

Advanced Windows Store App Development Using C# (20485)

- **Formato do curso:** Presencial e Live Training
- **Localidade:** Porto
- **Data:** 03 Jun. 2019 a 07 Jun. 2019
- **Preço:** 1670€
- **Horário:** Laboral - das 09h30 às 17h30
- **Nível:** Avançado
- **Duração:** 35 horas

In this course the students will learn the more advanced programming skills and techniques that they can use to optimize their Windows Store app and differentiate their app from other apps in the Windows Store. These advanced skills and techniques include a combination of both design and development skills. The students will also learn about supporting the apps that they have published to the Windows Store. After completing this course, students will be able to:

- Add animations and transitions in a Windows Store app to improve the user experience.
- Localize the Windows Store app UI.
- Brand the Windows Store app and improve the loading experience with a splash screen.
- Use various storage mechanisms, choose a suitable caching strategy for their Windows Store app, and use advanced file access methods.
- Create custom controls, extend templated controls, and create and consume WinMD components.
- Implement the Print and Settings contracts and the Play To API.
- Work with the Push Notification Service (WNS).
- Capture media with the camera and microphone.
- Create and consume background tasks.
- Discover device capabilities, interact with devices, and act upon sensor data.
- Implement Windows Store trial licensing and in-app purchasing and advertising.
- Understand how to manage Windows authentication and web authentication in Windows Store apps.
- Diagnose problems and monitor application behavior using tracing and profiling tools and APIs.

Destinatários

This course is intended for professional developers who have 1 or more years of experience creating applications for a production environment and who are comfortable programming in C# and XAML to create Windows 8 apps.

Pré-requisitos

Before attending this course, students must have:

- 6 - 12 months experience programming in HTML5
 - 3 - 6 months experience using Visual Studio 2012 (including experience using Windows 8's preview builds)
 - 1 month of experience working on Windows 8 apps
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Programa

Windows Store Apps Essentials This module provides a review of the essential Windows Store app features.

- Lessons Review Windows 8 App Essentials – Presentation Review Windows 8 App Essentials – Under the Hood

Implementing Animations and Transitions This module explains how to add animations and transitions to improve the user experience using the VisualStateManager and control templates.

- Lessons Using Animation Working with Transitions and Transformations
- Lab : Implementing Animations and Transitions Creating Animations in a Windows Store App Creating Transitions and Transformations in a Windows Store App

Implementing Globalization and Localization This module explains how to localize Windows Store app user interface.

- Lessons Working with Resource Files Implementing Culture-Specific Formatting
- Lab : Implementing Globalization and Localization Create and Consume Resource Files Apply Culture-Specific Formatting

Branding and a Seamless User Interface This module explains how to brand Windows Store app and improve the loading experience with a splash screen.

- Lessons Customizing the Splash Screen Differentiate your app with branding
- Lab : Branding and a Seamless User Interface Create a Customized Splash Screen Branding a Windows Store App

Advanced Data Scenarios in a Windows Store App This module explains how to use various storage mechanisms, choose a suitable caching strategy for an app, and use advanced file access methods.

- Lessons Windows Store App Storage Options Implementing Data Caching Advanced File Functionality
- Lab : Caching Data Cache Data

Creating Reusable Controls and Components This module explains how to create custom controls, extend templated controls, and create and consume WinMD components.

- Lessons Creating Custom Controls Extending Existing Controls Creating and Consuming WinMD Components
- Lab : Creating Reusable Controls and Components Create and Use a Custom Control Consume a WinMD Component

Implementing Advanced Contract Scenarios This module explains how to implement the Print and Settings contracts and the Play To API.

- Lessons The Print Contract The Play To Contract
- Lab : Printing Print a single page Print multiple pages

The Windows Push Notification Service (WNS) This module explains how to work with the Push Notification Service (WNS).

- Lessons The Push Notification Service (WNS) Communicating with the Push Notification Service (WNS)
- Lab : The Windows Push Notification Service (WNS) Manage a Windows Notification Service (WNS) Channel

Capturing Media This module explains how to capture media with the camera and microphone.

- Lessons Using CameraCaptureUI to Capture Pictures, Videos or Audio Using MediaCapture to Capture Pictures, Video, or Audio
- Lab : Capturing Media Capture video using the CameraCaptureUI API Capture image using the MediaCapture API

Background Tasks This module explains how to create and consume background tasks.

- Lessons Creating Background Tasks Consuming Background Tasks in a Windows Store App
- Lab : Background Tasks Create and Consume a Background Task Consume a Background Task

Working with Sensors and Devices This module explains how to discover device capabilities, interact with devices, and act upon sensor data.

- Lessons Working with Sensors Working with Devices
- Lab : Working with Sensors and Devices Use the orientation sensor Use location services

Generating Revenue with your App This module explains how to generate revenue with Windows Store apps using trial licensing and in-app purchasing and advertising.

- Lessons Implementing Trial Functionality in a Windows Store App Implement In-App Purchases Advertising in a Windows Store App
- Lab : Generating Revenue with your App Use Windows.Store Classes to Support Trial App Conversion Implement In-App Purchase in an App

Securing Windows Store App Data This module explains how to manage Windows authentication and web authentication in Windows 8 apps.

- Lessons Managing Windows Authentication Managing Web Authentication Encryption in Windows Store Apps
- Lab : Securing Windows 8 App Data Encrypt User Information Use ACS Authentication

Tracing and Profiling Windows Store Apps This module explains how to diagnose problems and monitor application behavior using tracing and profiling tools and APIs.

- Lessons Tracing a Windows Store App Profiling a Windows Store App