



Essentials of Developing Windows Metro Style Apps Using HTML5 and JavaScript

Duration: 5 Days **Course Code: M20481**

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.

Target Audience:

This course is intended for professional developers who have 1 or more years of experience in creating applications.

Objectives:

- Describe the Windows 8 platform and features, and explore the basics of a Windows app interface.
 - Create the User Interface layout and structure.
 - Apply the MVVM pattern to application design.
 - Implement the AppBar and layout controls.
 - Use templates to create the UI.
 - Use data binding to present data in the UI.
 - Handle files and streams.
 - Design and implement Process Lifetime Management (PLM).
 - Handle navigation scenarios in a Windows Store app.
 - Implement Semantic Zoom.
 - Design and implement contracts such as Search, Share and Settings.
 - Implement tiles and toast notifications in a Windows Store app.
 - Respond to mouse, keyboard and touch events, including gestures.
 - Deploy a Windows Store app to the Windows Store or an enterprise store.
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Prerequisites:

- 1 or more years of experience creating applications.
 - 1–3 months experience creating Windows client applications.
 - 1–3 months experience using Visual Studio 2010 or 2012.
 - Material taught in 20480A: Programming in HTML5 with JavaScript and CSS3, or equivalent.
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Content:

Module 1: Overview of the Windows 8 Platform and Windows Store Apps

- Introduction to the Windows 8 Platform
- Windows 8 User Interface Principles
- WinRT and Language Projections

Module 2: Single-Page Applications and the MVVM Design Pattern

- Single-Page Applications
- The MVVM Design Pattern

Module 3: Using WinJS

- The WinJS Library
- WinJS APIs

Module 4: Implementing Layout using Windows 8 Built-In Controls

- Windows 8 Layout Controls
- Implementing WinJS Controls and Templates
- The AppBar Control
- Snap and Fill

Module 5: Presenting Data

- Working with Data Presentation Controls
- The ListView Control

Module 6: Handling Files in Windows Store Apps

- Handling Files and Streams in Windows Store apps
- Working with File User Interface Components

Module 7: Windows Store App Process Lifetime Management

- Process Lifetime Management
- Launching Windows Store Apps
- Implementing State Management Strategy

Module 8: Designing and Implementing Navigation in a Windows Store App

- Handling Navigation in Windows Store apps
- Semantic Zoom

Module 9: Implementing Windows 8 Contracts

- Designing for Charms and Contracts
- The Search Contract
- The Share Contract
- Managing App Settings and Preferences

Module 10: Implementing Tiles and User Notifications

- Implementing Tiles, Live Tiles, Secondary Tiles, and Badge Notifications
- Implementing Toast Notifications

Module 11: Designing and Implementing a Data Access Strategy

- Evaluating Data Access Strategies
- Working with Remote Data

Module 12: Responding to Mouse and Touch

- Working with Mouse Events
- Working with Gesture Events

Module 13: Planning for Windows Store App Deployment

- The Windows Store App Manifest
- Windows Store App Certification
- Windows 8 Enterprise App Deployment

Further Information:

For More information, or to book your course, please Email us on:

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