Windows 10 UWP Developer Workshops

# Presentation Guide

This document gives guidance to presenters of the Windows 10 UWP Developer Workshops to assist in delivering a successful event. This workshop is designed to give attendees an enjoyable day of hands-on coding, exploring key features in the UWP dev platform. Sessions are one hour or 30 minutes in length and typically involve a presenter introducing the topic with a few slides, and then walking through one or two labs in an Instructor-led Lab style.

## Event Preparation

Download the workshop materials from <https://github.com/Windows-Readiness/WinDevWorkshop> .

This event is a **hands-on** event. Some attendees will need assistance at some point during the day, so you are strongly advised to have at least one proctor (TE/MVP/RD or similar) for every 20 attendees. It would be a good idea for the proctors to work through the hands on labs before the event to ensure familiarity with the material.

#### Potential Attendee Satisfaction Issues

1. **Machine Incorrectly Setup**Although attendees will have received a number of communications informing them of how to prepare their machines, inevitably some will arrive with improperly setup machines, or will have experienced problems with installing the tools. Be prepared for this and make sure you have briefed your proctors to assist people during the Setup session.  
   You may wish to provide a number of pre-configured machines as loaners for the day that attendees can use if their own machines cannot be setup correctly.
2. **Visual Studio 2015 not installed or Windows 10 developer tools not installed**  
   Some attendees may turn up with machines that have Windows 10 installed, but have not installed Visual Studio 2015 or the Windows 10 development tools. To install the Windows 10 tools, you have to select a **Custom Install** when installing Visual Studio 2015 and select the Windows 10 development tools. Some people may miss this.  
   You are advised to download the Visual Studio 2015 Community ISO (and optionally Visual Studio 2015 Language Pack for your location) from <https://www.visualstudio.com/en-us/downloads/download-visual-studio-vs.aspx> and to copy the ISO onto some USB drives to help people with incompletely configured machines.
3. **Windows 10 Mobile Emulators**  
   Users with Windows 10 Home edition, or who are running Windows 10 Pro or higher on an old PC (one that does not support Client Hyper-V and Second Level Address Translation (SLAT)) will not be able to run the phone emulators. There are only a small number of tasks in these labs where a mobile device or emulator is required, however if you are concerned that attendees may experience disappointment, you may wish to provide a number of loaner Windows 10 Mobile devices with USB cables that affected attendees may borrow for the day.

### Instructor Hardware

Instructors are strongly advised to have a dual monitor setup. This allows the hands on lab manual to be showing on one, with Visual Studio running on the other and being presented to the room.

For Lab 1, it is optional though recommended to demonstrate the app built in that lab running on an IoT device such as a Raspberry Pi 2. This comes with some challenges to demo. You will need:

* HDMI input to your video projection so you can plug in the HDMI output of the IoT device to show what is being displayed
* Your PC and the IoT machine must be connected to the same subnet. You may connect directly via ethernet or Wi-Fi or use Internet Connection Sharing (ICS) to connect through your development machine. For more information on connecting your IoT device to your local network, visit <https://ms-iot.github.io/content/en-US/win10/ConnectToDevice.htm>
* Determine the local IP address of your IoT device. A Raspberry Pi 2 running the default Windows 10 for IoT devices displays its device name and IP address on the home screen.
* Use Powershell to connect and configure your Windows 10 IoT Core device as described here: <http://ms-iot.github.io/content/en-US/win10/samples/PowerShell.htm>

Ideally, the instructor who presents the More Personal Computing session (Session 6) should have a Surface Pro device with a stylus to be able to demonstrate inking directly onto the screen.

A nice to have would be a new Phone with Continuum support (wouldn’t we all ☺) and another nice to have is a machine with Windows Hello face recognition support for demoing those features,

## Suggested Agenda

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Time** | **Topic - Dev** |  | **Outline (Dev)** | **Key Tech. Covered (Dev)** |
| 9:00 AM-10:00 AM | Registration | | | |
| 9:30 AM-10:00 AM | **Get Setup** – time to ensure attendees have machines correctly setup and to try to resolve any problems.  Issue Azure Pass to attendees without current Azure subscriptions | | | |
| 10:00 AM-11:00 AM | Intro to Windows 10 UWP | | Lecture (15 minutes)   * One Windows, One Store, One SDK * Adaptive UI to create great UI across all devices   HOLs (40 minutes)   * Hello UWP World * Page Navigation and handling Back | * Overview of UWP * Device Families * Extension SDKs * Overview of Tooling * Page navigation * Back buttons – hardware and shell-drawn |
| 11:00 AM– 12:00 PM | Adaptive UI |  | Lecture (15min):   * Design guidance * Adaptive UI * Relative panel * Visual State Setters * Adaptive Triggers   HOL (45 min):   * Building an Adaptive UI | * Design guidance * Process of picking screen size/orientation snap points * Tools to build an adaptive UI: Relative panel, Visual State Setters, Adaptive Triggers |
| 12:00 AM – 12:30PM | Live Tiles and Notifications |  | Lecture (10 min):   * Adaptive Template * Interactive Toast   HOL (20 min):   * Tiles * Interactive toast | * Tiles basics * Adaptive Template * Toast basics * Interactive Toast |
| 12:30 PM– 1:30 PM | Lunch |  | | |
| 1:30 PM– 2:30 PM | * + Edge and Hosted Web Apps |  | Lecture (15 min):   * Edge * WebView * Hosted Web Apps   HOL (45 min):   * WebView * Hosted Web Apps | * + Edge browser   + WebView   + Hosted Web Apps   + Web apps calling UWP APIs |
| 2:30 PM - 3:30 PM | * + Cloud Services |  | Lecture (15 min):   * Connected Experiences * Azure App Services   HOL (45 min):   * Azure App Service Mobile Apps | * + Importance of connected experiences across a user’s devices   + Azure App Service Mobile Apps for an easy way to build a cloud backend for your mobile app * AAD Authentication * Offline Sync |
| 3:30 PM– 4:00 PM | Break – opportunity for partner showcase area |  |  |  |
| 4:00 PM - 5:00 PM | **Option 1: For locations where Cortana is available:** | | | |
| More Personal Computing |  | Lecture (20 min):   * Cortana/Speech * Inking * Windows Hello/Face Reco   HOL (40 min):   * Voice Commands and Cortana integration * Inking | * + Voice commands   + Voice recognition, synthesis   + Speech interaction through Cortana to Background task   + Inking   + Ink text reco   + Face Reco used in app |
| 4:00 PM - 5:00 PM | **Option 2: For locations where Cortana is not available:** | | | |
| More Personal Computing |  | Lecture (15 min):   * Cortana/Speech * Inking * Windows Hello/Face Reco   HOL (15 min):   * Inking | * + Voice commands   + Voice recognition, synthesis   + Speech interaction   + Inking   + Ink text reco   + Face Reco used in app |
| App Services |  | Lecture (10 min):   * App Services   HOL (20 min):   * App Services | * + App Service client   + App service declaration   + App Service – client interactions |
| 5:00 – 5:30PM | Store and Monetization |  | Lecture: (20 min)   * One Store * App Submission Walk through   HOL (10 minute):   * Adding Interstitial advertising | * + One Store   + App Submission process   + App Pricing   + Hidden apps in Store   + IAP   + Interstitial advertisements |
| 5:30 PM– ?:00 PM | Q&A/Partner Showcase  Ask the experts booth – MVPs | | | |