

40 HORAS

## INTRODUCTION

In this course students will learn essential programming skills and techniques that are required to develop Windows Store apps. This includes a combination of both design and development skills, as well as ensuring that students are comfortable using and making the most of the Microsoft Visual Studio and Expression Blend tools.

## AUDIENCIA

This course is intended for professional developers who have 1 to 2 years of experience creating client applications and who are comfortable programming in C# and have done some XAML-based programming.

## AT COURSE COMPLETION

After completing this course, students will be able to:

- Describe the Windows 8.1 platform and features, and explore the basics of a Windows app interface.
- Create the User Interface layout and structure by using XAML.
- Use data binding to present data in the UI.
- Implement the AppBar and layout controls.
- Handle files and streams.
- Respond to application lifecycle events using Process Lifetime Management and the PLM extensibility points provided by the Visual Studio 2013 templates.
- Use templates to create the UI.
- Handle navigation scenarios in a Windows Store app.
- Design and implement contracts such as Search, Share and Settings.
- Implement tiles and toast notifications in a Windows Store app.
- Respond to mouse, keyboard and touch events, including gestures.
- Deploy a Windows Store app to the Windows Store or an enterprise store.

## PREREQUISITES

Before attending this course, students must have:

- 1 or more years of experience creating applications
- 1 to 3 months experience creating Windows client applications
- 1 to 3 months experience using Visual Studio 2010 or 2012
- Attended Course 20483C: Programming in C#, or equivalent knowledge

## COURSE OUTLINE

### Module 1: Overview of the Windows 8.1 Platform and Windows Store Apps

- Introduction to the Windows 8.1 Platform
- Windows 8.1 UI 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 8.1 Built-In Controls

- WinRT Controls
- AppBar Control
- Windowing Modes

### 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
- Windows Store App Activation and Background Tasks
- Implementing a State Management Strategy

### Module 7: Working with Resources, Styles, and Templates

- Using 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 8.1 Contracts**

- Designing for Charms and Contracts
- The Search Contract and the SearchBox Control
- The Share Contract
- Managing App Settings

**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 Pointer Events
- Working with Gesture Events

**Module 13: Planning for Windows Store App  
Deployment**

- The Windows Store App Manifest
- Windows Store App Certification