

40 HORAS

INTRODUCTION

This course will teach you advanced programming practices and techniques that will help you develop Windows Store apps. In this course, you will learn how design and develop Windows Store apps, as well as implement advanced features, such as using location information, streaming media to external devices, and integrating with online services. You will also learn how to use Microsoft Visual Studio 2013 and Expression Blend tools.

This course maps to the 70-482 exam.

Windows Azure is required or used as part of the lab for this course, which may not be available in all countries. Please check with your Microsoft training provider that this cloud service is available in your area. Training Providers please reference the course setup guide for more details.

AUDIENCE

This course is intended for professional developers who have one or more years of experience creating applications for a production environment and who are comfortable programming in HTML5, JavaScript and CSS to create Windows Store apps.

AT COURSE COMPLETION

After completing this course, students will be able to:

- Add animations and transitions in a Windows Store app to improve the user experience.
- Localize the Windows Store app UI.
- Brand the Windows Store app and improve the loading experience with a splash screen.
- Use various storage mechanisms, choose a suitable caching strategy for their Windows Store app, and use advanced file access methods.
- Create custom controls, extend templated controls, and create and consume WinMD components.
- Implement the Print and Settings contracts and the Play To API.
- Work with the Push Notification Service (WNS).
- Capture media with the camera and microphone.
- Create and consume background tasks.
- Discover device capabilities, interact with devices, and act upon sensor data.
- Implement Windows Store trial licensing and in-app purchasing and advertising.
- Understand how to manage Windows authentication and web authentication in Windows Store apps.
- Diagnose problems and monitor application behavior by using tracing and profiling tools and APIs.

PREREQUISITES

Before attending this course, students must have:

- 6 to 12 months experience programming in HTML5.
- 3 to 6 months experience using Visual Studio 2013 (including experience in using preview builds).
- Minimum one month of experience working on Windows Store apps.

COURSE OUTLINE

Module 1: Windows Store App Essentials

- Review Windows Store App Essentials
- Review Windows Store App Essentials – Under the Hood

Module 2: Implementing Animations and Transitions

- Implementing Animations
- Working with Transitions and Transformations

Module 3: Implementing Globalization and Localization

- Working with Resource File
- Implementing Culture-Specific Formatting

Module 4: Implementing Branding and a Seamless UI for Windows Store Apps

- Introduction to Branding
- Customizing the Splash Screen
- Branding the UI of Your App

Module 5: Advanced Data Scenarios in a Windows Store App

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

Module 6: Creating Reusable Controls and Components

- Working with Custom Controls
- Creating and Using WinRT Components

Module 7: Implementing Advanced Contract Scenarios

- Implementing the Print Contract
- The Play To Contract
- Integrating Contacts and Calendars
- Integrating speech synthesis
- Support PDF files and screenshots

Module 8: The Windows Push Notification Service

- Introduction to the Push Notification Service
- Communicating with the WNS

Module 9: Capturing Media

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

Module 10: Background Tasks

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

Module 11: Working with Sensors and Devices

- Working with Sensors
- Working with Devices

Module 12: Generating Revenue with Your App

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

Module 13: Securing Windows Store App Data

- Managing Windows Authentication
- Managing Web Authentication
- Encryption in a Windows Store App

Module 14: Tracing and Profiling Windows Store Apps

- Tracing and Profiling a Windows Store App