

Windows Runtime via C# (Developer Reference)



Delve inside the Windows Runtime - and learn best ways to design and build Windows Store apps. Guided by Jeffrey Richter, a recognized expert in Windows and .NET programming, along with principal Windows consultant Maarten van de Bospoort, you'll master essential concepts. And you'll gain practical insights and tips for how to architect, design, optimize, and debug your apps. With this book, you will:

- Learn how to consume Windows Runtime APIs from C#
- Understand the principles of architecting Windows Store apps
- See how to build, deploy, and secure app packages
- Understand how apps are activated and the process model controlling their execution
- Study the rich features available when working with files and folders
- Explore how to transfer, compress, and encrypt data via streams
- Design apps that give the illusion of running using live tiles, background transfers, and background tasks
- Share data between apps using the clipboard and the Share charm
- Get advice for monetizing your apps through the Windows Store

About This Book Requires working knowledge of Microsoft .NET Framework, C#, and the Visual Studio IDE Targeted to programmers building Windows Store apps Some chapters also useful to those building desktop apps

Technologies Covered Windows 8.1 Microsoft Visual Studio 2013

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