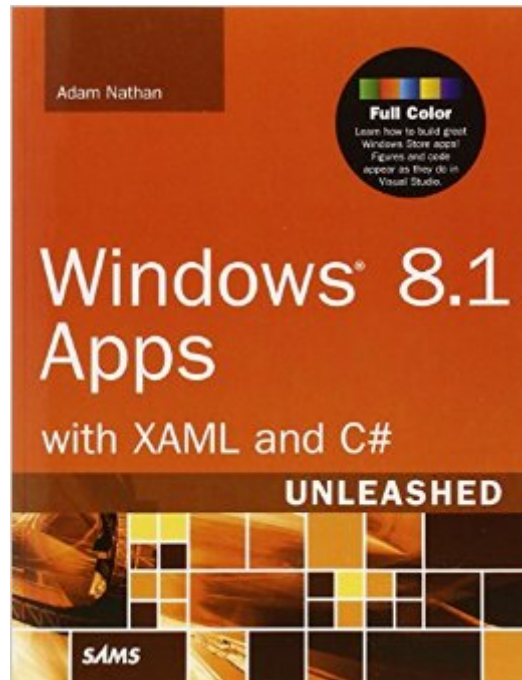


The book was found

# Windows 8.1 Apps With XAML And C# Unleashed



## Synopsis

Full color: Learn how to build great Windows Store apps! Figures and code appear as they do in Visual Studio. Windows 8.1 enables you to build stunning applications that integrate with each other, Web services, and Windows itself. You can sell them in the Windows Store, with more options than ever before, for tablets such as Surface, laptops, and traditional desktop PCs! World-renowned Microsoft programming guru Adam Nathan shows you exactly how to write first-class apps for this significant update to Windows. Don't let the minor name change fool you--Windows 8.1 contains an incredible amount of new developer opportunities compared to Windows 8. Clear, accessible, and intensely practical, this guide teaches through concise code examples, in full color to match their appearance in Visual Studio--the same approach that made Nathan's WPF Unleashed so popular. Writing with unprecedented depth and insight, Nathan guides you through creating advanced user interfaces with XAML and exploiting key Windows 8.1 features. Whether you're already comfortable with Microsoft programming or relatively new to it, Windows 8.1 Apps with XAML and C# Unleashed will take you to the cutting edge of Windows 8.1 development. Detailed information on how to... Use XAML to represent state-of-the-art user interfaces, even across multiple windows Handle touch, mouse, keyboard, and pen input, including handwriting recognition Use new Windows 8.1 controls for creating hubs, flyouts, better app bars, performing in-app searches, rendering PDFs, and much more Encode, decode, and transcode multimedia content and speech-enable your app Leverage rich XAML vector graphics and animation Interact with built-in functionality such as the Camera app, file picker, the lock screen, new contacts and appointments integration, and more Exploit the Windows 8.1 charms bar Integrate DirectX graphics seamlessly Work with the rich set of available sensors: accelerometer, compass, light sensor, location (with geofencing support), proximity, and more Control devices such as fingerprint readers, image and bar code scanners, magnetic stripe readers, and custom Bluetooth, USB, HID, or Wi-Fi Direct devices

## Book Information

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## Customer Reviews

As with Nathan's book WPF 4 Unleashed books, this book is a pure pleasure to read. It is in full color, the content is laid out in an easy to read style, the author's writing style makes it easy to read, and the content is all valuable. There is no fluff like you find in a lot of the books written today. Part I of the book starts out with an awesome chapter on the anatomy of a Windows store app and then has a great chapter introducing XAML. The book is broken down into a total of 7 parts. I have listed them below along with the chapters they contain.

Part I: Getting Started

Chapter 1. Hello, Real World!

Chapter 2. Mastering XAML

Part II: Building an App

Chapter 3. Sizing, Positioning, and Transforming Elements

Chapter 4. Layout

Chapter 5. Interactivity

Chapter 6. Handling Input: Touch, Mouse, Pen, and Keyboard

Part III: Working with the App Model

Chapter 7. App Lifecycle

Chapter 8. Threading, Windows, and Pages

Chapter 9. The Many Ways to Earn Money

Part IV: Understanding Controls

Chapter 10. Content Controls

Chapter 11. Items Controls

Chapter 12. Text

Chapter 13. Images

Chapter 14. Audio, Video, and Speech

Chapter 15. Other Controls

Part V: Leveraging the Richness of XAML

Chapter 16. Vector Graphics

Chapter 17. Animation

Chapter 18. Styles, Templates, and Visual States

Chapter 19. Data Binding

Part VI: Exploiting Windows 8.1

Chapter 20. Working with Data

Chapter 21. Supporting Charms

Chapter 22. Leveraging Contracts

Chapter 23. Reading from Sensors

Chapter 24. Controlling Devices

Chapter 25.

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