

## Course Details

# Course 20481A

Essentials of Developing Windows Store Apps  
Using HTML5 and JavaScript

Length: 5 Days

Published: January 14, 2013

Language(s): English

Audience(s): Partners, Small Business, Home PC Users,  
Information Workers, IT Professionals,  
Developers.

Level: 200

Technology: Microsoft Visual Studio 2012

Type: Course

Delivery Method: Instructor-led (classroom)

## Prerequisites

Before attending this course, students must have:

- 1 or more years of experience creating applications.
  - 1 – 3 months experience creating Windows client applications.
  - 1 – 3 months experience using Visual Studio 2010 or 2012.
- Material taught in 20480A: Programming in HTML5 with JavaScript and CSS3, or equivalent.

## Course Outline

### Module 1: Overview of the Windows 8 Platform and Windows Store Apps

- Introduction to the Windows 8 Platform
- Windows 8 User Interface Principles
- WinRT and Language Projections

### Module 3: Using WinJS

- The WinJS Library
- WinJS APIs

### Module 2: Single-Page Applications and the MVVM Design Pattern

- Single-Page Applications
- The MVVM Design Pattern

### Module 4: Implementing Layout using Windows 8 Built-In Controls

- Windows 8 Layout Controls
- Implementing WinJS Controls and Templates
- The AppBar Control
- Snap and Fill

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## Module 5: Presenting Data

- Working with Data Presentation Controls
- The ListView Control

## Module 7: Windows Store App Process Lifetime Management

- Process Lifetime Management
- Launching Windows Store Apps
- Implementing State Management Strategy

## Module 9: Implementing Windows 8 Contracts

- Designing for Charms and Contracts
- The Search Contract
- The Share Contract
- Managing App Settings and Preferences

## Module 11: Designing and Implementing a Data Access Strategy

- Evaluating Data Access Strategies
- Working with Remote Data

## Module 13: Planning for Windows Store App Deployment

- The Windows Store App Manifest
- Windows Store App Certification
- Windows 8 Enterprise App Deployment

## Module 6: Handling Files in Windows Store Apps

- Handling Files and Streams in Windows Store apps
- Working with File User Interface Components

## Module 8: Designing and Implementing Navigation in a Windows Store App

- Handling Navigation in Windows Store apps
- Semantic Zoom

## Module 10: Implementing Tiles and User Notifications

- Implementing Tiles, Live Tiles, Secondary Tiles, and Badge Notifications
- Implementing Toast Notifications

## Module 12: Responding to Mouse and Touch

- Working with Mouse Events
- Working with Gesture Events