

ISTA-320, Cohort 3

C# Step by Step, Chapter 2

December 3, 2017

1. What is the purpose of the Universal Windows Platform? What was the name of the predecessor to UWP?
2. Describe in detail how the lifetime of a UWP app differs from a traditional desktop application.
3. Describe two ways you can set and modify the properties of controls.
4. Describe the two layout schemes of UWP apps that we constructed in class.
5. Describe three ways you can use the Visual State Manager to adapt the layout of UWP apps
6. Describe how you can modify multiple properties of multiple controls with one document. How do you connect this modification document with your UWP application?