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Mastering Windows 8 C++ App Development

A practical guide to developing Windows Store apps with C++
and XAML

Pavel Yosifovich

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Mastering Windows 8 C App Development Yosifovich Pavel

**Nick Lecrenski, Doug Holland, Allen
Sanders, Kevin Ashley**



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Mastering Windows 8 C++ App Development Pavel Yosifovich, 2013 Specifically designed to be an engaging and practical tutorial Mastering Windows 8 C App Development will augment your skills and help you create high quality Windows Store apps If you are a C developer who wants to utilize the combined power of COM WinRT C CX and XAML to build Store apps for the new Windows 8 platform then this book is for you Prior experience with XAML based technologies is not required

Mastering Windows 8 C++ App Development Pavel Yosifovich, 2015-05-09 A practical guide to developing Windows Store apps with C and XAML Overview Details the most important features of C XAML and WinRT for building fantastic Windows Store apps Full of detailed and engaging code samples that can be used as a basis for your own projects Provides a clear overview of Windows Runtime and C CX In Detail Windows 8 provides an unprecedented opportunity for developers to create applications for a new and exciting platform for an entirely new market Leveraging modern C and the new Windows Runtime this book guides you through the many facets of WinRT whilst using modern C features for ultimate power and performance Mastering Windows 8 C App Development shows you how to create Windows Store apps that use many of the new features and functionality available for Windows 8 You ll discover how you can harness the power of the new Windows Runtime with C combined with XAML for the creation of fantastic user experiences Starting with coverage of C CX a set of extensions that make working with WinRT easier and user interface design with XAML this book shows you how to use major Windows 8 features including Live Tiles and Contracts while leveraging common patterns such as data binding and the Model View ViewModel MVVM You ll discover how WinRT works its various capabilities and how it can best be leveraged using C 11 and Visual Studio 2012 What you will learn from this book Leverage your existing C skills with this new and exciting platform Discover how to effectively use C CX to call Windows Runtime APIs Integrate XAML for fast and fluid user interfaces Create custom controls for special UI scenarios Learn how to integrate your application with Windows 8 by implementing contracts Build data driven apps with XAML data binding and MVVM Approach Specifically designed to be an engaging and practical tutorial Mastering Windows 8 C App Development will augment your skills and help you create high quality Windows Store apps Who this book is written for If you are a C developer who wants to utilize the combined power of COM WinRT C CX and XAML to build Store apps for the new Windows 8 platform then this book is for you Prior experience with XAML based technologies is not required

Beginning Windows 8 Application Development István Novák, Zoltan Arvai, György Balássy, David Fulop, 2012-09-06 Learn to use exciting new development tools and create applications for Windows 8 If you re a beginning developer there s no better place to get up to speed on the Windows 8 SDK than this Wrox guide A team of Microsoft experts provides a complete course in Windows 8 programming helping you take full advantage of the innovative new SDK Written in an easy to read style this book is packed with reusable examples that showcase the endless possibilities of the Windows SDK and also introduces the new Windows 8 app store It explains how to

set up the development environment and covers user interface design using special effects and graphics working with C and C and much more Provides a complete introduction to the Windows SDK and Windows 8 starting with setting up the development environment and building your first application Covers user interface design touch and event driven design elements leveraging windows based services and offline application development with HTML 5 Explores creating C applications for the Windows 8 system XNA 4 and Silverlight 5 considerations and the role of C Shows how to debug certify and deploy your applications Introduces the new Windows 8 app store and offers advice on marketing your apps Beginning Windows 8 Application Development is perfect for anyone who s ready to get started developing apps for the exciting new Windows 8 OS

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Building Windows 8 Apps with JavaScript Chris Sells,Brandon Satrom,Don Box,2012-12-27 Building Windows 8 Apps with JavaScript is the definitive guide for every experienced developer who wants to create ship and profit from Windows 8 apps built with HTML5 and

JavaScript Written by Chris Sells former Visual Studio Principal Program Manager who led the team that built Microsoft's official Windows 8 JavaScript app templates and Brandon Satrom expert web mobile developer this book covers every facet of development with Microsoft's new JavaScript framework and WinRT The authors guide you through building full featured Windows Store apps that merge the best aspects of desktop web and mobile apps into a single user and developer experience You'll learn how to leverage the full power of the Windows 8 platform and integrate services ranging from client side state to offline storage Leveraging these techniques you can deliver information to users faster more clearly and more concisely on whatever devices they prefer Through complete example projects Building Windows 8 Apps with JavaScript covers Understanding powerful new improvements in Windows 8 developer experience Using Windows 8's more flexible binding to update the UI as underlying data changes Creating layouts and typography that fit Windows 8 style and leverage its advantages Working with audio video captured media animation and HTML5 graphics Making your app connectable with PlayTo Integrating WinJS navigation services to improve UI control Maintaining app states built up over time and sharing them across devices Writing highly responsive async apps Supporting true touch metaphors and interactions location data and sensors Designing apps for the Windows 8 design language Extending JavaScript code to integrate existing C/C++ code or to access Windows capabilities that WinRT doesn't expose Discovering best practices for monetizing Windows Store apps All of the downloadable examples can be created and run with Microsoft's free Visual Studio 2012 Express for Windows 8 which includes all you need to build package and deploy your Windows Store apps

Build Windows 8 Apps with Microsoft Visual C++ Step by Step Luca Regnicoli, Paolo Pialorsi, Roberto Brunetti, 2013-04-15 Your hands on step by step guide to building Windows 8 apps with Microsoft Visual C Teach yourself how to build Windows 8 applications using the Visual C language one step at a time Ideal for those with intermediate to advanced C development skills this tutorial provides practical learn by doing exercises for creating apps that can adapt to different screen sizes including desktop and laptop computers tablets and slates Discover how to Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Professional Windows 8 Programming Nick Levenski, Doug Holland, Allen Sanders, Kevin Ashley, 2012-12-07 It is an exciting time to be a Windows developer The arrival of Windows 8 is a complete game changer The operating system and its development platform offer you an entirely new way to create rich full featured Windows based applications This team of authors takes you on a journey through all of the new development features of the Windows 8 platform specifically how to utilize Visual Studio 2012 and the XAML/C languages to produce robust apps that are ready for deployment in the new Windows Store Professional Windows 8 Programming Learn how to utilize XAML to create rich content driven user interfaces Make use of the new AppBar to create a chrome less menu system See how to support Sensors and Geo location on Windows

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Real World Windows 8 App Development with JavaScript Edward Moemeka, Elizabeth Moemeka, Elizabeth Lomasky, 2013-07-16 Real World Windows 8 App Development with JavaScript offers you practical advice and hard earned insights that will help you create and publish apps to a worldwide market Led by authors with deep Windows 8 app development experience you ll learn how to make the most of Microsoft s APIs for hooking into Windows 8 on all devices including the core ideas of promises and the asynchronous programming model You ll also discover such important tips as how to Adhere to Windows 8 guidelines for successful app acceptance Extend the appeal of your app with media contracts charms and user notifications Capture and work with media including the ability to play video wirelessly to a television Manage background processing and file transfers Gain visibility for your app and add monetization options Get the lowdown from authors with experience from the front lines of Windows 8 app development Theory is all well and good but when it comes down to it you can t beat practical advice from people who ve been there and done it You ll come away from this book with all the tools ideas and inspiration you need to create successful Windows 8 JavaScript apps Development with JavaScript features real world examples that emphasize the use of JavaScript and HTML 5 and that also adhere to the stylistic guidelines Microsoft has put in place to maintain a consistent look and feel for all applications on this platform What you ll learn The fundamentals of the asynchronous programming model Integrating your app with the Windows 8 system Working with and capturing media Extending your app with contracts and charms Giving users notifications Monetization and certification Who this book is for This book is for JavaScript developers wanting to create applications for sale in the Windows 8 app store Developers should have a good knowledge of HTML5 and JavaScript but no previous Windows 8 app development knowledge is required Table of Contents The Windows 8 Ethos and Environment Getting the Basics Right Incorporating Layout and Controls Navigating the Media Maze Making the Most Out of Charms and Contracts Solving the Printing Problem Providing Clear Notifications Keeping Apps Running the the Background Monetizing Your App The Lowdown Getting your App on the Windows Store

Windows Store App Development: C# and XAML Pete Brown, 2013-06-03 Summary Windows Store App Development introduces C developers to working with Windows Store apps It provides full coverage of XAML and addresses both app design and development Following numerous carefully crafted examples you ll learn about new Windows 8 features the WinRT API and NET 4 5 Along the way you ll pick up tips for deploying apps including sale through the Windows Store And of course you ll find the same deep and unique insights Pete provides in his Silverlight books About the Technology The Windows Store provides an amazing array of productivity tools games and other apps directly to the millions of customers already using Windows 8 x or Surface Windows Store apps boast

new features like touch and pen input standardized app to app communication and tight integration with the web And you can build Windows Store apps using the tools you already know C and XAML About this Book Windows Store App Development introduces the Windows 8 x app model to readers familiar with traditional desktop development You ll explore dozens of carefully crafted examples as you master Windows features the Windows Runtime and the best practices of app design Along the way you ll pick up tips for deploying apps including selling through the Windows Store This book requires some knowledge of C No experience with Windows 8 is needed What s Inside Designing creating and selling Windows Store apps Developing touch and sensor centric apps Working C examples from feature level techniques to complete app design Making apps that talk to each other Mixing in C for even more features About the Author Pete Brown is a Developer Evangelist at Microsoft and author of Silverlight 4 in Action and Silverlight 5 in Action Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications Table of Contents Hello Modern Windows The Modern UI The Windows Runtime and NET XAML Layout Panels Brushes graphics styles and resources Displaying beautiful text Controls binding and MVVM View controls Semantic Zoom and navigation The app bar The splash screen app tile and notifications View states Contracts playing nicely with others Working with files Asynchronous everywhere Networking with SOAP and RESTful services A chat app using sockets A little UI work user controls and Blend Networking player location Keyboards mice touch accelerometers and gamepads App settings and suspend resume Deploying and selling your app

Real World Windows 8 Development Samidip Basu,2013-09-16 Real World Windows 8 Development is a developer s handbook an essential guide to building complete end user ready Windows 8 applications on the XAML and C programming stack from start to finish Starting with Windows 8 basics and walking through practical aspects of building your Windows 8 application you ll find step by step instructions and practical advice that will leave you with a modern elegant app written to the highest of standards Author Samidip Basu an early adopter of Windows 8 app development techniques breaks down the design development and polish of a real world business application adding handy tips and tricks around controls user interface design storage navigation contracts and more Give your Windows 8 application development efforts a kick start with Real World Windows 8 Development

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