

Course Details

Course 20485A

Advanced Windows Store App
Development 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:

6 – 12 months experience programming in HTML5

3 – 6 months experience using Visual Studio 2012 (including experience using Windows 8's preview builds)

1 month of experience working on Windows 8 apps

Course Outline

Module 1: Windows Store Apps Essentials

- Review Windows 8 App Essentials - Presentation
- Review Windows 8 App Essentials - Under the Hood

Module 2: Implementing Animations and Transitions

- Using Animation
- Working with Transitions and Transformations

Module 3: Implementing Globalization and Localization

- Working with Resource Files
- Implementing Culture-Specific Formatting

Module 4: Branding and a Seamless User Interface

- Customizing the Splash Screen
- Differentiate your app with branding

Module 5: Advanced Data Scenarios in a Windows Store App

- Windows Store App Storage Options
- Implementing Data Caching
- Advanced File Functionality

Module 7: Implementing Advanced Contract Scenarios

- The Print Contract
- The Play To Contract

Module 9: Capturing Media

- Using CameraCaptureUI to Capture Pictures, Videos or Audio
- Using MediaCapture to Capture Pictures, Video, or Audio

Module 11: Working with Sensors and Devices

- Working with Sensors
- Working with Devices

Module 13: Securing Windows Store App Data

- Managing Windows Authentication
- Managing Web Authentication
- Encryption in Windows Store Apps

Module 6: Creating Reusable Controls and Components

- Creating Custom Controls
- Extending Existing Controls
- Creating and Consuming WinMD Components

Module 8: The Windows Push Notification Service (WNS)

- The Push Notification Service (WNS)
- Communicating with the Push Notification Service (WNS)

Module 10: Background Tasks

- Creating Background Tasks
- Consuming Background Tasks in a Windows Store App

Module 12: Generating Revenue with your App

- Implementing Trial Functionality in a Windows Store App
- Implement In-App Purchases
- Advertising in a Windows Store App

Module 14: Tracing and Profiling Windows Store Apps

- Tracing a Windows Store App
- Profiling a Windows Store App