

# Windows 8 - Part 2

## Advanced Features

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# Agenda

## 1. Contracts

- 1. Search

- 2. Share

- 3. Settings

## 2. Tiles and Toast Notifications

## 3. Devices and Storage

# Contracts

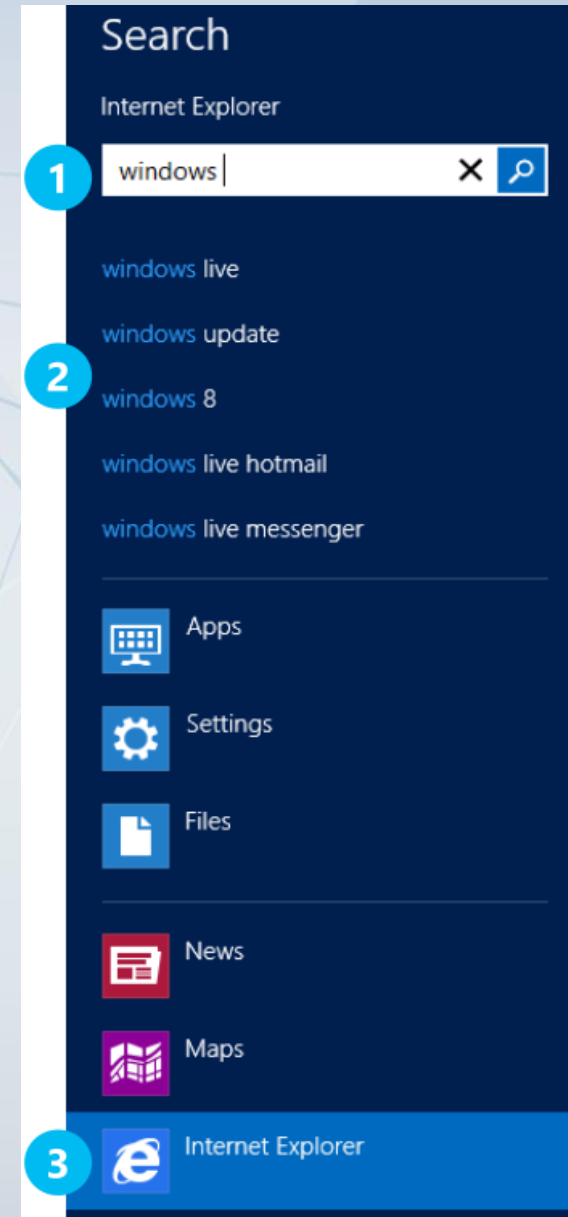
- Provides common ways of interaction with the OS and other installed apps
- Contract types:
  - Search
  - Share
  - Settings

# Search

- Makes your app searchable from anywhere within Windows 8.
- Consistent and pragmatic approach for Search.
- Do not provide your own search UI. You can hint the user about search capabilities.

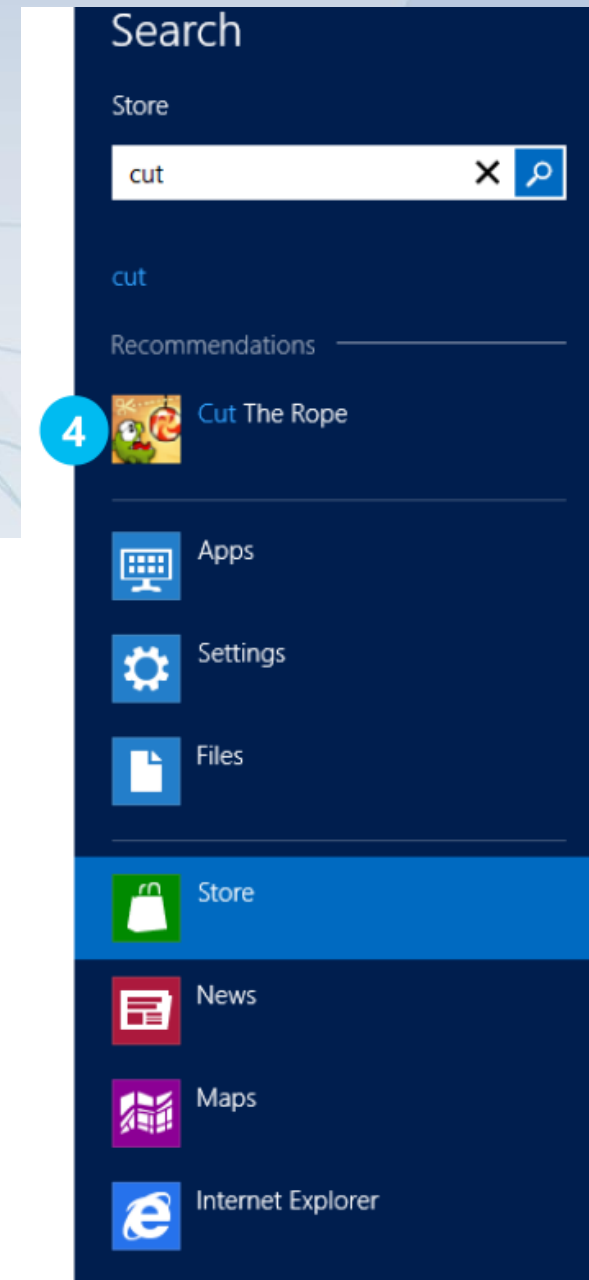
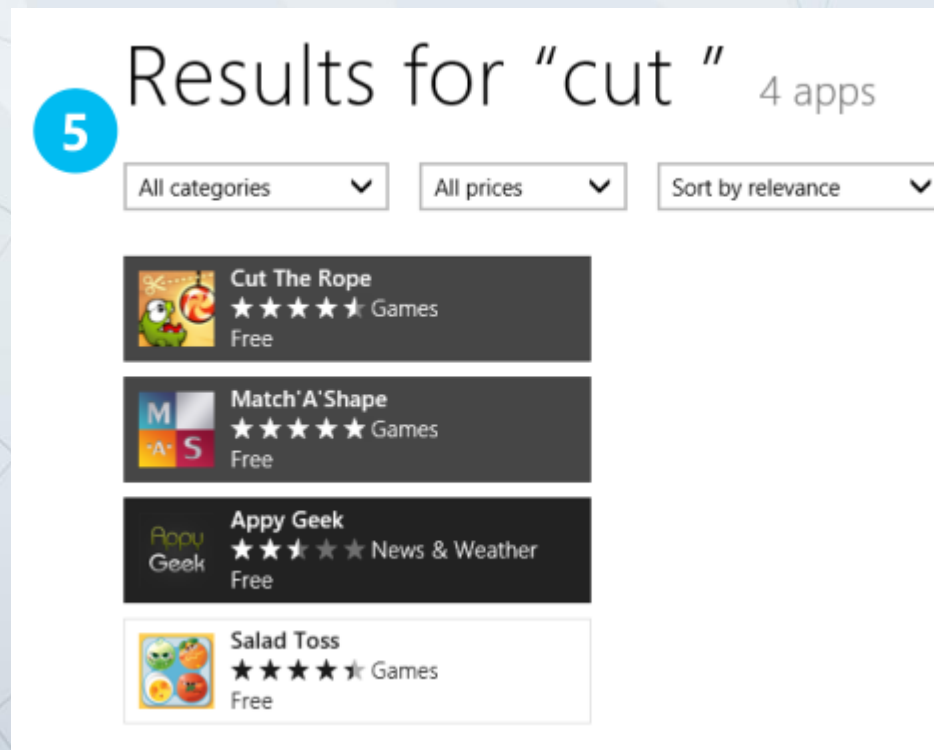
# Search

1. Search Box to search all apps.
2. Search Suggestions provided by the selected app.
3. List of all Windows 8 application implementing Search contract



# Search

4. Result Recommendations
5. Search Results – Usually within the App.

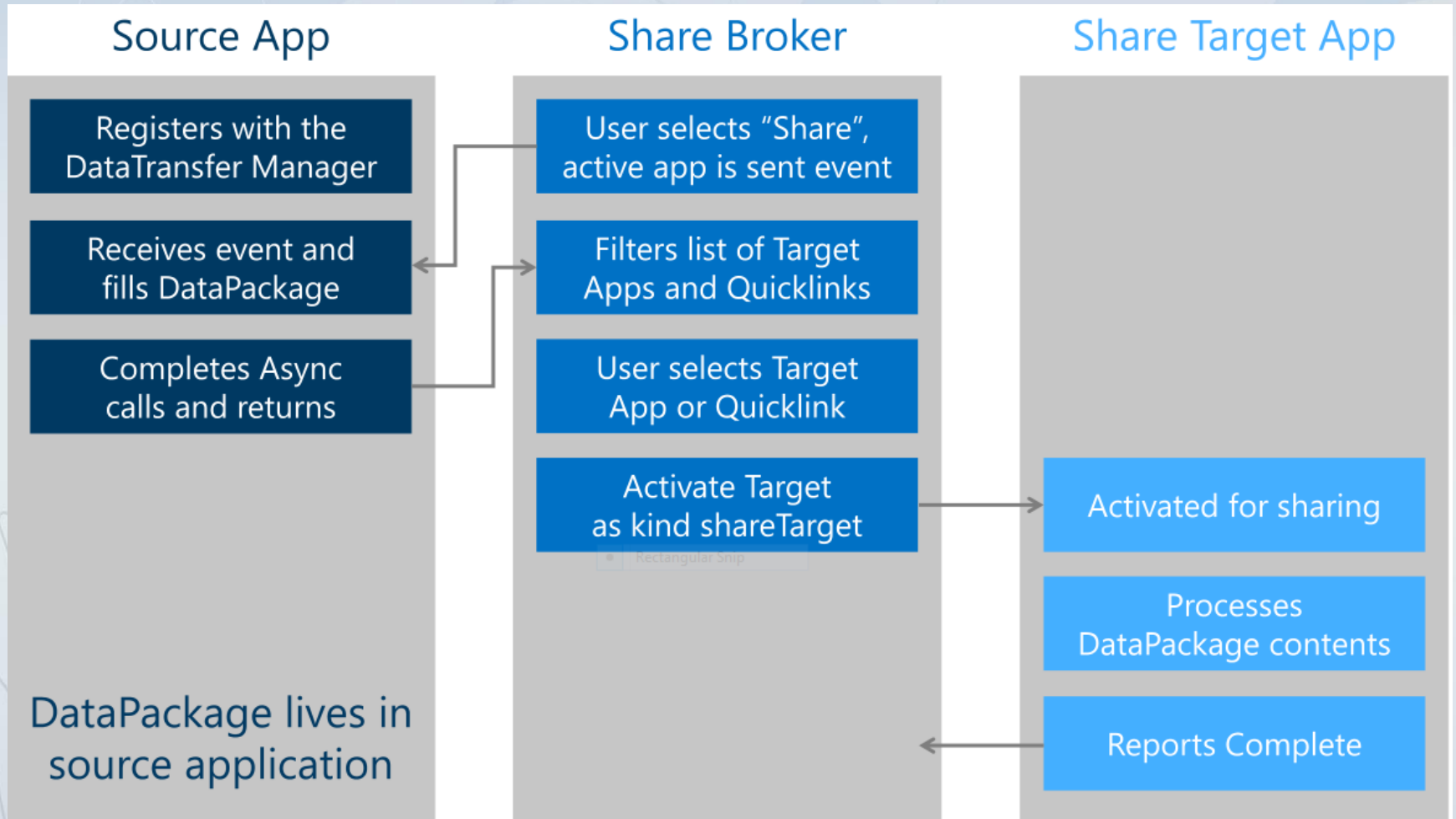


# Share

- Provides consistent and pragmatic approach for interaction between Apps in Windows 8.
- Provides rich possibilities for data contents to be shared:
  - Text
  - HTML
  - Images
  - Files
  - Custom



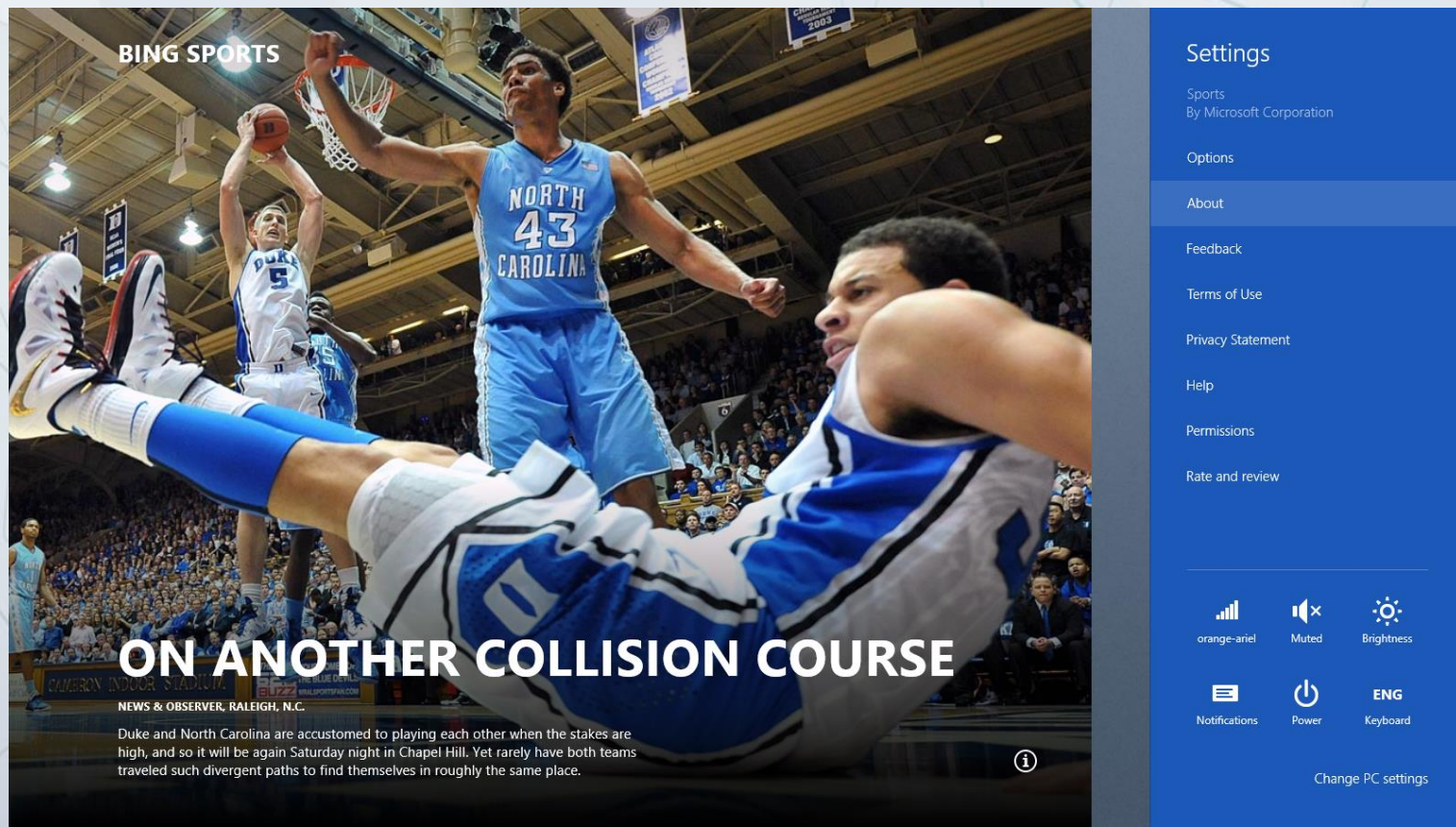
# Share





# Settings

- Provides consistent and pragmatic approach for handling settings in an App.
- Implemented via a “Flyout” coming from the right side.



# Live Tiles

- The equivalent of a desktop icon in Windows 8
- They are more than just icons – they can display information from your app
- Apps can also provide secondary tiles for deep linking.
- Tiles come in two sizes: square and wide



Square (1x1)



Square (2x1)

# Live Tiles

- Tiles updates using pre-defined templates
  - <http://msdn.microsoft.com/library/windows/apps/hh761491.aspx>
- Templates provide rich rendering options
- Text-only, image-only or combination
- JPEG, GIF, or PNG, max size 200 KB
- Optional “peek” animation
- Local, Scheduled, Periodic and Push updates

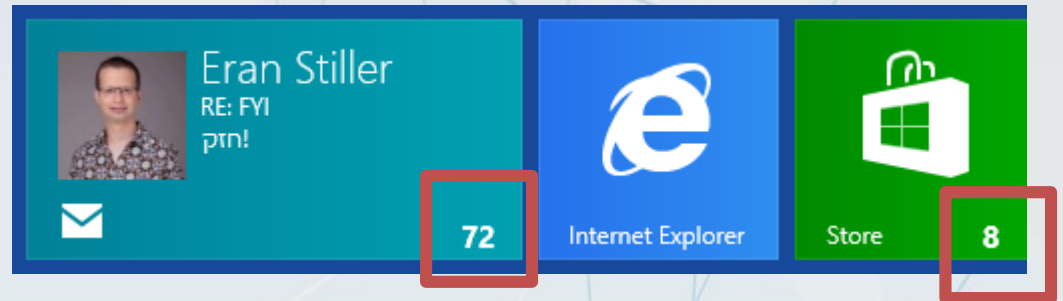
# Toast Notifications

- Deliver transient messages outside the context of your app
- They are used to capture user's attention when not using the app
- Allows quick navigation into your app
- Using pre-defined templates. (Visual & Audial)
  - <http://msdn.microsoft.com/en-us/library/windows/apps/hh761494.aspx>



# Notifications

- There is more:
- Badges - A badge is a number or glyph that is displayed in the lower right corner of a tile to indicate an app's status in some way.



- Lock Screen – Show notifications on the user lock screen. Remember that the user has limited slot to use. Make it worth to have your app use that precious space.

# Devices

- Windows 8 apps can interact with the device capabilities like camera, microphone, geolocation, orientation sensor, etc.
- The app should be ready for a scenario where the user doesn't permit using a specific capability

# Storages

- Application data is mutable data that is specific to a particular app. It includes:
  - Runtime state.
  - User preferences.
  - Settings.
- Application data is created, read, updated, and deleted when the app is running.
- AppData consists of 3 pre-defined folders:
  - local: Persistent data that exists only on the current device.
  - roaming: Data that exists on all devices on which the user has installed the app.
  - Temporary: Data that could be removed by the system at any time.
- If your app is removed, these data stores are deleted.



# Storages

- App Settings – atomic, simple and quick. Only value types and no binary. Uses the Windows Registry.

```
ApplicationData.Current.LocalSettings.Values["Remember"] = Remember.IsOn;
```

- Applications are limited in disk access. Use FilePickers to allow user to save in folders located on his device.

# Summary

- Windows 8 is a great market opportunity.
- Israel is very Microsoft oriented.
- Reuse your skills from WPF/Silverlight. (Or JavaScript/HTML).
- Windows 8 support rich API for creating immersive and cooperative applications.

# Q & A



# Thank You

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