Great UX Demos

## Prep

1. Open \AdaptiveUI\Begin\Microsoft.Labs.SightsToSee sln
2. Open AppShell.xaml, TripDetail.xaml and SightDetailPage.xaml in designer and let it crash ☺

# Adaptive UI

1. Open \AdaptiveUI\Begin\Microsoft.Labs.SightsToSee sln
2. Run, show that it’s not responsive
3. In AppShell.xaml, insert snippets and explain what is happening – run to show that it is part fixed
4. Insert snippets in TripDetailPage.xaml – run Now works great!
5. More that we can do though:  
   Show the way the header changes as the screen width changes
6. Show the SightDetailPage – how that has already been made responsive. But it has a CommandBar at the top.   
   Make this better in the wide layouts by changing the TitleCommandBar (ln 282), add DefaultLabelPosition=”Right”
7. Run this on the phone – all works well. But the command bar on SightDetailPage is still at the top. For the best UX, it should be at the bottom on one-handed devices.
8. Talk about XAML views – add in the existing DeviceFamily-Mobile SightDetailPage.xaml (Add Existing Item in the Views folder), which is slightly different but customised for the mobile device and puts the command bar at the bottom. Didn’t have to do a separate View, could just use one view with different triggers, but sometimes easier to develop a specific view.
9. Careful with device specific views though – your users may find ways of running your app that you hadn’t anticipated. Run on Continuum to illustrate the point ☺

# Composition

1. Run Windows UI Dev Labs sample
   1. Show Layout Animations
   2. Show Foreground Focus Effects
   3. Z-Order Scrolling
   4. Interactions 3D
2. Open the AdaptiveUI\Connected Animation demo. Show Sights2See Blurred Background control (uses Composition to show a blurred image in the background of the SightDetailPage). Also show the ConnectedAnimation when you select a Sight from the main page and navigate to the DetailPage and back again
3. Show the Windows UI Dev Labs SlideShow demo