

# Windows Phone Sdk 711 Update

Andrew Whitechapel, Sean McKenna

*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 Contents Chapter 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

**Windows Phone 8 Unleashed** Daniel Vaughan, 2013-05-09 Windows® Phone 8 Unleashed is the definitive guide to Microsoft's new Windows Phone 8 platform for intermediate to advanced developers. Written by Microsoft MVP and leading Windows Phone and WPF innovator Daniel Vaughan, this full-color guide covers everything developers need to rapidly build highly competitive Windows Phone 8 mobile apps. Vaughan teaches through complete sample apps—leveraging the MVVM pattern—illuminating each key concept with fully explained code and real-world context. He presents best practices for building highly functional, maintainable, and attractive mobile interfaces; integrating touch, rich media, and data; testing; profiling; and more. Expanded and updated, Vaughan shares expert insights available in no other book, drawing on his exceptional access to the Windows Phone development team through the elite Microsoft Silverlight and WPF Insiders group. Along the way, he presents exceptionally practical and thorough coverage of many powerful new Windows Phone 8 platform enhancements, including full chapters on voice commands and speech synthesis, incorporating speech-driven experiences, Wallet integration, new Live Tile capabilities, the Nokia Maps control, launching apps via file and protocol associations, and much more. Detailed information on how to...

- \* Get started quickly with Windows Phone XAML development in Visual Studio
- \* Master the Capabilities Model, threading, and the Execution Model
- \* Create attractive mobile interfaces using Windows Phone's rich set of controls, including the Windows Phone Toolkit
- \* Make the most of the application bar and other interface elements
- \* Enhance user experience with advanced support for touch, gestures, and sensors
- \* Build location-aware apps that use Nokia Maps and location services
- \* Incorporate speech-driven experiences
- \* Quickly internationalize apps for global markets
- \* Leverage Windows Phone 8's improved camera support
- \* Connect apps to online services via SOAP, REST, and OData
- \* Validate user input on the client side or via WCF services
- \* Use Windows Phone 8's powerful local database support
- \* Implement background actions, file transfers, and audio playback
- \* Automatically launch your app using file and protocol associations
- \* Unit test to find defects earlier, saving time and money

Beginning Windows Phone App Development Henry Lee, Eugene Chuvyrov, 2012-06-10 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. Take advantage of these opportunities with Beginning Windows Phone App Development, written specifically to help you learn the skills you'll need to develop rich, functional apps for the Windows Phone 7 platform. Authors Henry Lee and Eugene Chuvyrov cover the very latest developments in the field—including the extended APIs offered in the new Mango platform update—so you'll have timely, accurate information at your fingertips. Beginning Windows Phone App Development 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 through 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 packaging and selling your applications through the Windows Phone Marketplace.

*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 through 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 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

**Pro Windows Phone App Development** Rob Cameron, 2012-01-28 The Windows Phone 7 platform, now recently updated, provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. Pro Windows Phone 7 Development, Second Edition helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplace—including using new features like copy-and-paste and API improvements in the NoDo and Mango update waves. For developers new to the Windows Phone platform—whether .NET, iPhone, or Android developers—this book starts by introducing the features and specifications of the Windows Phone series, and then leads you through the complete application development process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the device's sensors with the location service, accelerometer, and touch, how to make your apps location-aware using GPS data, how to utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial on how to publish and sell your application through the Windows Phone Marketplace. And in this second edition, learn quickly and easily how to take advantage of new API capabilities and HTML5 support right in your browser.

Pro Windows Phone App Development Falafel Software, 2013-08-19 This book provides a soup-to-nuts guide to developing applications for Windows Phone and publishing them to the Windows Marketplace, covering the latest Windows 8 updates.

Windows Phone 7.5 Unleashed Daniel Vaughan, 2012-03-21 Full Color: Figures and code appear as they do in Visual Studio Windows Phone 7.5 Unleashed is the first comprehensive, start-to-finish developer's guide to Microsoft's brand-new Windows Phone 7.5. Written by Microsoft MVP and leading WPF/Silverlight innovator Daniel Vaughan, this full-color guide covers everything developers need to rapidly build highly competitive Windows Phone 7.5 mobile apps. Vaughan teaches through complete sample apps that illuminate each key concept with fully explained code and real-world context. He presents real-world best practices for building highly functional and attractive Metro interfaces; integrating touch, rich media, and data; testing; profiling; and more. Throughout, he shares expert insights available in no other book, drawing on his exceptional access to the Windows Phone development team through the elite Microsoft Silverlight and WPF Insiders group. Along the way, he presents exceptionally practical and thorough coverage of many powerful new Windows Phone 7.5 platform enhancements—including full chapters on sensors, the camera, XNA graphics, local databases, scheduled actions, and background file transfers. Detailed information on how to... Get started fast with Silverlight Windows Phone development in Visual Studio Master the Capabilities Model, threading, and the Execution Model Create attractive Metro interfaces using Windows Phone's rich set of controls, including the Silverlight for Windows Phone Toolkit Make the most of the application bar and other interface elements Enhance user experience with advanced support for touch, gesture, and sensors Build location-aware apps that use Bing Maps and location services Quickly internationalize apps for global markets Leverage Windows Phone 7.5's improved camera support Connect apps to online services via SOAP, REST, and ODATA Validate user input on the client side or via Web services Use Windows Phone 7.5's powerful new local database support Implement background actions, file transfers, and audio playback Incorporate game-style XNA graphics Unit test to find defects earlier, saving time and money

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 Utilizing vibration, motion, sound, the camera, or other hardware features Supporting voice commands such as "Call Mom" or "Open Twitter" Integrating features that use Contacts, Appointments, Alarms, the media library and hubs, and the lock screen Storing data in simple files, caches, or a full-fledged database Multitasking in the background without compromising performance Implementing location-aware apps that can track where users are Retrieving external data and assets via REST, Web

services, push notifications, or Windows Live Preparing your application for the Windows Phone Store Building and distributing enterprise apps for your company's internal customers

**Windows Phone 7 in Action** Michael Sync, Massimo Perga, Tim Binkley-Jones, 2012-08-20 Summary Windows Phone 7 in Action is a hands-on guide to building mobile applications for WP. Written for developers who already know their way around Visual Studio, this book zips through the basics, including an intro to WP7 and Metro. Then, it moves on to the nuts and bolts of building great phone apps. About the Technology Windows Phone 7 is a powerful mobile platform sporting the same Metro interface as Windows 8. It offers a rich environment for apps, browsing, and media. Developers code the OS and hardware using familiar .NET tools like C# and XAML. And the new Windows Store offers an app marketplace reaching millions of users. About the Book Windows Phone 7 in Action is a hands-on guide to programming the WP7 platform. It zips through standard phone, text, and email controls and dives head-first into how to build great mobile apps. You'll master the hardware APIs, access web services, and learn to build location and push applications. Along the way, you'll see how to create the stunning visual effects that can separate your apps from the pack. Written for developers familiar with .NET and Visual Studio. No WP7 or mobile experience is required. Purchase includes free PDF, ePub, and Kindle eBooks downloadable at manning.com. What's Inside Full introduction to WP7 and Metro HTML5 hooks for media, animation, and more XNA for stunning 3D graphics Selling apps in the Windows Store About the Authors Timothy Binkley-Jones is a software engineer with extensive experience developing commercial IT, web, and mobile applications. Massimo Perga is a software engineer at Microsoft and Michael Sync is a solution architect for Silverlight and WP7. Table of Contents4>PART 1 INTRODUCING WINDOWS PHONE A new phone, a new operating system Creating your first Windows Phone applicationPART 2 CORE WINDOWS PHONE Fast application switching and scheduled actions Launching tasks and choosers Storing data Working with the camera Integrating with the Pictures and Music + Videos Hubs Using sensors Network communication with push notifications and sockets PART 3 SILVERLIGHT FOR WINDOWS PHONE ApplicationBar, Panorama, and Pivot controls Building Windows Phone UI with Silverlight controls Manipulating and creating media with MediaElement Using Bing Maps and the browser PART 4 SILVERLIGHT AND THE XNA FRAMEWORK Integrating Silverlight with XNA XNA input handling

**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

**Essential Windows Phone 7.5** Shawn Wildermuth, 2011-12-01 Essential Windows Phone 7.5 is the definitive guide to creating powerful, visually compelling mobile applications that take full advantage of Microsoft's Windows Phone 7.5 platform. Nine-time Microsoft MVP Shawn Wildermuth draws on his extensive experience teaching Silverlight and Windows Phone development, helping you to get started fast and master techniques that lead to truly outstanding apps. After introducing the latest version of Windows Phone, Shawn Wildermuth dives directly into the essentials, emphasizing best-practice examples and illustrating with code. You'll build a complete application from start to finish, then build on your skills with increasingly sophisticated techniques. From planning and design through application delivery, Shawn Wildermuth guides you through the entire mobile development lifecycle, showing how to make the most of Windows Phone 7.5's most important new capabilities. Whether you're a .NET or Silverlight developer going mobile, or an experienced mobile developer moving to Windows Phone, Essential Windows Phone 7.5 delivers all the skills you'll need. Coverage includes Leveraging Microsoft's breakthrough Metro design language Using phone features such as email, calling, search, Web browsing, and the camera Designing the look and feel of your user interface with XAML Interacting with users via Panorama, Pivot, and other controls Mastering the new Silverlight Toolkit for Windows Phone 7.5 Choosing the right application paradigm and functionality for your specific app Incorporating touch, vibration, motion, and sound into your interfaces Working with Windows Phone 7.5's unique hubs and tiles Building location-based services that work with the phone's GPS Storing data in Isolated Storage or Windows Phone 7.5's database support Multitasking reliably, without compromising performance Integrating external data via REST, conventional Web services, and push notifications Preparing your application for the Windows Phone Marketplace

**Migrating to Windows Phone** Jesse Liberty, Jeff Blankenburg, 2012-02-01 This book offers everything you'll need to upgrade your existing programming knowledge and begin to develop applications for the Windows Phone. It focuses on the 75 percent of the material that you will need 95 percent of the time. We're not going to teach you object-oriented programming (OOP) all over again, but we are going to take the time to point out how .NET and C# differ in their execution of the standard OOP concepts from other languages' implementations in order to make your migration as smooth and stress-free as possible. Migrating to Windows Phone will lead you through a tour of the key features of developing for Microsoft's devices. We'll consider everything from data handling to accelerometers, from mapping to WCF. We'll also walk you through monetizing your application through Microsoft's online Windows Phone store.

**Windows Phone 8 Application Development Essentials** Tomasz Szostak, 2013-09 A mini-tutorial full of code examples and strategies to give you plenty of options when building your own applications for Windows Phone 8. This book is ideal if you are a developers who wants to get into mobile development. Some C# background may be useful for a complete understanding.

**Beginning Windows Phone 7 Application Development** Nick Lecrenski, Karli Watson, Robert Fonseca-Ensor, 2011-04-06 Discover the core concepts essential for developing apps for Windows Phone Silverlight and XNA provide you with a powerful development platform and key tools for programming Windows Phone 7 series applications. This book offers a foundation for using the tools required for Windows Phone 7 development, including Visual Studio 2010 Express Edition, the Windows Phone 7 Series SDK,

and Silverlight. Experienced authors provide you with detailed coverage on developing accordingly for an application's lifetime, accessing cloud services, and developing notification services. Explains how to use the most up-to-date tools and development platforms to create applications for the Windows Phone 7 Walks you through developing notification services and location services Demonstrates ways to generate revenue by deploying your apps to the Windows Phone Marketplace Details the steps for enabling trial periods for applications and providing updates and new versions of apps If you're eager to get started developing applications for the Windows Phone 7, then this is the beginner guide for you.

**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!

101 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 Phone 7 is starting to gain traction, and the opportunity is yours to sell the next killer app! 101 Windows Phone 7 Apps is a book series like no other—best-selling author and Microsoft developer Adam Nathan walks you through the process of building 101 real, robust, diverse, and marketplace-certified Silverlight applications. You not only get online access to the full source code and related assets, but the book is chock full of tips, warnings, and advice that can only come from Adam's experience of writing so many complete applications and selling them in the Windows Phone Marketplace. Imagine how long it would take you to develop and test 50 apps and how much you would learn from the experience. Rather than spending all that time starting from scratch, use this book to hit the ground running! Whether you simply make cosmetic changes to apps in this book (for example, creating kid-themed versions), repurpose apps (such as building a mortgage calculator based on Chapter 10's tip calculator), or build something completely unique, this book can greatly accelerate your development time and help you create high-quality apps. Sell your apps in the Windows Phone Marketplace and make this book pay for itself! Volume I contains the first 50 apps and covers the following: Everything you need to know about Silverlight Fully 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 7. 5** Zeeshan Chawdhary,2012-07-24 This is a practical, hands-on tutorial based on real-world applications, using real-world 3rd Party APIs, teaching the essential tricks to get started in building location aware apps for Windows Phone. With plenty of images and code wherever necessary, this book will take you just a few days to get up to speed, no long weekend classes, no bible to read, a few chapters and you are off. If you are a developer who wants to develop apps for the Windows Phone 7 platform, but do not know where to begin, then this book is for you. Developers working on the Android and iPhone platform wishing to port their apps on the Windows Phone ecosystem will also find this book useful. The bundled code and apps can also help a non-developer; a smart business or sales person to quickly analyze and build new applications. This book is also aimed at Managers and Architects in the News and Entertainment industry; since two giants of this industry (Eventful.com and Patch.com) are mentioned extensively within the book.

Pro Windows Phone 7 Development Rob Cameron,2011-08-04 The Windows Phone 7 platform provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. For iOS and Android developers, this book provides the right level of content to help developers rapidly come up to speed on Windows Phone. Pro Windows Phone 7 Development will help you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplace. For developers new to the Windows Phone 7 platform, whether .NET, iPhone, or Android developers, this book starts by introducing you to the features and specifications of the Windows Phone series, and then leads you through the complete application development process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the available sensors such as the location service, accelerometer, and touch, make your apps location-aware using GPS data, utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial on how to publish and sell your application through the Windows Phone Marketplace.

*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

Decoding **Windows Phone Sdk 711 Update**: Revealing the Captivating Potential of Verbal Expression

In an era characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its ability to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "**Windows Phone Sdk 711 Update**," a mesmerizing literary creation penned with a celebrated wordsmith, readers attempt an enlightening odyssey, unraveling the intricate significance of language and its enduring effect on our lives. In this appraisal, we shall explore the book's central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

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**Windows Phone Sdk 711 Update Introduction**

In the digital age, access to information has become easier than ever before. The ability to download Windows Phone Sdk 711 Update has revolutionized the way we consume written content. Whether you are a student looking for course material, an avid reader searching for your next favorite book, or a professional seeking research papers, the option to download Windows Phone Sdk 711 Update has opened up a world of possibilities. Downloading Windows Phone Sdk 711 Update provides numerous advantages over physical copies of books and documents. Firstly, it is incredibly convenient. Gone are the days of carrying around heavy textbooks or bulky folders filled with papers. With the click of a button, you can gain

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