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Autore	Vermeir Nico
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Nota di contenuto	Cover; Title Page; Copyright Page; Contents at a Glance; Table of Contents; About the Author; About the Technical Reviewer; Acknowledgments; CHAPTER 1 Introduction; History; Windows Application Programming Interface; About This Book; CHAPTER 2 Getting Started; Setting Up the Environment; Starting a First Project; Class Library; Windows Runtime Component; Unit Test Library; Blank App Template; Grid App Template; LayoutAwarePage; GroupDetailPage; ItemDetailPage; Split App Template; A Closer Look at the Simulator; Summary; CHAPTER 3 Building a First Project; Adding Pages; GridView; StackPanel GridCanvas; Our Project; Adding a Page; QuizPage; MVVM and MVVM Light; Getting Started with MVVM Light; ViewModelLocator; ViewModels; Navigation in MVVM; Where Are My Behaviors?; Summary; CHAPTER 4 Consuming Data; SQLite in Windows 8; Creating a Basic SQLite App; Adding the Child and Observation Classes; Building the Database and Its Connection; App Functionality; MainPage; Observation Page; AppBar; Add Child Form; Displaying Data on MainPage; Running the App; Consuming REST Services; Twitter Search App; The Tweet Class; MainPage; Windows Azure Mobile Services; Creating a Mobile

Service

Creating the Windows Store AppSummary; CHAPTER 5 Build a Charming Application; Search Charm; Filters; Search Suggestions from a List; Search Suggestions from Known Folders; Search Suggestions Through Open Search; Share Charm; Sharing Text; Sharing Links; Sharing HTML; Sharing Images; Sharing Custom Data; Settings Charm; Summary; CHAPTER 6 Using Live Tiles; Application Tile; Build Your Own Live Tile; The Button Click; Live Tile with Image; Secondary Tiles; Adding a Secondary Tile; Adding Navigation to the Secondary Tile; Updating a Secondary Tile; Badges; Building the Badges; Updating Tiles Notification QueuesBackground Tasks; Debugging a Background Task; Background Task Triggers; Summary; CHAPTER 7 Notifications; Toast Notifications; Building a Toast-Capable App; Toast Templates; Toasts with Images; Scheduling a Notification; Adding Audio to Toasts; Lockscreen Notifications; Summary; CHAPTER 8 Building an Adaptable App; Multiple Resolutions; Grids; Testing Multiple Resolutions; Dots Per Inch; GridView; Variable-Sized WrapGrid; Changing the App Layout; Visual State Manager; Snap That App; Device Orientation; Summary; CHAPTER 9 Sensors; Accelerometer Sensor; How Does It Work? Using the Windows 8 Accelerometer APILocation Sensor; How Does It Work?; Using the Windows 8 Location API; Simple Orientation Sensor; How Does It Work?; Using the Windows 8 Simple Orientation API; Light Sensor; How Does It Work?; Using the Windows 8 Light Sensor API; Inclinometer Sensor; How Does It Work?; Using the Windows 8 Inclinometer API; Gyroscope Sensor; How Does It Work?; Using the Windows 8 Gyroscope API; Compass Sensor; How Does It Work?; Using the Windows 8 Compass API; Summary; CHAPTER 10 Games; Direct3D; Direct2D; SharpDX; MonoGame; Installing MonoGame Starting a MonoGame Project

Sommario/riassunto

Become a leading Windows 8 app developer by using Windows 8 App Projects - XAML and C# Edition to learn techniques, tools, and ideas to create successful, 5-star apps. Windows 8 App Projects - XAML and C# Edition shows you the nuts and bolts of the Windows 8 development ecosystem. Then, through a series of example driven chapters, you'll discover how to leverage the platform's unique features. With each project, you'll be one step closer to building full-featured, responsive, and well designed apps that feel like they're a part of the operating system. Windows 8 App Projects - XAML and C# Edition is a great book for developers that already know their way around the .net framework and want to leverage their existing knowledge into building apps for the new and exciting Windows RT platform and the great touch-first tablet and hybrid devices that accompany Windows 8 to market. Learn to build apps for Windows 8 in an example driven way Leverage existing skills onto the Windows 8 platform Get to know and use the new Modern UI style to make your apps stand out.

2. Record Nr.	UNIORUON00495289
Autore	SANCHEZ MENDEZ, Juan P.
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