Build better, fully native apps for iOS, Android and Windows with Xamarin and C#

Deliver high-performance, native apps

Xamarin apps not only look the way the end user expects, they behave and perform that way too.

A native app has to be native in 3 ways—native, UI, native performance, and complete access to all of the device APIs for each platform. Xamarin is the only solution for multi-platform app development that is native in all 3 ways. Anything you can do with Objective-C, Swift and Java can be done with C# and Xamarin.

Anything less compromises your mobile success.

Go Mobile Now

Build high-quality, high-performance apps for iOS, Android and Windows in a fraction of the time, thanks to between 60-100% code sharing across platforms. You can even reuse existing C# code to further accelerate development.

- **XAMARIN PLATFORM**
  Use Visual Studio or Xamarin Studio to design, develop and debug native mobile apps, harnessing your existing skills, tools and code. With Xamarin Platform, you share the same C# codebase, APIs and data structure on iOS, Android and Windows Phone.

- **XAMARIN.FORMS**
  Build simple enterprise apps for iOS, Android and Windows Phone - fast, with 100% shared C# code.

- **ENTIRE MOBILE ECOSYSTEM**
  Save development time and improve your apps with over 300 integrations, ranging from cloud services, third party libraries and backend systems - added to your app with just a few lines of code.
“With Xamarin, we’re able to take the selling process directly to the team on the customer side at scale across my organization on a global basis. Getting that level of collaboration is a phenomenal level for our total business.”

Randy Kates
General Manager, Global Scientific Business
Kimberly-Clark

“Ian Rosen
VP & General Manager
MarketWatch & Smartmoney

“Mobile is an increasingly strategic channel for us to engage with our readers. Xamarin made it possible for our team to build an app much more quickly than we otherwise could have.”

Joe Dan Galyean
Vice President of Application Development
Cinemark

““We tried using other platforms to develop the app, but we found it a challenge to debug and to make it work properly on each operating system. We’ve had a lot of feedback about our new Xamarin app being more responsive; people like the native interfaces.”

Learn more: xamarin.com/platform