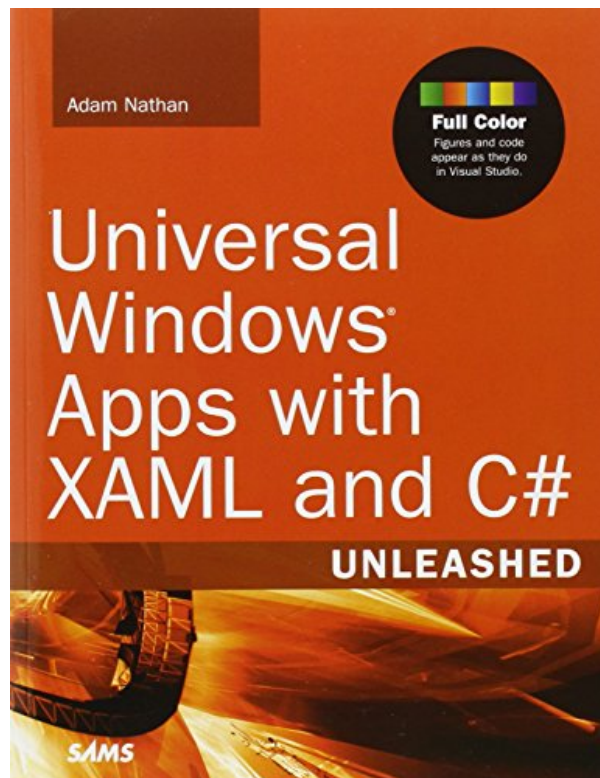
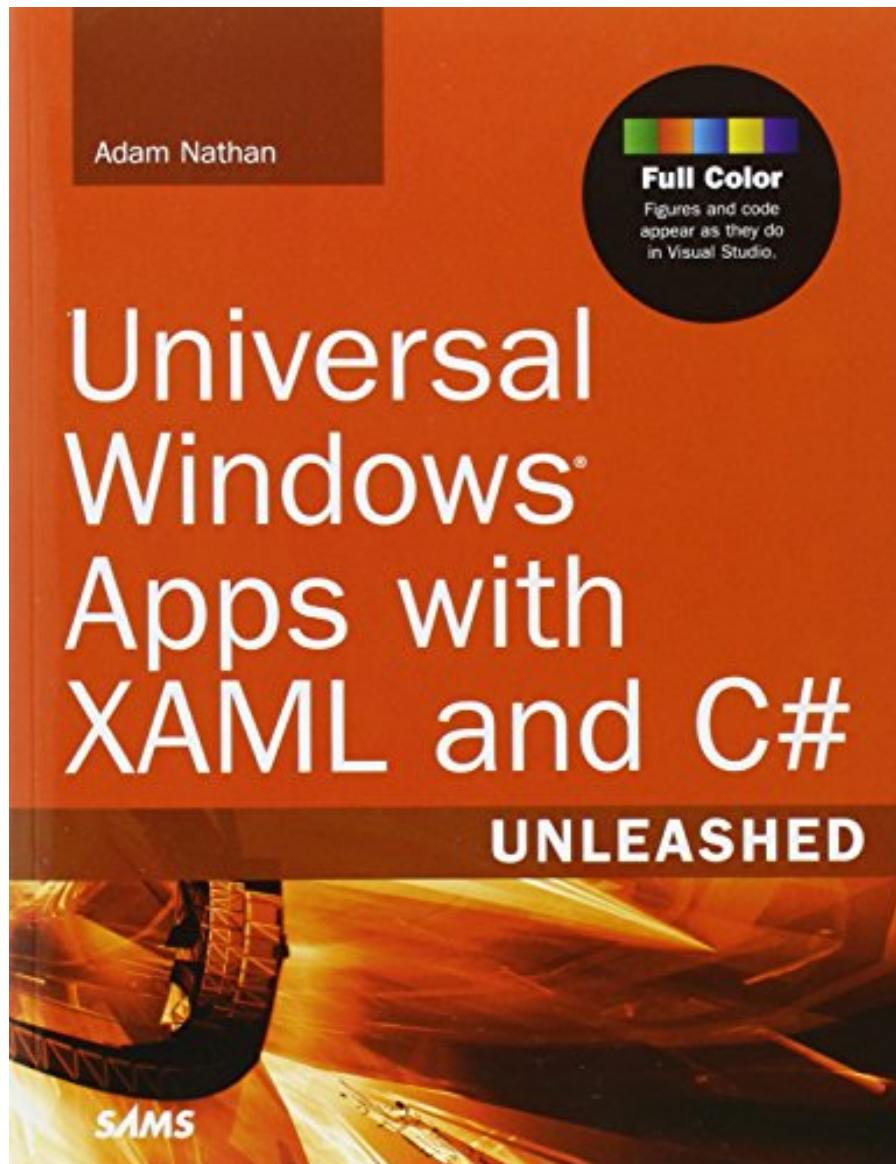


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## About the Author

Adam Nathan is a principal software architect for Microsoft, a best-selling technical author, and a prolific developer of apps for Windows. He introduced XAML to countless developers through his books on a variety of Microsoft technologies. Currently a part of Microsoft's Windows division, Adam has previously worked on Visual Studio and the Common Language Runtime. He was the founding developer and architect of Popfly, Microsoft's first Silverlight-based product, named by PCWorld as one of its year's most innovative products. He is also the founder of PINVOKE.NET, the online resource for .NET developers who need to access Win32. His apps have been featured on Lifehacker, Gizmodo, ZDNet, ParentMap, and other enthusiast sites.

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Full Color: Figures and code appear as they do in Visual Studio.

Universal Windows apps are a total game-changer. You can now write once and deploy your app to any modern PC, tablet, phone, or other Windows device. Suddenly, it's quick and easy to serve new devices and form factors, sharing unified assets ranging from code to styles to user controls. It has never been easier to reach multiple-device markets!

Now, the world's #1 expert on Microsoft XAML brings together all the knowledge Windows developers need to build universal apps that adapt smoothly for any device running Windows 8.1, Windows Phone 8.1, or their successors. Drawing on his unsurpassed personal experience and direct input from Microsoft's Windows and Visual Studio teams, Adam Nathan illuminates core development concepts, answers your most important questions, and candidly assesses the technology's strengths and limitations.

This full-color guide walks you through every key task involved in building a universal Windows app: layout and input, working with the app model, using advanced controls, leveraging XAML's powerful rich media features, and much more.

Detailed information on how to...

- Quickly build universal, localized apps that exploit the vast global scale of the Windows Store
- Size, position, and transform elements within layouts that gracefully adapt to different devices
- Handle input from touch, mouse, pen, keyboard, and any sensor
- Monetize apps with Windows Store sales, in-app purchases, and advertising
- Make the most of controls for managing content, items, text, images, media, speech, and more
- Create efficient 2D vector graphics and animations
- Use styles, templates, and visual states to redesign controls without losing functionality
- Bind data sources to simplify data presentation and updates
- Easily integrate data from apps, users, and networks
- Support Windows app commands: Search, Share, Print, Play, Project, Settings
- Use contracts to build apps that cooperate to perform complex tasks
- Improve the user experience even when your app isn't running

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## Most helpful customer reviews

18 of 20 people found the following review helpful.

A word-by-word copy of the author's previous book, rather deceiving.

By Alberto Di Meglio

This book is a word-by-word copy of the author's previous book "Windows 8.1 Apps with XAML and C# Unleashed". The only difference I've found it's an update image and the word "universal" prefixed to the word "apps" throughout the text, the rest is identical. If you have bought the previous one, you really don't need this, otherwise is undeniably a good book Pretty deceiving, though, I've been waiting for this book for some time and was expecting a real presentation on Universal applications and how to write good apps for both Windows and Windows Phone.

I got the Kindle version, I hope it was not a mistake in digitizing the book, but for now I've returned it.

5 of 5 people found the following review helpful.

Not really what I was expecting...

By J. Sanchez

This book had a nice first chapter, it had a nice example project and I like when books explain something and give you something to do or shows you how to follow some sample code. So I was exited to continue reading... read chapter 2, 3, 4... boring!!! No other chapter has an example project. It just shows you the controls a bit of code and moves on. Nothing you could not fire google, search and read about it.

Now since this is book is about Universal apps I was expecting more on how to share and re-use code (at least one chapter). Nope nothing major or an example project... Strange. Now the author did call out that MVVM was not used in the book but I think at this stage in the game the code should revolve around MVVM. But again the author did call it out on the description so cant say I was not warn.

Anyway in my opinion try to stay away from this book. There are better books or material on the internet that really brings something to the table.

10 of 13 people found the following review helpful.

not recommended

By J Grenadier

This book does not cover strategies such as MVVM.

The more universal your app, the more you would want to improve the testability and reusability of your code. Just rehashing the mechanics of developing a windows app seems insufficient.

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