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   Nota di contenuto   Windows® Phone 7 Programming for AndroidTM and iOS Developers;
                         Contents; Foreword; Introduction; Chapter 1: What's New In Windows
                         Phone 7; An Overview of Windows Phone 7; A Brief History; The Big
                         Ideas; System Architecture; Application Framework; Windows Phone
                         Marketplace; Limitations and Road Map; Side-By-Side Comparisons
                         with Android and iPhone; Operating System; Application Framework;
                         Application Store Process; Summary; Chapter 2: The Development
                         Environment; Overview; Using Windows Phone 7 Developer Tools;
                         Creating WP7 Applications with Visual Studio
                         Testing WP7 Applications in the Windows Phone Emulator Testing WP7
                         Applications on the Actual Windows Phone Device; Publishing Windows
                         Phone 7 Applications to the Marketplace; Preparation; Submission;
                         Post-Submission Actions; Comparisons with Android and iPhone;
                         Summary; Chapter 3: Fundamentals; Basic Application Project Structure;
                         Application Project Structure for Windows Phone 7; Comparing
                         Application Project Structure for Android and iOS; Application Execution

Model and Life Cycles; Application Execution Model and Life Cycles in Windows Phone 7

Comparing Application Model and Life Cycles in Android and iOS Preserve/Restore Application and Page Transient States for Windows Phone 7; Using Launchers and Choosers; Work-Around Solutions in Windows Phone 7; Multitasking; Background Service; Data Sharing; System Event Hooks; Summary; Chapter 4: User Interfaces; UI Design Principles; UI Design Resources; Platform Characteristics; Building the WP7 UI; Defining WP7 UI with XAML; Defining WP7 UI Programmatically; Pages and Navigation Among Pages; Using Controls; Data Binding and MVVM; Handling UI Events; Other UI Considerations

UI Customization Summary; Chapter 5: Application Data Storage; Application Storage on Mobile Devices; Local and Cloud; Local Files and Databases; Using Isolated Storage; Where Is Isolated Storage?; Saving Data to the Cloud; Building a Cloud Data Service; Using Cloud Data Services; Data Storage Design Considerations; Summary; Chapter 6: Web Services and Push Notifications; Using Web Services; A Primer of Web Services; Consuming Web Services on WP7; WP7 Push Notifications; Why Push Notifications?; Push Notification Architecture; Push Notifications on WP7; Mobile Advertising

Mobile Advertising Basics Mobile Advertising Providers; Adding Ads to WP7 Apps; Summary; Chapter 7: Leveraging Location and Maps; Location Frameworks Roundup; Getting Current Location; Geographical Data; Civilian Data; Using Maps; Using the Bing Map Control; Combining the Location Service and Bing Map; Summary; Chapter 8: Graphics; Graphics Fundamentals; Basic 2D and 3D Graphics Glossary; Drawing Graphics on Smartphones; Drawing Graphics with XNA; When Do You Use XNA?; Game Loop; Textures and Sprites; Animation; 3D Graphics; Summary; Chapter 9: Multimedia; Multimedia Overview Multimedia Architectural Overview

Sommario/riassunto	Learn to develop for the new Windows Phone 7 platform With a special focus placed on the new Windows Phone 7 (WP7) design guidelines and technologies, this reference helps you extend your knowledge so that you can learn to develop for the new WP7 platform. The team of authors presents topic-by-topic comparisons between WP7 and Android and the iPhone, enabling you to learn the differences and similarities between them. This indispensable coverage prepares you for making the transition from programming for Android and the iPhone to programming for the exciting new WP7. Covers the