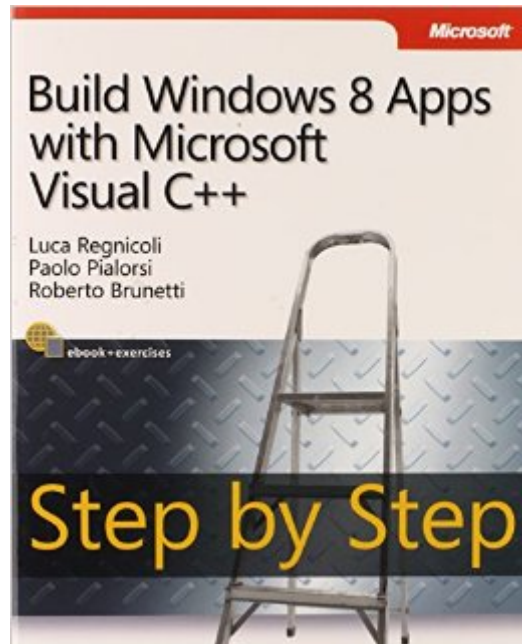


The book was found

Build Windows 8 Apps With Microsoft Visual C++ Step By Step (Step By Step Developer)



Synopsis

Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft® Visual C++® Teach yourself how to build Windows 8 applications using the Visual C++ language "one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes" including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft® Visual Studio® and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Book Information

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Customer Reviews

So the other guy was pretty scathing in his review without much specifics, but I'm not as picky here. I'm a student learning Visual C++ and needed some resources to learn Windows Store App programming. I'll update the review as I go. Might change my star rating, though so far I don't think the book deserves less than 3 stars, so I'll keep mine 5 for now. Just read the review. NOTE: the apps written word-for-word from this book do not render perfectly on Windows 8.1 and 10. That's MS's doing, not the code. You'll need to go to MSDN and look up hoow to update the code using Win 8.1 APIs. But by and large, the apps WILL run, but some of the text won't display correctly. The

introduction's handy chart for a starting point depending on experience is inaccurate. The chart says "New to Windows 8 App Development", start with Chapter 1. Chapter 1 is 28 pages on how to USE Windows 8, not necessary at all. Chapter 2 was evidently for people new to the UI style, but it's a 36 page chapter that tells the story of the Metro design. Again, unnecessary. I want to code already! Chapter 3 is where they finally get into making a Windows 8 app using the Grid App template, using C++ and XAML. So far so good, though the List View elements (strings) won't display in the app, though the title and buttons do. The chapter presents instructions step by step (duh), from creating the new project, playing with the deployment, changing icons and splash screen (images given in sample code from MS Press), playing with XAML and the app manifest, and finally writing the underlying code in Visual C++. **Will add more as I read, though I'm learning a lot from the code. Go through every procedure step by step and you'll learn.

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