

1. Record Nr.	UNINA9910735383803321
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Titolo	Beginning Windows Store application development--HTML and JavaScript edition // Scott Isaacs, Kyle Burns
Pubbl/distr/stampa	New York : , : Apress, , 2013
ISBN	1-4302-5780-6
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (xxvi, 526 pages) : illustrations (some color)
Collana	The expert's voice in Windows 8 Gale eBooks
Disciplina	004 005.2
Soggetti	Application software - Development HTML (Document markup language) JavaScript (Computer program language) Windows (Computer programs)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Leverage your existing skills to build native applications for Windows 8"--Cover. Includes index.
Nota di contenuto	""Contents at a Glance""; ""Contents""; ""About the Authors""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Welcome to a Touch-First World""; ""Moving to More Natural Interaction""; ""Windows 8 Touch Language""; ""Press and Hold""; ""Tap""; ""Slide""; ""Swipe""; ""Pinch""; ""Stretch""; ""Swipe from Edge""; ""Turn""; ""Keys to a Successful Touch Interface""; ""Responsiveness""; ""Touch Targets""; ""Intuitive Interface""; ""Beyond Touch""; ""Conclusion""; ""Chapter 2: The Microsoft Design Language""; ""Swiss Design Style""; ""Influence of Bauhaus"" ""Elements of Swiss Design Style""""Typography""; ""Photography""; ""Iconography""; ""Generous Use of Whitespace""; ""Strict Organization""; ""Microsoft Design Language""; ""Microsoft Design Language Principles""; ""Show Pride in Craftsmanship""; ""Be Fast and Fluid""; ""Be Authentically Digital""; ""Do More with Less""; ""Win As One""; ""User-Experience Guidelines for Windows Store Apps""; ""Application Layout""; ""Typography""; ""Other Windows Store App User-Experience

Guidelines"; "Microsoft Design Language in the Windows 8 User Interface"; "Conclusion"
"Chapter 3: Designing Windows Store Applications" "Communication Is Key"; "What Should the Application Be Good At?"; "Identify Functional Requirements"; "Evaluate Identified Requirements"; "Decompose Requirements"; "Build Interaction Flows"; "Wireframes"; "Visual Design"; "Conclusion"; "Chapter 4: Visual Studio 2012 and Windows Store Application Types"; "Visual Studio Editions"; "Getting Started with Visual Studio"; "Windows Store Application Types"; "Blank App"; "Fixed Layout App"; "Grid App"; "Split App"; "Navigation App"; "Conclusion"
"Chapter 5: HTML Controls" "Visual Studio Projects"; "Creating a Project"; "Reviewing Default Project Contents"; "Adding a New Page"; "Navigating to the New Page"; "The Controls"; "Labels"; "Links"; "HTML Link"; "The Navigate Method"; "Using Queries to Convert HTML Links to Use the Navigate Method"; "Text Input Controls"; "Single-Line Text Input"; "Password Input"; "Multiline Text Input"; "Choice Controls"; "Drop-Down List"; "Check Box"; "Radio Button"; "Choosing a Choice Control"; "Buttons"; "Reset Button"; "Submit Button"; "Standard Button"
"Progress Indicators" "Determinate Bar"; "Indeterminate Bar"; "Indeterminate Ring"; "Conclusion"; "Chapter 6: WinJS Controls"; "WinJS, WinRT, Windows RT, and Windows 8"; "The Controls"; "AppBar and AppBarCommand"; "Tooltip"; "DatePicker and TimePicker"; "ToggleSwitch"; "Rating"; "MessageDialog"; "Flyout"; "SettingsFlyout"; "Conclusion"; "Chapter 7: WinJS Collection Controls"; "Collections"; "Project Setup"; "The Controls"; "ListView Basics"; "Templates"; "Layouts"; "Grouping and Semantic Zoom"; "FlipView"; "Conclusion"
"Chapter 8: WinJS Custom Controls"

Sommario/riassunto

Beginning Windows Store Application Development – HTML and JavaScript Edition introduces you to the Windows 8 modern app design paradigm and the new Windows 8 programming model developed around this paradigm. You'll learn to build rich, immersive applications designed to run on the many devices powered by Windows 8. The authors draw on their extensive practical experience to provide not only a comprehensive introduction to the model and its features, but guidance on best practices and a real-world sample application that you develop over the course of the book. Beginning Windows Store Application Development – HTML and JavaScript Edition also emphasizes how devices will be used and applications will be built in a world that has become far more connected. The book takes you beyond the syntax of any development language and examines factors such as application design, user experience, social integration, and maintaining data and settings across multiple devices.
