Windows Phone 8 Development Fundamentals

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 Teal
 Lime
 Pink
 Orange
 Blue
 Red
 Green
 Brown
 Purple

Agenda

Development Tools and Installation XAML and Code **Elements and Controls** Resources Layout and Panels Data Binding Navigation App Challenge

Go to <u>http://dev.windowsphone.com</u> Download the Windows Phone 8 SDK Install on Windows 8 64 bit with Hyper-V support Required for emulator Installs the Express edition of Visual Studio if VS is not present Otherwise, integrates with existing Visual Studio installation Start developing!

Creating a new Project



eXtensible Application Markup Language Declarative way of creating objects and setting properties Used mostly for UI and related objects Visual Studio provides a designer that generates XAML Can also use Expression Blend Special XAML features Type converters Markup extensions

XAML vs. Code

XAML Rules

XML Element – create a new instance XML attribute – set a property Type converter may execute Can use markup extensions **Type.Property** – set a "complex" property value **ContentProperty** attribute – no need to specify Type.Property Property of type IList or IDictionary Add child elements (XAML calls appropriate Add method) Need **x:Key** in case of a dictionary

The WP8 UI class hierarchy is quite complex Everything is based on the FrameworkElement class which contains the fundamental properties of all elements Many built in elements and controls Can create custom elements Elements vs. Controls The **Control** class has a **Template** property which elements lack

Elements and Controls

WP8 provides layout containers (panels) that arrange elements in certain ways

Grid, Canvas, StackPanel

Combining panels can create complex and flexible user interface

More panels exist in the Windows Phone 8 Toolkit



Resources

Arbitrary named .NET objects, stored in the Resources collection property of an element Typically used for sharing the resource among child objects Application wide resources stored in App.Xaml Resources accessed in XAML with **{StaticResource}** Resource keys are lookup up the visual tree



Control Families

Content controls Derive from ContentControl Have a Content property, which can be anything Customizable via a DataTemplate (discussed later) Items controls Derive from **ItemsControl** Properties **ItemTemplate** – template for individual items **ItemsPanel** – modify the hosting panel for items

Data Binding

Data binding means tying two arbitrary objects Typical scenario is a non-visual object (or collection) to a visual element

Any changes to the non-visual object are reflected in the visual element (and optionally vice versa) Applied mostly declaratively in XAML

Data Templates

The default data binding rendering is usually not enough Different types (e.g. images), formatting, colors Rendering can be modified via Data templates Value converters Technically, unrelated to data binding

Data Binding & Data Templates

Navigation

A typical app is made up of more than one page Navigation to a different page can be done with the NavigationService.Navigate method Available in any Page's NavigationService property Uses a URI for a XAML page Can add named parameters as query string Available with the NavigationContext.QueryString property Pages can override OnNavigatedTo, OnNavigatedFrom and OnNavigatingFrom

Data Binding & Data Templates

App Challenge

Build an app that allows free-form drawing over an empty canvas or one of the pictures in the phone's picture library

- Allow saving resulting images
- Extra: straight line drawings and other shapes
- Extra: undo / redo operations

Bonus

Use the Nokia Imaging SDK to add special effects

SDK: http://developer.nokia.com/lumia/nokia-apis/imaging

Prizes

5 (five) Nokia Lumia Windows Phone 8 devices

Line: http://www.dvlup.com/Challenge/439

Resources

<u>https://www.dreamspark.com/</u> For students and academics Free licenses for Microsoft OS and tools <u>https://www.facebook.com/msdnisrael</u> Israel's developer community group <u>http://dev.windowsphone.com</u>

Thank you!

