

Windows Phone Workshop



Windows Phone 8.1 is a new revamp of OS from UI perspective giving completely a new and great user experience. In this workshop, you will learn how you to develop applications for Windows Phone and publish to marketplace.

Format -

Hands-On Workshop

Course Materials-

Copy of all presentation slides

Certificate of Participation-

Available (if requested)

Who Should Attend

This 3-day workshop is suited for participants who are interested in learning how to develop and publish applications for Windows Phone marketplace. This workshop is delivered in a hands-on format where participants will use Windows Phone development toolkit to build applications.

Goal

Get as many apps published to the store by end of Day 3

Theme

Apps for Social Good. Create solutions that address social and civic issues. Please refer this link for ideas on such apps <http://www.appsforasia.com/Home/AppRequirements>. This theme aligns with Apps for Asia initiative by Microsoft.

System Pre-Requisites

- 64-bit Windows 8.1 Pro or higher
- 4GB RAM or more
- Hardware supports virtualization (Hyper-V enabled)
- Visual Studio 2013 (Express or higher edition) with WP 8.1 SDK or above

First 3 requirements are necessary for running WP emulator. More info about system requirement to run WP emulator can be retrieved from [http://msdn.microsoft.com/en-us/library/windowsphone/develop/ff626524\(v=vs.105\).aspx](http://msdn.microsoft.com/en-us/library/windowsphone/develop/ff626524(v=vs.105).aspx)

Participant Pre-Requisites

- 3rd and/or 4th year IT/CS students/faculty
- Prior programming knowledge/experience
- Not more than total of 25-40 students per workshop
- Not more than 1 participant per lab workstation

- Register for Microsoft outlook/live email account
- Beginner to Intermediate level knowledge in C#, XAML
- (Recommended) Beginner level knowledge in Silverlight

Location Pre-Requisites

- Institute's computer lab
- Projector with audio & video in pre-tested, fully working condition
- Reliable high speed internet connectivity
- Name tag for each participant
- 4 water bottles per speaker per day

System Readiness

	What app you are building ?	Operating System Required	IDE	SDK/Libraries
1.	Windows 8 Store App	Windows 8 (x86 or x64)	Visual Studio 2012	N/A
2.	Windows 8.1 Store App	Windows 8.1 (x86 or x64)	Visual Studio 2013	N/A
3.	Windows Phone 7.5/7.8 App	Windows 7, Windows 8, Windows 8 Pro (x86 or x64)	Visual Studio 2010/ Visual Studio 2012	Windows Phone SDK 7.8
4.	Windows Phone 8 App	Windows 8 Pro (x64 only) with SLAT and Hyper V enabled hardware	Visual Studio 2012/ Visual Studio 2013	Windows Phone SDK 8.0
5.	Cloud App/Service on Windows Phone or Windows 8	Depending on your client platform	Depending on your client platform	Windows Azure SDK
6.	Microsoft Kinect App	Windows 7, Windows 8 (x86 or x64)	Visual Studio 2010/ Visual Studio 2012	Kinect for Windows SDK 1.8

Download Links

	Software	Download Link	Comments
1.	Windows 8.1 Enterprise	http://technet.microsoft.com/en-us/evalcenter/hh699156.aspx	Please sign-in using your Windows Live ID and complete the registration page to enable download
2.	Windows Phone SDK	http://developer.windowsphone.com/en-us/downloadsdk	Please download the version of SDK (with updates if any) depending on application you are targeting
3.	Windows Azure SDK	http://www.windowsazure.com/en-us/downloads/	Please download SDK relevant to your application
4.	Kinect for Windows SDK	http://www.microsoft.com/en-us/kinectforwindowsdev/Downloads.aspx	Download SDK with pre-requisite
5.	XNA	http://www.microsoft.com/en-us/download/details.aspx?id=23714	Download SDK with pre-requisite

Agenda (9:00AM – 4:00 PM)

Day1

Session No. and Name	Topics to be covered	Time allocation
Introduction		30 mins
Mobile Introduction	<ul style="list-style-type: none"> ➤ Why Mobile App ➤ Enlighten and Encourage for Mobile apps ➤ Life cycle for Mobile App ➤ Intro on Mobile development key attributes, what is needed skill set ➤ Agenda for Day1 and Day2 and Day3 ➤ QAA 	1 hr.
1# Creating First App using Touch Develop	<ul style="list-style-type: none"> ➤ Overview to TouchDevelop ➤ Creating a First App using TouchDevelop 	1 hr. 20 mins : Talk on Topics for workshop 40 mins: Workshop hands on (lunch break after this session)
2# Setup, Initialization & Getting Started with app development	<ul style="list-style-type: none"> ➤ Walk through Visual Studio IDE ➤ Features of Visual Studio ➤ Overview on Environments and tools used for Mobile App creation ➤ Overview of WP8.1 Emulator ➤ Creating a new Mobile Project from Visual Studio ➤ Writing First Mobile app to cover controls, navigations and receiving response to display on screen 	1 hr. 30mins Workshop with demo & hands on 30 mins : Talk on Topics for workshop 45 mins: Workshop hands on 15 mins: QnA
3# Deep dive Windows Phone controls	<ul style="list-style-type: none"> ➤ Data binding ➤ Styles & Themes ➤ Persistent Storage ➤ App bar usage 	1 hr. 20 mins : Talk on Topics for workshop 20 mins: Workshop hands on

		10 mins: QnA
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Day 2

Session No. and Name	Topics to be covered	Time allocation
Recap on Day1 covered workshop and Day2 Agenda Intro	<ul style="list-style-type: none"> ➤ Recap on Covered Day1 session topics ➤ Day2 Agenda <ol style="list-style-type: none"> 1. Cont... App development demo 2. Create your own App 	30 mins
1# Demo Windows Phone Controls	<ul style="list-style-type: none"> ➤ Phone Resources & Launchers ➤ Live Tile Notification Services, Push Notifications ➤ Maps & Location API 	1 hr. 30mins
2# Demo Mobile App Development	<ul style="list-style-type: none"> ➤ Windows Phone tool kit (Input controls, App templates) ➤ Background Agent & Tasks 	1 hr. 30mins 30 mins: Talk on Topics 40 mins: Workshop Hands on QnA : 20 mins (lunch break after this session)
3# Test Your App	<ul style="list-style-type: none"> ➤ How to Test any App on Mobile ➤ Challenges that can happen while deploying in real world. ➤ Show the Design/Skelton of App E.g. puzzle app [Depending on students capability] 	1 hr. 20 mins : Talk on Topics for workshop 40 mins: Workshop hands on
4# Create your own app	<ul style="list-style-type: none"> ➤ Ask participants to develop their app 	1hr.

Day 3

Session No. and Name	Topics to be covered	Time allocation
Recap on Day2 covered workshop and Day3	<ul style="list-style-type: none"> ➤ Recap on Covered Day2 session topics 	30 mins

Agenda Intro	<ul style="list-style-type: none"> ➤ Day3 Agenda <ol style="list-style-type: none"> 1. Cont... Help participants to Complete the app 2. Testing as Career 3. Thanking and Sign off 	45min
1# Complete, Deploy	<ul style="list-style-type: none"> ➤ Cont... Help participants to Complete the app ➤ Help them to complete and Test it. ➤ Deploy to Mobile ➤ Encourage participants to come up with new mobile apps and help them at least till 60% completion 	5hrs. Workshop Hands on QnA
2# More	<ul style="list-style-type: none"> ➤ Thanking and Sign off. 	Thank and Sign off : 4:00pm