

Windows Phone development

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Evaluations and questions

GOTO GUIDE APP



Let's Get Started

Today's Talk:

What You Need
To Get Started

Dev Center & Tools

Design Principles

UI Framework & XAML

Controls

Pages & Navigation

Live Tiles

Launchers & Choosers

Web Content

Making Money

Additional features

Dev center & tools

Dev Center

Design Guidelines

Developer Tools & SDKs

Videos, Blogs, Samples, Publish

<http://developer.windowsphone.com/>

Tools

Visual Studio, Blend, Emulator, Device Unlock, App Deploy, Store Test Kit

Design Principles

<http://aka.ms/wpuxprinciples>

Pride in craftsmanship
More with less
Fast and fluid
Authentically digital
Win as one

Using a common UI model and ecosystem creates complete end-to-end user scenarios. In other words, try not to reinvent the wheel. Innovation is great, but not at the expense of the user experience.



UI Framework & XAML

UI Framework

Signature & Standard Controls

Layouts

Tree based

Retained mode / composited framework

Fully extensible

UserControl & Panel

Styling

Templating

Subclassing

XAML

eXtensible Application Markup Language

A declarative, markup-based language to define your user experience

Everything you can do in XAML you can do in code – it's just easier in XAML.

```
StackPanel stackPanel = new  
StackPanel();  
  
TextBox textBox = new TextBox();  
stackPanel.Children.Add(textBox);  
  
Button button = new Button();  
stackPanel.Children.Add(button);
```

```
<StackPanel>  
    <TextBox/>  
    <Button/>  
</StackPanel>
```

App manifest

Define application parameters

Display name

App icon

Supported resolutions

Tile template

Tile images

Declare capabilities used by app

Specify hardware requirements

Packaging metadata

Use this page to set the UI details that identify and describe your application

Display Name:

Description:

Sample description

Navigation Page:

MainPage.xaml

App Icon:



Supported Resolutions:



wvga



wxga



720p

Tile Template:

TemplateFlip

Support for large Tiles

Tile Title:

Tile Images:

Small:



Medium:



tools & ui framework

demo

Controls

Reusable & Customizable

Embody the Windows Phone design principles

Signature Controls

Panorama, Pivot, LongListSelector, AppBar

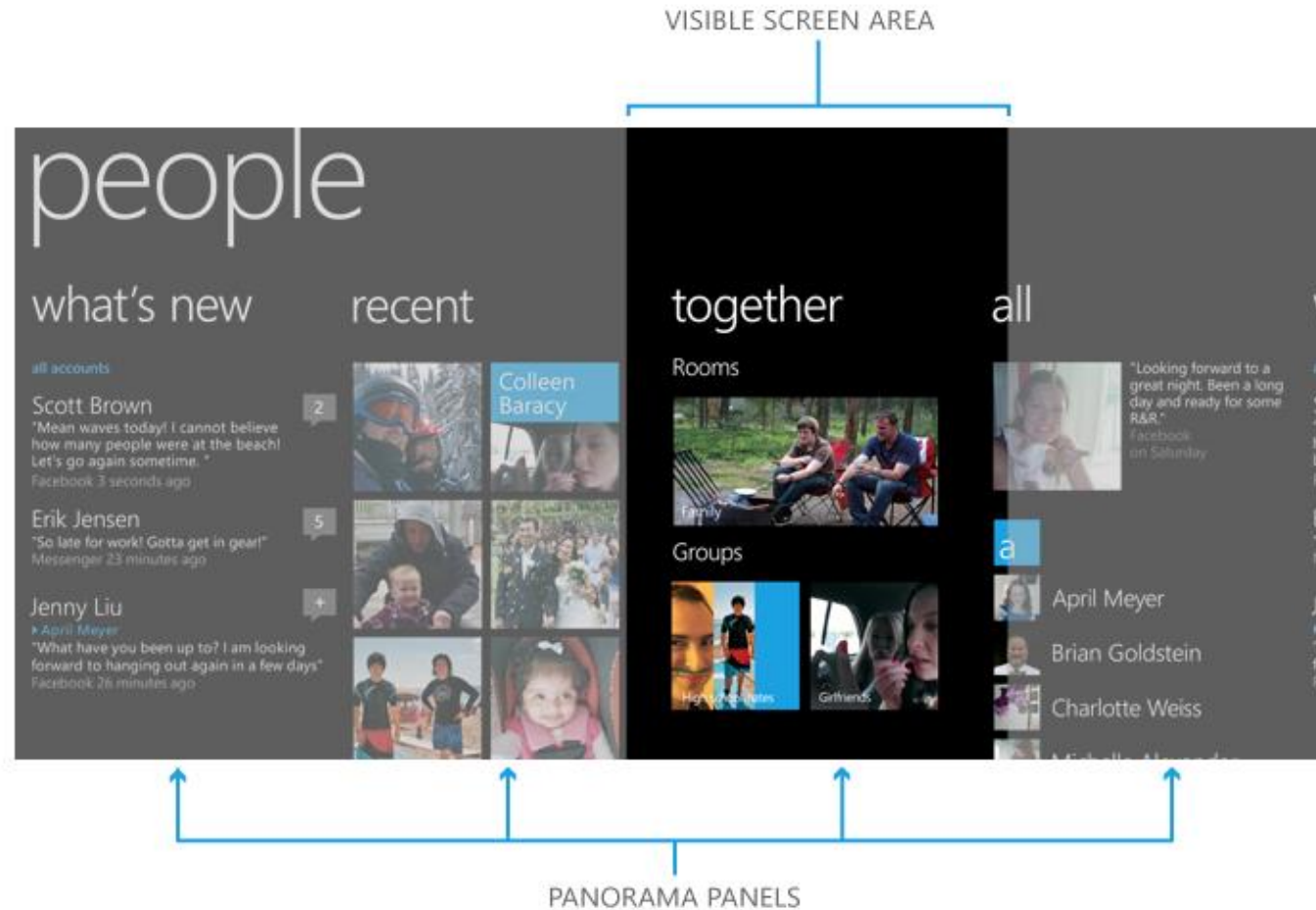
Standard Controls

Map, WebBrowser, Ads, Intrinsic Controls (Button, TextBox, Grid, etc)

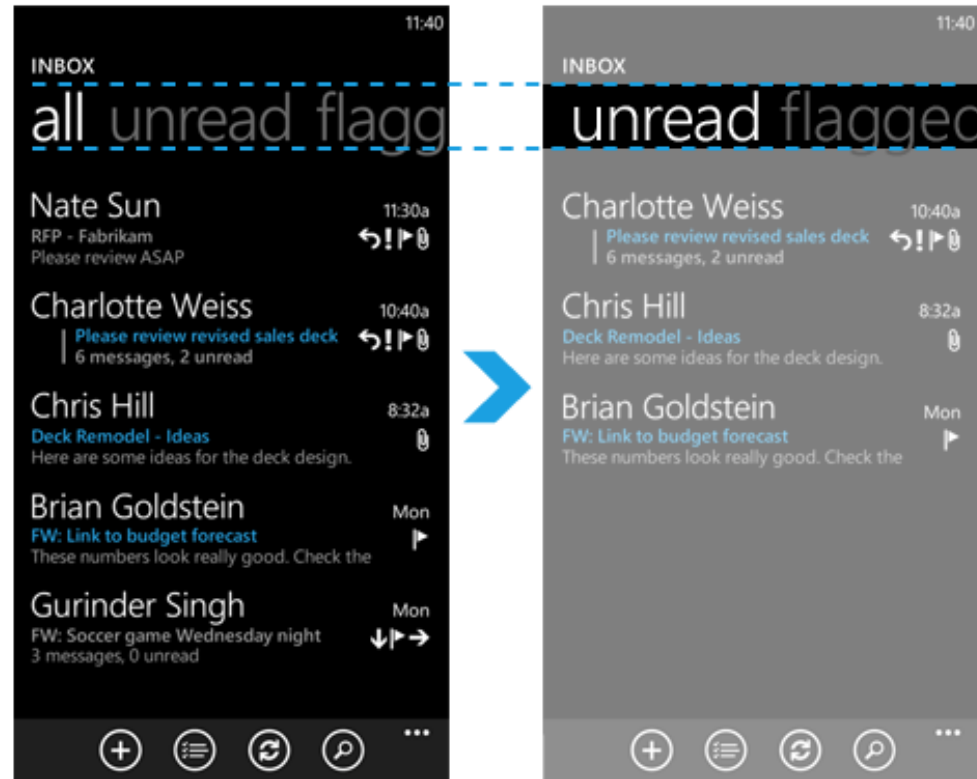
Toolkit Controls

DatePicker, TimePicker, Rating, AutoCompleteBox, etc

Signature Controls: Panorama

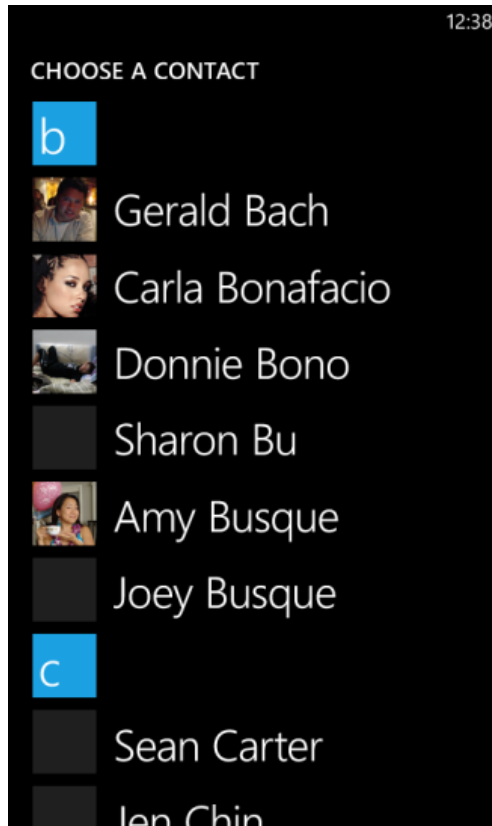


Signature Controls: Pivot



Signature Controls: LongListSelector

Sticky Headers



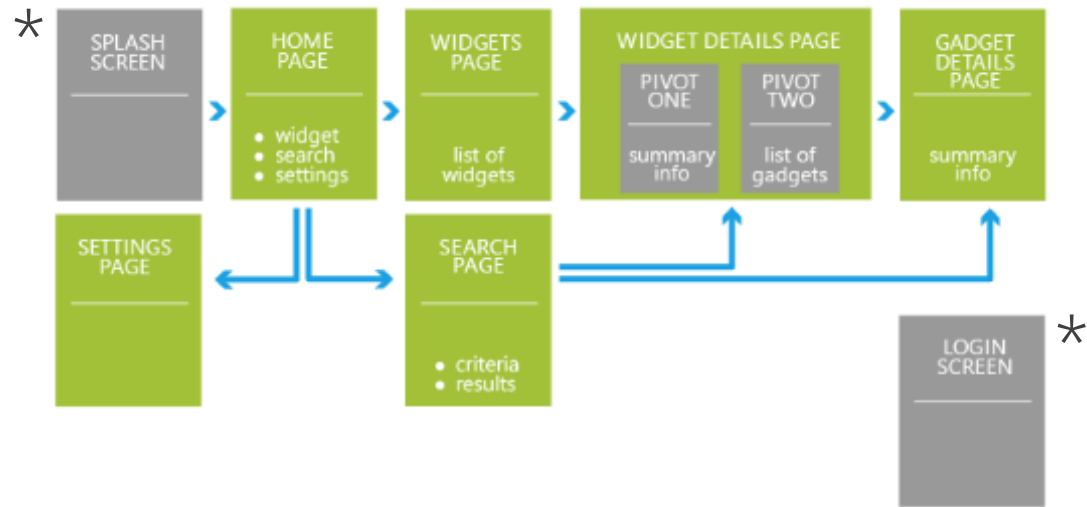
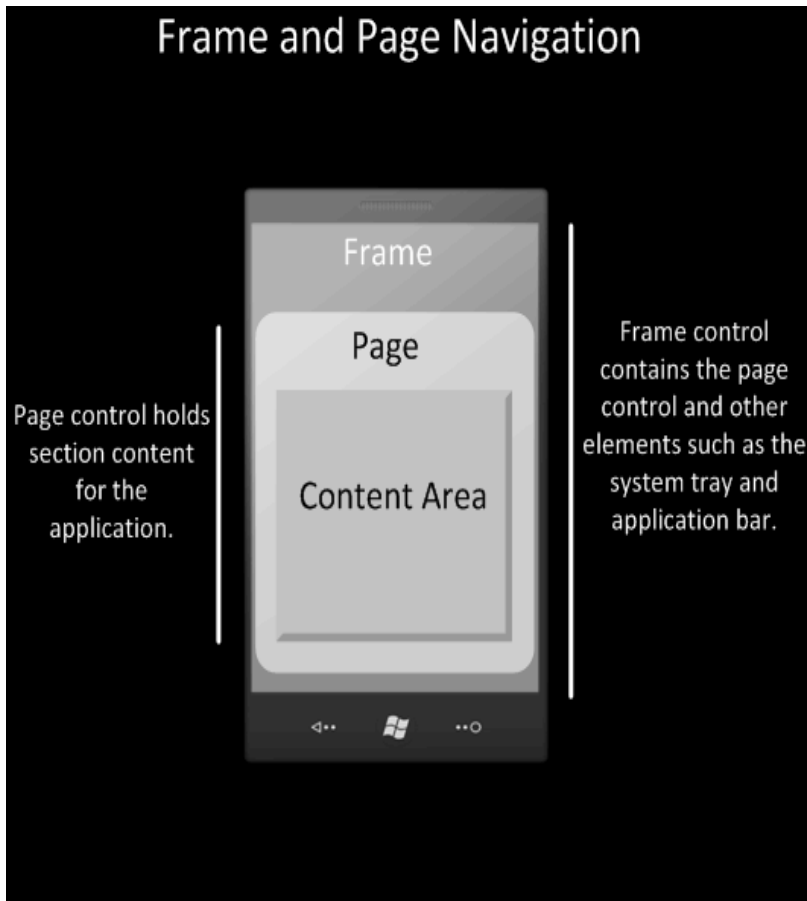
JumpList



Grid View



Pages & Navigation



*Screens

Transient UI the user does not navigate to
Shown in a Popup control by a Page.

Windows Phone Live Tiles

Live Tiles provide glanceable access to information users care the most about

Live Tiles can be updated:

- From within your app while it is running

- As a scheduled task when your app is not running

- In response to Push Notifications



Windows Phone Live Tiles

All apps have at least one tile, known as the default tile

- Created by user pinning your app to the Start Screen
- Launches main app page

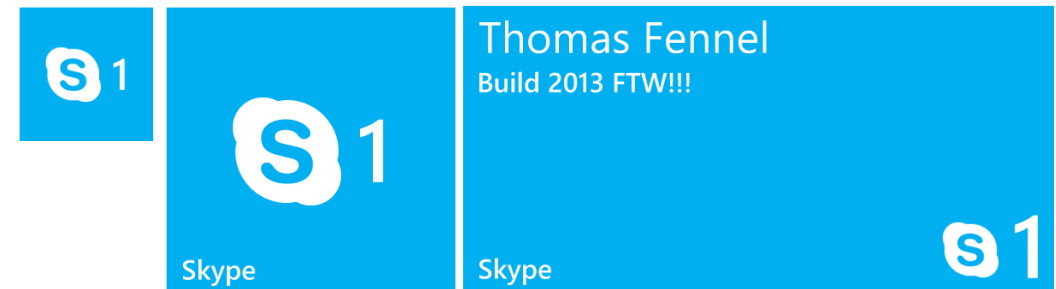
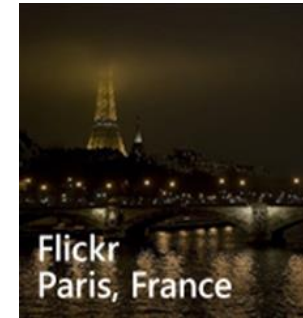
Apps can create additional (secondary) tiles

- Created programmatically
- Can launch to any page in your app

Static or Dynamic Content

- Image / text Based
- Apps can generate image from XAML content

In Windows Phone 8.0, you can support three different tile sizes



Windows Phone 8 Supports Three Tile Templates

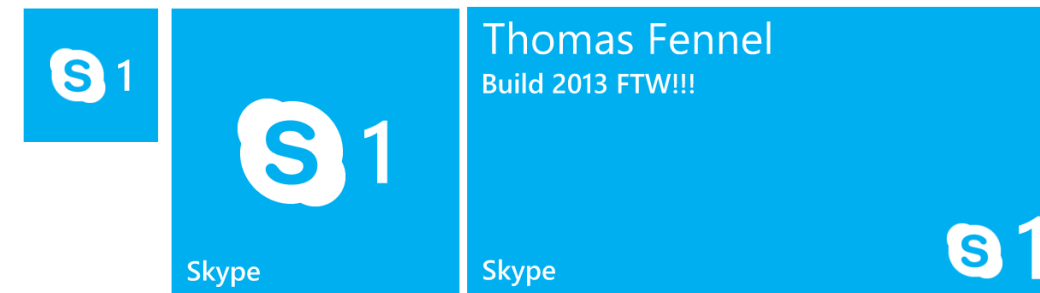
Flip

Flips from front to back
Similar to the WP 7 Tile template



Iconic

Clean iconic layout designed to reflect Windows Phone design principles



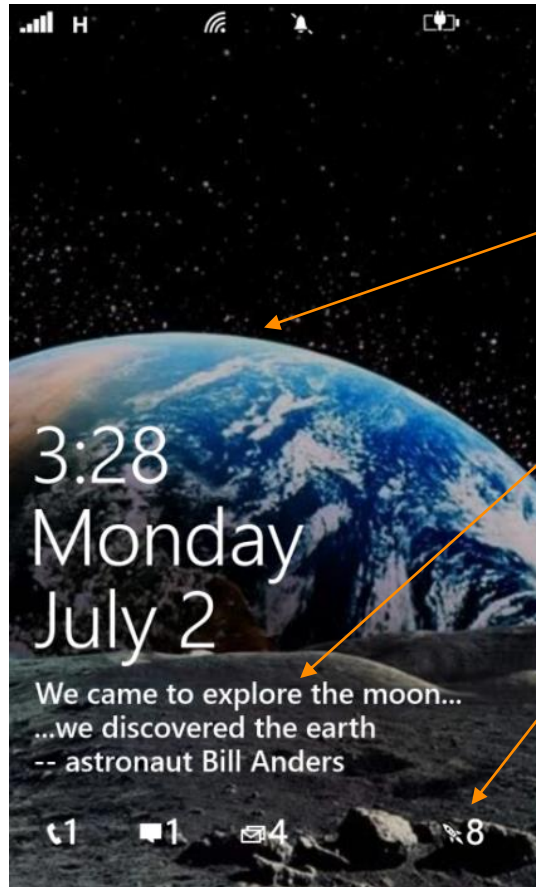
Cycle

Cycles through up to nine images



Live lock screen

Applications can show content and a count on the lock screen



Lock screen settings or deep link from app

Background image

Detailed status is the content from the primary tile (if available)

Quick status shows designated icon with count from primary tile (when > 0)

live activity

demo

Launchers & Choosers

Enables an app to reuse common functionality from the phone

Microsoft.Phone.Tasks

Launchers

Simply launches an experience, like the browser or a map

You pass data to the launcher, but it does not return data to your app

Choosers

Launches an experience to return data to your app, like a photo

Launchers & Choosers

AddressChooserTask

AddWalletItemTask

BingMapsDirectionsTask

BingMapsTask

CameraCaptureTask

ConnectionSettingsTask

EmailAddressChooserTask

EmailComposeTask

GameInviteTask

MapDownloaderTask

MapsDirectionsTask

MapsTask

MapUpdaterTask

MarketplaceDetailTask

MarketplaceHubTask

MarketplaceReviewTask

MarketplaceSearchTask

MediaPlayerLauncher

PhoneCallTask

PhoneNumberChooserTask

PhotoChooserTask

SaveAppointmentTask

SaveContactTask

SaveEmailAddressTask

SavePhoneNumberTask

SaveRingtoneTask

SearchTask

ShareLinkTask

ShareMediaTask

ShareStatusTask

SmsComposeTask

WebBrowserTask



launchers & choosers

demo

Web Content

WebBrowser control

Standard XAML control

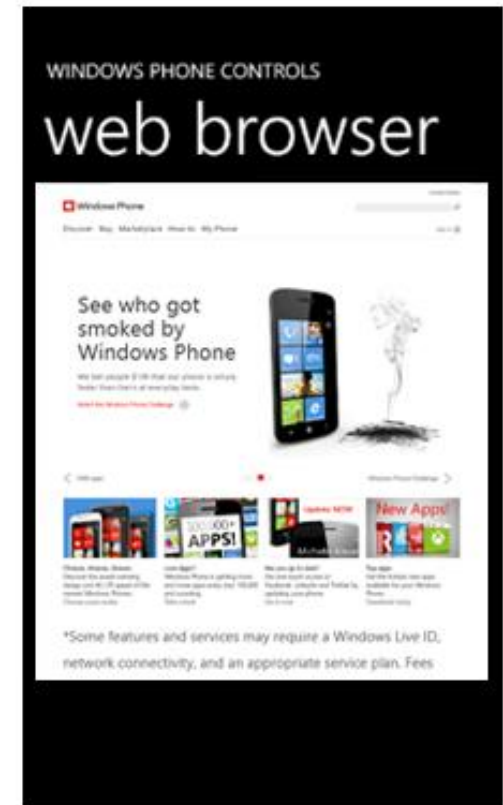
Embed in your app – can even “host” the entire app

IE10 Based

HTML5 support

Hardware accelerated

Built for touch



IE10 Hardware-Accelerated Web Platform

CSS 2D Transforms

CSS 3D Transforms

CSS Animations

CSS Backgrounds & Borders

CSS Color

CSS Device Adaptation*

CSS Flexbox*

CSS Fonts

CSS Grid*

CSS Image Values
(Gradients)

CSS Media Queries

CSS Multi-Column Layout*

CSS Namespaces

CSS OM Views

CSS Regions And
Exclusions*

CSS Selectors

CSS Transitions

CSS Values And Units

Data URI

DOM Element Traversal

DOM HTML

DOM Level 3 Core

DOM Level 3 Events

DOM Style

DOM Traversal And Range

DOMParser And
XMLSerializer

ECMAScript 5

FormData

HTML5 Application Cache

HTML5 Async Scripts

HTML5 BlobBuilder

HTML5 Canvas

HTML5 Drag And Drop

HTML5 Forms And
Validation

HTML5 Geolocation

HTML5 History API

HTML5 Parser

HTML5 Sandbox

HTML5 Selection

HTML5 Semantic Elements

HTML5 Video And Audio

JavaScript Typed Array

ICC Color Profiles

IndexedDB

Page Visibility

Pointer (Mouse, Pen, And
Touch) Events*

RequestAnimationFrame

Navigation Timing

Selectors API Level 2

SVG Filter Effects

SVG, Standalone And In
HTML

Web Messaging

Web Sockets

Web Workers

XHTML/XML

XHR (Level 2)

XHR CORS



making money

Making Money

Paid Apps

2:24

KING KILLIAN

details reviews



King Killian
\$0.99
with Live Tile

★★★★★
2 ratings

Size: 45 MB

The story is about a sick boy who dreams of a fantastical land where someone decides to crash the party. Learn what happens.

[show details](#)

buy share

Trial -> Paid

2:25

RAGDOLL RUN

details reviews



Ragdoll Run
\$0.99

★★★★★
885 ratings

Size: 11 MB


Ragdoll Run Premium removes ads to provide you with more screen space and unlocks the Premium characters Bobo and S.

[show details](#)

try buy

In-App Purchase

Confirm Purchase



Bag of 50 Gold
From Money for Nothing
By ChipsForFree

\$0.99 plus applicable taxes

This amount will be charged to



Bank of America
Credit

[Change payment method](#)

There are no refunds for this purchase.

Ads

runtime five
Maecenas praesent accumsan bibendum

runtime six

Test Ad
www.bing.com

Payment Methods



Leading Credit Cards

Mobile Operator Billing:
3x greater sales than when only credit card is available

More Mobile Operator partners than Google Play
30 Total!

Access to markets with low credit card penetration

Alipay & PayPal:
10x purchases in China!
Paypal option vs Credit Card

List of MOs:

[http://msdn.microsoft.com/library/windowsphone/help/jj215902\(v=vs.105\).aspx](http://msdn.microsoft.com/library/windowsphone/help/jj215902(v=vs.105).aspx)

Tips on Making Money

Use Trial API or Freemium (IAP)

70x more downloads, 7x more revenue

Use Live Tiles

Top 50 apps are 3.7x more likely to have Live Tiles

Use Push Notifications

Top 50 apps are 3.2x more likely to use these – keeps users engaged

Use Ad Control with Localization

More local relevance drives more clickthroughs

Follow the Windows Phone Design Principles

Conformant apps are featured in the store more frequently

Tips on Making Money

Localize Your App

Language, currency, symbols

Publish Globally

Fastest growth occurring in new markets

Watch Your Memory Usage

Apps that use < 90MBs of memory work well on all devices – performance tools help

Act on Feedback

Prompt for reviews and feedback... and fix

Update Frequently

Top 50 apps are updated every 2-3 months



additional features

VoIP and video chat

Lync lets you connect with coworkers

Corporate presence, IM, and multi-party chat

Search for corporate contacts

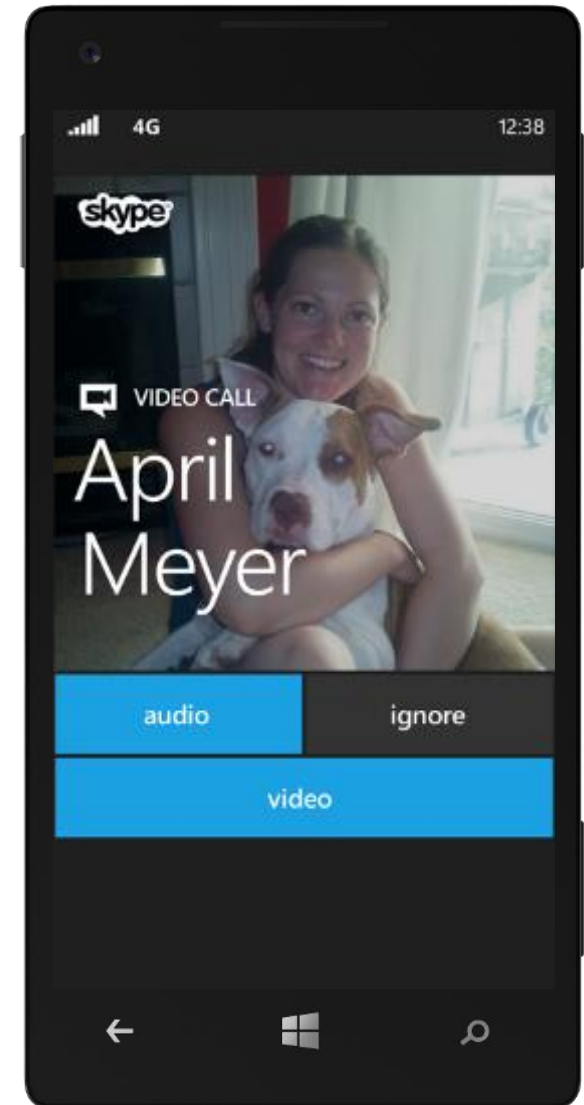
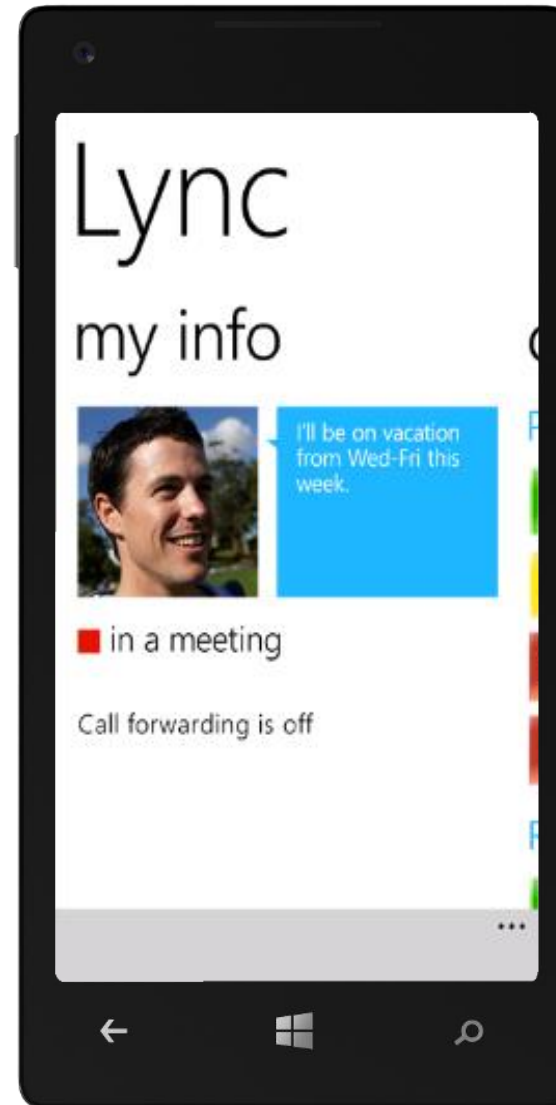
Single tap to join conference from appointment

Skype lets you reach business partners

Call Skype accounts for free via audio/video

Send instant messages to one person or an entire group even while you're in a video or phone call

VoIP + Video capabilities are available to developers



Near Field Communication (NFC)

A new way to send

Tap to send data

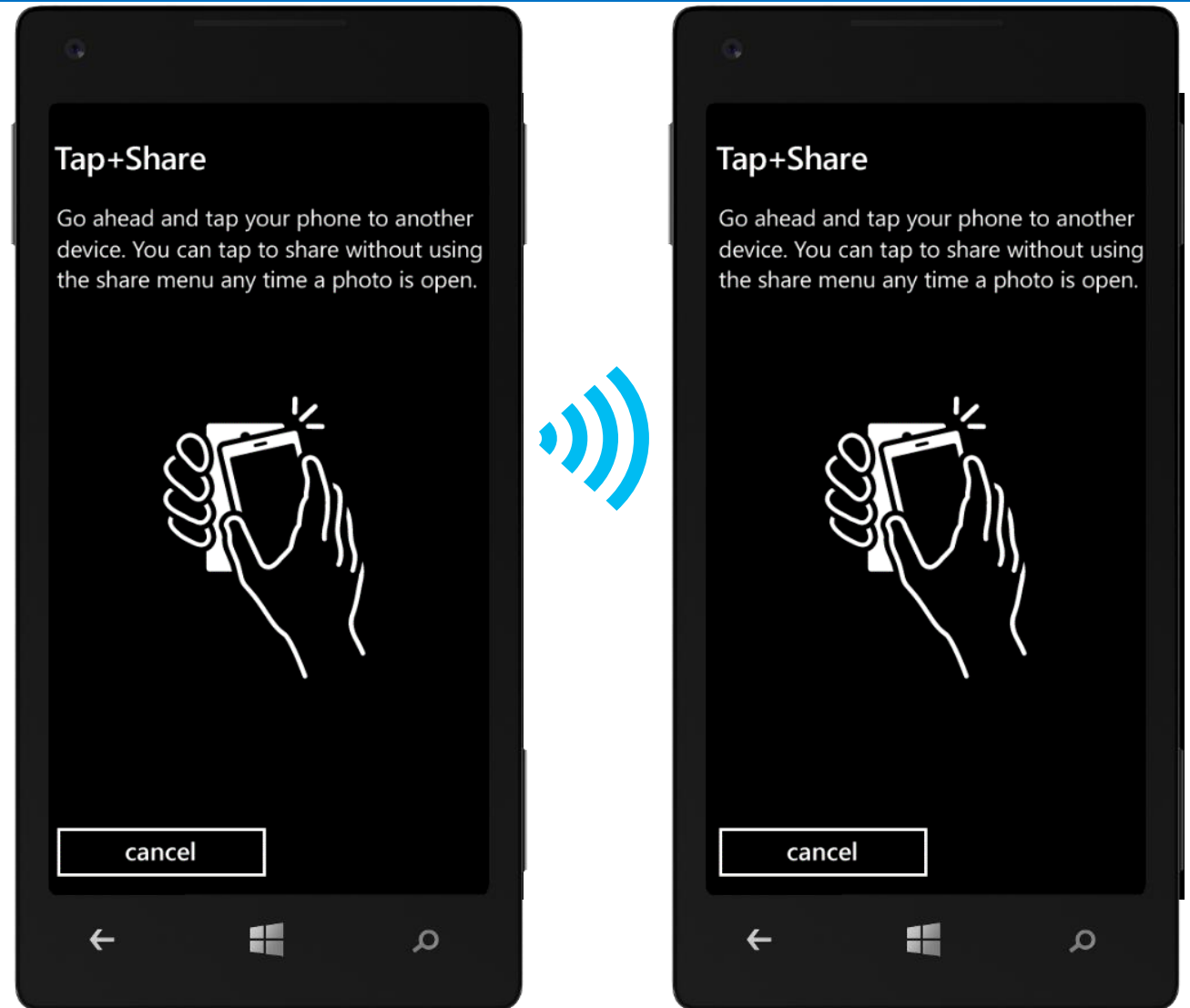
Interact with NFC tags

Establish Wi-Fi or Bluetooth connection

Tap to pay via Secure SIM element

Available to developers through the

Proximity API



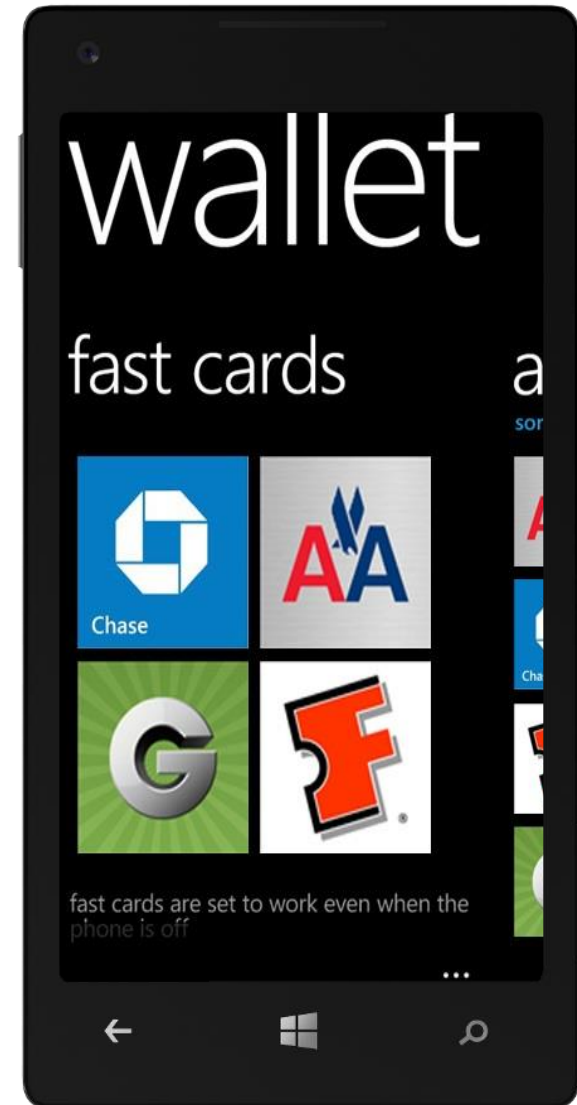
Wallet

A password-protected place to store your credit and debit cards, loyalty and membership cards, and coupons

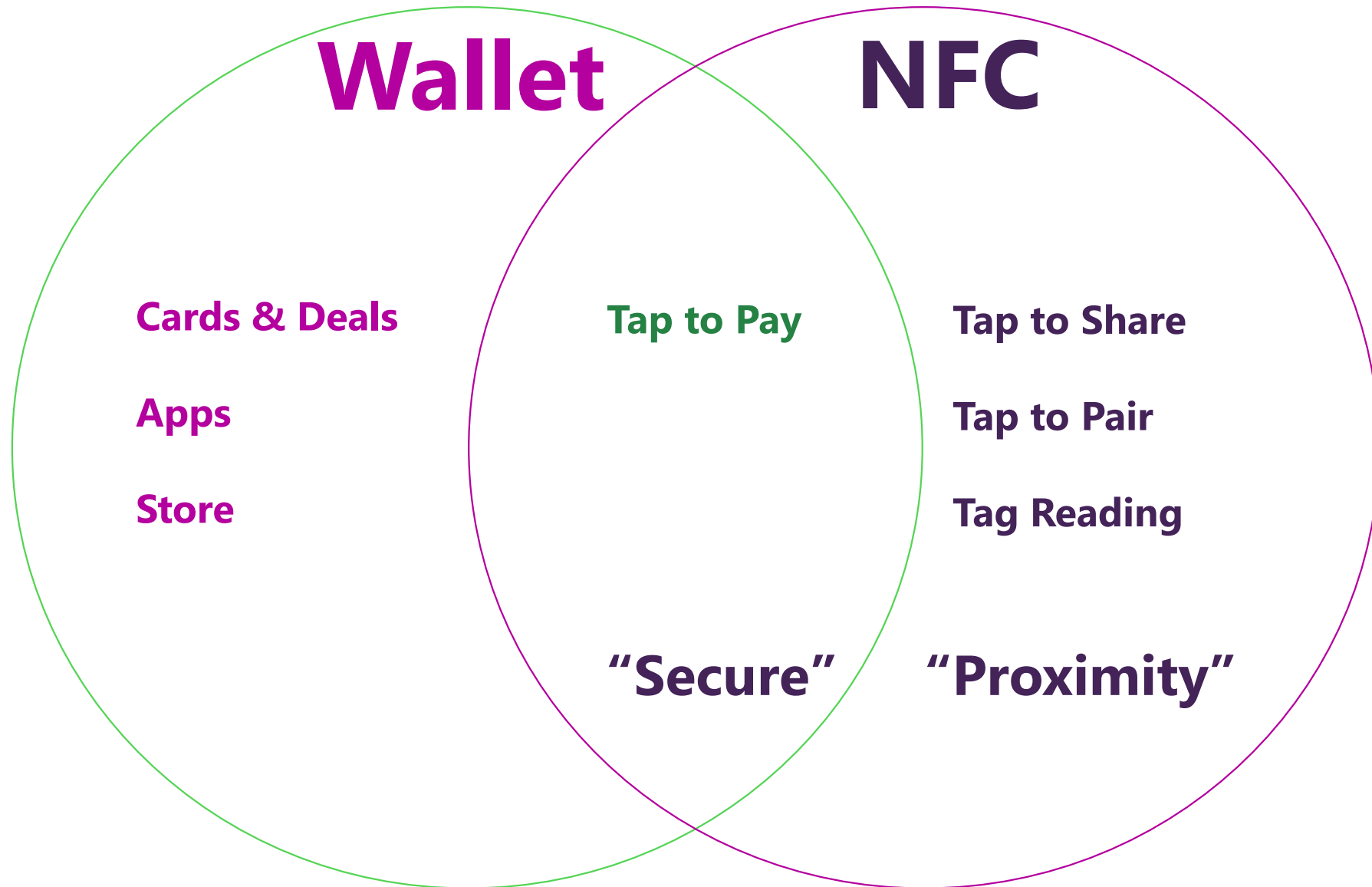
Card balances are kept up to date

Real-time announcements of offers and deals

Wallet is extensible by developers



Wallet != NFC



Maps and directions

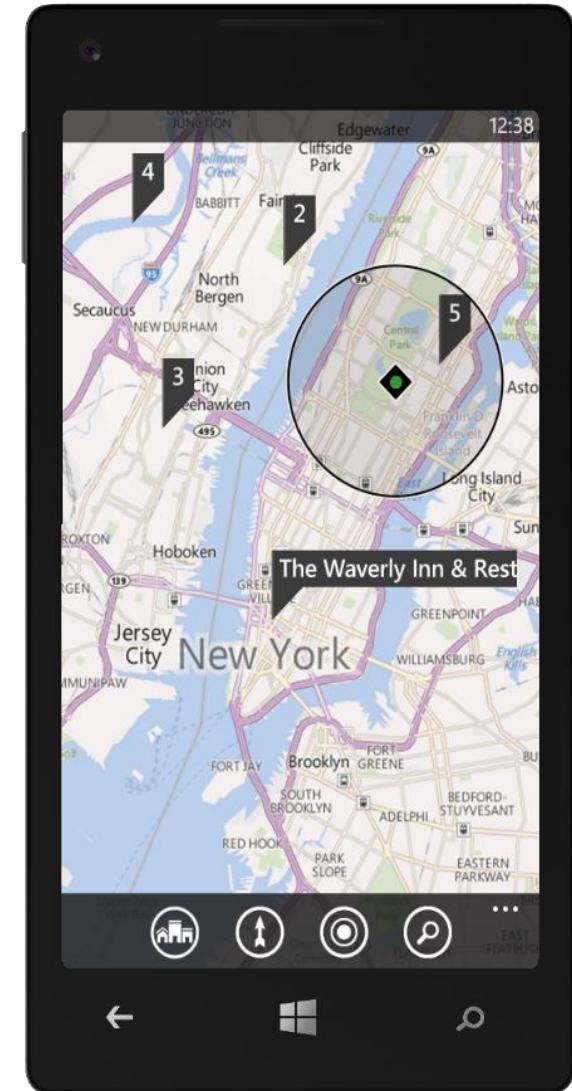
World-class maps to quickly get to appointments

Built-in maps with core NAVTEQ technology and street data from Nokia in all phones

View offline maps without coverage or data connection

Nokia Drive (turn-by-turn directions) with voice

Map control and APIs available for developers



Native Code: Ease of Porting

Native code makes it easier to share code

- 1 Share common code between Windows 8 and Windows Phone 8
- 2 Simplifies porting apps between iOS/Android
- 3 Take advantage of native Open Source Libraries

Native Code for Killer Games



audiokinetic



Autodesk®



Bluetooth API

Third party apps can
communicate through
Bluetooth

App to app communication
App to device communication

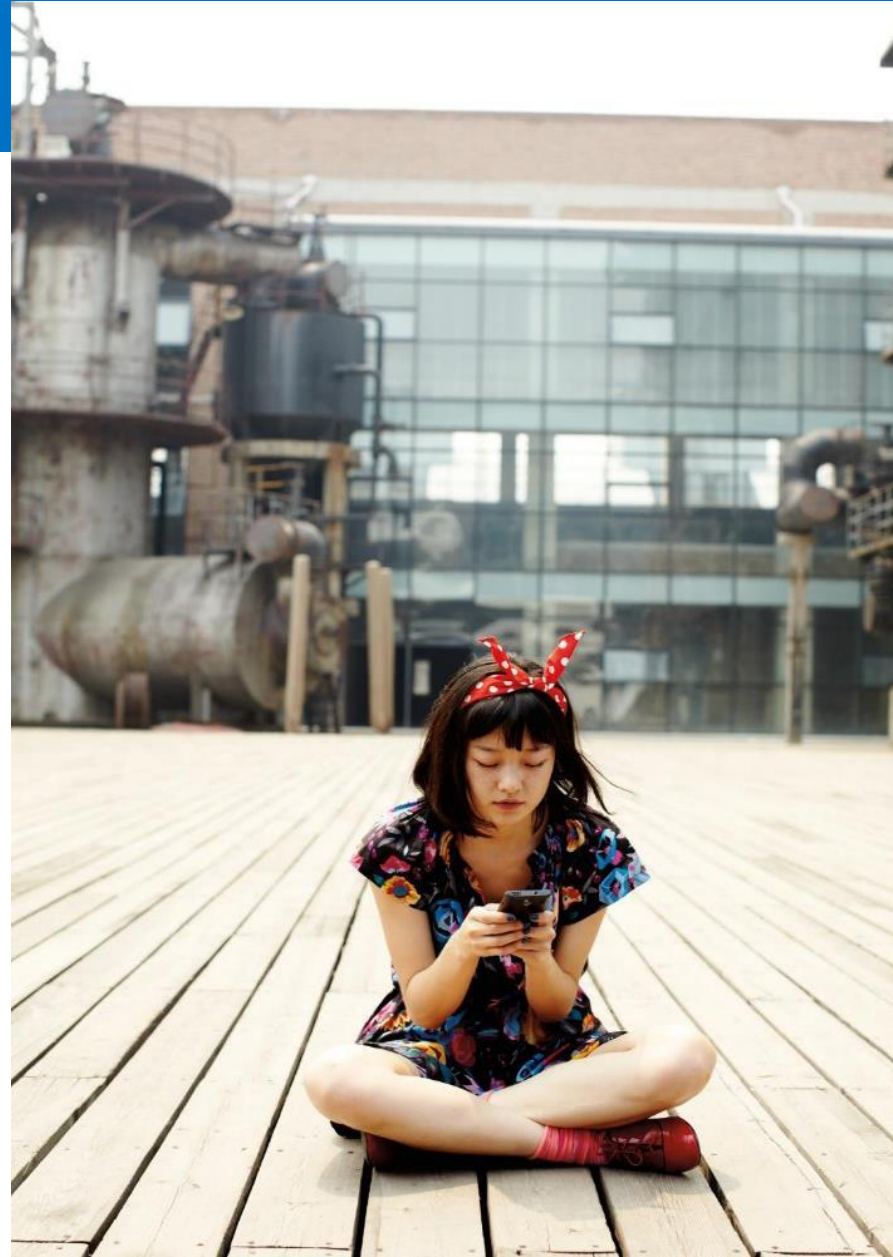


Speech

It's time to have a conversation with your app

Use programmatic voice commands to launch a particular deep-linked page in the app

Speech recognition combined with speech synthesis allows developers to create conversational apps



Lock screen notifications

Applications can show content and a count on the lock screen



Lock screen settings or deep link from app

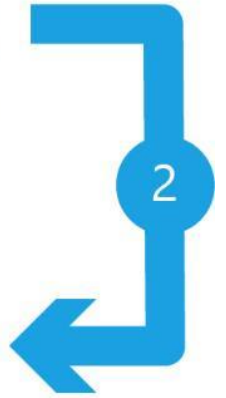
Detailed status is the content from the primary tile (if available)

Quick status shows designated icon with count from primary tile (when > 0)

Lens apps



1



2



3



Custom URI Associations

Launch another app to enhance your experience

Call with Skype

Play an album on Spotify

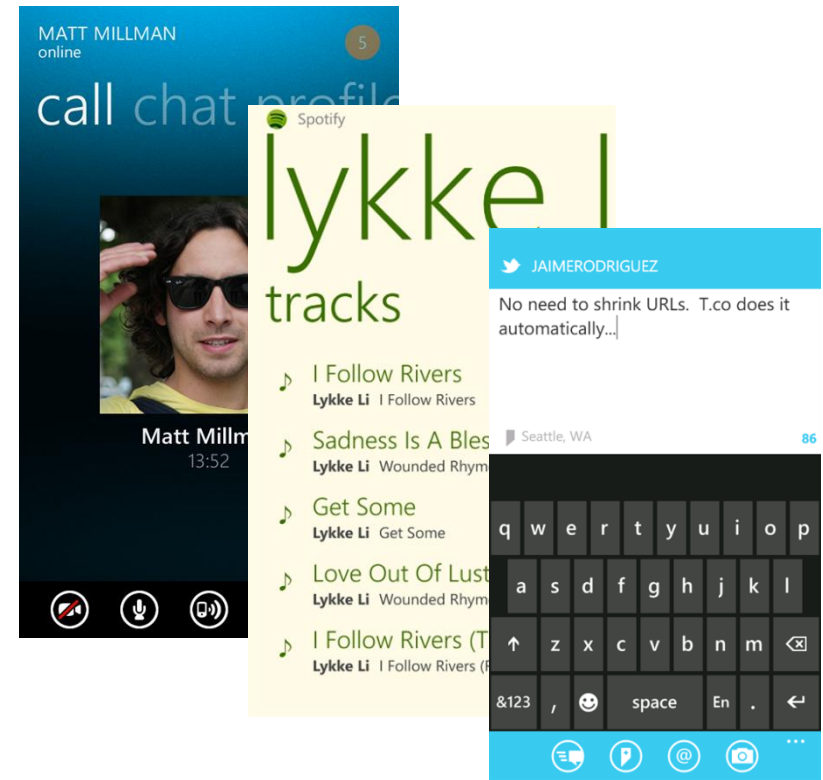
Post a message on Twitter

Launch your app from core experiences

Browser

Messaging

Email



File Type Associations

Launch another app as a handler for a file you own

Microsoft Word

Adobe Reader

Launch your app when the user invokes a file you can interpret

The screenshot displays an iPad application interface. At the top, a search bar contains the text 'Revenue By Month' and the number '954'. Below this is a table titled 'San Francisco Financials' with columns for Store, Total Revenues, Total Profits, and Revenue By Month. A pie chart below the table shows 'Total Revenues' with a 13% segment highlighted. A text box contains the message: 'Brian: Let's look into running a Promo at the Fifth Street location. Also, please provide a breakdown revenue by month.' The bottom of the screen features a navigation bar with icons for home, back, forward, and search. On the right side, a PDF document titled 'AQUO.pdf' is open, showing a 'MARKET SUMMARY & PLAN' section with text and three pie charts illustrating market share data for the US and Europe.

Store	Total Revenues	Total Profits	Revenue By Month
Fifth Street	\$ 364,583.00	\$ 64,543.00	
Main	\$ 509,789.00	\$ 90,682.00	
Broadway	\$ 454,193.00	\$ 89,465.00	
Second Ave	\$ 567,751.00	\$ 104,432.00	
Third Ave	\$ 479,913.00	\$ 81,898.00	
Fourth Street	\$ 506,364.00	\$ 80,557.00	
Redmond Way	\$ 586,524.00	\$ 103,796.00	
Total	\$ 3,457,117.00	\$ 595,173.00	

MARKET SUMMARY & PLAN
Converting our green bottling investments into increased sales

Target Market
Aquo's target market is the hip, urban professional, 20s to 30s, worldwide. They work hard and play hard, and like to contrast their working life with challenging outdoor adventures. They are environmentally aware and interested in making a difference. They have sophisticated tastes and humor, but are not frivolous in their lifestyles or purchases.

Competitive Analysis
Aquo's market share in the energy drinks category has been steadily increasing since the introduction of our products in 2006, and currently hovers around approximately 15% of US sales, 10% of European sales, and 7% of Asian sales. We do believe, however, that increased marketing efforts are needed to maintain this growth, due to ever increasing competition from other organic brands.

Market Share US
15% Aquo, 10% Natural Competition, 75% Other

Market Share Europe
10% Aquo, 7% Natural Competition, 83% Other

Market Share Asia
7% Aquo, 5% Natural Competition, 88% Other

It Has Never
Been Easier to
Learn

We have an amazing amount of online training on all aspects of Windows Phone development

40 hours of video or audio training!

Slides, video, audio, self-assessments

Jump Start <http://aka.ms/wp8js>

Design Boot Camp <http://aka.ms/wp8designbootcamp>

Training Kit <http://aka.ms/wp8hol>

Absolute Beginners <http://aka.ms/wpdevbegin>

Questions?

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