

Windows® Phone 7 Development Using Visual Studio® 2010



Instructor: David Kelley is a Silverlight MVP with over 10 years of experience building Targeted Customer eXperiences. He is currently the Principal User eXperience Architect for [wire] stone specializing in touch experiences. David publishes a blog and helps run the Seattle Silverlight User Group and Interact Seattle.

Total Learning Time: 8 hours

Media run time is 8+ hours. This course can also be used as quick reference material, with the ability to access just the information you need in a matter of minutes.

Course Description: Windows Phone 7 is a new step for Microsoft for the mobile platform. This course will introduce the mobile OS and how easy it is to use the .NET knowledge to create applications. The course will cover many introductory aspects of developing applications for the Windows Phone 7. For instance how XAML is used for applications and GUI designs. Also the course will cover many other aspects including controls, user input and forms, working with data, layout and Metro Controls. The course will also cover phone resources such as the Camera, GPS and many other items. To wrap up the course, the publishing the application to the marketplace and hosting of advertisements are covered.

Course Outline:

Introduction to Windows Phone 7

- Windows Phone 7 Overview
- Phone 7 Metro design theory
- Getting the Tools
- Creating a Project using Visual Studio
- Debugging Phone Application

Windows Phone Silverlight Applications

- Silverlight Application Project Architecture
- XAML and Code Behind
- Adding controls to a Windows Phone page
- Application Structure Basics – MVVM

Metro and User eXperience on the Phone

- Using the Metro Design Aesthetic in Applications
- Basic Metro Related Controls and Styles
- Panorama and Pivot Layout Controls
- User Expression Blend basics

Windows Phone Layout and Navigation

- Silverlight Layout controls
- ApplicationBar
- Navigation

Windows Phone Controls

- Form Controls
- SIP Keyboard InputScopes
- Other Controls

User Input and Multi-Touch

- Standard user input
- Multi-touch

Working with Data on the Phone

- Basic Web Services from Windows Phone 7
- Making asynchronous calls
- Working with Isolated Storage
- Using SQL Server Compact

Application Lifecycle and Persistence

- Lifecycle Events
- Page Events
- Saving State

Accessing Phone Resources

- Launchers
- Choosers
- Media

Working with Phone Devices

- Camera
- GPS – Geo-location Service
- Compass
- Accelerometer (Motion)
- Gyroscope
- Altimeter

Accessing Phone User Data

- Contacts
- Calendar

Marketplace and AdCenter

- Understanding Application Revenue Models and Implementation in the marketplace
- Hosting Advertisements using AdCenter and the AdCenter Control
- Publishing an application to the marketplace

Number of Modules	Media Run Time	Total Learning Time	Online Courseware	Hands-on Labs	Sample Code	Pre/Post Exams	Supports Microsoft Exam Number
8 Modules	8+ hours	8+ hours	N/A	N/A	Yes	Yes	N/A