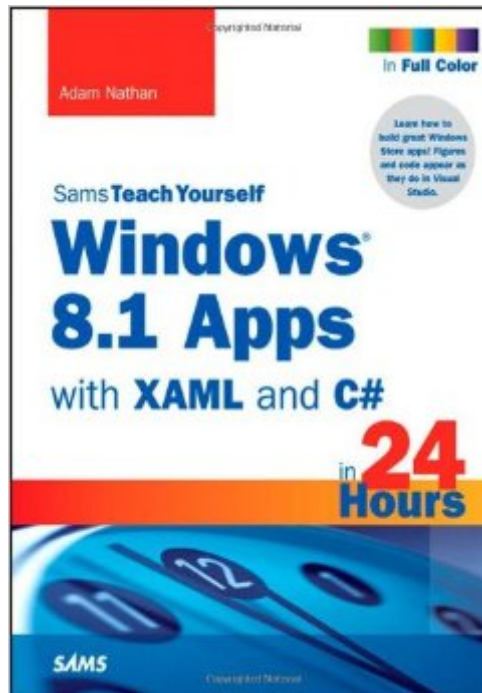# Windows 8.1 Apps With XAML And C# Sams Teach Yourself In 24 Hours

Synopsis

Learn how to build great Windows Store apps! Figures and code appear as they do in Visual Studio. In just 24 sessions of one hour or less, Sams Teach Yourself Windows 8.1 Apps with XAML and C# in 24 Hours will help you build compelling apps for Windows 8.1 devices of all kinds. Using this bookâ ™s straightforward approach, youâ ™ll learn to design and build apps, create flexible user interfaces, handle inputs, integrate controls, and more. Step by step, youâ ™ll discover how to leverage XAMLâ ™s visual richness and the immense power of Windows 8.1. Every lesson builds on what youâ ™ve already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through todayâ ™s most common XAML and C# development tasks. Quizzes at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how toâ | Create user interfaces that adapt to any device, from tablets to high-def TVs Handle input from touch, mouse, pen, and keyboard Manage the entire Windows 8.1 app lifecycle and all execution states Master powerful XAML controls for text, images, audio, video, and more Integrate vector graphics that scale perfectly to any size Apply rich animations Work with styles, templates, and visual states Exploit the Windows charms within your apps Take full advantage of data binding and contracts Read data from sensors and control external devices Provide dynamic updates via live tiles, notifications, and the lock screen Discover the many ways to monetize your Windows Store apps

Book Information

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Customer Reviews

It's a book covering very basic topics. I was expecting something more advanced (at least partially, but literally there's nothing there). I'd say it's not giving you anything special than any other C# book. I haven't learned anything new from it and I bought it as I wanted to learn something about WPF/XAML as I was writing mostly backend/console applications.If you don't know nothing about programming at all - maybe this book is for you (as well as any other)

Being a self taught developer writing mobile apps, I intrigued by Windows development from the very first time I got my hands on a Windows Phone 7 device. I always had a interest in mobile over desktop because of the always connected factor and the notification system not previously present in desktop OSes. Once Windows 8, Windows Phone 8 and tablets started to hit the market I saw something special in how MS was making the experience seamless across all form factors. I am mainly a iOS guy but was always drawned to Windows 8 by it's usage of "Live Tiles". I like to learn things from scratch and build from there. I couldn't find many books on the W8 app development that was a hard read geared towards hardcore Visual Studio users. Well, I came across this book and I've in the past used SAMS Teach Yourself books for web development. This book was equally as useful in teaching me the ropes and arming me with what I needed to get the basics of Windows 8.1 development. Armed with that foundation I am hoping to bring my iPad app over to Windows soon. And thanks to this book it won't be a port but rather a build from scratch know that I know the building blocks of development.

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