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| 1. Open VS2013 and Show the various Templates available for Windows Store Apps. Explain the difference between the various Store App Templates. |
| 1. Launch a HubTile project and Open VS2013 and Show the various Templates available for Windows Store Apps. This is a good example of how universal apps are structured.   Show the shared project being referenced.  Show “Add Item Type” inside of Shared Item Types |
| 1. Open the Windows 8.1 Contoso Cookbook Application and navigate around it.   You can use the charm bar to see about and preferences, etc. |
| 1. Turn this application into a Converged project by right-clicking and selecting Add Windows Phone 8.1.   We now have the project structure that we saw before.   Select **Common, DataModel, Images, Strings, App.xaml, App.xaml.cs, Resources.xaml and SectionUserControl.xaml** and cut and paste into the Shared Project.   Examine each folder. |
| 1. In the WP 8.1 Project delete the App.xaml and App.xaml.cs along with the MainPage.xaml and MainPage.xaml.cs   Copy the files from the WP8.1\_Files over to the WP Project and Build it.   Before we run the application, we need to examine the App.xaml and examine the #ifdef conditional constants for SettingsPane (which only exists in Windows 8.1)  Show the start-up project options and select Windows Phone…   Launch the Windows Phone 8.1 app and show them the app and switch back to NavigationHelper.cs and tie in the code for the HardwareButtons.   Switch project context using the navbar.   Show them that the BackPressed is only available for WP8.1 apps. |
| 1. Blend Support for Visual Studio 2013  You can change to the Device tab and switch different devices. |
| 1. Switch back to VS2013 and show StaticResources and GoToDefinition support in XAML. |
| 1. Open Blend for Visual Studio 2013 and display Guides. Allows you to create a wireframe for your Guide.   View -> Manage Guides -> Saved Guides  you can also snap UI Elements and Behaviors have been added. |