

Apps For Windows Phone

Shawn Wildermuth

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 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 7 application 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!

Pro Windows Phone App Development Falafel Software, 2013-09-30 The Windows Phone 8 platform 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 App Development, Third Edition, helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Store and bring you up to speed on the new features the Windows Phone 8 API provides. For developers new to the Windows Phone platform—whether with .NET, iOS, or Android experience—this book starts by introducing the requirements, specifications, and basics of Windows Phone development, and then leads you through the complete application development process, using an array of complementary technologies and Microsoft's modern-style app design. Along the way, you'll learn how to Use Microsoft technologies like XAML, .NET, Visual Studio 2012, and Expression Blend effectively to develop modern-style Windows Phone apps Take advantage of the device's sensors with the location service, accelerometer, and touch Make your apps location-aware using GPS data Develop rich media applications that harness the graphics capabilities of Windows Phone models Design and develop Windows Phone applications using the Model-View-ViewModel architecture Publish and sell your application through the Windows Phone Store Whether you're a Microsoft developer, an iOS or Android developer, or someone with prior Windows Phone experience, Pro Windows Phone App Development, Third Edition, is an ideal guide for mastering the Windows Phone 8 platform and compelling Windows Phone app development.

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.

Pro Windows Phone App Development Rob Cameron, 2011 Annotation 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 developer 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. What you'll learn The specifications and capabilities of the Windows Phone series and how to harness that power in your applications To understand its relationship to Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend and how to use those tools most effectively to develop Windows Phone apps How to develop applications that take advantage of the available sensors, such as location service, accelerometer, and touch gestures How to develop rich media applications that harness the graphics capabilities of Windows Phone models The correct way to design and develop Windows Phone 7 applications utilizing the Model-View-ViewModel architecture The process of publishing your application to the Windows Phone Marketplace Who this book is for If you're a .NET developer, this book is primarily for you you're eager to learn how to use your existing skills to develop for the new Windows Phone 7 platform. If you're an iOS or Android developer, this is an ideal guide for you to learn how to expand the market for your existing applications. This does assume some knowledge of C#, managed code in general, and a basic level of familiarity with Visual Studio. And if you're a proficient Windows Phone 7 developer, get up to speed quickly with the new API endpoints and HTML5 browser support in the Mango update. Software developers proficient in other languages will also find this book helpful to get up to

speed with developing Silverlight- and .NET-based Windows Phone applications. Table of Contents Introduction to Windows Phone and Marketplace User Interface Development Handling Input on Windows Phone Windows Phone Data Persistence and Networking Programming Model Integrating with the Windows Phone Platform Windows Phone Advanced UI Development Advanced MVVM, Services, and App Connect XNA Framework for Games and Applications Advanced XNA Framework Development Building Top-Rated Applications for Windows Phone--

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.

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

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. 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.

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 7 Application Development Brian Faucher, 2011-03-08 Provides information on designing and implementing applications for Windows Phone 7.

101 Windows Phone 7 Apps Adam Nathan, 2011

Windows Phone 7 Companion Matthew Miller, 2010-11-05 Get the most out of your Windows Phone 7 device with this handy Companion by your side! Windows Phone 7 Companion goes where you go-and goes beyond the basics to show you how to take advantage of Office features; work with pictures, video, and music; and tap into Xbox LIVE so you can play real-time games with friends and family. Full-color screenshots work together with a clear and concise writing style to present you with invaluable advice on how to download the most anticipated apps and get your phone to exceed your expectations. You'll find little-known tips, easy-to-navigate shortcuts, and useful tools that will save you time and effort so you can enjoy your Windows Phone to the max. If you're eager to make the most of your Windows Phone, then this book is the ideal companion. Coverage includes: How Do I Set Up and Customize My Windows Phone 7 Device? How Do I Get Around My New Windows Phone? How Can I Make Calls and Send Text Messages? How Do I Connect with My Family and Friends? How Can I Set Up and Sync Services to My New Windows Phone? How Do I Connect My Windows Phone to My Computer? How Can I Enjoy Music and Videos on My Windows Phone? How Can I View, Share, and Capture Pictures on My Windows Phone? How Can I Read and Use Email on My Windows Phone? How Do I Get More Organized Using My Windows Phone? How Do I Use GPS Navigation and Mapping on My Windows Phone? How Do I Surf the Internet from My Windows Phone? How Can I Play Games and Connect with Others Using Xbox LIVE on My Windows Phone? How Do I Use Word Mobile 2010 on My Windows Phone? How Do I Use Excel Mobile 2010 on My Windows Phone? How Do I Use OneNote Mobile 2010 on My Windows Phone? How Do I Use PowerPoint Mobile 2010 on My Windows Phone? How Do I Use SharePoint Mobile 2010 on My Windows Phone? What Other Apps are Loaded and How Do I Get More from the Marketplace? How Do I Manage Settings on My Windows Phone? How Do I Deal with Problems on My Windows Phone?

PROFESSIONAL WINDOWS PHONE 7 APPLICATION DEVELOPMENT Nick Randolph, Christopher Fairbairn, 2010-01-01 Market_Desc: The ideal reader has either built applications and/or games for a major, exiting mobile platforms (ie iPhone, Android or Windows Mobile). Ideally he/she has some experience with the Microsoft platform stack including the .NET Framework and Windows Azure. Primary audience: iPhone and Android developers Secondary audience: Existing Silverlight, XNA and Windows Mobile developers Special Features: · Currently there are no books in the market on Windows Phone 7 development. There are numerous books on both Silverlight and XNA, but none cover the specifics of building phone applications and/or games. · Windows Phone 7 series development will take off thanks to a massive push by Microsoft. · The book includes information to help developers get started as well as to tackle hard issues involving mobile applications development and include both Silverlight and XNA development for Windows Phone, thus expanding the market to application and game developers · The book includes examples that the reader can download via the website and discuss best practices for building mobile applications. About The Book: Using tools such as Visual Studio, Expression Blend and the device emulator, this book shows users how to develop for Windows Phone to design, build, test and deploy mobile applications. Working examples throughout the book and on the web site cover how to design and lay out a Windows Phone application, how to interact with the device and other services from your application and how to deploy and sell your applications.

Windows Phone 7 Programming for Android and iOS Developers Zhinan Zhou, Robert Zhu, Pei Zheng, Baijian Yang, 2011-08-15 Learn to develop for the new Windows Phone 7 platform With a special focus placed on the new Windows Phone 7 (WP7) design guidelines and technologies, this reference helps you extend your knowledge so that you can learn to develop for the new WP7 platform. The team of authors presents topic-by-topic comparisons between WP7 and Android and the iPhone, enabling you to learn the differences and similarities between them. This indispensable coverage prepares you for making the transition from programming for Android and the iPhone to programming for the exciting new WP7. Covers the exciting new technology of Windows Phone 7 (WP7) and serves as ideal reference for Android and iPhone developers who are eager to get started programming for the WP7 Zeroes in on the differences between programming for Android and the iPhone, making it much easier for you to learn and practice Offers various real-world programming scenarios to enhance your comprehension Demonstrates how to set up your development environment, create the User Interface, use local data storage, leverage location and maps, and use system services Discusses how to handle security issues Start programming for the WP7 today with this book by your side.

Windows Phone 7 Made Simple MSL Made Simple Learning, Jon Westfall, 2011-02-03 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.

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 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

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.

101 Windows Phone 7 Apps, Volume II Adam Nathan, 2012-03 The best way to master Windows Phone 7 development is to watch an expert do it, from start to finish. Adam Nathan's first volume, 101 Windows Phone 7 Apps, Volume I, proved that, teaching WP7 development by walking through the construction of 50 realistic, complete apps - all packed with code that's easy to borrow and extend. Now, in 101 Windows Phone 7 Apps, Volume II, Nathan returns with another 51 great Windows Phone 7 apps that take developers even

further towards success. Like its predecessor, this 100% practical book doesn't focus on unnecessary theory. Instead, Nathan shows developers exactly what it takes to build the kind of apps people will actually want to buy. He brings insider's insight to these and many other Windows Phone 7 features and development tasks: choosers, launchers, hub integration, HTML-based apps, location-aware apps, networking, RSS, password protection, push and toast notifications, badges, scoreboards, custom rotation, Xbox LIVE Avatar support, Silverlight, and game physics. Readers will build apps ranging from email search to mapping, Twitter and Foursquare integration to Dodgeball and MineSweeper. As they do, they'll learn all the skills - and get all the code - they need to build their own winning mobile apps, right now!

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Apps For Windows Phone Introduction

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