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Windows 8 Development in C#

(5 days)

Course overview

Windows 8 provides a radically different user interface experience, and Windows Store apps are designed to take advantage of these capabilities. In this course you will learn how to create Windows Store apps using C# and XAML. You will learn about the structure of Windows 8 apps, and how they integrate with other tools and apps in the Windows 8 platform. The course includes detailed coverage of the WinRT API.

What you'll learn

- Understand Windows Store apps
- Implementing user interfaces
- Implementing navigation
- Working with files and data
- Process management
- Interacting with the Windows 8 platform
- Additional Windows Store techniques

Prerequisites

- Solid C# experience
- Familiarity with XAML would be an advantage

Course details

- [Introduction to Windows 8 and Windows Store Apps](#): Getting around in Windows 8; Windows 8 architecture and technical features; Understanding the new API model
- [Architecture of a C# and XAML Windows Store App](#): Key architectural concepts; Understanding XAML; Implementing code-behind for XAML pages
- [Getting Started with the WinRT Library](#): What is WinRT; Organisation of the WinRT library; Key WinRT APIs
- [Implementing a Simple UI](#): Understanding WinRT; Layout controls; Viewing modes; AppBar and NavBar controls
- [Implementing Navigation](#): Overview of navigation in a Windows store app; Implementing navigation; Semantic zoom
- [Displaying Data](#): Overview of data presentation controls; Using the GridView control
- [Working with Files](#): Understanding the Windows.Storage namespace; How to interact with files and streams; File pickers and contact pickers
- [Managing Processes](#): Understanding process lifetime management; Implementing state management strategies

- [Templates and Resources](#): Defining a template in XAML; Creating reusable resources; Defining templates as resources
- [Implementing Windows 8 Contracts](#): The role of contracts in Windows 8; Implementing the Share and Search contracts; Additional contracts
- [Implementing Tiles and Toast](#): Implementing live tiles; Implementation options; Implementing notifications via toast
- [Integrating with Data Stores](#): Data access strategies; Integrating with remote data; The role of OData
- [Improving Responsiveness](#): UI design considerations; Responding to mouse input; Handling keyboard and touch events
- [Deployment](#): Configuration options in the App Manifest file; Windows Store app certification; Enterprise app deployment