

# Create Your First Windows 8 App

Kyle Burns

Beginning Windows 8 Application Development Zoltan Arvai,György Balássy,István Novák,David Fulop,2012-09-06 Learn to use exciting new development tools and create applications for Windows 8 If you're a beginning developer, there's no better place to get up to speed on the Windows 8 SDK than this Wrox guide. A team of Microsoft experts provides a complete course in Windows 8 programming, helping you take full advantage of the innovative new SDK. Written in an easy-to-read style, this book is packed with reusable examples that showcase the endless possibilities of the Windows SDK and also introduces the new Windows 8 app store. It explains how to set up the development environment and covers user interface design, using special effects and graphics, working with C# and C++, and much more. Provides a complete introduction to the Windows SDK and Windows 8, starting with setting up the development environment and building your first application Covers user interface design, touch- and event-driven design elements, leveraging windows-based services, and offline application development with HTML 5 Explores creating C# applications for the Windows 8 system, XNA 4 and Silverlight 5 considerations, and the role of C++ Shows how to debug, certify and deploy your applications Introduces the new Windows 8 app store and offers advice on marketing your apps Beginning Windows 8 Application Development is perfect for anyone who's ready to get started developing apps for the exciting new Windows 8 OS.

**Build Windows 8 Apps with Microsoft Visual C++ Step by Step** Luca Regnicoli,Paolo Pialorsi,Roberto Brunetti,2013-04-15 Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft Visual C++ Teach yourself how to build Windows 8 applications using the Visual C++ language—one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

**Start Here! Build Windows 8 Apps with HTML5 and JavaScript** Dino Esposito,Francesco Esposito,2013-05-15 Ready to learn Windows 8 programming? Start Here! Learn the fundamentals of Windows 8 programming—and begin creating apps for desktops, laptops, tablets, and other devices. If you have previous experience with HTML5 and JavaScript—simply start here! This book introduces must-know concepts and getting-started techniques through easy-to-follow explanations, examples, and exercises. Here's where you start learning Windows 8 app development Build on your knowledge of HTML5, CSS, and JavaScript Create photo and media galleries with built-in HTML widgets Interact with the system through live tiles, contracts, and view state detection Store and access data on the local device and via the Internet Access webcam, GPS, and other sensors embedded in the device Create your first programs and publish them to the Windows Store

**Building Windows 8 Apps with JavaScript** Chris Sells,Brandon Satrom,Don Box,2012-12-27 Building Windows 8 Apps with JavaScript is the definitive guide for every experienced developer who wants to create, ship, and profit from Windows 8 apps built with HTML5 and JavaScript. Written by Chris Sells, former Visual Studio Principal Program Manager who led the team that built Microsoft's official Windows 8 JavaScript app templates, and Brandon Satrom, expert web/mobile developer, this book covers every facet of development with Microsoft's new JavaScript framework and WinRT. The authors guide you through building full-featured Windows Store apps that merge the best aspects of desktop, web, and mobile apps into a single user and developer experience. You'll learn how to leverage the full power of the Windows 8 platform and integrate services ranging from client-side state to offline storage. Leveraging these techniques, you can deliver information to users faster, more clearly, and more concisely, on whatever devices they prefer. Through complete example projects, Building Windows 8 Apps with JavaScript covers Understanding powerful new improvements in Windows 8 developer experience Using Windows 8's more flexible binding to update the UI as underlying data changes Creating layouts and typography that fit Windows 8 style and leverage its advantages Working with audio, video, captured media, animation, and HTML5 graphics Making your app “connectable” with PlayTo Integrating WinJS navigation services to improve UI control Maintaining app states built up over time, and sharing them across devices Writing highly responsive async apps Supporting true-touch metaphors and interactions, location data, and sensors Designing apps for the Windows 8 design language Extending JavaScript code to integrate existing C/C++ code or to access Windows capabilities that WinRT doesn't expose Discovering best practices for monetizing Windows Store apps All of the downloadable examples can be created and run with Microsoft's free Visual Studio 2012 Express for Windows 8, which includes all you need to build, package, and deploy your Windows Store apps.

**Real World Windows 8 App Development with JavaScript** Edward Moemeka,Elizabeth Moemeka,Elizabeth Lomasky,2013-07-16 Real World Windows 8 App Development with JavaScript offers you practical advice and hard-earned insights that will help you create and publish apps to a worldwide market. Led by authors with deep Windows 8 app development experience, you'll learn how to make the most of Microsoft's APIs for hooking into Windows 8 on all devices, including the core ideas of promises and the asynchronous programming model. You'll also discover such important tips as how to Adhere to Windows 8 guidelines for successful app acceptance Extend the appeal of your app with media, contracts, charms, and user notifications Capture and work with media, including the ability to play video wirelessly to a television Manage background processing and file transfers Gain visibility for your app and add monetization options Get the lowdown from authors with experience from the front lines of Windows 8 app development. Theory is all well and good, but when it comes down to it, you can't beat practical advice from people who've been there and done it! You'll come away from this book with all the tools, ideas, and inspiration you need to create successful Windows 8 JavaScript apps. Development with JavaScript features real-world examples that emphasize the use of JavaScript and HTML 5 and that also adhere to the stylistic guidelines Microsoft has put in place to maintain a consistent look and feel for all applications on this platform. What you'll learn The fundamentals of the asynchronous programming model Integrating your app with the Windows 8 system Working with and capturing media Extending your app with contracts and charms Giving users notifications Monetization and certification Who this book is for This book is for JavaScript developers wanting to create applications for sale in the Windows 8 app store. Developers should have a good knowledge of HTML5 and JavaScript, but no previous Windows 8 app development knowledge is required. Table of Contents The Windows 8 Ethos and Environment Getting the Basics Right Incorporating Layout and Controls Navigating the Media Maze Making the Most Out of Charms and Contracts Solving the Printing Problem Providing Clear Notifications Keeping Apps Running the the Background Monetizing Your App: The Lowdown Getting your App on the Windows Store

**Building Windows 8 Apps with C# and XAML** Jeremy Likness,2013 Microsoft “MVP of the Year” Jeremy Likness helps you combine your existing developer skills with new Visual Studio 2012 tools and best practices to create apps that are intuitive and innovative. His guidance and insight will help you dive into Windows 8 development—and gain a powerful competitive advantage for years to come. Likness illuminates the entire apps lifecycle, from planning and Model-View-View Model (MVVM) based design through coding, testing, packaging, and deployment. He covers both business and consumer apps, showing how Windows 8/WinRT development builds upon and contrasts with older WPF and Silverlight approaches. Using carefully crafted downloadable code examples and sample projects, Likness shows how to make the most of new platform features, including integrated social networking, search, contracts, charms, and tiles. Throughout, he addresses crucial development challenges that have only been discussed on MSDN, blog posts, and Twitter feeds—and never with this depth and clarity before.—Publisher description.

**Professional Windows 8 Programming** Nick Lecrenski,Doug Holland,Allen Sanders,Kevin Ashley,2012-12-07 It is an exciting time to be a Windows developer. The arrival of Windows 8 is a complete game changer. The operating system

and its development platform offer you an entirely new way to create rich, full-featured Windows-based applications. This team of authors takes you on a journey through all of the new development features of the Windows 8 platform specifically how to utilize Visual Studio 2012 and the XAML/C# languages to produce robust apps that are ready for deployment in the new Windows Store. Professional Windows 8 Programming: Learn how to utilize XAML to create rich content driven user interfaces Make use of the new AppBar to create a chrome-less menu system See how to support Sensors and Geo-location on Windows 8 devices Integrate your app into the Windows 8 ecosystem with Contracts and Extensions Walks you through the new Windows 8 navigation system for multi-page apps Minimize code with Data Binding and MVVM design patterns Features tips on getting your app ready for the Windows store Maximize revenue for your app by learning about available monetization strategies

*Building Windows 8.1 Apps from the Ground Up* Emanuele Garofalo, Antonio Liccardi, Michele Aponte, 2013 This book is the perfect introduction for anyone wanting to create sophisticated Windows 8 apps for the first time. Assuming only a basic knowledge of HTML and CSS we'll walk you through the development process using C# and VB. The book will familiarize you with the tools you'll need to use in order to make the most of Windows' stunning new features. You'll discover how to take advantage of the built-in functionality to create high quality user experiences. What you'll learn How to plan out your app and its user-experience The pros and cons of the different development languages available to you To build well-structured apps that can be easily customized and reused Manage data stores and cloud storage Why accessibility and globalization matter, even to the smallest of apps Use Windows 8's features to interact with the world around you Who this book is for This book is ideal for anyone with a little programming knowledge (basic HTML and CSS is all you'll need) who want to start creating Windows 8 apps. This book will walk you through everything you need to know in a results-oriented way and ensure your first Windows 8 apps built on firm foundations that you can be proud of.

**Windows 8.1 Apps with XAML and C# Unleashed** Adam Nathan, 2013-12-09 Full color: Learn how to build great Windows Store apps! Figures and code appear as they do in Visual Studio. Windows 8.1 enables you to build stunning applications that integrate with each other, Web services, and Windows itself. You can sell them in the Windows Store, with more options than ever before, for tablets such as Surface, laptops, and traditional desktop PCs! World-renowned Microsoft programming guru Adam Nathan shows you exactly how to write first-class apps for this significant update to Windows. Don't let the minor name change fool you--Windows 8.1 contains an incredible amount of new developer opportunities compared to Windows 8. Clear, accessible, and intensely practical, this guide teaches through concise code examples, in full color to match their appearance in Visual Studio--the same approach that made Nathan's WPF Unleashed so popular. Writing with unprecedented depth and insight, Nathan guides you through creating advanced user interfaces with XAML and exploiting key Windows 8.1 features. Whether you're already comfortable with Microsoft programming or relatively new to it, Windows 8.1 Apps with XAML and C# Unleashed will take you to the cutting edge of Windows 8.1 development. Detailed information on how to... Use XAML to represent state-of-the-art user interfaces, even across multiple windows Handle touch, mouse, keyboard, and pen input, including handwriting recognition Use new Windows 8.1 controls for creating hubs, flyouts, better app bars, performing in-app searches, rendering PDFs, and much more Encode, decode, and transcode multimedia content and speech-enable your app Leverage rich XAML vector graphics and animation Interact with built-in functionality such as the Camera app, file picker, the lock screen, new contacts and appointments integration, and more Exploit the Windows 8.1 charms bar Integrate DirectX graphics seamlessly Work with the rich set of available sensors: accelerometer, compass, light sensor, location (with geofencing support), proximity, and more Control devices such as fingerprint readers, image and bar code scanners, magnetic stripe readers, and custom Bluetooth, USB, HID, or Wi-Fi Direct devices

*Windows 8.1 Apps with XAML and C# Unleashed* Adam Nathan, 2013 Provides information on building touch-based applications for Windows 8.1 using C# and XAML.

**Pro Windows 8.1 Development with XAML and C#** Jesse Liberty, Jon Galloway, Philip Japikse, 2014-05-29 Windows 8.1 apps are revolutionizing development on the Windows platform. Fast, fluid, tactile and chrome-free, they provide a brand-new look and feel for Windows users. These apps rely on Microsoft's Windows 8 modern UI to provide their rich and engaging user experiences for both desktop and tablet users. The new UI in turn relies upon the Windows Runtime (WinRT) to give its apps unparalleled flexibility and power. Understanding this stack of new technologies and how they tie in to the proven C# language and the XAML standard is the subject of this book. Experienced writers Jesse Liberty, Phil Japikse, and Jon Galloway explain how you can get the most from Windows 8.1 by focusing on the features that you need for your project and bringing your existing C# coding knowledge to bear. They begin with a nuts-and-bolts examination of how the technologies fit together and show you everything you need to get up and running with the new platform. Once you have a good understanding on the basics, you progress to more advanced topics steadily increasing your understanding as a whole. This holistic knowledge is essential to truly master Windows 8.1 development. Each topic is covered clearly and concisely and is packed with the details you need to code effectively. The most important features are given a no-nonsense, in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 8.1.

*Introducing Windows 8* Jerry Honeycutt, 2012 Introduces Windows 8, including new features and capabilities, and offers scenario-based insights on planning, implementing, and maintaining the operating system.

**Windows 8: The Missing Manual** David Pogue, 2013-02-27 With Windows 8, Microsoft completely reimaged the graphical user interface for its operating system, and designed it to run on tablets as well as PCs. It's a big change that calls for a trustworthy guide--Windows 8: The Missing Manual. New York Times columnist David Pogue provides technical insight, lots of wit, and hardnosed objectivity to help you hit the ground running with Microsoft's new OS. This jargon-free book explains Windows 8 features so clearly--revealing which work well and which don't--that it should have been in the box in the first place.

**Windows 8 App Projects - XAML and C# Edition** Nico Vermeir, 2013-04-01 Become a leading Windows 8 app developer by using Windows 8 App Projects - XAML and C# Edition to learn techniques, tools, and ideas to create successful, 5-star apps. Windows 8 App Projects - XAML and C# Edition shows you the nuts and bolts of the Windows 8 development ecosystem. Then, through a series of example driven chapters, you'll discover how to leverage the platform's unique features. With each project, you'll be one step closer to building full-featured, responsive, and well designed apps that feel like they're a part of the operating system. Windows 8 App Projects - XAML and C# Edition is a great book for developers that already know their way around the .net framework and want to leverage their existing knowledge into building apps for the new and exciting Windows RT platform and the great touch-first tablet and hybrid devices that accompany Windows 8 to market. Learn to build apps for Windows 8 in an example driven way Leverage existing skills onto the Windows 8 platform Get to know and use the new Modern UI style to make your apps stand out

*Building Windows 8 Apps with C# and XAML* Jeremy Likness, 2012-10-25 "Jeremy builds real apps for real customers. That's why I can heartily recommend this book. Go out and write some great apps...and keep this book handy." --From the Foreword by Jeff Prosise Build Exceptionally Immersive and Responsive Touch-Based Windows Store Apps for Windows 8 with C# and XAML This is the first practical guide to building breakthrough applications for Windows 8 from project templates through publication to the new Windows Store. Microsoft "MVP of the Year" Jeremy Likness helps you combine your existing developer skills with new Visual Studio 2012 tools and best practices to create apps that are intuitive and innovative. His guidance and insight will help you dive into Windows 8 development--and gain a powerful competitive advantage for years to come. Likness illuminates the entire apps lifecycle, from planning and Model-View-View Model (MVVM) based design through coding, testing, packaging, and deployment. He covers both business and consumer apps, showing how Windows 8/WinRT development builds upon and contrasts with

older WPF and Silverlight approaches. Using carefully crafted downloadable code examples and sample projects, Likness shows how to make the most of new platform features, including integrated social networking, search, contracts, charms, and tiles. Throughout, he addresses crucial development challenges that have only been discussed on MSDN, blog posts, and Twitter feeds—and never with this depth and clarity before. Coverage includes • Mastering real-world Windows 8 development for all devices and form factors • Understanding the new WinRT framework and the unique characteristics of Windows 8 apps • Designing apps that are faster, more responsive, do more with less, and maximize battery life • Creating exceptionally fluid interfaces with VS 2012 templates, built-in animations, and XAML • Building apps that respond consistently to multiple forms of input, including complex touch manipulations • Using contracts and charms to expose services or enable users to do so • Providing information to users through Live Tiles even when your app isn’t running • Connecting your app seamlessly to multiple data sources, including social networks and cloud storage • Syndicating rich, network-based content • Using Model-View-ViewModel (MVVM) • Securing Windows 8 apps through authentication and authorization • Efficiently testing, debugging, packaging, and deploying apps

**Start Here! Build Windows 8 Apps with HTML5 and JavaScript** Francesco Esposito,Dino Esposito,2013 Ready to learn Windows 8 programming? Start Here! Learn the fundamentals of Windows 8 programming – and begin creating apps for desktops, laptops, tablets, and other devices. If you have previous experience with HTML5 and JavaScript – simply start here! This book introduces must-know concepts and getting-started techniques through easy-to-follow explanations, examples, and exercises. Here's where you start learning Windows 8 app development Build on your knowledge of HTML5, CSS, and JavaScript Create photo and media galleries with built-in HTML widgets Interact with the system through live tiles, contracts, and view state detection Store and access data on the local device and via the Internet Access webcam, GPS, and other sensors embedded in the device Create your first programs and publish them to the Windows Store.

**Microsoft Visual C# 2013 Step by Step** John Sharp,2013-11-15 Your hands-on guide to Visual C# fundamentals Expand your expertise—and teach yourself the fundamentals of Microsoft Visual C# 2013. If you have previous programming experience but are new to Visual C# 2013, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Create and debug C# applications in Visual Studio 2013 Work with variables, identifiers, statements, operators, and methods Create interfaces and define abstract classes Write robust code that can catch and handle exceptions Display and edit data using data binding with Microsoft ADO.NET Entity Framework Respond to user input and touchscreen gestures Handle events arising from multiple sources Develop your first Windows 8.1 apps

**Real World Windows 8 Development** Samidip Basu,2013-05-14 Real World Windows 8 Development is a developer’s handbook – an essential guide to building complete, end-user ready Windows 8 applications on the XAML and C# programming stack from start to finish. Starting with Windows 8 basics and walking through practical aspects of building your Windows 8 application, you'll find step-by-step instructions and practical advice that will leave you with a modern, elegant app written to the highest of standards. Author Samidip Basu, an early adopter of Windows 8 app development techniques, breaks down the design, development, and polish of a real-world business application, adding handy tips and tricks around controls, user interface design, storage, navigation, contracts, and more. Give your Windows 8 application development efforts a kick-start with Real World Windows 8 Development. What you’ll learn Discover the pertinent points of the technology stack in Windows 8 from a developer’s perspective. Familiarize yourself with best practices around usage of controls, user experience paradigms, navigation, storage, service integration, contracts, and more. Incrementally make your Windows 8 application feature-rich and an integrated well-behaved citizen in the operating system. Learn from crisp, standalone discussion of topics in each chapter Who this book is for Real World Windows 8 Development is by a developer, for developers. The book is for .NET developers wanting to utilize their existing skills in XAML and C# towards building a Windows 8 application. On the fence about how your C# and .NET skills apply in the new WinRT world? Have a dream application idea that you slowly want to build up? This book is for you. Table of Contents Part I – Knowing the Ecosystem: Introduction to Windows 8 Part I – Knowing the Ecosystem: Modern UI Design Part II – Getting Started: The Platform & Developer Tools Part II – Getting Started: The Right Controls Part II – Getting Started: The Look & Feel Part II – Getting Started: Content Structuring & Navigation Part III – Into the Groove: Orientation & Visual States Part III – Into the Groove: Handling Data Part III – Into the Groove: Application Lifecycle Management Part III – Into the Groove: Contracts Part IV – The Bling: Media & Sensors Part IV – The Bling: Tiles, Badges, and Toasts Part V – Above & Beyond: Cloud Augmentation Part V – Above & Beyond: Live Service Integration Part V – Above & Beyond: Real-World Techniques Part V – Above & Beyond: Deployment

**Start Here! Learn Microsoft Visual Basic 2012** Michael Halvorson,2012-12-15 Ready to learn Microsoft Visual Basic? Start Here! Learn the fundamentals of modern programming with Visual Basic 2012—and begin building your first Windows 8 apps for the desktop. If you have absolutely no previous experience with Visual Basic, no problem—simply start here! This book introduces must-know concepts and techniques through easy-to-follow explanations, examples, and exercises. Here’s where you start learning Visual Basic Learn the fundamentals of programming with Visual Basic Discover how to to bind controls to data Design and interact with user interfaces built with XAML Build and debug complete applications Learn the basics of Windows 8 application design Find out how to deliver your applications to the Windows Store

**Beginning Windows 8 Application Development – XAML Edition** Kyle Burns,2012-11-30 Beginning Windows 8 Application Development – XAML Edition introduces you to the Windows 8 modern app design paradigm and the new Windows 8 programming model developed around this paradigm. You'll learn to build rich, immersive applications designed to run on the many devices that will be powered by Windows 8. With the introduction of Windows 8, once again Microsoft has re-envisioned the way that PCs and devices will be used and applications will be built in a world that has become far more connected. The Windows 8 modern UI style is far more than a programming model and Beginning Windows 8 Application Development – XAML Edition takes you beyond the syntax of any development language. We examine the factors such as UX (User Experience), social integration, and maintaining data and settings across multiple devices. Gives an early start to building next-generation connected applications Introduces new programming libraries available in Windows 8 Explores Windows 8 app design concepts

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Create Your First Windows 8 App Introduction

Create Your First Windows 8 App

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