



Window App Store Syllabus

Overview

In this course students will learn essential programming skills and techniques that are required to develop Windows Store apps. This includes a combination of both design and development skills, as well as ensuring that students are comfortable using and making the most of the Visual Studio and Expression Blend tools.

Course Goals

- Create the user interface layout and structure by using XAML.
 - Use data binding to present data.
 - Use templates to create the UI.
 - Handling Navigation
 - Implement Contract and Extension.
 - Deploy window store app to the window store.
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- ✓ Introduction of Window Store App.
 - Why Window Phone 8?
 - What is Window Phone 8?
 - Window Phone Overview.
 - Window Phone Architecture.
 - ✓ XAML – Extensible Application Markup Language.
 - Role of XAML
 - Elements & Attributes
 - Namespace
 - Property Element
 - Type Converters
 - Content Property
 - ✓ Introduction of Expression Blend
 - ✓ Layout
 - ✓ Window Store App Controls
 - ✓ Resources
 - Static Resource
 - Dynamic Resources
 - ✓ Routed Event and Dependency Property

- Dependency Properties
- Attached Properties
- Change Notification
- Routed Event
- Commands
- ✓ Style
 - Sharing Style
 - Style Inheritance
 - Property Trigger
 - Event Trigger
 - Data Trigger
 - Multi Trigger
 - Multi Data Trigger
- ✓ Templates
 - Control Template
 - Data Template
- ✓ Data Binding
 - Types of Binding
 - Binding Source
 - Value Converters
 - Validation Rules
 - Observable Collection
- ✓ Window 8 User Interface
 - Application Bars
 - Notifications
 - Splash Screen
 - Live Tiles
- ✓ Application Life Cycle
- ✓ Handling Files
- ✓ Navigation
- ✓ Application Contract and Extension
- ✓ Sensor
- ✓ Geolocation
- ✓ Windows Store app Deployment
- ✓ MVVM Pattern