



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



20484 Essentials of Developing Windows Metro Style Apps Using C#

Duration: Five Days

Overview: Students will learn essential programming skills and techniques that are required to develop Windows Store apps, including design and development skills, and use of the Visual Studio and Expression Blend tools.

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

Outline

Lesson 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
- Lab : Overview of the Windows 8 Platform and Windows Store Apps

Lesson 2: Creating User Interfaces using XAML

- XAML Basics
- XAML Code-Behind
- Advanced XAML
- Lab : Creating User Interfaces using XAML

Lesson 3: Presenting Data

- Working with Data Presentation Controls
- The GridView Control
- Lab : Presenting Data

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

- WinRT Controls
- AppBar Control
- Snapped and Fill
- Lab : Implementing Layout using Windows 8 Built-In Controls

Lesson 5: Handling Files in Windows Store Apps

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

Lesson 6: Windows Store App Process Lifetime Management

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

Lesson 7: Working with Resources, Styles, and Templates

- Creating Shared Resources
- Creating Styles and Templates
- Lab : Working with Styles and Templates

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

Handling Navigation in Windows Store Apps

Semantic Zoom

Lab : Designing and Implementing Navigation in a Windows Store App

Lesson 9: Implementing Windows 8 Contracts

Designing for Charms and Contracts

The Search Contract

The Share Contract

Managing App Settings and Preferences

Lab : Implementing Windows 8 Contracts

Lesson 10: Implementing Tiles and User Notifications

Implementing Tiles, Live Tiles, Secondary Tiles and Badge Notifications

Implementing Toast Notifications

Lab : Implementing Tiles and User Notifications

Lesson 11: Designing and Implementing a Data Access Strategy

Evaluating Data Access Strategies

Working with Remote Data

Lesson 12: Responding to Mouse and Touch

Working with Mouse Events

Working with Gesture Events

Lab : Responding to Mouse and Touch

Lesson 13: Planning for Windows Store App Deployment

The Windows Store App Manifest

Windows Store App Certification

Enterprise App Deployment

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