

MOC 40026 B Hands On Lab: Introduction to Windows 8 Development- C#

Course Summary

Description

This three hour Hands-On Lab (HOL) will introduce developers to the tools and techniques for creating Windows Store apps using C# and XAML. It will outline the Windows 8 platform, Windows Store apps guidelines, Windows 8 contracts, tiles and notifications, and the Windows store.

Objectives

At the end of this course, students will be able to:

- Use the Windows 8 Start screen
- Run apps using tiles
- Use the Charms bar
- Examine Windows Store apps and their design
- Create a Grid Application
- Create a Split Application
- Explore how the WinRT Library is used
- Explore how Search Contract is integrated
- Explore how Share Contract is integrated
- Explore how Settings Contract is integrated
- Explore how Live Tiles in a Windows Store app are used
- Explore how Toast Notifications in a Windows Store app are used
- Explore the Windows Store
- Explore the trial version settings of a Windows Store app

Topics

- Introduction to Windows 8 Platform
- Exploring Windows Store Apps
- Implementing Windows Store Apps with XAML and C#
- Integrating with Windows 8 experiences
- Implementing Tiles and Notifications
- Exploring the Windows Store

Audience

This Hands-On Lab is intended for professional developers that come from the C# background. Developers should have 1-2 years of experience in their field.

Prerequisites

Before attending this course, students must have:

- Knowledge of graphical interface design
- Knowledge of Object Oriented Programming design and development
- Simple data access (CRUD) knowledge
- General understanding of the Visual Studio IDE

Duration

One day

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Course Outline

I. Exercise 1: Introduction to Windows 8 Platform

In this lab you will explore the various Windows 8 features and see how to work with them.

Lab: Introduction to Windows 8 Platform

- Using the Start screen
- Running Apps Using Tiles
- Using the Charms Bar

II. Exercise 2: Exploring Windows Store Apps

In this lab you will explore the Windows Store app guidelines and learn to apply them to apps.

Lab: Exploring Windows Store Apps

- Exploring Windows Store Apps

III. Exercise 3: Implementing Windows Store Apps with XAML and C#

In this lab you will explore how to create Windows Store app using XAML and C#. You will learn how to create a grid application and a split application.

Lab: Implementing Windows Store Apps with XAML and C#

- Creating a Grid App
- Creating a Split App
- Using the WinRT Library

IV. Exercise 4: Integrating with Windows 8 experiences

In this lab you will explore how the built-in contracts such as Search, Share, Settings are integrated.

Lab: Integrating with Windows 8 experiences

- Integrating Search Contract
- Integrating Share Contract
- Integrating Settings Contract

V. Exercise 5: Implementing Tiles and Notifications

In this lab you explore how Tiles and Notifications that let users personalize their Start screen are implemented

Lab: Implementing Tiles and Notifications

- Using Live Tiles in a Windows Store app
- Using Toast Notifications in a Windows Store app

VI. Exercise 6: Exploring the Windows Store

In this lab you will explore the Windows Store, and work on creating a trial version of a Windows Store app

Lab: Exploring the Windows Store

- Exploring the Windows Store
- Exploring the Trial Version settings of a Windows Store App