

# **Windows 8 App Developer Blog**

**Pete Brown**

**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

**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

**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.

**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

*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.

Programming Windows Store Apps with C# Matthew Baxter-Reynolds,Iris Classon,2014-02-13 If you're a .NET developer looking to build tablet apps, this practical book takes you step-by-step through the process of developing apps for the Windows Store. You'll learn how to use Microsoft's Modern UI design language with Windows 8.1 and WinRT 8.1.1 by building a line-of-business mobile

app with C# through the course of the book. To develop the app, you'll work with the same system details and design specs that apply to retail apps, such as persistence, backend service, and Windows 8 features for sharing and search. You'll learn how to develop the code, incorporate third-party open source products, and package your app for the Windows Store. Build a UI with XAML and the Model/View/View-Model pattern Understand asynchrony—and rediscover threads and parallelism Store data and system settings locally with SQLite Use app bars for commands and the settings charm for Help options Present notifications as tile updates, badges, or toast popups Help users visualize locations and tag activities to a map Enable apps to share data and run side-by-side in the UI Implement functionality for running tasks in the background

Developing Windows Store Apps with Html5 and JavaScript Rami Sarieedine, 2013-01-01 This book is a hands-on guide that follows a step-by-step tutorial approach which discusses Windows 8 application development with HTML5, CSS3, and JavaScript. This book is great for developers who want to start developing for Windows 8 and it also targets developers who want to get introduced to powerful advancements in standards-based web technology, while using it to build Windows Store apps, as well as leveraging their existing skills and code assets in web development.

Windows 8 Application Recipes in C# Jit Ghosh, Ian Bennett, 2012-12-15 Metro Style Application Recipes for Windows 8 in C# is your practical companion to developing immersive applications on Windows 8 utilizing XAML, C# and the new Windows Runtime (WinRT). This book tackles common problems and scenarios that on-the-job developers face every day by revealing code and detailed solutions. You'll quickly be able to integrate real-world, functioning code into your applications—and save hours of coding time. The recipes included in Metro Style Application Recipes for Windows 8 in C# have been carefully selected and tested with the professional developer in mind. You'll find

problems stated clearly and succinctly, artful solutions explored and ample discussion of the code and context so you're immediately clear how the solution will support your project. You'll also discover the platform innovations presented in Windows 8 and WinRT and how to effectively employ them. Enjoy in-depth coverage of Windows 8 Metro application development in many projects and contexts, including: Designing engaging, fast and fluid, content centric user experiences. Manipulating content and the runtime environment through the Windows Runtime APIs. Consuming, transforming, and displaying data in your Metro Applications using XAML, XML, JSON and other data formats. Using and customizing the rich set of pre-built Windows 8 controls as well as building custom controls. Integrating media to create a visually rich user experience. Tapping into the power of Windows 8 platform features like Share and Search in your own applications. Utilizing system and hardware services such as sensors, touch, geo-location, portable devices, and more. Find instant solutions, comprehensive WinRT coverage, and time-saving expert advice, in this all-in-one book. What you'll learn Fundamentals of the WinRT programming model and the Metro Application Lifecycle Constructing immersive Metro style user interfaces utilizing XAML and the WinRT control set. Integrating Windows 8 system contracts such as Search, Share, Settings and PlayTo. Leveraging system and hardware services such as sensors, touch, portable devices etc. Utilizing local and remote data sources from within your application. Integrating media into your applications to create deeply engaging user experiences. Who this book is for Metro Style Application Recipes for Windows 8 in C# is for every Windows developer planning to build Metro applications for Windows 8 using C# and XAML. All developers and architects looking to deeply understand and utilize the new Windows 8 developer technologies will find Metro Style Application Recipes for Windows 8 using C# a must-have guide.

*Windows 8 Secrets* Paul Thurrott,Rafael Rivera,2012-08-28 Tips, tricks, treats, and secrets revealed on Windows 8 Microsoft is introducing a major new release of its Windows operating system, Windows 8, and what better way for you to learn all the ins and outs than from two internationally recognized Windows experts and Microsoft insiders, authors Paul Thurrott and Rafael Rivera? They cut through the hype to get at useful information you'll not find anywhere else, including what role this new OS plays in a mobile and tablet world. Regardless of your level of knowledge, you'll discover little-known facts about how things work, what's new and different, and how you can modify Windows 8 to meet what you need. Windows 8 Secrets is your insider's guide to: Choosing Windows 8 Versions, PCs and Devices, and Hardware Installing and Upgrading to Windows The New User Experience The Windows Desktop Personalizing Windows Windows Store: Finding, Acquiring, and Managing Your Apps Browsing the Web with Internet Explore Windows 8's Productivity Apps Windows 8's Photo and Entertainment Apps Xbox Games with Windows 8 Windows 8 Storage, Backup, and Recovery Accounts and Security Networking and Connectivity Windows 8 for Your Business Windows Key Keyboard Shortcuts Windows 8 Secrets is the ultimate insider's guide to Microsoft's most exciting Windows version in years.

*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.

### **Programming Windows Store Apps with HTML, CSS, and JavaScript** Kraig

Brockschmidt, 2014-07-15 Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) <http://aka.ms/611111pdf> Download the EPUB file (71.2 MB) <http://aka.ms/611111epub> Download the Mobi for Kindle file (113 MB) <http://aka.ms/611111mobi> Download Companion Files (132 MB) <http://aka.ms/611111files>

*Windows Store App Development: C# and XAML* Pete Brown, 2013-06-03 Summary Windows Store App Development introduces C# developers to working with Windows Store apps. It provides full coverage of XAML, and addresses both app design and development. Following numerous carefully crafted examples, you'll learn about new Windows 8 features, the WinRT API, and .NET 4.5. Along the way, you'll pick up tips for deploying apps, including sale through the Windows Store. And, of course, you'll find the same deep and unique insights Pete provides in his Silverlight books. About the

Technology The Windows Store provides an amazing array of productivity tools, games, and other apps directly to the millions of customers already using Windows 8.x or Surface. Windows Store apps boast new features like touch and pen input, standardized app-to-app communication, and tight integration with the web. And, you can build Windows Store apps using the tools you already know: C# and XAML. About this Book Windows Store App Development introduces the Windows 8.x app model to readers familiar with traditional desktop development. You'll explore dozens of carefully crafted examples as you master Windows features, the Windows Runtime, and the best practices of app design. Along the way, you'll pick up tips for deploying apps, including selling through the Windows Store. This book requires some knowledge of C#. No experience with Windows 8 is needed. What's Inside Designing, creating, and selling Windows Store apps Developing touch and sensor-centric apps Working C# examples, from feature-level techniques to complete app design Making apps that talk to each other Mixing in C++ for even more features About the Author Pete Brown is a Developer Evangelist at Microsoft and author of Silverlight 4 in Action and Silverlight 5 in Action. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Table of Contents Hello, Modern Windows The Modern UI The Windows Runtime and .NET XAML Layout Panels Brushes, graphics, styles, and resources Displaying beautiful text Controls, binding, and MVVM View controls, Semantic Zoom, and navigation The app bar The splash screen, app tile, and notifications View states Contracts: playing nicely with others Working with files Asynchronous everywhere Networking with SOAP and RESTful services A chat app using sockets A little UI work: user controls and Blend Networking player location Keyboards, mice, touch, accelerometers, and gamepads App settings and suspend/resume Deploying and selling your app

*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

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.

*Microsoft . Net Framework 4. 5 Quickstart Cookbook* Jose Luis Latorre Millas,2013-05-24 Microsoft .Net Framework 4.5 Quickstart Cookbook is a concise and practical cookbook with recipes which get you up and running straight away with all the new functionality of .NET Framework 4.5. If you are a .NET developer and would like to learn the new features in .NET 4.5, then this book is just for you. Prior experience with .NET Framework would be useful, but not necessary. Microsoft .Net Framework 4.5 Quickstart Cookbook gives architects and project managers a high-level overview and clear understanding of what .NET 4.5 Framework provides and how it can be used.

**My Windows 8 Consumer Preview** Katherine Murray,2012-04-09 This book gives you a first look at the exciting new features in Windows 8 Consumer Preview, the beta version of the operating system Microsoft released to the public on February 29, 2012. Chances are good that you've already heard about the flashy new Metro style of the Windows 8 interface. The new look may be the biggest news item you've been hearing about, but the changes in Windows 8 go far beyond the surface design changes. Windows 8 is a new program from the ground up, meaning that the experience it offers you will be much different from any version of Windows you've used before. Windows 8 is fast and fluid, bringing you the updates you need quickly, while providing reliable access to the programs and files you depend on as you go about your daily tasks. Whether you are sharing photos, checking your social media accounts, designing a presentation, or listening to your favorite podcast, Windows 8 gives you the means to move through your tasks smoothly in any order or combination you choose.

Some folks welcome this kind of new energy in technology; others aren't so sure a complete makeover is a good idea. Whichever camp you find yourself in, this book will help you learn more about what you can expect from Windows 8. Some of the biggest changes we'll discuss in this book include: Navigating the new Start screen, customizing Start screen colors, and displaying your favorite apps as you want them to appear Using live tiles to get the latest information for your favorite apps Using touch and mouse-based techniques to personalize your Windows 8 experience and work with files, folders, and more Enhancing the security of your system by changing your Lock Screen, adding a picture password, and creating a PIN logon Learning to work fluidly with open apps, cycling through open apps, docking apps, and closing or suspending apps you no longer need Using the Refresh and Reset tools to give your computer a fresh start if you're having computer problems Shopping for apps in the Windows Store, installing apps on your computer, and adding ratings and reviews to let other shoppers know what you think Browsing with the sleek and streamlined Internet Explorer 10

Real World Windows 8 App Development with JavaScript Edward Moemeka, Elizabeth Lomasky, 2013-08-24 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.

**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

**Getting Started with Windows 8 Apps** Ben Dewey,2012-08-03 For those new to .NET programming, this introductory guide will quickly establish the tools needed to build user interfaces with Microsoft's new design language, code-named Metro.

**Windows 10 Development Recipes** Senthil Kumar,Lohith Goudagere Nagaraj,Pathik Rawal,Pryank Rohilla,2015-12-30 This book is a practical guide to solving the everyday problems encountered when building apps for Windows 10 devices, including desktops, laptops, tablets, and phones, using HTML5, CSS3 and JavaScript. Each recipe includes a concise statement of the problem and the approach you should take in order to solve it. A full code solution is also given, along with an in-depth explanation, so you can build on your development knowledge while you work on your application. The majority of recipes can be used with the Universal Windows app template, designed to help you build one consistent user experience across devices. These are supplemented with



recipes for adapting your app to different devices, screen sizes and sensor availability. You'll also find out how to deploy and publish your apps in the Windows Store. Learn how to: Make use of the latest Universal Windows app features, alongside customizations for specific platforms and screen sizes. Bring your apps to life with live tiles, notifications, and sharing. Prepare your app to adapt to your users' different cultural and business environments using globalization and localization APIs and best practices. Understand the certification process and publish your app to the Windows Store, with the option to pay once, install anywhere. This book is suitable for anyone developing for Windows and Windows Mobile. Readers should be comfortable working with HTML and JavaScript. No previous experience with Microsoft technologies or languages is needed in order to use this book.

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head was born in  
pietermaritzburg south africa in  
1937 until she was 13 she was  
raised by a foster family in a  
poor section of the coloured  
community in the cape province  
that is the community for south

africans of mixed descent she  
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clouds gather is a novel by  
bessie head in which  
protagonist makhaya flees  
south africa and settles in  
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