

Course Description

This course will teach you advanced programming practices and techniques that will help you develop Windows Store apps. In this course, you will learn how design and develop Windows Store apps, as well as implement advanced features, such as using location information, streaming media to external devices, and integrating with online services.

Course Outline

Module 1: Creating Reusable Controls and Components

- Creating Custom Controls
- Extending Existing Controls
- Consuming WinMD Components

Module 2: Implementing Advanced Contract Scenarios

- The Print Contract
- The Play To Contract

Module 3: The Windows Push Notification Service (WNS)

- The Push Notification Service (WNS)
- Communicating with the Push Notification Service (WNS)

Module 4: Windows Store Apps Essentials

- Review Windows 8 App Essentials - Presentation
- Review Windows 8 App Essentials - Under the Hood

After completing this module, students will be able to:

- Describe basic Windows Store app concepts related to the app presentation.
- Describe basic Windows Store app concepts related to integration with the Windows 8 ecosystem.

Module 5: Implementing Animations and Transitions

- Using Animation
- Working with Transitions and Transformations

Module 6: Implementing Globalization and Localization

- Working with Resource Files
- Implementing Culture-Specific Formatting

Module 7: Branding and a Seamless User Interface

- Customizing the Splash Screen
- Differentiate your app with branding

Module 8: Advanced Data Scenarios in a Windows Store App

- Windows Store App Storage Options
- Implementing Data Caching
- Advanced File Functionality

Module 9: Capturing Media

- Using CameraCaptureUI to Capture Pictures, Videos or Audio
- Using MediaCapture to Capture Pictures, Video, or Audio

Module 10: Background Tasks

- Creating Background Tasks
- Consuming Background Tasks in a Windows Store App

Module 11: Working with Sensors and Devices

- Working with Sensors
- Working with Devices

Module 12: Generating Revenue with your App

- Implementing Trial Functionality in a Windows Store App
- Implement In-App Purchases
- Advertising in a Windows Store App

Module 13: Securing Windows Store App Data

- Managing Windows Authentication
- Managing Web Authentication
- Encryption in Windows Store Apps

Module 14: Tracing and Profiling Windows Store Apps

- Tracing a Windows Store App
- Profiling a Windows Store App

After completing this module, students will be able to:

- Trace Windows Store apps.
- Profile Windows Store apps.