First Look: Microsoft Windows Vista for Developers

Course Summary

Description

This course and hands-on lab introduces students to high-level information and facilitated discovery on the Microsoft Windows Vista platform, thereby maintaining and enhancing their productivity and driving them to further study and adoption of Windows Vista as their preferred application development platform.

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

- Describe the Windows Vista user interface and how the new user interface will affect developers
- Describe the characteristics of Windows Vista applications
- Create applications that use Windows Sidebar and Gadgets
- Describe how to test application compatibility and migrate applications to Windows Vista
- Describe what User Account Control is and how to develop applications that are User Account Control compatible
- Describe the .NET Framework 3.0 features
- Create simple applications that use Windows Communication Foundation
- Create simple applications that use Windows Workflow Foundation
- Describe how to manage digital identities with CardSpace
- Describe the Windows Presentation Foundation features
- Describe some of new API features available in Windows Vista

Topics

- Introduction to Windows Vista Application Development
- Introduction to Microsoft .NET Framework 3.0 Technologies
- Introducing Windows Presentation Foundation
- Introducing the Windows Vista APIs

Audience

This clinic is intended for developers of applications for the Microsoft Windows platform. Familiarity with Microsoft .NET development is a plus.

Prerequisites

Students should have some experience developing on the Windows platform. In addition, it is recommended, but not required, that students have some .NET development experience.

Duration

One day

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Course Outline

I. Introduction to Windows Vista Application Development
A. Overview of the major goals and benefits related to developing applications for Windows Vista
B. New features available in Windows Vis
C. Overview of the application compatibility issues for deploying existing applications that might not be Windows Vista compatible in a corporate environment

II. Introduction to Microsoft .NET Framework 3.0 Technologies
A. Overview of the .NET Framework 3.0 programming model
B. How to develop applications using Windows Communication Foundation and Windows Workflow Foundation as well as how to use CardSpace

III. Introducing Windows Presentation Foundation
A. Overview of how the Windows Presentation Foundation provides the foundation for building applications and high fidelity experiences in Windows Vista, blending together application user interfaces (UIs), documents, and media content

IV. Introducing the Windows Vista APIs
A. Overview of the new Windows Vista APIs
B. Demonstrates how to use the new APIs to develop applications for the RSS platform and to query the Windows search engine

V. Hands-on Lab: Developing Applications for Windows Vista
A. The hands-on lab provides students an opportunity to work with developing applications for Windows Vista in a hands-on environment
B. This lab focuses on new application development features in Windows Vista