

Course Description

This 5-day course teaches professional developers the essential skills required to develop Windows Store apps. Topics include understanding Windows Store app principles, designing a Windows Store app (including PLM and app manifest considerations), implementing Charms/Contracts and the AppBar, creating an adaptable user interface, programming Tiles and Notifications, programming sensors and devices, managing data and security.

Course Outline

Module 1: Presenting Data

- Working with Data Presentation Controls
- The ListView Control

Module 2: Planning for Windows Store App Deployment

- The Windows Store App Manifest
- Windows Store App Certification
- Windows 8 Enterprise App Deployment

After completing this module, students will be able to:

- Change an app's package manifest to meet the requirements of deploying to the Windows Store
- Deploy an app to the Windows Store
- Prepare an app for enterprise deployment

Module 3: Handling Files in Windows Store Apps

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

Module 4: Windows Store App Process Lifetime Management

- Process Lifetime Management
- Launching Windows Store Apps
- Implementing State Management Strategy

Module 5: Overview of the Windows 8 Platform and Windows Store Apps

- Introduction to the Windows 8 Platform
- Windows 8 User Interface Principles
- WinRT and Language Projections

Module 6: Single-Page Applications and the MVVM Design Pattern

- Single-Page Applications
- The MVVM Design Pattern

Module 7: Using WinJS

- The WinJS Library
- WinJS APIs

Module 8: Implementing Layout using Windows 8 Built-In Controls

- Windows 8 Layout Controls
- Implementing WinJS Controls and Templates
- The AppBar Control
- Snap and Fill

Module 9: Designing and Implementing Navigation in a Windows Store App

- Handling Navigation in Windows Store apps
- Semantic Zoom

Module 10: Implementing Windows 8 Contracts

- Designing for Charms and Contracts
- The Search Contract
- The Share Contract
- Managing App Settings and Preferences

Module 11: Implementing Tiles and User Notifications

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

Module 12: Designing and Implementing a Data Access Strategy

- Evaluating Data Access Strategies
- Working with Remote Data

Module 13: Responding to Mouse and Touch

- Working with Mouse Events
- Working with Gesture Events