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Nota di contenuto	""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewer""; ""Chapter 1: Introduction""; ""Why Upgrade to Windows Phone 8?""; ""What You Need to Know""; ""What You Need to Have""; ""PC Hardware Requirements""; ""Phone Hardware Requirements""; ""Operating System Requirements""; ""The Windows Phone 8 SDK""; ""Visual Studio""; ""Summary""; ""Chapter 2: Getting Started""; ""Creating a Windows Phone 8 Project""; ""Windows Phone 8 Solution Anatomy""; ""Running Applications from Visual Studio""; ""Using the Emulator""; ""The Emulator User Interface"" ""Additional Tools""""Emulator Accelerometer Tab""; ""Emulator Location Tab""; ""Emulator Screenshot Tab""; ""Emulator Network Tab""; ""Creating, Configuring, and Testing an Application""; ""Prerequisites""; ""Building the Example Application""; ""Customizing Application Settings""; ""Customizing Page Elements""; ""Summary""; ""Chapter 3: Building the UI with XAML""; ""Working with XAML""; ""Namespaces""; ""XAML Syntax""; ""Attached Properties""; ""Markup Extensions""; ""Resources and Styles""; ""Resource Scope""; ""Style Inheritance""; ""Implicit Styles""; ""Merging Resources""; ""Themes"" ""Define and Use a Style""""Templates""; ""ControlTemplate""; ""Define and Use a ControlTemplate""; ""Key Classes and Dependency Properties""; ""Data Binding""; ""Binding Basics""; ""Binding in Code"";

""Binding Collections""; ""Bind Objects""; ""Binding to Other Elements"";
""Converters""; ""Implement and Bind a Converter""; ""Binding the
DataTemplate""; ""Bind a Template""; ""Change Notification""; ""Property
Change Notification""; ""Collection Change Notification""; ""MVVM"";
""Create and Bind a ViewModel""; ""Binding Commands""; ""Implement
and Bind a Command""; ""Summary""
""Chapter 4: Phone Controls""""Layout Controls""; ""Canvas"";
""InkPresenter""; ""StackPanel""; ""WrapPanel""; ""Installing the Windows
Phone 8 Toolkit""; ""Grid""; ""Row and Column Definitions""; ""Row and
Column Spans""; ""Grid Designer""; ""Border""; ""ScrollViewer"";
""Scrolling Programmatically""; ""Viewbox""; ""Button Controls"";
""Binding ThreeState Buttons""; ""Input Controls""; ""TextBox""; ""Input
Keyboards""; ""PasswordBox""; ""RichTextBox""; ""AutoCompleteBox"";
""Populating the AutoCompleteBox""; ""Filtering the AutoCompleteBox"";
""AutoCompleteBox Custom Filters""
""AutoCompleteBox Type Ahead""""Slider""; ""DatePicker and
TimePicker""; ""DateTimePickerBase""; ""List Controls"";
""LongListSelector""; ""Bind a Simple List""; ""Grouping""; ""Grouping
Complex Objects""; ""ListPicker""; ""Menu Controls""; ""ApplicationBar"";
""Handling ApplicationBar Events""; ""Configure ApplicationBar in
Code""; ""Context Menus""; ""Using Commands with MenuItem"";
""Media Controls""; ""Resources vs. Content""; ""Image"";
""MultiScaleImage""; ""Create Deep Zoom Source Files""; ""Deploy the
Deep Zoom Output Files""; ""Assign MultiScaleImage Properties""; ""Add
Behaviors""
""MultiScaleImage Events""

Sommario/riassunto

The Windows Phone 8 platform provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. *Pro Windows Phone App Development, Third Edition*, helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Store and bring you up to speed on the new features the Windows Phone 8 API provides. For developers new to the Windows Phone platform—whether with .NET, iOS, or Android experience—this book starts by introducing the requirements, specifications, and basics of Windows Phone development, and then leads you through the complete application development process, using an array of complementary technologies and Microsoft's modern-style app design. Along the way, you'll learn how to Use Microsoft technologies like XAML, .NET, Visual Studio 2012, and Expression Blend effectively to develop modern-style Windows Phone apps Take advantage of the device's sensors with the location service, accelerometer, and touch Make your apps location-aware using GPS data Develop rich media applications that harness the graphics capabilities of Windows Phone models Design and develop Windows Phone applications using the Model-View-ViewModel architecture Publish and sell your application through the Windows Phone Store Whether you're a Microsoft developer, an iOS or Android developer, or someone with prior Windows Phone experience, *Pro Windows Phone App Development, Third Edition*, is an ideal guide for mastering the Windows Phone 8 platform and compelling Windows Phone app development.