Windows Phone Style Guide

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Scrivener Absolute Beginner's Guide Simon and Schuster
The fast and easy guide for creating Windows 8 apps using popular technologies! This book offers a primer for building HTML5, CSS3 and JavaScript applications for Windows 8. It includes an up-to-date guide for dusting off an aging HTML skill set and adapting to the Windows 8 apps and provides a reference for Windows and .NET programmers not familiar with HTML5. The overall design principles of MetroUI (the new design paradigm for Windows) are discussed. The book also addresses visual design with HTML and CSS, which are the visual design languages to bring MetroUI applications to the screen. Finally, there is a section on using JavaScript for inter- and intra-functional components. Contains the design principles for MetroUI, the new design paradigm for Windows The author is an enterprise architect, seasoned programmer and web developer who specializes in implementing Microsoft solutions at his client sites Shows how to develop HTML5, CSS3, and JavaScript applications for Windows 8 This is the ideal resource for current Microsoft developers who need a primer or refresher for developing in HTML and JavaScript for Windows.

Windows Phone 8 in Action Springer
Full Color INCLUDES COMPLETE CODE AND ASSETS FOR EACH APP IN THIS VOLUME! Got a great idea for an app? There's a chapter for that! Calling all developers: Windows Phone 7 is starting to gain traction, and the opportunity is yours to sell the next killer app! 101 Windows Phone 7 Apps is a book series like no other—best-selling author and Microsoft developer Adam Nathan walks you through the process of building 101 real, robust, diverse, and marketplace-certified Silverlight applications. You not only get online access to the full source code and related assets, but the book is chock full of tips, warnings, and advice that can only come from Adam's experience of writing so many complete applications and selling them in the Windows Phone Marketplace. Imagine how long it would take you to develop and test 50 apps and how much you would learn from the experience. Rather than spending all that time starting from scratch, use this book to hit the ground running! Whether you simply make cosmetic changes to apps in this book (for example, creating kid-themed versions), repurpose apps (such as building a mortgage calculator based on Chapter 10's tip calculator), or build something completely unique, this book can greatly accelerate your development time and help you create high-quality apps. Sell your apps in the Windows Phone Marketplace and make this book pay for itself! Volume I contains the first 50 apps and covers the following: Everything you need to know about Silverlight Fully exploiting phone features such as the application bar, hardware/software keyboards, multi-touch, accelerometer, microphone, and more Using rich controls such as pivots, panoramas, and controls in free toolkits, such as date/time pickers, toggle switches, charts, and graphs Building your own custom controls, including popular ones missing from the platform, such as a checkable list box, multi-select picker box, and color picker Broadly applicable pages, such as a photo-cropping page and accelerometer-calibration page How to make your app look and feel like a first-party app Practical tips on a wide range of topics, even acquiring and creating sound effects, using custom fonts, and creating icons

Essential Windows Phone 8 Springer Science & Business Media
This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Win32 System Services Sams Publishing
Summary Windows Phone 8 in Action is a comprehensive guide to developing apps for the WP8 platform. It covers the Windows Phone Runtime and .NET APIs used to work with a phone's sensors and hardware, including the accelerometer, camera, gyroscope, GPS, and microphone. You will learn to write code to dial the phone, write emails, send text messages, and recognize speech. The book also teaches you to build applications that use location and push notification. About this Book With 10 million (and climbing) active handsets, Windows Phone 8 has become a real alternative to Android and iOS. WP users are hungry for great apps, so it's time for you to start creating them! Windows Phone 8 in Action teaches you how to design, build, and sell WP8 apps. In it, you'll learn to use the WP Runtime and .NET APIs to control key features like the accelerometer, camera, GPS, and microphone. This example-driven book also shows you how to write applications that use location and push notification, enhanced navigation services, and WP8's deep multimedia capabilities. You'll need a working knowledge of C#. No experience with Windows Phone or XAML is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Build your first phone app Master the Windows Phone 8 interface How to sell on the Windows Phone Store Use features like voice recognition and media About the Authors Tim Binkley-Jones has worked with XAML since the first releases of WPF and Silverlight. Adam Benoit is an independent developer with more than a dozen apps in the Windows Phone Store. Massimo Perga is an engineer at Microsoft. Michael Sync is a web and WP architect. Table of Contents PART 1 INTRODUCING WINDOWS PHONE A new phone, a new operating system Creating your first Windows Phone application PART 2 CORE WINDOWS PHONE Fast application switching and resume Scheduled actions Launching tasks and choosers Contacts and calendars Storing data Working with the camera Integrating with the Photos and Music + Videos Hubs Using sensors Network communication with push notifications Using the Speech API PART 3 XAML FOR WINDOWS PHONE ApplicationBar and context menus Panorama and pivot controls Building a media player Using Maps Building HTML applications Releasing and monetizing apps

UX Redefined St. Martin's Griffin
A guide to designing and developing the â €˜ front-endâ €™ for systems applications, including the standards and guidelines for the Graphical User Interface (GUI) and the Human Computer Interface (HCI), through which users communicate with the computer system and the database. Also, dialogue styles in which a user is provided with a hierarchically organised set of choices pointing to and interacting with visible elements.

Universal Access in Human-Computer Interaction: Universal Access to Information and Knowledge Springer Science & Business Media
Windows® Phone 8 Unleashed is the definitive guide to Microsoft's new Windows Phone 8 platform for intermediate to advanced developers. Written by Microsoft MVP and leading Windows Phone and WPF innovator Daniel Vaughan, this full-color guide covers everything developers need to rapidly build highly competitive Windows Phone 8 mobile apps. Vaughan teaches through complete sample apps—leveraging the MVVM pattern—illuminating each key concept with fully explained code and real-world context. He presents best practices for building highly functional, maintainable, and attractive mobile interfaces; integrating touch, rich media, and data; testing; profiling; and more. Expanded and updated, Vaughan shares expert insights available in no other book, drawing on his exceptional access to the Windows Phone development team through the elite Microsoft Silverlight and WPF Insiders group. Along the way, he presents exceptionally practical and thorough coverage of many powerful new Windows Phone 8 platform enhancements, including full chapters on voice commands and speech synthesis, incorporating speech-driven experiences, Wallet integration, new Live Tile capabilities, the Nokia Maps control, launching apps via file and protocol associations, and much more. Detailed information on how to... * Get started quickly with Windows Phone XAML development in Visual Studio * Master the Capabilities Model, threading, and the Execution Model * Create attractive mobile interfaces using Windows Phone's rich set of controls, including the Windows Phone Toolkit * Make the most of the application bar and other interface elements * Enhance user experience with advanced support for touch, gestures, and sensors * Build location-aware apps that use Nokia Maps and location services * Incorporate speech-driven experiences * Quickly internationalize apps for global markets * Leverage Windows Phone 8's improved camera support * Connect apps to online services via SOAP, REST, and OData * Validate user input on the client side or via WCF services * Use Windows Phone 8's powerful local database support * Implement background actions, file transfers, and audio playback * Automatically launch your app using file and protocol associations * Unit test to find defects earlier, saving time and money

Usability Design for Location Based Mobile Services in Wireless Metropolitan Networks Prentice Hall Ptr
Presents a guide to the latest features of the word processing program, covering such topics as organizing research, using project templates, creating and organizing the Binder, tracking scene elements, and compiling manuscripts for submission.

Enterprise System Architectures Springer Science & Business Media
Conquer Windows Server 2019—from the inside out! Dive into Windows Server 2019—and really put your Windows Server expertise to work. Focusing on Windows Server 2019's most powerful and innovative features, this supremely organized reference packs hundreds of timesaving solutions, tips, and workarounds—all you need to plan, implement, or manage Windows Server in enterprise, data center, cloud, and hybrid environments. Fully reflecting new innovations for security, hybrid cloud environments, and Hyper-Converged Infrastructure (HCI), it covers everything from cluster sets to Windows Subsystem for Linux. You'll discover how experts tackle today's essential tasks—and challenge yourself to new levels of mastery. • Optimize the full Windows Server 2019 lifecycle, from planning and configuration through rollout and administration • Leverage new configuration options including App Compatibility Features on Demand (FOD) or Desktop Experience • Ensure fast, reliable upgrades and migrations • Manage Windows servers, clients, and services through Windows Admin Center • Seamlessly deliver and administer core DNS, DHCP, file, print, storage, and Internet services • Use the Storage Migration Service to simplify storage moves and configuration at the destination • Seamlessly integrate Azure IaaS and hybrid services with Windows Server 2019 • Improve agility with advanced container technologies, including container networking and integration into Kubernetes orchestration clusters • Deliver Active Directory identity, certificate, federation, and rights management services • Protect servers, clients, VMs, assets, and users with advanced Windows Server 2019 security features, from Just Enough Administration to shielded VMs and guarded virtualization fabrics • Monitor performance, manage event logs, configure advanced auditing, and perform backup/recovery Windows Server 2019 For Experienced Windows Server Users and IT Professionals • Your role: Experienced intermediate to-advanced level Windows Server user or IT professional • Prerequisites: Basic understanding of Windows Server procedures, techniques, and navigation

Windows 8 Absolute Beginner's Guide Addison-Wesley Professional
Inhaltsangabe:Abstract: The market of mobile technologies is growing at an enormous rate worldwide. With the latest developments in technology, new services are being invented which were not even possible some years ago. As new devices, applications and services emerge, also the number of mobile users is increasing in a rapid manner. Mobile broadband networks like UMTS, EDGE or Wireless LAN make it possible to reach a large group of users who gain access with their personal mobile devices, equipped with multimedia and data capabilities. Due to this development, new interesting possibilities arise for many areas. One of these areas is the tourism sector, which is being referred to in this thesis. The so-called m-tourism (mobile tourism) is an emerging field with an enormous marketing potential, as described in Chapter 2. Recent hardware inventions and developments are greatly pushing the market share. Companies are offering tailored products filling the needs of their customers. Personalization of services becomes a popular trend in this sector. But what do users think about such a mobile tourism service? Do they feel the service has added benefits, compared to

traditional media and Web-based services? Are those products really user friendly? What would be the crucial applications and qualities that make the big difference ? A range of usability issues concerning mobile services is being discussed in the science community; are there already viable, good solutions? With the recent hype of so-called location based services, the consumer keeps calling for more usable products, featuring more intuitive interfaces. Others may fear being overwhelmed with features. Especially for the senior users, a relatively big target group for most mobile applications, these products often remain a mystery. Usability has been and should always remain a key element for quality software and successful applications. In this thesis, several applications are described, some of their user interfaces are analyzed and major flaws discovered. Furthermore, a corresponding prototype user interface is introduced with a specific analysis of each development step, taken from the book The Usability Engineering Lifecycle by Deborah J. Mayhew. Once prototypical realisations are available, users can validate the implemented approaches and evaluate concepts and realization details from their point of view. Such first user experiences are a valuable guidance for further [...]

Web Style Guide, 4th Edition diplom.de

This book is for every SharePoint developer who wants to build state-of-the-art solutions with Silverlight—within the enterprise, for consulting clients, or for commercial sale. Developers increasingly want to build rich applications that run in the SharePoint 2010 browser user interface while offering a far more compelling and engaging experience than conventional web pages. One proven technology gives them all the tools and resources they need to achieve these goals: Silverlight®. Using Silverlight and SharePoint together, developers can create state-of-the-art applications that utilize Silverlight's outstanding user experience, and fully leverage the vast collections of business data already stored in corporate SharePoint deployments. In SharePoint 2010 Development with Silverlight, two SharePoint gurus collaborate to teach all the concepts and techniques needed to create robust Silverlight solutions for delivery through SharePoint 2010, and present fully documented code that demonstrates superior design and programming. Bob German and Paul Stubbs draw on their extensive experience developing custom SharePoint business solutions with Silverlight and presenting on these technologies at leading Microsoft developer events. Writing for both experienced and new SharePoint developers, they quickly review the fundamentals of both SharePoint and Silverlight development, and then demonstrate how to use both platforms together to build uniquely powerful solutions. These include: • Simple and connected Silverlight Web Parts (Chapter 5) and Silverlight Web Part Editing (Chapters 7 and 10) • Advanced use of the SharePoint Client Object Model including dynamic loading, paging, and server-side exception handling (Chapter 8) • Use of SharePoint's REST API including paging, caching, and filtering (Chapter 9) • Integration with SharePoint search and social networking (Chapter 10) • Solutions that improve performance and reduce server traffic by passing serialized .NET objects on the web page (Chapter 7) • Use of SharePoint's JavaScript API with JQuery (Chapter 7) • SharePoint applications for Windows Phone 7 (Chapter 12) • Integration with Office 365 and Windows Azure™ services (Chapter 14) • Silverlight field types in SharePoint, featuring a mapping field that allows geocoding SharePoint content (Chapter 15) Including New Features in Silverlight 5 Silverlight 5 introduces a number of new features such as implicit data templates and debugging data binding that can be very helpful in SharePoint solutions. All the examples in this book have been tested with Silverlight 4; some have been extended to showcase the new capabilities in Silverlight 5. See Chapter 3 for a list.

The Visual Basic .NET Style Guide Microsoft Press

Journalists, stop playing guessing games! Inside the answers to your most pressing questions await: Videogame, one word or two? Xbox, XBox or X-box? What defines a good game review? Fitting neatly between The AP Stylebook and Wired Style, The Videogame Style Guide and Reference Manual is the ultimate resource for game journalists and the first volume to definitively catalogue the breathtaking multibillion-dollar game industry from A to Z. Includes official International Game Journalists Association rules for grammar, spelling, usage, capitalization and abbreviations, plus proven tips and guidelines for producing polished, professional prose about the world's most exciting entertainment biz. Exploring the field from yesterday's humble origins to tomorrow's hottest trends, The Videogame Style Guide and Reference Manual contains all the tools you need to realize a distinguished career in game journalism.

People and Computers XVI - Memorable Yet Invisible Springer

WWW may be an acronym for the World Wide Web, but no one could fault you for thinking it stands for wild, wild West. The rapid growth of the Web has meant having to rely on style guides intended for print publishing, but these guides do not address the new challenges of communicating online. Enter The Yahoo! Style Guide. From Yahoo!, a leader in online content and one of the most visited Internet destinations in the world, comes the definitive reference on the essential elements of Web style for writers, editors, bloggers, and students. With topics that range from the basics of grammar and punctuation to Web-specific ways to improve your writing, this comprehensive resource will help you: - Shape your text for online reading - Construct clear and compelling copy - Write eye-catching and effective headings - Develop your site's unique voice - Streamline text for mobile users - Optimize webpages to boost your chances of appearing in search results - Create better blogs and newsletters - Learn easy fixes for your writing mistakes - Write clear user-interface text This essential sourcebook—based on internal editorial practices that have helped Yahoo! writers and editors for the last fifteen years—is now at your fingertips.

Developing Windows 3.1 Applications with Microsoft C/C++ Pearson Education

Windows 8 Absolute Beginner's Guide Make the most of your new Windows 8 device—without becoming a technical expert! This book is the fastest way to take control of Windows 8, and use it to create, connect, and discover… simplify and organize your whole life… learn more, play more, do more, live better! Even if you've never used Windows 8 before, this book will show you how to do what you want, one incredibly clear and easy step at a time. Windows 8 has never, ever been this simple! Who knew how simple Windows 8 could be? This is the easiest, most practical beginner's guide to navigating Windows 8—whether from a desktop, notebook, or tablet… simple, reliable instructions for doing everything you really want to do! Here's a small sample of what you'll learn: • Discover Windows 8's whole new approach to running a computer • Run Windows 8 the way that's easiest for you: mouse, touch, or keyboard • Find and use the old Windows Desktop along with all your favorite Windows XP and 7 programs • Get online with Internet Explorer® 10 and master its new tools and shortcuts • Set up your home network, printer, and other devices • Master quick, easy new ways to use Facebook, Twitter, and LinkedIn® • Safeguard your personal information and keep it private • Enjoy all your digital photos, videos, movies, and music • Connect with anyone through email, messaging, and video chat • Discover and play new Windows 8 games, and use Windows to control your Xbox 360 • Manage even the most gigantic collections of data and media • Automatically back up your information to external drives, DVDs, or Microsoft SkyDrive® • Fix problems, protect yourself from viruses, and keep Windows 8 working reliably Paul Sanna is the author of almost two dozen computer books on topics such as Microsoft Windows, Internet Explorer, and Windows security. He has extensive experience working with and explaining pre-release versions of Windows. He currently advises his clients on software decisions, both for the desktop and for large business projects.

Apress

This updated and expanded second edition of the Windows 8 and Windows Phone 8 Game Development provides a user-friendly introduction to the subject Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Microsoft Manual of Style Prentice Hall Professional

The Visual Basic .NET programming environment introduces powerful object-oriented and Internet-savvy features. In this edition of "The Visual Basic

.NET Style Guide, " Patrick uses real code examples to show readers how to harness these tools using a disciplined approach, whether updating existing code or building new applications from scratch. This book will teach users to write clear, concise code that's easy to maintain.

SharePoint 2010 Development with Silverlight Pearson Education

Discover the core concepts essential for developing apps for Windows Phone Silverlight and XNA provide you with a powerful development platform and key tools for programming Windows Phone 7 series applications. This book offers a foundation for using the tools required for Windows Phone 7 development, including Visual Studio 2010 Express Edition, the Windows Phone 7 Series SDK, and Silverlight. Experienced authors provide you with detailed coverage on developing accordingly for an application's lifetime, accessing cloud services, and developing notification services. Explains how to use the most up-to-date tools and development platforms to create applications for the Windows Phone 7 Walks you through developing notification services and location services Demonstrates ways to generate revenue by deploying your apps to the Windows Phone Marketplace Details the steps for enabling trial periods for applications and providing updates and new versions of apps If you're eager to get started developing applications for the Windows Phone 7, then this is the beginner guide for you.

Designing the Mobile User Experience CRC Press

Customers consider many crucial factors, even subconsciously, when purchasing a product or engaging a service provider; consequently building a sense of trust which is decisive towards their user experience through to customer experience. This book helps companies understand how to structurally develop, communicate, and promote reasons for customers to buy products and services, starting from the psychological basis of communicating information and moving on to methodical applications. It is based on a psychological perspective in understanding the customers' reasons to believe in product or service offerings; promotes a way towards simplicity of business anchoring on emotion and experience; helps learn the tactics of systematic persuasion.

A Comprehensive Guide to Enterprise Mobility Pearson Education

The quick, easy way to get up-to-speed on the Win 32 API--completely updated--covers Windows 2000, NT 4, and Windows 98/95. There are detailed chapters on every key topic: processes and threads, security, directories and drives, and many more. The CD-ROM contains all sample code.

User Centred Design "O'Reilly Media, Inc."

Provides information on designing and implementing applications for Windows Phone 7.

101 Windows Phone 7 Apps, Volume I Apress

Introduces Microsoft's Windows interface program, covers text display, graphics, and other areas, and includes sample code in C and C++.