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Cover; Title Page; Copyright Page; Contents at a Glance; Table of Contents; About the Author; About the Technical Reviewer; Acknowledgments; CHAPTER 1 Introduction; History; Windows Application Programming Interface; About This Book; CHAPTER 2 Getting Started; Setting Up the Environment; Starting a First Project; Class Library; Windows Runtime Component; Unit Test Library; Blank App Template; Grid App Template; LayoutAwarePage; GroupDetailPage; ItemDetailPage; Split App Template; A Closer Look at the Simulator; Summary; CHAPTER 3 Building a First Project; Adding Pages; GridView; StackPanel
GridCanvas; Our Project; Adding a Page; QuizPage; MVVM and MVVM Light; Getting Started with MVVM Light; ViewModelLocator; ViewModels; Navigation in MVVM; Where Are My Behaviors?; Summary; CHAPTER 4 Consuming Data; SQLite in Windows 8; Creating a Basic SQLite App; Adding the Child and Observation Classes; Building the Database and Its Connection; App Functionality; MainPage; Observation Page; AppBar; Add Child Form; Displaying Data on MainPage; Running the App; Consuming REST Services; Twitter Search App; The Tweet Class; MainPage; Windows Azure Mobile Services; Creating a Mobile Service
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Notification QueuesBackground Tasks; Debugging a Background Task; Background Task Triggers; Summary; CHAPTER 7 Notifications; Toast Notifications; Building a Toast-Capable App; Toast Templates; Toasts with Images; Scheduling a Notification; Adding Audio to Toasts; Lockscreen Notifications; Summary; CHAPTER 8 Building an Adaptable App; Multiple Resolutions; Grids; Testing Multiple Resolutions; Dots Per Inch; GridView; Variable-Sized WrapGrid; Changing the App Layout; Visual State Manager; Snap That App; Device Orientation; Summary; CHAPTER 9 Sensors; Accelerometer Sensor; How Does It Work? Using the Windows 8 Accelerometer APILocation Sensor; How Does It Work?; Using the Windows 8 Location API; Simple Orientation Sensor; How Does It Work?; Using the Windows 8 Simple Orientation API; Light Sensor; How Does It Work?; Using the Windows 8 Light Sensor API; Inclinometer Sensor; How Does It Work?; Using the Windows 8 Inclinometer API; Gyroscope Sensor; How Does It Work?; Using the Windows 8 Gyroscope API; Compass Sensor; How Does It Work?; Using the Windows 8 Compass API; Summary; CHAPTER 10 Games; Direct3D; Direct2D; SharpDX; MonoGame; Installing MonoGame
Starting a MonoGame Project

Become a leading Windows 8 app developer by using Windows 8 App Projects - XAML and C# Edition to learn techniques, tools, and ideas to create successful, 5-star apps. Windows 8 App Projects - XAML and C# Edition shows you the nuts and bolts of the Windows 8 development ecosystem. Then, through a series of example driven chapters, you'll discover how to leverage the platform's unique features. With each project, you'll be one step closer to building full-featured, responsive, and well designed apps that feel like they're a part of the operating system. Windows 8 App Projects - XAML and C# Edition is a great book for developers that already know their way around the .net framework

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