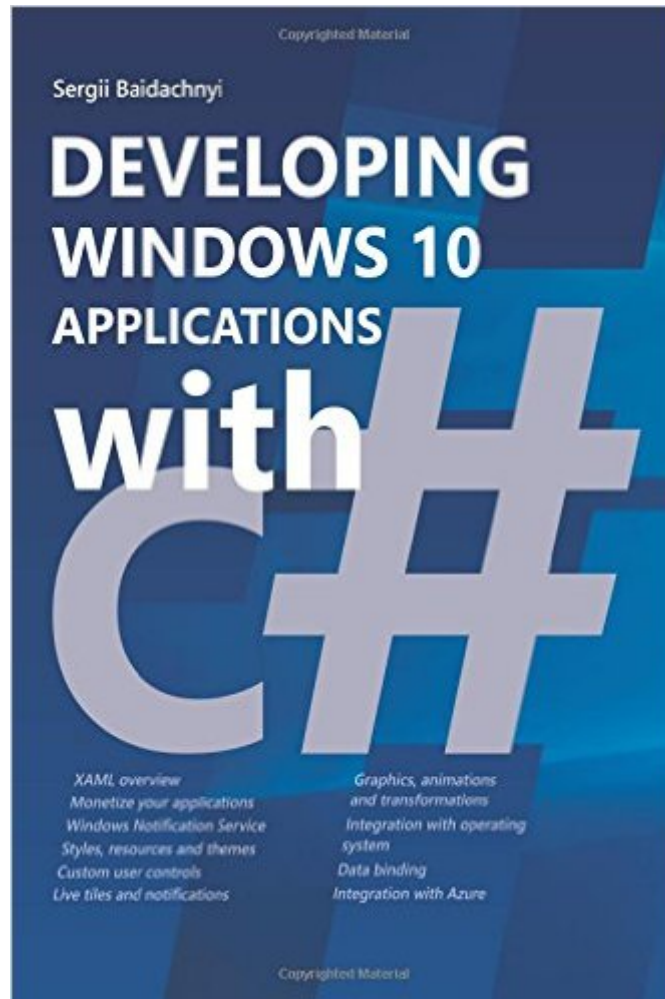


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# Developing Windows 10 Applications With C#



## Synopsis

Thanks to the Universal Windows Platform, you can develop applications that will successfully work on all Windows 10 devices including desktops, laptops, phones, Internet of Things devices, Xboxes and even HoloLens. The UWP allows you to use the same API set to create applications, which have adaptive interface and support variety of interaction models including touch, a game controller and a pen. Therefore, for the first time, you can use the same code base and even the same binaries in order to create applications for the whole family of the devices. This book will help readers understand the Universal Windows Platform in details. Reading the first part you can find basic information that helps you to create simple applications and even publish it to the Store. In the second part you can find answers to the questions how to integrate your applications with the operating system, use more advanced user controls and monetize your applications. Finally, in the third part, you can learn some topics about Azure, Internet of Things and more advanced graphic frameworks. Readers will learn how to:

- Use XAML and basic user controls
- Create efficient 2D vector graphics and animations
- Handle input from touch, mouse, pen and keyboard
- Create adaptive user interfaces for different screen sizes
- Use styles, templates, and visual states
- Bring your apps to life thanks to live tiles and notifications
- Organize communication between Windows 10 applications
- Integrate applications with some operating system contracts
- Work with camera, networking and video
- Use advanced user controls like maps, media controls, inking controls
- Enable voice using Cortana and speech recognition API
- Publish web applications to the Store
- Build own user controls
- Use Azure services that are suitable for mobile applications
- Monetize applications using sales, in-app purchases and advertising
- Create advanced effects using Win2D and Composition API
- Publish existing Unity 3D games to the Store
- Enable Internet of Things scenarios

This book will work for anyone who wants to develop Windows 10 applications. Readers should be familiar with C# but no previous experience with XAML and Windows Runtime are needed in order to use this book.

## Book Information

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## Customer Reviews

Admittedly, I am only one-tenth the way through the book. So far I am very pleased with the pace. I am usually frustrated by books which are too elementary, requiring you to read through exhaustive step-by-step explanations. So far, this book does not do that. It claims you must already know C#. What it really means is that you must be a programmer. You must have the ability to look at short bits of sample code and make the connections in your mind regarding what the author is trying to say without requiring long explanations of the code. Says the Preface, "This book provides a complete reference to Windows 10 development." Given that I am already one-tenth the way through the book, and given the amount of material yet to be covered, I am confident this book will continue to provide material at the level I need... for an experienced C# programmer to wrap his head around two technologies (XAML and the Universal Windows Platform) new to the reader.

It is a book using XAML mostly, and is not a beginners book using C# . There are errors right from the start due to that they used a text editor to right the code. It is not what I was expecting, but has a lot of useful knowledge with using visual studio. It uses the universal windows platform so that it can be used on all popular platforms.

This book is a pretty good introduction to programming windows using C# and XAML, with some nice side information on publishing your app to the store, integrating with Azure, etc. It gives an overall view of how things work so one can go on the web and get the detailed information needed as you start development. A book like this is invaluable because Windows app development is a really involved process with a lot of interlocking pieces and it's hard to get a good overview of all of it off of the web. I pretty much read the first third of it straight through, and the rest I'm using as a reference as needed. I would have kicked my rating up to 5 stars if the book had an index. Even without one it's pretty close (4.3 stars maybe).

A very comprehensive, well written tutorial, lots of examples and step by step guidance. Highly recommended.

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