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Titolo	Building Apps for the Universal Windows Platform : Explore Windows 10 Native, IoT, HoloLens, and Xamarin / / by Ayan Chatterjee
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Descrizione fisica	1 online resource (270 pages) : illustrations (some color)
Disciplina	005.1
Soggetti	Microsoft software Microsoft .NET Framework Computer programming Compilers (Computer programs) Microsoft Programming Techniques Compilers and Interpreters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: Introduction to Windows Universal -- Chapter 2: Elementary Concepts -- Chapter 3: Windows 10 Experience -- Chapter 4: Windows with Mouse and Keyboard -- Chapter 5: Windows with Touch -- Chapter 6: Internet of Things (IoT) -- Chapter 7: Wearables -- Chapter 8: Windows 10 for Advanced Users -- Chapter 9: Cross Platform with Xamarin -- Chapter 10: Store Ready -- Chapter 11: Application Analytics.
Sommario/riassunto	Develop Windows 10 applications faster and more efficiently using the Universal Windows Platform. You will use Xamarin to create apps for macOS, iOS, and Android devices. Building Apps for the Universal Windows Platform is a complete guide covering PCs, tablets, phones, and other devices such as HoloLens. You will use Windows 10 to develop apps for desktop, mobile, holographic, wearable, and IoT devices. You will reuse code to easily create cross-platform apps. What You Will Learn: Design and develop apps using Visual Studio and Blend Create Cortana-enabled apps for a hands-free experience Build IoT

apps and apps for wearables such as the Microsoft HoloLens Monitor
apps post-publication to gain insights from actionable data using
Windows Store Analytics and Azure.
