Window Mobile 8 Syllabus

Overview

This Training course introduces the Windows Phone 8 platform. By the end of this course you should be all set up to start writing apps for the Windows phone. We will cover all the basics at an intro level, from key architectural concepts, to user interface and navigation, to application lifecycle, files and folders, local databases, and integration with the phone's main built-in features.

The course is hands-on with many example programs and lab exercises.

Course Goals

- Gain an understanding of the philosophy and architecture of Window Phone
- Understand the principles of XAML and create applications using a combination of code and XAML
- Use the layout features of Window Phone 8 to create flexible and attractive user interfaces
- Use more advanced features of Window Phone 8 such as dependency properties, routed events, logical resources, styles, templates, data binding, Navigation, Storage & Phone Integration.

- ✓ Introduction of Window Phone 8.
  - o Why Window Phone 8?
  - o What is Window Phone 8?
  - o Window Phone Overview.
  - o Window Phone Architecture.
- ✓ XAML – Extensible Application Markup Language.
  - o Role of XAML
  - o Elements & Attributes
  - o Namespace
  - o Property Element
  - o Type Converters
  - o Content Property

- ✓ Introduction of Expression Blend
- ✓ Layout
- ✓ Window Phone 8 Controls
  - o Button
  - o TextBox
  - o Lable
  - o RadioButton
  - o CheckBox
  - o ListBox
  - o ComboBox
  - o Panorama
  - o Pivot
  - o Application Bar
  - o Others Important Controls.
- ✓ Resources
  - o Static Resource
  - o Dynamic Resources
- ✓ Routed Event and Dependency Property
  - o Dependency Properties
  - o Attached Properties
  - o Change Notification
  - o Routed Event
  - o Commands
- ✓ Style
  - o Sharing Style
  - o Style Inheritance
  - o Property Trigger
  - o Event Trigger
  - o Data Trigger
  - o Multi Trigger
  - o Multi Data Trigger
- ✓ Templates
  - o Control Template
  - o Data Template
- ✓ Data Binding
  - o Types of Binding
  - o Binding Source
  - o Value Converters
  - o Validation Rules
  - o Observable Collection
- ✓ Visual State
- ✓ User Controls and Custom Controls
- ✓ Animation
- ✓ Multithreading
- ✓ Navigation and Lifecycle
  - o Navigation
  - o Passing Parameter
  - o Back State
  - o App Lifecycle

- o Page State
- o App State
- ✓ Files and Storage
  - o Persistence Storage
  - o Window Phone Runtime Storage
  - o Special Folder
  - o Exploring Local Folder
- ✓ Phone Integration
  - o Live Tiles
  - o Default Tiles
  - o Tile Notification
  - o Secondary Tiles
  - o Launcher and Chooser
  - o Lock Screen
  - o Background Work
  - o Reminder
  - o Push Notification
  - o Background Agents
- ✓ MVVM Pattern