

Windows Phone Development

Overview

Building Applications for Windows Phone course teaches attendees how to build and test custom applications for Windows Phone.

Objectives

All students will learn to:

- Run applications from Visual Studio in both the Emulator and on a device.
- Customize project settings for unique branding and main page design.
- Use the core Silver light concepts and techniques as they relate to Windows Phone.
- Work with XAML syntax, resources, styles, templates, data binding, change notification, and MVVM.
- Create a layout using Canvas, Stack Panel, Wrap Panel and Grid elements.
- Use menu controls available for Windows Phone, including the Application Bar and context menu.
- Work with navigation objects.
- Use single and multiple touch gestures to tap, hold, drag and flick elements on the phone.
- Consume industry standard data types XML and JSON from RSS, REST and OData services.
- Integrate Windows Azure cloud computing with Windows Phone applications.
- Design in Expression Blend to build custom controls, user controls, and templates.
- Use the Windows Phone marketplace test kit to market your application.

Audience

This course is designed for software developers who are targeting the Windows Phone platform

Prerequisites

All attendees should have prior .NET development experience, but no mobile development experience is presumed.

Windows Phone Development (Outlines Continued)

- Introduction to windows phone programming
- Introduction to C#
- Introduction to Silver light
- Windows Phone basics
- Introduction to XAML
- C# - Conditionals, Data types, Iterators, Operators and Strings
- Orientation in Windows Phone
- Touch in Windows Phone
- What's new with Windows Phone 8
- C# - Methods and Arrays
- Silver light – Manipulation events
- Sound Playing in Silver light
- Implementing Web browser in Windows Phone
- Styles and Resources in XAML
- C#- Constructors, Exception handling and OOPS
- Silver light Navigation and Data Sharing
- Bitmaps and Video Playback
- Xaml – Properties and Elements
- C# - Destructors, Inheritance, Polymorphism and properties
- Introduction to Canvas UI
- Isolated Storage
- Routed Events
- High and Low level touch events
- Layout panels
- C#- Files and Streams, Interfaces, Operator overloading, Virtual function
- Custom Controls in Silver light
- Using Accelerometer
- Advance Navigation in Silver light
- Generics in C#
- Frame Animation
- SMS usage
- List Boxes and Application bar Icon
- Data binding
- Dependency Properties
- Position and Maps in Windows Phone
- Call Handling in Windows Phone
- Introduction to XNA and Graphics programming
- Sprites and XNA
- Playing Sound in XNA
- Web view in Windows Phone
- Advance XNA
- Debugging in Visual Studio
- Windows marketplace
- Best practices in software development
- Gestures in XNA