
Essentials of Developing Windows Metro Style Apps Using C#

Duration: 5 Days **Course Code: M20484** **Version: C**

Overview:

In this course students will learn essential programming skills and techniques that are required to develop Windows Store apps. This includes a combination of both design and development skills, as well as ensuring that students are comfortable using and making the most of the Microsoft Visual Studio and Expression Blend tools.

Target Audience:

This course is intended for professional developers who have 1 to 2 years of experience creating client applications and who are comfortable programming in C# and have done some XAML-based programming.

Objectives:

- Describe the Windows 8.1 platform and features, and explore the basics of a Windows app interface.
 - Create the User Interface layout and structure by using XAML.
 - Use data binding to present data in the UI.
 - Implement the AppBar and layout controls.
 - Handle files and streams.
 - Respond to application lifecycle events using Process Lifetime Management and the PLM extensibility points provided by the Visual Studio 2013 templates.
 - Use templates to create the UI.
 - Handle navigation scenarios in a Windows Store app.
 - Design and implement contracts such as Search, Share and Settings.
 - Implement tiles and toast notifications in a Windows Store app.
 - Respond to mouse, keyboard and touch events, including gestures.
 - Deploy a Windows Store app to the Windows Store or an enterprise store.
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Prerequisites:

- 1 or more years of experience creating applications
- 1 to 3 months experience creating Windows client applications
- 1 to 3 months experience using Visual Studio 2010 or 2012
- Attended Course 20483C: Programming in C#, or equivalent knowledge

Testing and Certification

- This course maps to the 70-484 exam.
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Content:

Module 1: Overview of the Windows 8.1 Platform and Windows Store Apps

- Introduction to the Windows 8.1 Platform
- Windows 8.1 UI Principles
- WinRT and Language Projections

Lab : Overview of the Windows 8.1 Platform and Windows Store Apps

- Exploring the Windows 8.1 Platform
- Exploring a Windows Store App

Module 2: Creating User Interfaces Using XAML

- XAML Basics
- XAML Code-Behind
- Advanced XAML

Lab : Creating User Interfaces by Using XAML

- Creating the User Interface by using Visual Studio 2013
- Enhancing the UI by using Visual Studio 2013

Module 3: Presenting Data

- Working with Data Presentation Controls
- The GridView Control

Lab : Presenting Data

- Presenting the Note Data in the GridView Control
- Module 4: Implementing Layout Using Windows 8.1 Built-In Controls
- WinRT Controls
- AppBar Control
- Windowing Modes

Lab : Implementing Layout by Using Built-In Controls in Windows 8.1

- Implementing an App Bar

Module 5: Handling Files in Windows Store Apps

- Handling Files and Streams in Windows Store Apps
- Working with File User Interface Components

Lab : Handling Files in Windows Store Apps

- Using the File API to Read and Write Data from the Notes Files
- Adding Photos to a Note by using File Picker
- Module 6: Windows Store App Process Lifetime Management
- Process Lifetime Management
- Windows Store App Activation and Background Tasks
- Implementing a State Management Strategy

Lab : Windows Store App Process Lifetime Management

- Exploring the Different PLM States
- Implementing State Management

Module 7: Working with Resources, Styles, and Templates

- Creating Shared Resources
- Creating Styles and Templates

Lab : Working with Styles and Templates

- Creating a Control Style and Template

Module 8: Designing and Implementing Navigation in a Windows Store app

- Handling Navigation in Windows Store apps
- Semantic Zoom

Lab : Designing and Implementing Navigation in a Windows Store App

- Adding Navigation to the ILoveNotes App
- Implementing Semantic Zoom

Module 9: Implementing Windows 8.1 Contracts

- Designing for Charms and Contracts
- The Search Contract and the SearchBox Control
- The Share Contract
- Managing App Settings

Lab : Implementing Windows 8.1 Contracts

- Implementing the Search Contract
- Implementing the Share Contract
- Adding a New Setting to the Settings Pane
- Optional: Implementing Search with the SearchBox Control

Module 10: Implementing Tiles and User Notifications

- Implementing Tiles, Live Tiles, Secondary Tiles, and Badge Notifications
- Implementing Toast Notifications

Lab : Implementing Tiles and User Notifications

- Enabling Live Tile Functionality on the Main Tile
- Adding Secondary Tiles Functionality
- Adding Scheduled Toast Notifications for ToDo Notes

Module 11: Designing and Implementing a Data Access Strategy

- Evaluating Data Access Strategies
- Working with Remote Data

Lab : Designing and Implementing a Data Access Strategy

- Answer These Questions
- Module 12: Responding to Mouse and Touch
- Working with Pointer Events
- Working with Gesture Events

Lab : Responding to Mouse and Touch

- Implementing Mouse Events
- Implementing Gesture Events

Module 13: Planning for Windows Store App Deployment

- The Windows Store App Manifest
- Windows Store App Certification

Further Information:

For More information, or to book your course, please call us on Head Office 01189 123456 / Northern Office 0113 242 5931

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