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Chapter 7 - Writing for the FutureChapter 8 - Life-Writing: Anthropological Knowledge, Boundary-Making, and the Experiential; Chapter 9 - Chekhov as Ethnographic Muse; Part III - Reaching Out: Popular Writing and Journalism; Chapter 10 - On Some Nice Benefits and One Big Challenge of the Second File; Chapter 11 - The Writer as Anthropologist; Chapter 12 - Writing Together: Tensions and Joy between Scholars and Activists; Part IV - Writing across Genres; Chapter 13 - Fiction and Anthropological Understanding: A Cosmopolitan Vision
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	Autore	Lalonde Lori
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	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	""Contents at a Glance""; ""Contents""; ""About the Authors""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Introduction to the Windows Phone SDK""; ""1-1. Install the Development Tools""; ""Problem""; ""Solution""; ""How It Works""; ""1-2. Create Your First Windows Phone 8 Application""; ""Problem""; ""Solution""; ""How It Works""; ""1-3. Launch an App in the Windows Phone Emulator""; ""Problem""; ""Solution""; ""How It Works""; ""1-4. Launch an App on a Windows Phone Device""; ""Problem""; ""Solution""; ""How It Works"" ""1-5. Upgrade a Windows Phone 7.x app to Windows Phone 8""""Problem""; ""Solution""; ""How It Works""; ""1-6. Become Acquainted With the Capabilities and Requirements in the Windows Phone Application Manifest""; ""Problem""; ""Solution""; ""How It Works""; ""Chapter 2: Multi-Resolution Support and Basic User Interface Components""; ""2-1. Managing Resolution Dependent Assets""; ""Problem""; ""Solution""; ""How It Works""; ""2-2. Dynamic Layout""; ""Problem""; ""Solution""; ""How It Works""; ""2-3. Working with the Application Bar""; ""Problem""; ""Solution""; ""How It Works""; ""The

Basics""

""View Model and Data-Binding Support""""Using Commands""; ""2-4. Navigation""; ""Problem""; ""Solution""; ""How It Works""; ""Basic Navigation""; ""Navigation Events""; ""Passing Information""; ""Fragments""; ""QueryString Parameters""; ""2-5. LongListSelector""; ""Problem""; ""Solution""; ""How It Works""; ""Basic Configuration""; ""Templating""; ""Shaping the Data""; ""2-6. Using the Windows Phone Toolkit""; ""Problem""; ""Solution""; ""How It Works""; ""Installation""; ""Referencing the Controls""; ""Chapter 3: Gestures""; ""3-1. Select The Right Action For Your App""; ""Problem""

""Solution""""How It Works""; ""3-2. Tap, DoubleTap, or (a€?Tap-And-) Hold""; ""Problem""; ""Solution""; ""How It Works""; ""Designing the UI""; ""Creating Shapes Programmatically""; ""Registering the Events""; ""Managing Tap-Specific Gestures""; ""Testing the App""; ""3-3. Dona€?t Be A Drag, Just Flick It""; ""Problem""; ""Solution""; ""How It Works""; ""Designing the UI""; ""Managing the GestureListener Events""; ""Improving the UI""; ""Ita€?s Time To Flick It""; ""3-4. Pinch to Zoom""; ""Problem""; ""Solution""; ""How It Works""; ""Designing the UI""; ""Creating the GestureListener""

""Managing the GestureListenera€?s Pinch Events""""Testing the App""; ""3-5. Be Generous With Size and Considerate Of Space""; ""Problem""; ""Solution""; ""How It Works""; ""Chapter 4: Tiles and Lock Screen""; ""4-1. Configure the Default Application Tile""; ""Problem""; ""Solution""; ""How It Works""; ""4-2. Create a Flip Tile""; ""Problem""; ""Solution""; ""How It Works""; ""Mapping Content""; ""Character Content""; ""Visual Layout""; ""4-3. Create an Iconic Tile""; ""Problem""; ""Solution""; ""How It Works""; ""Mapping Content""; ""Character Content""; ""Visual Layout""; ""Icon Design""

""4-4. Create a Cycle Tile""

| Sommario/riassunto | Windows Phone 8 Recipes is a problem-solution based guide to the Windows Phone 8 platform. Recipes are grouped according to features of the platform and ways of interacting with the device. Solutions are given in C# and XAML, so you can take your existing .NET skills and apply them to this exciting new venture. Not sure how to get started? No need to worry, there's a recipe for that! Always wondered what it takes to add cool features like gesture support, maps integration, or speech recognition into your app? We've got it covered! Already have a portfolio of Windows Phone 7 apps that needs to be upgraded? We have a recipe for that too! The book starts by guiding you through the setup of your development environment, including links to useful tools and resources. Core chapters range from coding live tiles and notifications to interacting with the camera and location sensor. Later chapters cover external services including Windows Azure Mobile Services, the Live SDK, and the Microsoft Advertising SDK, so you can take your app to a professional level. Finally, you'll find out how to publish and maintain your app in the Windows Phone Store. Whether you're migrating from Windows Phone 7 or starting from scratch, Windows Phone 8 Recipes has the code you need to bring your app idea to life. |