

Windows 8.x Application Development with C#

Course Summary Table

Duration:	40 hours instructor-led course
Target Audience:	.NET software developers who wish to develop C# "Metro" Style Applications for Windows 8.x
Pre Requisites:	At least 1 years of experience in C# development Familiarity with UI concepts and/or a UI framework – advantage Basic familiarity with XAML – advantage
Objectives:	The participant will learn how to use the Windows Runtime APIs The participant will gain practical knowledge in developing Windows 8 Metro Style Applications to be submitted to the Microsoft Store

Abstract

Windows 8, Microsoft's new Operating System, has been reimagined and reinvented from a solid core of Windows 7 speed and reliability. Windows 8 has an all-new touch interface. Its interface is about a new Windows for new devices based on X86, X64 and ARM architectures, where Metro style apps are at the center of the Windows 8 experience. These applications are alive with activity and vibrant content!

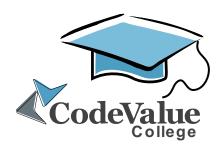
Developing Metro style applications which are runnable on all Windows 8 platforms is done using the new Windows Runtime APIs, announced WinRT.

In this 5 days instruction led course, you will learn how to build connected Metro style applications using C# on top of the Windows Runtime. You will also learn how to create Metro style UI with rich user experience using XAML, access device hardware such as the camera, create and update Live Tiles and finally how to package and deploy your applications.



Syllabus

- Module 1: Introduction to Windows 8 and Metro Style App Principles
 - Windows 8 Platform
 - Metro Design Language and Principles
 - Creating a Metro style application
- Module 2: Overview of the WinRT
 - What is WinRT?
 - Metadata and Type System
 - WinRT Components
 - Relationship between .NET and WinRT
 - The WinRT Class Library
- Module 3: Application Model and Life Cycle
 - Application Execution State
 - Navigation Model
 - Splash Screen
 - Application Data
- Module 4: Metro UI using XAML
 - XAML Markup and XAML Designer
 - Basic Controls
 - Layout
 - Data Binding and Data Visualization
 - The MVVM Design Pattern
 - Data Controls
 - Commands
 - Styles and Control Templates
 - Transition and Animation



- Module 5: Tiles, Badges and Toast notifications
 - Creating and Updating Tiles
 - Sending Toast notifications
 - Lock Screen Interaction
- Module 6: Background Tasks
 - Background Task Basics
 - Background Task Implementation
 - Background Task Resource Management
 - Background Task Threading Model
- Module 7: Accessing Device Hardware
 - Camera, Audio and Video
 - Motion and Device Orientation
 - Location Awareness
- Module 8: Contracts and Extensions
 - Snap View
 - Settings Page
 - Search Contract
 - Share Contract
- Module 9: Packaging and Deployment
 - Application Packaging
 - ▼ Install, Update and Removal
 - Introduction to the Windows Store



Course Compatibility Questionnaire

Please answer the following	g que	stions	as ac	curate	ly as p	ossib	le:						
ame: Email:													
Company: Phone:													
Language / Technology / Platform	Years of Experience						Level of Familiarity						
.NET Framework	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5		
C#	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5		
WPF/Silverlight	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5		
XAML	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5		
UI	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5		
Other	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5		
Have you developed Windows 8 application before? Which language have you used?													
What are your expectations from the course?													
Thanks!													

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