

Windows Phone Application Development Training



Windows® 8

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Windows Phone Application Development Training

1. Windows Phone 8 Overview

- Windows Phone 8 Platform
- Windows Phone 8 Development Tools
- Downloading and installing the tools
- Windows Phone 8 SDK overview
- Running and Debugging the App

2. Introduction to Silverlight and XAML

- Application Life-cycle
- Application user interface design
- Visual events and direct manipulation
- Frames and page structured
- System tray and navigation

3. Designing the User Interface and User Experience

- Using presentation patterns that use view models, MVVM
- Design Windows Phone 8 control usage.
- Using controls as usage as described in UI Design and Interaction Guide for Windows Phone 8
- Using Panorama Control and Pivot Control; choosing when to use the Panorama Control and Pivot Control; Using Application Bar
- Using system themes and screen orientation

4. Using Notifications

- Implementing push notifications in the application
- Notifying user of application's state/status (tile, toast, RAW); respond to notifications; registration for notifications
- Plan for and implement push notifications on the server.
- Using toast, tile, and raw
- Create and update live tiles

Windows Phone

Duration
60 Hours

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5. Working with Platform APIs, Tasks, and Chooser

- Design and implement sensor interaction
- Using sensors are appropriate for your application; design location awareness (when to use different levels of GeopositionAccuracy)
- Location awareness system setting
- Implementing the use of Tasks and Choosers

6. Data Access and storage

- Send and receive data.
- Consuming data from web services
- Data storage : persistent, transient data, isolated storage, isolated storage, cloud-based storage
- Handling bandwidth limitations and limited network connectivity/ disconnected scenarios

7. Project Work in Windows Phone Application Development