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Windows Phone 8 Application Development Essentials

A practical guide to creating a Windows Phone 8 application using C#, XAML, and MVVM

Tomasz Szostak

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Windows Phone 8 Application Development Essentials

Szostak Tomasz

Andrew Whitechapel, Sean McKenna



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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

Windows Phone 8 Application Development Essentials ,2014 **Windows Phone 8 Application Development Essentials** Zachary I. Graham,2015-08-19 This updated and expanded second edition of the Windows Phone 8 Application Development Essentials provides a user friendly introduction to the subject Taking a clear structural framework it guides the reader through the subject s core elements A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts This succinct and enlightening overview is a required reading for all those interested in the subject We hope you find this book useful in shaping your future career Business *Essential Windows Phone 8* Shawn Wildermuth,2013-02-18 Essential Windows Phone 8 is the definitive guide to creating powerful visually compelling mobile applications that take full advantage of Microsoft s Windows Phone 8 platform Nine time Microsoft MVP Shawn Wildermuth draws on his extensive experience teaching Windows Phone developers helping you to get started fast and master techniques that lead to truly outstanding apps Expanded and updated with 30% new coverage this conversational authoritative guide covers the essentials and a whole lot more Wildermuth begins with a solid foundation building introduction to Windows Phone 8 development and Windows Phone 8 hardware introducing design language hardware specifications patterns the application lifecycle out of the box services Live Tiles and the Windows Marketplace Once you have that foundation Wildermuth dives into hands on development emphasizing best practices and realistic code examples You ll develop a complete application from start to finish then build on your skills with increasingly sophisticated techniques Coverage includes Designing your app s look and feel Implementing email calling search Web browsing and camera support Interacting with users Choosing the right app paradigm and functionality Incorporating touch vibration motion sound and other forms of input Working with hubs and tiles Building location based services Storing data Multitasking Integrating external data Preparing apps for the Marketplace And much more Pro Windows Phone App Development Falafel Software,2013-08-19 This book provides a soup to nuts guide to developing applications for Windows Phone and publishing them to the Windows Marketplace covering the latest Windows 8 updates **Windows Phone 8 Development Essentials** Hollie Cox,2016-02-02 This title is one of the Essentials IT Books published by TechNet Publications Limited This Book is a very helpful practical guide for beginners in the topic which can be used as a learning material for students pursuing their studies in undergraduate and graduate levels in universities and colleges and those who want to learn the topic via a short and complete resource We hope you find this book useful in shaping your future career

Windows Phone 8 Development Succinctly Matteo Pagani,2017-02-04 The Windows Phone 8 operating system is closely

tied to the hardware of Windows Phones enabling the development of high performance apps that provide excellent user experiences With Windows Phone 8 Development Succinctly by Matteo Pagani you ll go from creating a Hello World app to managing network data usage enabling users to talk to your application through speech APIs and earning money through in app purchases Dozens of additional features are covered in the book including launchers choosers and geolocation services so you ll have a place to start no matter what you want your app to do *Essential Windows Phone 8, Second Edition* Shawn Wildermuth,2013 Shawn has created a guide that is easy to read up to date and comprehensive covering the entire application surface area for Windows Phone developers Enjoy Jeff Wilcox Senior Software Development Engineer Microsoft *Essential Windows Phone 8* is the definitive guide to creating powerful mobile apps with Microsoft s dramatically improved Windows Phone 8 platform Ten time Microsoft MVP Shawn Wildermuth draws on his extensive experience teaching Windows Phone development helping you to get started fast and master techniques that lead to truly outstanding solutions Updated throughout this edition reflects new APIs and development best practices ranging from new WinRT APIs to voice integration It also contains a comprehensive new chapter on developing enterprise solutions for business After introducing the platform and its key improvements Shawn dives directly into the essentials Using realistic code he illustrates today s best techniques for delivering robust well performing apps You ll build a complete app from start to finish and then deepen your skills with increasingly sophisticated techniques From planning through delivery Shawn guides you through the entire lifecycle helping you make the most of Windows Phone 8 s valuable capabilities Whether you re a Windows developer going mobile or a mobile developer moving to Windows Phone here are all the skills you ll need Coverage includes Setting up the WP8 development environment including the emulator Using XAML to fully control the look and feel of your app s interface Providing robust user interactivity through controls Creating mobile experiences built around the real needs of Windows Phone users Localizing your app for native languages and global markets Utilizing vibration motion sound the camera or other hardware features Supporting voice commands such as Call Mom or Open Twitter Integrating features that use Contacts Appointments Alarms the media library and hubs and the lock screen Storing data in simple files caches or a full fledged database Multitasking in the background without compromising performance Implementing location aware apps that can track where users are Retrieving external data and assets via REST Web services push notifications or Windows Live Preparing your application for the Windows Phone Store Building and distributing enterprise apps for your company s internal customers

Windows Phone 8 Development Internals Andrew Whitechapel,Sean McKenna,2013-06-15 Build and optimize Windows Phone 8 apps for performance and security Drill into Windows Phone 8 design and architecture and learn best practices for building phone apps for consumers and the enterprise Written by two senior members of the core Windows Phone Developer Platform team this hands on book gets you up to speed on the Windows 8 core features and application model and shows you how to build apps with managed code in C and native code in C You ll also learn how to incorporate Windows Phone 8

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Windows Phone 8 Unleashed
Daniel Vaughan, 2013-05-09 Windows Phone 8 Unleashed is the definitive guide to Microsoft's new Windows Phone 8 platform for intermediate to advanced developers Written by Microsoft MVP and leading Windows Phone and WPF innovator Daniel Vaughan this full color guide covers everything developers need to rapidly build highly competitive Windows Phone 8 mobile apps Vaughan teaches through complete sample apps leveraging the MVVM pattern illuminating each key concept with fully explained code and real world context He presents best practices for building highly functional maintainable and attractive mobile interfaces integrating touch rich media and data testing profiling and more Expanded and updated Vaughan shares expert insights available in no other book drawing on his exceptional access to the Windows Phone development team through the elite Microsoft Silverlight and WPF Insiders group Along the way he presents exceptionally practical and thorough coverage of many powerful new Windows Phone 8 platform enhancements including full chapters on voice commands and speech synthesis incorporating speech driven experiences Wallet integration new Live Tile capabilities the Nokia Maps control launching apps via file and protocol associations and much more Detailed information on how to Get started quickly with Windows Phone XAML development in Visual Studio Master the Capabilities Model threading and the Execution Model Create attractive mobile interfaces using Windows Phone's rich set of controls including the Windows Phone Toolkit Make the most of the application bar and other interface elements Enhance user experience with advanced support for touch gestures and sensors Build location aware apps that use Nokia Maps and location services Incorporate speech driven experiences Quickly internationalize apps for global markets Leverage Windows Phone 8's improved camera support Connect apps to online services via SOAP REST and OData Validate user input on the client side or via WCF services Use Windows Phone 8's powerful local database support Implement background actions file transfers and audio playback Automatically launch your app using file and protocol associations Unit test to find defects earlier saving time and money

Essential Windows Phone 7.5 Shawn Wildermuth, 2011-12-01 Essential Windows Phone 7.5 is the definitive guide to creating powerful visually compelling mobile applications that take full advantage of Microsoft's Windows Phone 7.5 platform Nine time Microsoft MVP Shawn Wildermuth draws on his extensive experience teaching Silverlight and Windows Phone development helping you to get started fast and master techniques that lead to truly outstanding apps After introducing the latest version of Windows Phone Shawn Wildermuth dives directly into the essentials emphasizing best practice examples and illustrating with code You'll build a complete application from start to finish then build on your skills with increasingly

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Essential Windows Phone 8 (2nd Edition) (Microsoft Windows Development Series) Henry A. Oliver, 2015-08-19 This updated and expanded second edition of the Essential Windows Phone 8 2nd Edition Microsoft Windows Development Series provides a user friendly introduction to the subject Taking a clear structural framework it guides the reader through the subject s core elements A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts This succinct and enlightening overview is a required reading for all those interested in the subject We hope you find this book useful in shaping your future career Business

Windows Phone 8 in Action Michael Sync, Massimo Perga, Tim Binkley-Jones, 2013-12-30 Summary Windows Phone 8 in Action is a comprehensive guide to developing apps for the WP8 platform It covers the Windows Phone Runtime and NET APIs used to work with a phone s sensors and hardware including the accelerometer camera gyroscope GPS and microphone You will learn to write code to dial the phone write emails send text messages and recognize speech The book also teaches you to build applications that use location and push notification About this Book With 10 million and climbing active handsets Windows Phone 8 has become a real alternative to Android and iOS WP users are hungry for great apps so it s time for you to start creating them Windows Phone 8 in Action teaches you how to design build and sell WP8 apps In it you ll learn to use the WP Runtime and NET APIs to control key features like the accelerometer camera GPS and microphone This example driven book also shows you how to write applications that use location and push notification enhanced navigation services and WP8 s deep multimedia capabilities You ll need a working knowledge of C No experience with Windows Phone or XAML is required Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications What s Inside Build your first phone app Master the Windows Phone 8 interface How to sell on the Windows Phone Store Use features like voice recognition and media About the Authors Tim Binkley Jones has worked with XAML since the first releases of WPF and

Silverlight Adam Benoit is an independent developer with more than a dozen apps in the Windows Phone Store Massimo Perga is an engineer at Microsoft Michael Sync is a web and WP architect

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The Windows Phone 8 operating system is closely tied to the hardware of Windows Phones enabling the development of high performance apps that provide excellent user experiences

With Windows Phone 8 Development by Matteo Pagani you ll go from creating a Hello World app to managing network data usage enabling users to talk to your application through speech APIs and earning money through in app purchases

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Windows Phone 8 Development for Students Rita Lott, 2017-04-19

Work on a major Windows Mobile update may have begun as early as 2004 under the codename Photon but work moved slowly and the project was ultimately cancelled

In 2008 Microsoft reorganized the Windows Mobile group and started work on a new mobile operating system

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be released in 2009 as Windows Phone but several delays prompted Microsoft to develop Windows Mobile 6.5 as an interim release. Windows Phone was developed quickly. One result was that the new OS would not be compatible with Windows Mobile applications. Larry Lieberman, senior product manager for Microsoft's Mobile Developer Experience, told eWeek, "If we had more time and resources we may have been able to do something in terms of backward compatibility." Lieberman said that Microsoft was attempting to look at the mobile phone market in a new way with the end user in mind as well as the enterprise network. Terry Myerson, corporate VP of Windows Phone engineering, said, "With the move to capacitive touch screens away from the stylus and the moves to some of the hardware choices we made for the Windows Phone 7 experience we had to break application compatibility with Windows Mobile 6.5." This updated and expanded second edition of *Book* provides a user friendly introduction to the subject. Taking a clear structural framework it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career. *Business*

Windows Phone 8 Development Jump Start Tom Pearson, 2016-11-26. Work on a major Windows Mobile update may have begun as early as 2004 under the codename Photon but work moved slowly and the project was ultimately cancelled. In 2008 Microsoft reorganized the Windows Mobile group and started work on a new mobile operating system. The product was to be released in 2009 as Windows Phone but several delays prompted Microsoft to develop Windows Mobile 6.5 as an interim release. Windows Phone was developed quickly. One result was that the new OS would not be compatible with Windows Mobile applications. Larry Lieberman, senior product manager for Microsoft's Mobile Developer Experience, told eWeek, "If we had more time and resources we may have been able to do something in terms of backward compatibility." Lieberman said that Microsoft was attempting to look at the mobile phone market in a new way with the end user in mind as well as the enterprise network. Terry Myerson, corporate VP of Windows Phone engineering, said, "With the move to capacitive touch screens away from the stylus and the moves to some of the hardware choices we made for the Windows Phone 7 experience we had to break application compatibility with Windows Mobile 6.5." This updated and expanded second edition of *Book* provides a user friendly introduction to the subject. Taking a clear structural framework it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career. *Business*

Windows Phone 8 Development for You ! Dylan Skinner, 2017-04-23. Work on a major Windows Mobile update may have begun as early as 2004 under the codename Photon but work moved slowly and the project was ultimately cancelled. In 2008 Microsoft reorganized the Windows Mobile group and started work on a new mobile operating system. The product was to

be released in 2009 as Windows Phone but several delays prompted Microsoft to develop Windows Mobile 6.5 as an interim release. Windows Phone was developed quickly. One result was that the new OS would not be compatible with Windows Mobile applications. Larry Lieberman, senior product manager for Microsoft's Mobile Developer Experience, told eWeek, "If we had more time and resources, we may have been able to do something in terms of backward compatibility." Lieberman said that Microsoft was attempting to look at the mobile phone market in a new way with the end user in mind as well as the enterprise network. Terry Myerson, corporate VP of Windows Phone engineering, said, "With the move to capacitive touch screens away from the stylus and the moves to some of the hardware choices we made for the Windows Phone 7 experience, we had to break application compatibility with Windows Mobile 6.5." This updated and expanded second edition of *Book* provides a user-friendly introduction to the subject. Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career.

Windows Phone 8 Development in a Day Joel Rowe, 2016-11-20. Work on a major Windows Mobile update may have begun as early as 2004 under the codename Photon, but work moved slowly and the project was ultimately cancelled. In 2008, Microsoft reorganized the Windows Mobile group and started work on a new mobile operating system. The product was to be released in 2009 as Windows Phone but several delays prompted Microsoft to develop Windows Mobile 6.5 as an interim release. Windows Phone was developed quickly. One result was that the new OS would not be compatible with Windows Mobile applications. Larry Lieberman, senior product manager for Microsoft's Mobile Developer Experience, told eWeek, "If we had more time and resources, we may have been able to do something in terms of backward compatibility." Lieberman said that Microsoft was attempting to look at the mobile phone market in a new way with the end user in mind as well as the enterprise network. Terry Myerson, corporate VP of Windows Phone engineering, said, "With the move to capacitive touch screens away from the stylus and the moves to some of the hardware choices we made for the Windows Phone 7 experience, we had to break application compatibility with Windows Mobile 6.5." This updated and expanded second edition of *Book* provides a user-friendly introduction to the subject. Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career.

Windows Phone 8 Recipes Lori Lalonde, David R. Totzke, 2013-09-30. *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

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