

Course Details

Course 20484A

Essentials of Developing Windows
Store Apps Using C#

Length: 5 Days

Published: January 14, 2013

Language(s): English

Audience(s): 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.

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 2: Creating User Interfaces using XAML

- XAML Basics
- XAML Code-Behind
- Advanced XAML

Module 3: Presenting Data

- Working with Data Presentation Controls
- The GridView Control

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

- WinRT Controls
- AppBar Control
- Snapped and Fill

Module 5: Handling Files in Windows Store Apps

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

Module 6: Windows Store App Process Lifetime Management

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

Module 7: Working with Resources, Styles, and Templates

- Creating Shared Resources
- Creating Styles and Templates

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

- Handling Navigation in Windows Store Apps
- Semantic Zoom

Module 9: Implementing Windows 8 Contracts

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

Module 10: Implementing Tiles and User Notifications

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

Module 11: Designing and Implementing a Data Access Strategy

- Evaluating Data Access Strategies
- Working with Remote Data

Module 12: Responding to Mouse and Touch

- Working with Mouse Events
- Working with Gesture Events

Module 13: Planning for Windows Store App Deployment

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