
GetTable<PollResponse>();
    }

```

3. Next, to read all the questions, use the table interface and implement the `GetQuestionsAsync` method for your service. This just returns `Task<IEnumerable<PollQuestion>>`, which matches nicely with one of the retrieval methods discussed in the class.

```

    public Task<IEnumerable<PollQuestion>>
GetQuestionsAsync()
    {
        Initialize();
        return questionsTable.ReadAsync();
    }

```

4. Run the application and verify that questions show up from Azure. (Do not try to type a name in yet or you will get an error - we will fix this) One method down! See Figure 5-12.

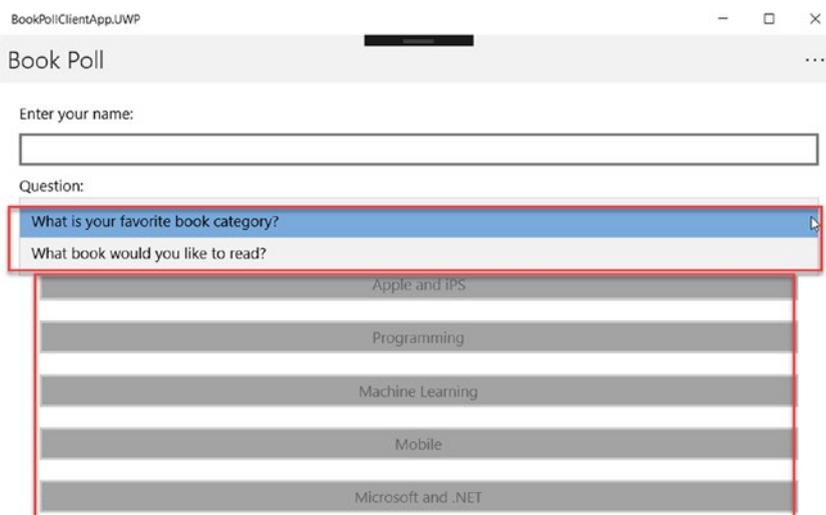


Figure 5-12. The questions have been populated and connected to Azure

5. Next, let's work with the responses table. The steps here are pretty much identical to those we performed with questions. Use the table interface to retrieve the top 100 responses, to implement the `GetResponsesForPollAsync` method for your service. Order the data by the `CreatedAt` property in descending order. The method we are modifying here for `GetResponsesForPollAsync` only has one parameter, `questionId` (not to be confused with the method called `GetResponseForPollAsync`, which has two parameters).
 - Order the data by the `CreatedAt` property in descending order.
 - Restrict the query to 100 records with the `Take` method.

- You will need to add a `ToEnumerableAsync` method to the call.

```
public async Task<IEnumerable<PollResponse>>
    GetResponsesForPollAsync(string questionId)
    {
        Initialize();
        return await responseTable
            .OrderByDescending(r => r.UpdatedAt)
            .Take(100).ToEnumerableAsync();
    }
```

6. Next, implement the `GetResponseForPollAsync` method, by adding a `Where` clause to the table. Implement the following code to return the first `PollResponse` result from the `Enumerable` collection that matches the `questionId` and the `name` parameters. Also, you will have to add a `using` statement for `System.Linq`.

using System.Linq;

```
public async Task<PollResponse>
    GetResponseForPollAsync(string questionId,
        string name)
    {
        Initialize();
        return (await responseTable.Where(r =>
            r.PollQuestionId == questionId &&
            r.Name == name)
            .ToEnumerableAsync().FirstOrDefault();
    }
```

7. Implement the `DeletePollResponseAsync` method, using the `DeleteAsync` method. This is a straight call. You will have to use `async` and `await` in this method.

```
public async Task DeletePollResponseAsync(PollR
response response)
{
    Initialize();
    await responseTable.DeleteAsync(response);
}
```

8. Finally, implement the `AddOrUpdatePollResponseAsync` method. You will either have to call `InsertAsync` or `UpdateAsync`, based on whether the request is in the database. You can tell if the value already exists in the database by looking at the `Id` property. If it's null or empty, it's a new response.

```
public Task AddOrUpdatePollResponseAsync(PollRe
sponse response)
{
    Initialize();
    if (string.IsNullOrEmpty(response.Id))
    {
        return responseTable.
        InsertAsync(response);
    }
    return responseTable.UpdateAsync(response);
}
```

9. Run the app again. We now have a complete implementation, and it should work exactly the way it did with your local mocked service, except now, the data is persisted. If you run this on different devices, you'll see the same data shared across them, because it's stored in the cloud! Click the menu to see your responses or delete them. See Figures 5-13 and 5-14. We have made quite a few changes to the current project and the completed project through Part 4 of Chapter 5 is located in this book's assets folder, in case you have to double-check your work.

Note The source code and assets for this book can be downloaded from <https://github.com/Apress/azure-and-xamarin-forms>

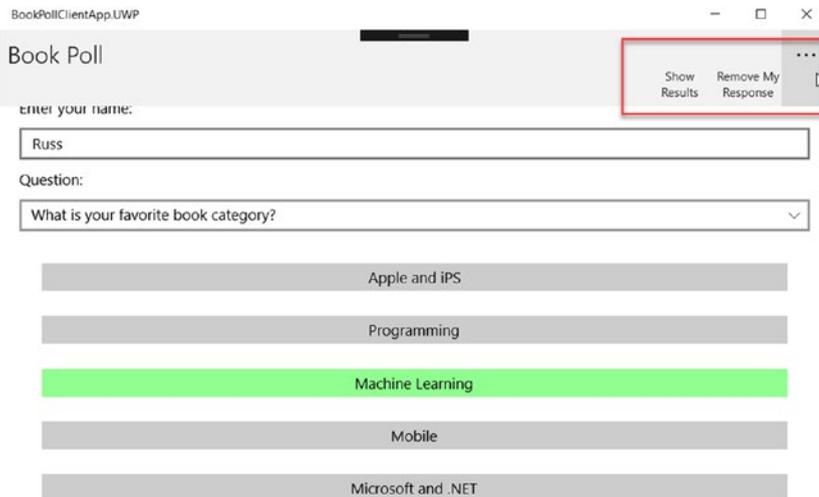


Figure 5-13. Select the menu choice for Show Results, after clicking on an answer and entering your name

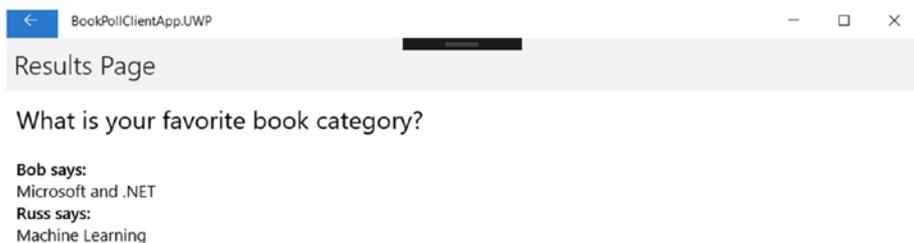


Figure 5-14. See the list of poll answers and enter more

Wow! We now have a functioning app that is using cloud-based data. Congrats! You may want to save this project, so that you can come back to it, if needed, when working on this chapter's next part, on adding offline caching to the app. You are at a good checkpoint.

Part 5: Add Support to Our App for Offline Data Caching

Time Estimate

15 Minutes

Many apps today require an offline strategy. For example, say you have an app that works in the field for an electric company, and you need to have it work all the time, even in rural areas where Internet and cellular connectivity is poor. Well, this is a perfect reason to store the updates and retrieve copies of the data locally. Once connectivity is restored, you can update the cloud data. I always thought this was a tough nut to crack, before I learned Azure, but you will be amazed at how simple this is, using SQLite for local storage and Azure services for synchronization. In this part, you will add support for offline caching, using SQLite.

- Add the `Microsoft.Azure.Mobile.Client.SQLiteStore` NuGet package to all the projects.
- Add the required SQLite PCL initialization code into the iOS head/platform project.

- Create a new `MobileServiceSQLiteStore` to hold our local data.
- Define our two tables in the SQLite store.
- Initialize `MobileServiceClient.SyncContext` with the SQLite store.
- Change the table definitions to use `IMobileServiceSyncTable`.
- To add support offline caching, we must add a reference to another NuGet package and call an initialize method for our iOS application, as follows:
 1. Add a NuGet reference to the `Microsoft.Azure.Mobile.Client.SQLiteStore` package to each of the platform-specific (head) projects and to your PCL. See Figure 5-15.

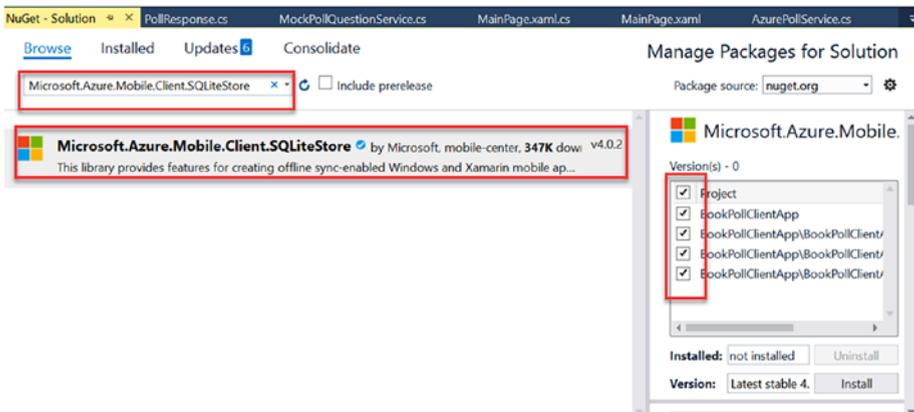


Figure 5-15. Add the NuGet package for `Microsoft.Azure.Mobile.Client.SQLiteStore` to all projects.

- Next, in the iOS platform-specific project, open `AppDelegate.cs` and add a call to `SQLitePCL.CurrentPlatform.Init()`; to initialize the SQLite-managed library. This should happen as part of your application initialization, just as when initializing the Azure client library. This is only required for iOS. You may have to add another NuGet package `SQLitePCL` by Microsoft Open Technologies. See Figure 5-16.

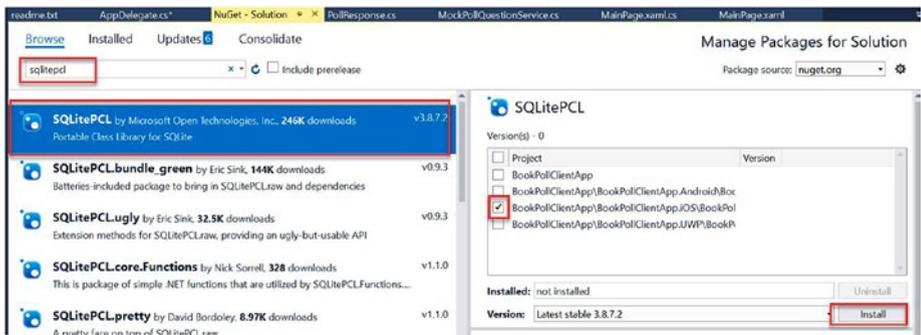


Figure 5-16. Add NuGet package for `SQLitePCL` to the iOS project

```
public override bool FinishedLaunching(UIApplication
app, NSDictionary options)
{
    Microsoft.WindowsAzure.MobileServices.
    CurrentPlatform.Init();
    SQLitePCL.CurrentPlatform.Init();
    global::Xamarin.Forms.Forms.Init();
    LoadApplication(new App());
    return base.FinishedLaunching(app, options);
}
```

3. Next, we have to initialize our local database, so the Azure client can work with a local data source, instead of the remote database.
4. Open your `AzurePollService.cs` service you have been working on.
5. In the `Initialize` method, create a new `MobileServiceSQLiteStore` and store it in a local field in the method.
6. Next, call a `DefineTable<T>` method on the database store for our two DTOs.

```
using Microsoft.WindowsAzure.MobileServices.  
SQLiteStore;
```

```
• • •
```

```
void Initialize()  
{  
    if (client != null)  
        return;  
    var store = new  
MobileServiceSQLiteStore("Poll.db");  
store.DefineTable<PollQuestion>();  
store.DefineTable<PollResponse>();  
  
    client = new MobileServiceClient(AzureUrl);  
    questionsTable = client.  
        GetTable<PollQuestion>();  
    responseTable = client.  
        GetTable<PollResponse>();  
}
```

7. The location for `poll.db` will be in the appropriate app storage area for the platform. For example, in Windows, you will see it at the following location, after we run the app: `C:\Users\{user}\AppData\Local\Packages\{long guid}\LocalState`.
8. Uninstalling the app in any platform will also uninstall the local database, as it is part of the app deployment.
9. When using SQLite, we must use all data-related methods as Async methods, or your app might crash. Next, call the `InitializeAsync` method on the `SyncContext` property of your `MobileServiceClient`.
 - Pass the created store as the first parameter.
 - Pass a new instance of a `MobileServiceSyncHandler` object as the second parameter. This class is what executes the async calls to synchronize the database. We are using the default implementation.
10. Note that this method is asynchronous and returns a `Task`. To make this easier to work with, you can modify the method to be async and return a `Task`, so errors propagate out.

11. Rename the method to `InitializeAsync`, so it is clear that this method is asynchronous. You can use the Rename refactoring, to ensure this change goes through the class. Use this using statement and the code below.

using Microsoft.WindowsAzure.MobileServices.Sync;

```

async Task InitializeAsync()
{
    if (client != null)
        return;
    var store = new
    MobileServiceSQLiteStore("Poll.db");
    store.DefineTable<PollQuestion>();
    store.DefineTable<PollResponse>();

    client = new MobileServiceClient(AzureUrl);

    await client.SyncContext.
InitializeAsync(store, new
MobileServiceSyncHandler());
    . . .
}

```

12. That last change ripples throughout our class, because we call `InitializeAsync` from every method. Fix all the methods, using the `await` keyword on each call to `InitializeAsync`. You can use the following code as a guide, to apply the keywords into the correct place, if you need some help:

```

public async Task AddOrUpdatePollResponseAsync(
    PollResponse response)
{
    await InitializeAsync();
    if (string.IsNullOrEmpty(response.Id))
    {
        await responseTable.
            InsertAsync(response);
    }
    await responseTable.UpdateAsync(response);
}

public async Task<IEnumerable<PollQuestion>>
    GetQuestionsAsync()
{
    await InitializeAsync();
    return await questionsTable.ReadAsync();
}

public async Task<PollResponse>
    GetResponseForPollAsync(string questionId,
    string name)
{
    await InitializeAsync();
    return (await responseTable.Where(r =>
        r.PollQuestionId == questionId && r.Name
        == name)

```

```

        .ToEnumerableAsync()).FirstOrDefault();
    }
    public async Task<IEnumerable<PollResponse>>
    GetResponsesForPollAsync(string questionId)
    {
        await InitializeAsync();
        return await responseTable
            .OrderByDescending(r => r.UpdatedAt)
            .Take(100).ToEnumerableAsync();
    }
    public async Task DeletePollResponseAsync(PollR
    esponse response)
    {
        await InitializeAsync();
        await responseTable.DeleteAsync(response);
    }

```

13. The final step in switching to our local cache is to use the `IMobileServiceSyncTable` interface instead of our normal `IMobileServiceTable`.
14. Change the two fields holding the questions and responses to be `IMobileServiceSyncTable`.
15. Change the call to `GetTable` on the `MobileServiceClient` to `GetSyncTable`.

```

        const string AzureUrl = "http://
        bookpollapp.azurewebsites.net";
MobileServiceClient client;
IMobileServiceSyncTable<PollQuestion>
questionsTable;
IMobileServiceSyncTable<PollResponse>
responseTable;

```

```

async Task InitializeAsync()
{
    if (client != null)
        return;
    var store = new
    MobileServiceSQLiteStore("Poll.db");
    store.DefineTable<PollQuestion>();
    store.DefineTable<PollResponse>();

    client = new MobileServiceClient(AzureUrl);

    await client.SyncContext.
    InitializeAsync(store, new
    MobileServiceSyncHandler());
    questionsTable = client.
    GetSyncTable<PollQuestion>();
    responseTable = client.
    GetSyncTable<PollResponse>();
}

```

16. Run the application to see the results. If you get an error such as “The specified path, file name or both,” close the project, shorten the folder names, reopen, rebuild, and run the application again. You can also simply copy the entire project closer to the root of your drive, as another alternative.
17. We are now using our local cached data—except we have no data! So, the screen will come up without data. The next step is to learn how to synchronize our data to the remote database.

I can see light at the end of the tunnel. Can you? We are building things to a crescendo, to the most exciting part in this chapter: synchronization. It will take your app to a professional level.

Part 6: Synchronizing to the Remote Database

Time Estimate

10 Minutes

Not only will you add and learn the code that does the magic on synchronization, you will also learn to use some tools to see what is going across the wire. When I presented this at a recent Azure Developer Event, the crowd went wild! Really. In this part, you will test offline use and synchronization.

- Use Edge, Firefox, or Chrome to query the data.
(Internet Explorer will not display but makes available the results via a downloaded file.)
- You can also use Postman to query the data.
- Push any changes to the remote database when the app is launched.
- Pull down the latest questions table when the app is launched.
- Synchronize changes to the responses table each time we change the question or the name.

1. Because you'll now be working offline, it's helpful to be able to look at what's currently on the server. You can do this by hitting the responses table directly with a REST client, such as [Postman](#) or [Edge](#), [Chrome](#) or [Firefox](#). The end point you want to GET is <https://bookpollapp.azurewebsites.net/tables/responses>, and use the header for ZUMO-API-VERSION with the value 2.0.0.
2. Let's use Firefox, as it formats the data that is displayed. As the URL, type <https://bookpollapp.azurewebsites.net/tables/responses?ZUMO-API-VERSION=2.0.0>. See [Figure 5-17](#).

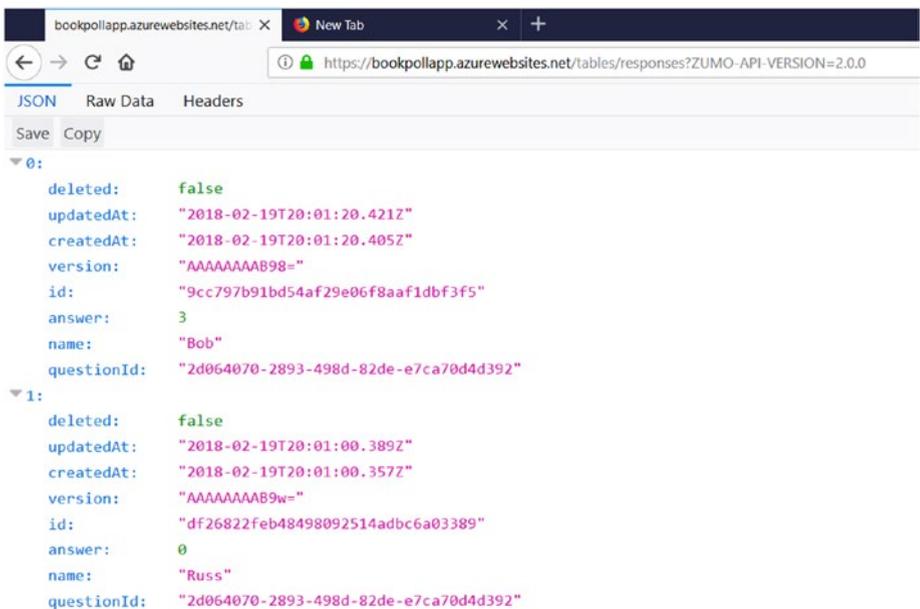


Figure 5-17. Firefox display of table responses

3. Let's start by synchronizing the questions table. We'll do this as part of our initialization logic in our service code. Locate the `InitializeAsync` method and use the `MobileServiceClient.SyncContext` to push changes to the remote database after we initialize our sync tables. After you've pushed changes that may have been made while offline, go ahead and pull all questions down. Because these don't change frequently, we'll just pull them down once, as part of our initialization code. Because this is part of our initialization code, go ahead and pass in a query name (such as "allQuestions"), so we turn on incremental sync. You can use a standard full query. Make sure to catch exceptions. For now, just dump the exception to the debug console, using `Debug.WriteLine`. Run the app and verify that you get questions in the UI now. Use the following using statement and code:

using System.Diagnostics;

```
async Task InitializeAsync()
{
    if (client != null)
        return;
    var store = new
    MobileServiceSQLiteStore("Poll.db");
    store.DefineTable<PollQuestion>();
    store.DefineTable<PollResponse>();

    client = new MobileServiceClient(AzureUrl);
```

```

await client.SyncContext.
InitializeAsync(store, new
MobileServiceSyncHandler());
questionsTable = client.
GetSyncTable<PollQuestion>();
responseTable = client.GetSyncTable<PollRe
sponse>();
try
{
    await client.SyncContext.PushAsync();
    await questionsTable.PullAsync(
        "allQuestions", questionsTable.
        CreateQuery());
}
catch (Exception ex)
{
    Debug.WriteLine("Got exception: {0}",
        ex.Message);
}
}

```

4. Next, we must write a method to synchronize our response table. Because this table will be changed by our app (and on the server), we will have to synchronize it more often than the questions. Because the app always works with responses only for the current question, we'll use a custom query that only synchronizes for a specific question. Add a new method, `SynchronizeResponsesAsync`, that returns a `Task` and takes a string that is the `questionId` we want to retrieve responses for. Use the `PullAsync` method to retrieve only the

responses for the passed `questionId`. We can turn on incremental sync by supplying a query name. However, it must be unique for each query, meaning it has to take into account the `questionId`. The easiest way to do that is to generate a unique string by appending the `questionId` itself. As with the previous code, make sure to catch exceptions. Just output them to the debug console.

```
async Task SynchronizeResponsesAsync(string
questionId)
{
    try
    {
        await responseTable.
            PullAsync("syncResponses" + questionId,
                responseTable.Where(
                    r => r.PollQuestionId
                        == questionId));
    }
    catch (Exception ex)
    {
        // TODO: handle error
        Debug.WriteLine("Got exception: {0}",
            ex.Message);
    }
}
```

5. We will want to perform the response synchronization each time we change a record, so add a call to our new `SynchronizeResponsesAsync` method into your `AddOrUpdatePollResponseAsync` and `DeletePollResponseAsync` methods after you make the change.

```

public async Task AddOrUpdatePollResponseAsync(
    PollResponse response)
{
    await InitializeAsync();
    if (string.IsNullOrEmpty(response.Id))
    {
        await responseTable.
            InsertAsync(response);
    }
    await responseTable.UpdateAsync(response);
    await SynchronizeResponsesAsync(response.
        PollQuestionId);
}

public async Task DeletePollResponseAsync(PollR
    esponse response)
{
    await InitializeAsync();
    await responseTable.DeleteAsync(response);
    await SynchronizeResponsesAsync(response.
        PollQuestionId);
}

```

6. We also want to synchronize to the response table when we change the current question or the name. In both cases, this will call our `GetResponseForPollAsync` method. However, we don't want to refresh against the table every single time because this is called quite often. Instead, let's only refresh if the passed `questionId` parameter changes.
 - Create a private field in the class to hold the last known `questionId` we refreshed our responses for.
 - Check the field against the passed `questionId` parameter. If it's different, then synchronize against the responses table using our method and set the last `questionId` field. Run the application, try adding and deleting a few records, and compare it to the online version through the REST client.

```

string lastQuestionId;
public async Task<PollResponse>
  GetResponseForPollAsync(string questionId,
    string name)
{
    await InitializeAsync();
    if (lastQuestionId != questionId)
    {
        // Get the latest responses for this
        // question.
        await SynchronizeResponsesAsync
          (questionId);
        lastQuestionId = questionId;
    }
}

```

```
return (await responseTable.Where(r =>
    r.PollQuestionId == questionId && r.Name ==
    name)
    .ToEnumerableAsync()).FirstOrDefault();
}
```

7. Run the app once, to cache the questions and responses.
8. Next, let's force the app offline and see how it responds. Prior to our changes, it would have simply failed. We have several ways we can test no network. If you are on a physical device, you can switch to Airplane mode. On a simulator, we can simply change the `AzureUrl` value to something we cannot resolve.
9. Change the `AzureUrl` constant string to be invalid. For example, change the ".net" suffix to ".zzz" (kind of like it's sawing wood!).
10. Run the application and make some changes offline. See Figure 5-18.

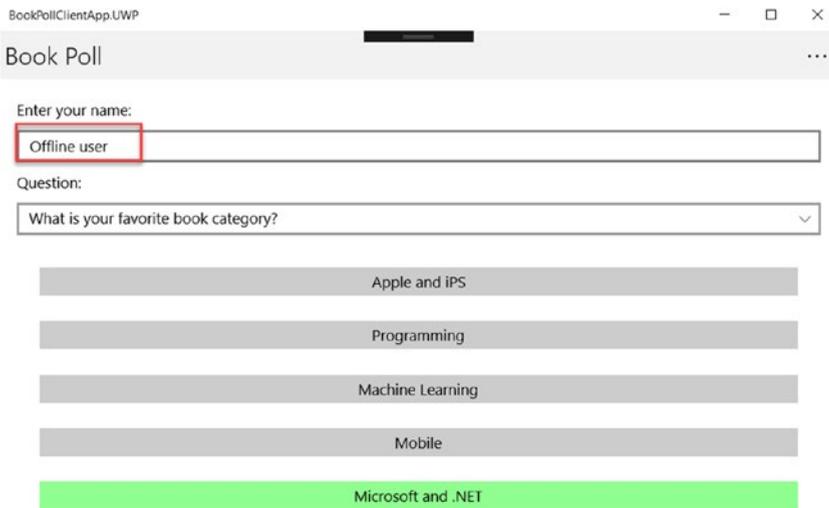


Figure 5-18. Enter an offline user and select a book

11. Shut down the app, reset the URL back, and run it again. When it launches, verify that your changes are still in the app, by looking at all responses. They should immediately synchronize back to the server. See Figure 5-19.

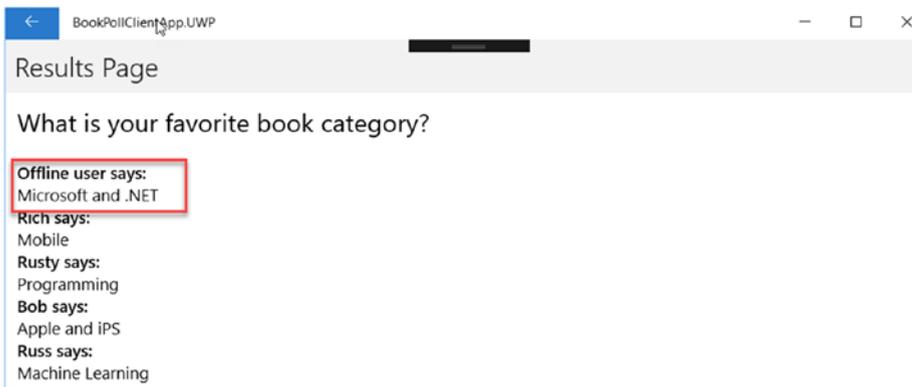


Figure 5-19. Your offline entry should immediately synchronize back to the server. Cool, huh? It's just that easy to sync.

Summary

In this chapter, you added support to an existing Xamarin.Forms application to access an Azure mobile service. You finished the Xamarin client application and implemented a complete client to access the Azure Poll service and the main logic for the Xamarin client application. You added full support for locally caching data, using the built-in support. Finally, you completed your offline caching, by synchronizing your local database with the remote database on Azure.

CHAPTER 6

Delete Resources in Your Subscription

In this short chapter, you will delete the resource groups in your subscription, for the resources you created in this book. This will delete all the artifacts created in Azure for this book.

Removing All Artifacts

When I was learning Azure, I was not deleting resources, even though I was really done with them. I also am a pack rat. These are bad things. The good thing to do, after you have read this book, is to delete the resources you created, or you will be racking up unnecessary charges. Soon, your free credit and/or your monthly credit will be used up! Using resource groups, as we have done in this book, makes this task very easy and quick.

Time Estimate

5 Minutes

1. In the Azure Management portal, click Resource groups. See Figure 6-1.

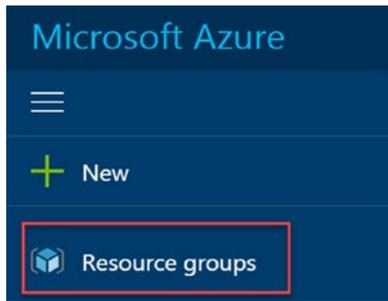


Figure 6-1. Select Resource groups from your portal dashboard

2. Click the resource group created in Chapter 4. It should be similar to BookPollAppRG resource group. Then select the Delete resource group action. See Figure 6-2.

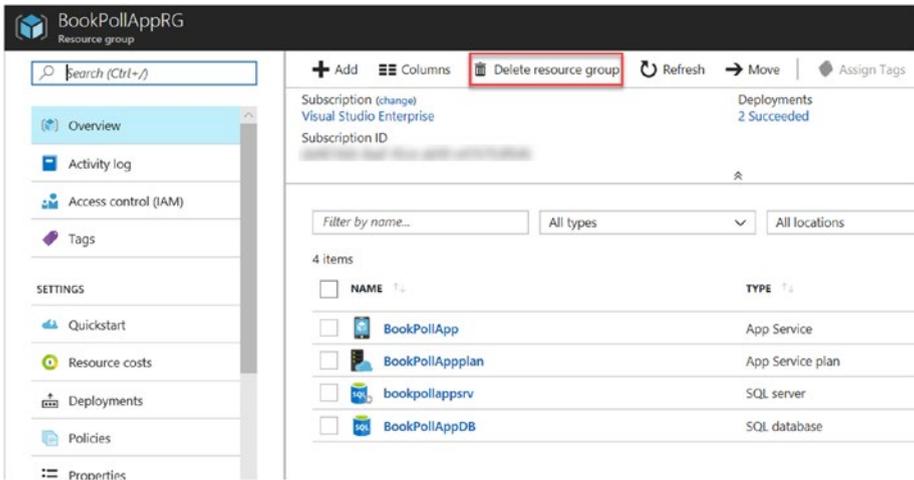


Figure 6-2. Click Delete resource group

3. If you have not already deleted the resources from Chapter 3, do so now as well. Delete the resources created in Chapter 3 by clicking on Resource groups and then pressing the Delete button for each of them. They should be called something similar to demorg, MYWebsiteRG, rgfromps, and SQL2018RG.
4. Click the Delete resource group button to delete the resource group. When prompted, type in the name of the resource group, to confirm. See Figure 6-3.



Figure 6-3. Click *Delete resource group* for each resource group created in this book

Summary

In this chapter, you have removed the related resources that were created in previous chapters.

Book Summary

In this book, you learned several important applications and concepts with which to create a working Xamarin Forms app and use Azure, including the following:

Xamarin Forms:

- Navigation
- Layout controls, such as StackLayout and GridLayout
- Device-dependent logic to adapt to phones and tablets
- File input and output

- Embedded resources by using images
- ListView template page and template customization
- A working Xamarin Forms app and an understanding of the solution structure

Azure:

- Azure portal, resource usage, and billing data
- High-level architecture from end to end, by creating a Virtual Machine, SQL database, ASP.NET web site, and a mobile app
- Deployment from GitHub

Azure and Xamarin Forms:

- Using the Azure Mobile Apps Quickstart template to create a database and create a service app with a Table API and a new sample Xamarin Forms app
- Consuming that service in the client application, by taking an existing app and modifying it to use Azure client services
- Creating offline storage with SQLite and synchronization with an online SQL database
- Using tools to verify database table data.

Note The source code and assets for this book can be downloaded from <https://github.com/Apress/azure-and-xamarin-forms>

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