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Titolo	ADVANCES in Polarography. Proceedings of the Second International Congress Hed at Cambridge 1959. Vol. 3 / Edited by Ian S.Longmuir.
Pubbl/distr/stampa	Oxford : Pergamon Press, 1960
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Descrizione fisica	1 online resource (xxi, 468 pages) : illustrations (some color)
Collana	The expert's voice in Windows 8
Disciplina	004 005.446
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Note generali	"Build a fully functional Windows 8 application in XAML and C#, from concept to completion"--Cover. Includes index.
Nota di bibliografia	Includes bibliographical references and index.

Nota di contenuto

""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Part 1: Knowing the Ecosystem ""; ""Chapter 1: Introduction to Windows 8""; ""The State of Computing""; ""Windows 8: The Overview""; ""The Form Factors""; ""Platform Investments""; ""The One Ecosystem""; ""Chapter 2: Modern UI Design""; ""The Backdrop""; ""Modern UI Design Principles""; ""Show Pride in Craftsmanship""; ""Do More with Less""; ""Be Fast and Fluid""; ""Be Authentically Digital""; ""Win As One""; ""The Traits""; ""Content Before Chrome""
""Fierce Reductionism""""""Layout""; ""Typography""; ""Leverage the Edge""; ""Transiency""; ""Navigation Models""; ""Semantic Zoom""; ""Animations""; ""Snap and Scale""; ""Contracts""; ""Connected and Alive""; ""Call to Action""; ""Part 2 : Getting Started ""; ""Chapter 3: The App Platform and Developer Tools""; ""Examining the Platform Architecture""; ""Development Choices""; ""Choice in User Interface Technology""; ""A Fair Bit of Choice in Development Language""; ""Tools: Required Software""; ""Working with Templates""; ""Anatomy of a Visual Studio Project""; ""Some Boilerplate Code""
""Summary""""""Chapter 4: The Right Controls""; ""Framework and Namespace Basics""; ""The Placeholders""; ""The Container Controls""; ""The Collection Controls""; ""Collection Controls in Action""; ""Data Binding with FlipView""; ""Data Binding with ListView""; ""Selection Controls""; ""Filter/Navigation Controls""; ""Transient UI Controls""; ""Summary""; ""Chapter 5: The Look and Feel""; ""Imagery""; ""Getting App Logos Right""; ""Splash Screen""; ""Perfecting the Resolution""; ""From Template to App""; ""Discoverability""; ""The Solution""; ""Implementing Semantic Zoom""; ""Data Model""
""ViewModel""""""UI Markup""; ""Summary""; ""Chapter 6: Content Structuring and Navigation""; ""Planning Your Content Structuring""; ""Page Navigation Within Frame""; ""Hub-and-Spoke Model""; ""The Templated Solution""; ""A Real-World Hub-and-Spoke Solution""; ""Setting Up the Spoke Pages""; ""Grouping in the Group Details Page""; ""Items in the Group Details Page""; ""Setting Up the Item Details Page""; ""Showing Details in Item Details Page""; ""Summary""; ""Part 3: Into the Groove ""; ""Chapter 7: Orientation and View States""; ""Device Orientation""; ""Responses to Orientation Changes""
""Orientation Through Configuration""""""Orientation Through Code""; ""View States""; ""Visual State Manager""; ""XAML Markup Adjustments""; ""VisualStateManager Wire-Up""; ""VisualStateManager in Action""; ""Handling View State Changes in Code""; ""Summary""; ""Chapter 8: Handling Data""; ""Data Types""; ""Data Containers""; ""Storage Targets""; ""Storage Through Application Settings""; ""Application Settings in Local Storage""; ""Application Settings in Roaming Storage""; ""Storage Through Files""; ""Persisting Custom Data""; ""Relational Data""; ""Persisting Relational Data""; ""Summary""
""Chapter 9: Application Life-Cycle Management""

Sommario/riassunto

Real World Windows 8 Development is a developer’s handbook - an essential guide to building complete, end-user ready Windows 8 applications on the XAML and C# programming stack from start to finish. Starting with Windows 8 basics and walking through practical aspects of building your Windows 8 application, you'll find step-by-step instructions and practical advice that will leave you with a modern, elegant app written to the highest of standards. Author Samidip Basu, an early adopter of Windows 8 app development techniques, breaks down the design, development, and polish of a real-world business application, adding handy tips and tricks around controls, user interface design, storage, navigation, contracts, and more. Give your Windows 8 application development efforts a kick-start with Real World