Setting up the Windows 8.1 and Windows 10 development environment

Overview

This tutorial explains the steps a developer needs to follow in order to be able to develop and test Windows 8.1 Universal and Windows 10 UWP applications.

Prerequisite: As you setup your iOS development environment, make sure to also read the Setting up the MobileFirst development environment (../../setting-up-your-development-environment/setting-up-the-mobilefirst-development-environment/) tutorial.

Registration

1. Register as a Windows developer

- Create an Microsoft account (https://signup.live.com/) to be used by your organization/team admin.
- Using the Microsoft ID, sign-in to the Windows Dev Center (https://dev.windows.com/en-us/programs/join).

> Learn more in the Windows developer support (https://dev.windows.com/en-us/support) website

Development

Application development for either Windows 8.1 Universal or Windows 10 UWP requires a PC workstation running either the Windows 8.1 or Windows 10 operating system, with Microsoft Visual Studio 2013 or 2015.

Windows 8.1 Universal

A Windows 8.1 Universal application Solution is made up from three projects:

- Shared code for business logic
- A project for Windows Desktop/tablet applications
- A project for Windows Phone applications

Windows 8.1 Universal requires:

- Windows OS 8.1 or higher
- Visual Studio 2013 or 2015

Windows 10 UWP

A Windows 10 UWP (Universal Windows Platform) application Solution is made up from a single project containing:

- Shared code for business logic
- Adaptive UI (for both Desktop/tablet and Phone)

Windows 10 UWP requires:

- Windows OS 8.1 or higher
- Visual Studio 2015

What's Next

Now that the MobileFirst and Windows development environment are set up, continue to Quick Start (../../quick-start/windows/) category to experience MobileFirst Platform, or to All Tutorials (../../all-tutorials) to learn specific aspects of MobileFirst Platform development.