

Developing Windows 10 Applications with C#

By Sergii Baidachnyi

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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.

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Editorial Review

About the Author
Sergii Baidachnyi is a principal developer evangelist at Microsoft. Currently residing in Canada, Sergii is responsible for working with the developer community and promoting client-development tools as a superior mechanism for creating cross-platform business applications. The author was introduced to the .NET platform circa 2001, and since that time, he has actively participated in a number of .NET projects, developing, managing, and architecting financial, medical, and multimedia applications. At the same time, Sergii led Microsoft IT Academy, where he delivered .NET-related trainings on C#, Windows Forms, ASP.NET, and so on. He has published articles and reviews in multiple IT-industry magazines and several books on ASP.NET, Silverlight, Windows Forms, and Windows 8 Development. Starting in 2006, Sergii allowed his passion to become his full-time job as a developer evangelist at Microsoft Ukraine and later at Microsoft Canada. You can read more of Sergii's musings on his blog at http://en.baydachnyy.com. You can also catch him attending and speaking at Microsoft events around Canada.

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