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Edizione	[1st ed.]
Descrizione fisica	1 online resource (626 p.)
Collana	Wrox programmer to programmer
Altri autori (Persone)	FairbairnChristopher
Disciplina	005.268
Soggetti	Smartphones - Programming Application software - Development Electronic books.
Lingua di pubblicazione	Inglese
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Note generali	Includes index.
Nota di contenuto	Professional Windows® Phone 7 Application Development: Building Applications and Games Using Visual Studio, Silverlight®, and XNA®; CONTENTS; INTRODUCTION; CHAPTER 1: TAKING THE METRO WITH WINDOWS PHONE; CHAPTER 2: FREE TRANSPORT WITH VISUAL STUDIO 2010 AND EXPRESSION BLEND 4; CHAPTER 3: DESIGNING LAYOUTS USING RED THREADS; CHAPTER 4: ADDING MOTION; CHAPTER 5: ORIENTATION AND OVERLAYS; CHAPTER 6: NAVIGATION; CHAPTER 7: APPLICATION TILES AND NOTIFICATION; CHAPTER 8: TASKS; CHAPTER 9: TOUCH INPUT; CHAPTER 10: SHAKE, RATTLE, AND VIBRATE; CHAPTER 11: WHO SAID THAT? CHAPTER 12: WHERE AM I? FINDING YOUR WAYCHAPTER 13: CONNECTIVITY AND THE WEB; CHAPTER 14: CONSUMING THE CLOUD; CHAPTER 15: DATA VISUALIZATION; CHAPTER 16: STORING AND SYNCHRONIZING DATA; CHAPTER 17: FRAMEWORKS; CHAPTER 18: SECURITY; CHAPTER 19: GAMING WITH XNA; CHAPTER 20: WHERE TO NEXT?; INDEX
Sommario/riassunto	A one-of-a-kind book on Windows Phone 7 development While numerous books cover both Silverlight and XNA, there lacks a resource

that covers the specifics of Windows Phone 7 development. This book fills that void and shares the specifics of building phone applications and games. You'll learn how to get started with designing, building, testing, and deploying mobile applications for Windows Phone 7. Working examples used throughout the book cover how to design and layout a Windows Phone 7 application, interact with the device, and even sell your applications. Fills the void in th
