



# Getting started Uno

Future of DotNet

Description  
Create a page to enter Issues that we need to work on.

Acceptance Criteria

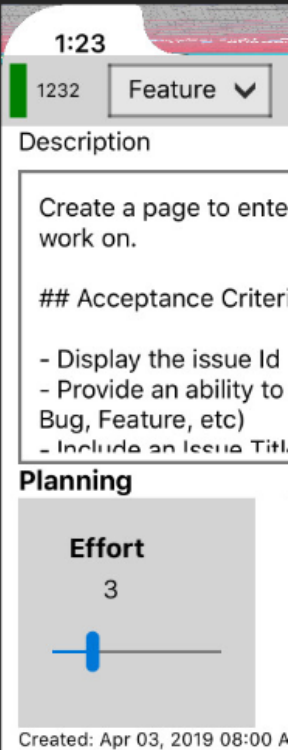
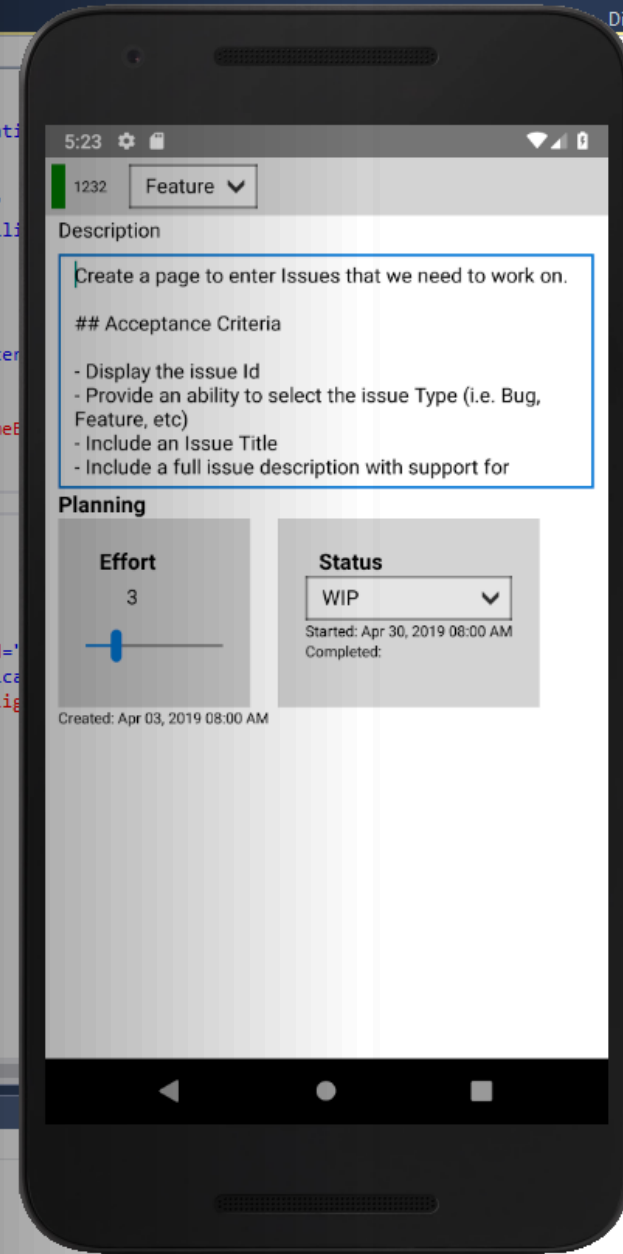
- Display the issue Id
- Provide an ability to select the issue Type (i.e. Bug, Feature, etc)
- Include an Issue Title
- Include a full issue description with support for Markdown

Planning

Effort  
3

Status  
WIP

Started: Apr 30, 2019 08:00 AM  
Completed:

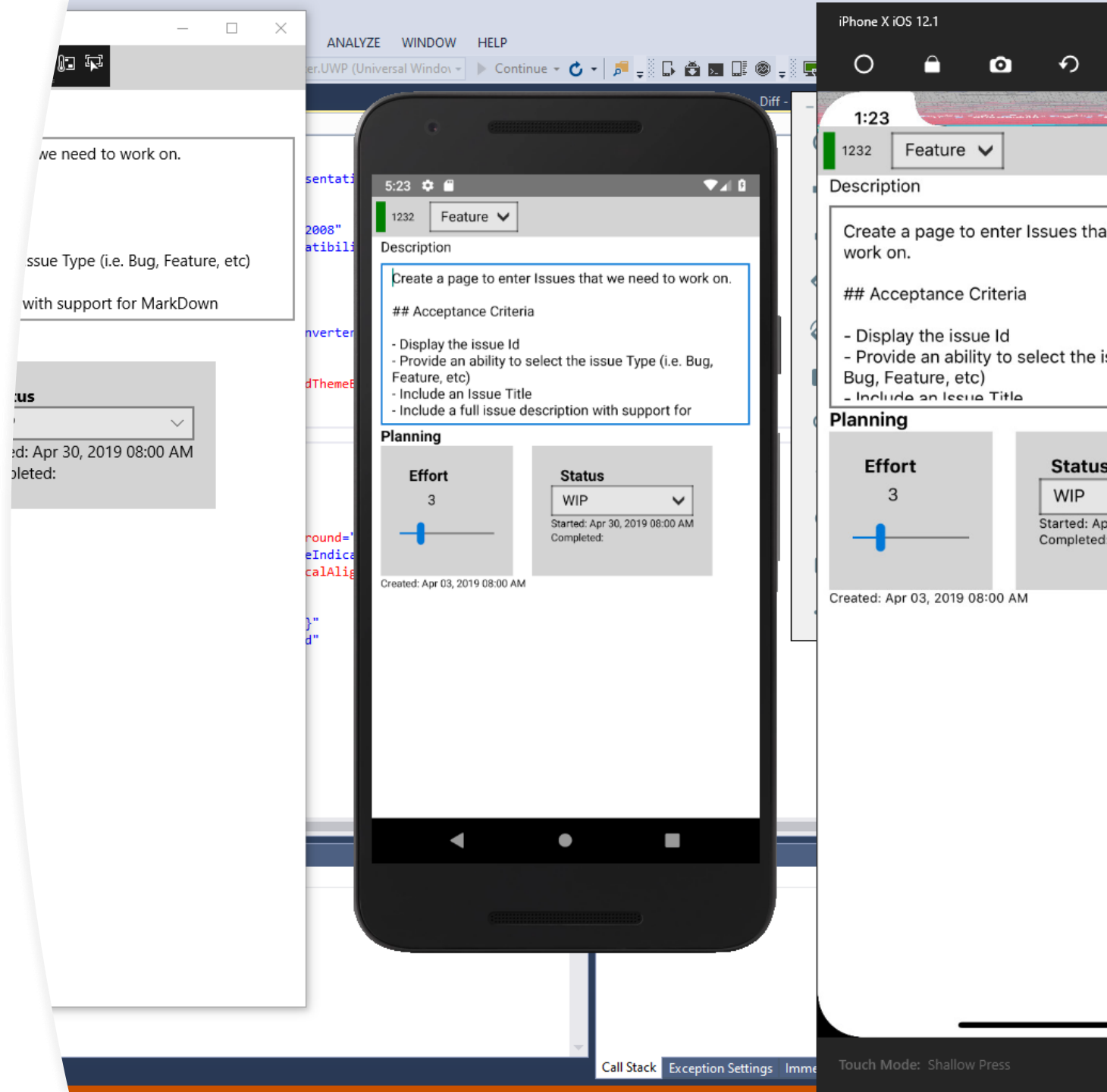


# Setting up your development environment

- Prerequisites
  - Windows 10 1809 or later
  - Windows SDK 1809 or later
  - Visual Studio 2019 16.3 or later
  - Universal Windows Platform workload
  - Mobile development with .NET (Xamarin) workload
    - The iOS Remote Simulator
    - Mac with Visual Studio for Mac, Xcode 8.2 or later installed
    - Google's Android x86 emulators or physical Android device
  - ASP .NET and web workload
  - .NET Core 2.2
- Install Uno Platform Solution Templates with Visual Studio
  - Extension -> Manage Extensions -> Uno search -> install
  - Version 2.4

# Create a Single Page App with Uno

- Learn how to
  - Add the Uno Platform Project Templates to Visual Studio
  - Create a new Project with Uno Platform
  - Learn basic on Model Binding
- Install Android Emulator
  - [English](#)
  - [Korean](#)





# Step 1

- Create Project
- Check NuGet Packages and Install
  - Uno.Core, Uno.UI, Uno.Wasm.Bootstrap : latest stable version
  - Refracted.MvvmHelpers NuGet Packages install
- Build

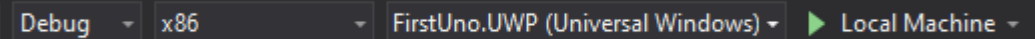


## Step 2

- Models
  - Create Models folder
  - Add IssueItem class
  - Add broken references
- Converters
  - Create Converters folder
  - Add StringFormatConverter class

# Step 3

- MainPage.xaml.cs
  - Add code
  - Add broken references
- MainPage.xaml
  - Add xaml code
  - View XAML design
    - Change startup project to UWP project
    - Solution platform to choose x86
    - Close and reopen MainPage.xaml

A screenshot of the Visual Studio debug configuration bar. It shows four dropdown menus: 'Debug', 'x86', 'FirstUno.UWP (Universal Windows)', and 'Local Machine'.

Debug   x86   FirstUno.UWP (Universal Windows)   Local Machine

- MainPage.xaml.cs
- Add event handlers code