

20482: Advanced Windows Store App Development Using HTML5 and JavaScript

Duration: 5 Days

Course Outline

Module 1: Windows Store App Essentials

This module describes the essential Windows Store app features.

Lessons

- Review of Windows Store App Essentials - Presentation
- Review of Windows Store App Essentials and the Windows 8 Ecosystem

After completing this module, students will be able to:

- Describe basic Windows Store app concepts related to the app presentation.
- Describe basic Windows Store app concepts related to integration with the Windows 8 ecosystem.

Module 2: Implementing Animations and Transitions

This module explains how to add animations and transitions to improve the user experience by using JavaScript APIs and CSS.

Lessons

- Using Animation
- Working with Transitions and Transformations

Lab : Implementing Animations and Transitions

- Creating Animations in a Windows Store App
- Creating Transitions and Transformations in a Windows Store App

After completing this module, students will be able to:

- Describe the built-in WinJS animation library and CSS animations.
- Apply transitions and transformations.

Module 3: Implementing Globalization and Localization

This module explains how to localize the Windows Store application User Interface.

Lessons

- Working with Resource Files
- Implementing Culture-Specific Formatting

Lab : Implementing Globalization and Localization

- Create and Consume Resource Files
- Apply Culture-Specific Formatting

After completing this module, students will be able to:

- Create and consume localized resources.
- Apply language-specific formatting for a multi-lingual application.

Module 4: Branding and a Seamless User Interface

This module explains how to brand Windows Store app and improve the loading experience with a splash screen.

Lessons

- Customizing the Splash Screen
- Branding the User Interface

Lab : Branding and Seamless User Interface

- Create a Customized Splash Screen
- Branding a Windows Store App

After completing this module, students will be able to:

- Create and present a splash screen.
- Differentiate Windows Store apps by branding.

Module 5: Advanced Data Scenarios in a Windows Store App

This module explains how to use various storage mechanisms, choose a suitable caching strategy for a Windows Store app, and use advanced file access methods.

Lessons

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

Lab : Caching Data

- Cache Data

After completing this module, students will be able to:

- Describe the storage mechanisms available to Windows Store apps.
- Describe caching strategies.
- Describe advanced file access options.

Module 6: Creating Reusable Controls and Components

This module explains how to create custom controls, extend templated controls, and create and consume WinMD components.

Lessons

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

Lab : Creating Reusable Controls and Components

- Create and Use a Custom Control
- Consume a WinMD Component

After completing this module, students will be able to:

- Create reusable custom controls.
- Create and extend templated controls.
- Consume a WinMD component.

Module 7: Implementing Advanced Contract Scenarios

This module explains how to implement the Print and Settings contracts and the Play To API.

Lessons

- The Print Contract
- The Play To Contract

Lab : Printing

- Print a single page
- Print multiple pages

After completing this module, students will be able to:

- Print by using the print contact.
- Describe the Play To API.

Module 8: The Windows Push Notification Service (WNS) This module explains how to work with the Push Notification Service (WNS).

Lessons

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

Lab : The Windows Push Notification Service (WNS)

- Manage a Windows Notification Service (WNS) Channel

After completing this module, students will be able to:

- Describe the Push Notification Service (WNS).
- Work with push notifications.

Module 9: Capturing Media

This module explains how to capture media with the camera and microphone.

Lessons

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

Lab : Capturing Media

- Capture video using the CameraCaptureUI API
- Capture image using the MediaCapture API

After completing this module, students will be able to:

- Use the CameraCaptureUI API.

- Use the MediaCapture API.

Module 10: Background Tasks This module explains how to create and consume background tasks.

Lessons

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

Lab : Background Tasks

- Create and Consume a Background Task
- Consume a Background Task

After completing this module, students will be able to:

- Create background tasks.
- Consume background tasks.

Module 11: Working with Sensors and Devices

This module explains how to discover device capabilities, interact with devices, and act upon sensor data.

Lessons

- Working with Sensors
- Working with Devices

Lab : Working with Sensors and Devices

- Use the orientation sensor
- Use location services

After completing this module, students will be able to:

- Discover sensors, test their availability, and handle sensor events.
- Discover device availability, enumerate devices and their capabilities and properties, and use them.

Module 12: Generating Revenue with your App

This module explains how implement trial licensing and in-app purchasing and advertising.

Lessons

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

Lab : Generating Revenue with your App

- Use Windows.Store Classes to Support Trial App Conversion
- Implement In-App Purchasing in an App

After completing this module, students will be able to:

- Implement trial functionality and transition to a full license.
- Implement in-app purchases.
- Implement advertising functionality.

Module 13: Securing Windows Store App Data

This module explains how to manage Windows authentication and web authentication in Windows Store apps.

Lessons

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

Lab : Securing Windows Store App Data

- Encrypt User Information
- Use ACS Authentication

After completing this module, students will be able to:

- Authenticate using Windows Live Authentication.
- Authenticate using web authentication protocols.
- Encrypt data.

Module 14: Tracing and Profiling Windows Store Apps

This module explains how to diagnose problems and monitor Windows Store app behavior by using tracing and profiling tools and APIs.

Lessons

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

After completing this module, students will be able to:

- Trace a Windows Store app.
- Profile a Windows Store app.



To register or for more information call our office **(208) 898-9036** or email register@leapfoxlearning.com