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Unleash the full power of your Windows Phone 7! Windows Phone 7 is the new and improved mobile platform for all Windows smartphones. The new platform has been completely rebuilt from the ground up and this guide walks you through everything that's new, from the look and feel to the underlying code to the revamped home screen and user interface experience. Placing special focus on the features and functionality that is shared across all Windows Phone 7 series models, this fun and friendly book covers a wide range of how-to topics on everything from making simple calls to using your handheld device as a mobile computer. Explores the exciting new Windows Phone 7 and the completely revamped platform that will revolutionize the way you experience mobile phone use Shows you how to personalize your interface and exchange and sync information with your Windows PC Covers how to download, install, and use Mobile Office applications Demonstrates creating, downloading, exchanging, and sharing digital media, such as photos, videos, sound, and music files with other mobile device and PC users Windows Phone 7 For Dummies takes your Windows Phone 7 experience to a whole new level!

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1O1 Windows Phone 7 Apps, Volume I Adam Nathan,2011-04-08 Full Color INCLUDES COMPLETE CODE AND ASSETS FOR EACH APP IN THIS VOLUME! Got a great idea for an app? There's a chapter for that! Calling all developers: Windows

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exploiting phone features such as the application bar, hardware/software keyboards, multi-touch, accelerometer, microphone, and more Using rich controls such as pivots, panoramas, and controls in free toolkits, such as date/time pickers, toggle switches, charts, and graphs Building your own custom controls, including popular ones missing from the platform, such as a checkable list box, multi-select picker box, and color picker Broadly applicable pages, such as a photo-cropping page and accelerometer-calibration page How to make your app look and feel like a first-party app Practical tips on a wide range of topics, even acquiring and creating sound effects, using custom fonts, and creating icons

Windows Phone 8 Development Internals Andrew Whitechapel,Sean McKenna,2013-06-15 Build and optimize Windows Phone 8 apps for performance and security Drill into Windows Phone 8 design and architecture, and learn best practices for building phone apps for consumers and the enterprise. Written by two senior members of the core Windows Phone Developer Platform team, this hands-on book gets you up to speed on the Windows 8 core features and application model, and shows you how to build apps with managed code in C# and native

code in C++. You'll also learn how to incorporate Windows Phone 8 features such as speech, the Wallet, and in-app purchase. Discover how to: Create UIs with unique layouts, controls, and gesture support Manage databinding with the Model View ViewModel pattern Build apps that target Windows Phone 8 and Windows Phone 7 Use built-in sensors, including the accelerometer and camera Consume web services and connect to social media apps Share code across Windows Phone 8 and Windows 8 apps Build and deploy company hub apps for the enterprise Start developing games using Direct3D Test your app and submit it to the Windows Phone Store

Windows Phone 8 in Action Michael Sync,Massimo Perga,Tim Binkley-Jones,2013-12-30 Summary Windows Phone 8 in Action is a comprehensive guide to developing apps for the WP8 platform. It covers the Windows Phone Runtime and .NET APIs used to work with a phone's sensors and hardware, including the accelerometer, camera, gyroscope, GPS, and microphone. You will learn to write code to dial the phone, write emails, send text messages, and recognize speech. The book also teaches you to build applications that use location and push notification. About this Book With 10 million (and climbing) active handsets, Windows Phone 8 has

become a real alternative to Android and iOS. WP users are hungry for great apps, so it's time for you to start creating them! Windows Phone 8 in Action teaches you how to design, build, and sell WP8 apps. In it, you'll learn to use the WP Runtime and .NET APIs to control key features like the accelerometer, camera, GPS, and microphone. This example-driven book also shows you how to write applications that use location and push notification, enhanced navigation services, and WP8's deep multimedia capabilities. You'll need a working knowledge of C#. No experience with Windows Phone or XAML is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Build your first phone app Master the Windows Phone 8 interface How to sell on the Windows Phone Store Use features like voice recognition and media About the Authors Tim Binkley-Jones has worked with XAML since the first releases of WPF and Silverlight. Adam Benoit is an independent developer with more than a dozen apps in the Windows Phone Store. Massimo Perga is an engineer at Microsoft. Michael Sync is a web and WP architect. Table of Contents PART 1 INTRODUCING WINDOWS PHONE A new phone, a new operating system Creating your first Windows Phone application

PART 2 CORE WINDOWS PHONE Fast application switching and resume Scheduled actions Launching tasks and choosers Contacts and calendars Storing data Working with the camera Integrating with the Photos and Music + Videos Hubs Using sensors Network communication with push notifications Using the Speech API PART 3 XAML FOR WINDOWS PHONE ApplicationBar and context menus Panorama and pivot controls Building a media player Using Maps Building HTML applications Releasing and monetizing apps

   Windows Phone 7 Made Simple MSL Made Simple Learning,Jon Westfall,2011-08-18 With Windows Phone 7, Microsoft has created a completely new smartphone operating system that focuses on allowing users to be productive with their smartphone in new ways, while offering seamless integration and use of Microsoft Office Mobile as well as other productivity apps available in the Microsoft App Store. Windows Phone 7 Made Simple offers a clear, visual, step-by-step approach to using your Windows Phone 7 smartphone, no matter what the manufacturer. Author Jon Westfall is an expert in mobile devices, recognized by Microsoft as a Most Valuable Professional with experience teaching both businesses and consumers. This book will get you started with the basics and then teach you tricks and shortcuts that will

save you time and help you maximize your productivity.

My Windows Phone 8 Brien Posey,2013 Explores Windows 8 smartphone tasks, providing step-by-step instructions on how to navigate, download apps, connect to the Internet, and customize and troubleshoot.

Windows Phone Recipes Fabio Claudio Ferracchiati,Emanuele Garofalo,2012-02-02 Windows Phone 7.5 (code-named Mango) marks a significant upgrade to Microsoft's smartphone products. Packed with sophisticated new features and functionality, the device is a .NET developer's dream, easily programmable using Silverlight, XNA and C#. Windows Phone Recipes utilizes a proven problem-solution approach, providing a concise guide to all the phone's features in recipe book format. First, the problem you're facing is identified. Then, a clear explanation of the solution is given, supported by a fully-worked code sample that demonstrates the feature in action. All aspects of development, configuration, testing, and distribution are covered. You'll find recipes that unlock advanced user interface features, deal with data storage, integrate with cloud services, add media and location services, and much more. It's everything you'll need to put a professional polish on your Windows Phone 7.5 applications!

My Windows Phone 7 Brien Posey,2011-12-23 Step-by-step instructions with callouts to Windows Phone 7 photos so that you can see exactly what to do Help when you run into Windows Phone 7problems or limitations Tips and Notes to help you get the most from yourWindows Phone 7 device Full-color, step-by-step tasks walk you through getting and keeping your Windows Phone 7 working just the way you want. Learn how to: • Get started fast! Covers Windows Phone 7.5 Mango release. • Master Windows Phone 7's elegant interface and powerful shortcuts • Quickly set up ringtones, voicemail, Airplane Mode, wallpaper, accessibility, and more • Connect to the Internet, Wi-Fi networks, and Bluetooth devices • Get and send messages easily via Outlook, Windows Live, and Google accounts • Find almost anything with content search, contact search, and Bing web search • Work seamlessly with OneNote, Excel, Word, PowerPoint, and SharePoint documents • Use Zune and Marketplace to import media content and download applications • Discover your phone's built-in apps, and easily pin them to your Start screen • Store content in the cloud, with Microsoft SkyDrive • Reach your destination faster with Maps, GPS, and turn-by-turn voice directions • Use Facebook, Twitter, and LinkedIn social networking via the People Hub •

Capture, store, and share photos • Track your calendar—including events stored on Microsoft Exchange • Use the Xbox LIVE Hub to transform your Windows Phone into a great mobile gaming system

Windows Phone 8 Recipes Lori Lalonde,David R. Totzke,2013-08-26 Windows Phone 8 Recipes is a problem-solution based guide to the Windows Phone 8 platform. Recipes are grouped according to features of the platform and ways of interacting with the device. Solutions are given in C# and XAML, so you can take your existing .NET skills and apply them to this exciting new venture. Not sure how to get started? No need to worry, there's a recipe for that! Always wondered what it takes to add cool features like gesture support, maps integration, or speech recognition into your app? We've got it covered! Already have a portfolio of Windows Phone 7 apps that needs to be upgraded? We have a recipe for that too! The book starts by guiding you through the setup of your development environment, including links to useful tools and resources. Core chapters range from coding live tiles and notifications to interacting with the camera and location sensor. Later chapters cover external services including Windows Azure Mobile Services, the Live SDK, and the Microsoft Advertising SDK, so you can take your app to a professional level. Finally,

you'll find out how to publish and maintain your app in the Windows Phone Store. Whether you're migrating from Windows Phone 7 or starting from scratch, Windows Phone 8 Recipes has the code you need to bring your app idea to life. What you'll learn Set up your development environment with the Windows Phone 8 SDK. Upgrade your existing Windows Phone 7 apps to Windows Phone 8. Meet and try out the new features provided in the Windows Phone 8 SDK. Bring your apps to life with live tiles, notifications, and cloud services. Discover the easy steps to setting up your own Windows Phone Store account. Learn how to submit your apps for publication to the Windows Phone Store. Who this book is for Windows Phone 8 Recipes is for the developer who has a .NET background, is familiar with C# and either WPF or Silverlight, and is ready to tap into a new and exciting market in mobile app development. Table of ContentsChapter 1: Introduction to the Windows Phone SDK Chapter 2: Multi-Resolution Support and Basic User Interface Components Chapter 3: Gestures Chapter 4: Live Tiles and Lock Screen Chapter 5: Background Agents and Notifications Chapter 6: Appointments and Contacts Chapter 7: Camera, Photos, and Media Chapter 8: Maps, Location, and Routing Chapter 9: Communications and Speech Chapter 10:

Launching and Resuming Apps Chapter 11: Data Storage Chapter 12: Windows Azure Mobile Services Chapter 13: Using the Microsoft Live SDK Chapter 14: Publishing your App

Beginning Windows Phone 7 Development Henry Lee,Eugene Chuvyrov,2011-08-21 Microsoft's Windows Phone 7 handsets have injected a new vibrancy into the smartphone marketplace and provided bold new opportunities for the Microsoft development community. Now in its second edition, Beginning Windows Phone 7 Development has been written to help you identify those opportunities and to learn the skills you'll need to harness them. It covers the very latest developments in the field, including the extended APIs offered in Microsoft's automatic platform update, so you'll have timely, accurate information at your fingertips. Beginning Windows Phone 7 Development, Second Edition starts with the basics, walking you through the process of downloading and setting up the right development tools, including Visual Studio, Expression Blend, Silverlight SDK, and Windows Phone SDK. It then takes you step-by-step though the development process as you build and deploy a working application, complete with a sophisticated user interface. Finally, you'll receive step-by-step instructions on selling your applications through the Windows

Phone Marketplace.

Windows Phone 7 Application Development For Dummies Bill Hughes,Indrajit Chakrabarty,2011-07-05 Learn to build great applications for the new Windows Phone 7 platform! Whether you're a budding developer or a professional programmer, this four-color reference covers all the details for developing applications specifically for the Windows Phone 7 platform. The straightforward-but-fun approach tackles not only building an application that is sellable and fulfills user demands, but also shows you how to navigate getting your apps into the Windows Phone 7 Marketplace. Guides both novice and professional developers through building amazing applications for the new Windows Phone 7 platform Covers working with graphics, designing games, selling apps, and more Provides a helpful introduction to Windows Phone 7 to set a foundation for the app development process Addresses architectural options for your Windows Phone 7application Takes a look at the Windows Phone 7 Marketplace and helps guide you through the submission process If you're ready to get started developing your own apps for the new Windows Phone 7 platform, then open up Windows Phone 7 Application Development For Dummies and see how it sparkles!

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Windows Phone 7 Recipes Fabio Claudio

Ferracchiati,Emanuele Garofalo,2011-07-21 Developers are racing to discover how to develop for Windows Phone 7—and there is no quicker resource to help you get up to speed than Windows Phone 7 Recipes. This book covers all aspects of development, configuration, testing, and distribution, with detailed code samples and rapid walkthroughs to support you every step of the way. You'll find recipes that unlock advanced user interface development, data storage and retrieval, integration with cloud services, adding media and location-based services, and working with Silverlight and Expression Blend. Learn to use sensors such as the camera, GPS, and accelerometer to build cutting-edge applications. Manage the new way to interact with applications using the gestures library both from the XNA Framework library and the Silverlight Windows Phone Toolkit library.

Windows Phone 7 Plain & Simple Michael Stroh,2010 Looks at the features and functions of the Windows Phone 7 series, covering such topics as connecting to the Internet, sending and receiving email, working with the calendar, playing music and video, taking pictures and video, working with Office Mobile,and synching with a PC.

Windows Phone 7 for iPhone Developers Kevin

Hoffman,2011-08-08 Bring Your iPhone Apps and Skills to Windows Phone 7—or Build Apps for Both Mobile Platforms at Once If you've been developing for the crowded iPhone marketplace, this book will help you leverage your iOS skills on a fast-growing new platform: Windows Phone 7 (WP7). If you're a .NET programmer, it will help you build advanced WP7 mobile solutions that reflect valuable lessons learned by iPhone developers. If you're a mobile development manager, it offers indispensable insights for planning cross-platform projects. Kevin Hoffman guides you through the entire WP7 SDK, showing how it resembles Apple's iOS SDK, where it differs, and how to build production-quality WP7 apps that sell. Step by step, you'll master each technology you'll need, including C#, Silverlight and XAML. Every new concept is introduced along with all the tools and background needed to apply it. Hoffman's practical insights extend into every facet of WP7 development: building user interfaces; hardware and device services; WP7's unique Application Tiles; Push Notifications; the Phone Execution Model, local storage, smart clients, MVVM design, security, social gaming, testing, debugging, deployment, and more. A pleasure to read and packed with realistic examples, this is the most useful Windows Phone 7

development book you can find. ·¿¿¿¿¿¿¿ Compare Apple's Objective-C and Microsoft's C#: "second cousins twice removed" ·¿¿¿¿¿¿¿ Apply C# object techniques—including encapsulation, inheritance, contracts, and interfaces ·¿¿¿¿¿¿¿ Build rich, compelling user interfaces based on Silverlight, XAML, and events ·¿¿¿¿¿¿¿ Move from Apple's Xcode to Visual Studio 2010 and from Interface Builder to Expression Blend ·¿¿¿¿¿¿¿ Leverage hardware and device services, including the accelerometer, GPS, photos, contacts, e-mail, and SMS ·¿¿¿¿¿¿¿ Create dynamic application Tiles to appear on the Start screen ·¿¿¿¿¿¿¿ "Push" raw data notifications to running apps ·¿¿¿¿¿¿¿ Understand and use the Windows Phone 7 phone execution model ·¿¿¿¿¿¿¿ Efficiently store and retrieve data on WP7 phones ·¿¿¿¿¿¿¿ Build "smart clients" that sync locally stored data with web services ·¿¿¿¿¿¿¿ Manage growing app complexity through "separation of concerns" and MVVM (Model-View-View Model) ·¿¿¿¿¿¿¿ Use TDD and automated testing to accelerate and streamline development ·¿¿¿¿¿¿¿ Create casual, connected games and social apps ·¿¿¿¿¿¿¿ Secure apps without incurring unacceptable tradeoffs ·¿¿¿¿¿¿¿ Successfully deploy apps to the Marketplace

Windows Phone 8 Development Succinctly Matteo Pagani,2017-02-04 The Windows Phone 8 operating system is closely tied to the hardware of Windows Phones, enabling the development of high-performance apps that provide excellent user experiences. With Windows Phone 8 Development Succinctly by Matteo Pagani, you'll go from creating a Hello World app to managing network data usage, enabling users to talk to your application through speech APIs, and earning money through in-app purchases. Dozens of additional features are covered in the book, including launchers, choosers, and geolocation services, so you'll have a place to start no matter what you want your app to do.

Windows Phone 7 Made Simple ,2011-08-12

Essential Windows Phone 8 Shawn Wildermuth,2013-05-14 "Shawn has created a guide that is easy to read, up-to-date, and comprehensive–covering the entire application surface area for Windows Phone developers. Enjoy!" –Jeff Wilcox, Senior Software Development Engineer, Microsoft Essential Windows® Phone 8 is the definitive guide to creating powerful mobile apps with Microsoft's dramatically improved Windows Phone 8 platform. Ten-time Microsoft MVP Shawn Wildermuth draws on his extensive

experience teaching Windows Phone development, helping you to get started fast and master techniques that lead to truly outstanding solutions. Updated throughout, this edition reflects new APIs and development best practices, ranging from new WinRT APIs to voice integration. It also contains a comprehensive new chapter on developing enterprise solutions for business. After introducing the platform and its key improvements, Shawn dives directly into the essentials. Using realistic code, he illustrates today's best techniques for delivering robust, well-performing apps. You'll build a complete app from start to finish and then deepen your skills with increasingly sophisticated techniques. From planning through delivery, Shawn guides you through the entire lifecycle, helping you make the most of Windows Phone 8's valuable capabilities. Whether you're a Windows developer going mobile or a mobile developer moving to Windows Phone, here are all the skills you'll need. Coverage includes Setting up the WP8 development environment, including the emulator Using XAML to fully control the look and feel of your app's interface Providing robust user interactivity through controls Creating mobile experiences built around the real needs of Windows Phone users Localizing your app for native languages and global markets

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