Things to show off

Blend

* -ms-grid
* Interactive mode

Remote Debugging

DROW -

* Pickers
* PLM

Refresh in place - ctrl + shift + r

# Web Demo

1. Open Template
2. Browse to the default page just to show it’s blank.
3. **(d21)** Add the JavaScript libraries to the header

<script src="~/Scripts/jquery-1.7.1.js"></script>

<script src="~/Scripts/knockout-2.1.0.js"></script>

1. **(d22)** Create the knockout template

<script type="text/html" id="speaker-template">

<h2><span data-bind="text: FirstName"></span><span data-bind="text: LastName"></span></h2>

<p data-bind="text: Bio"></p>

<hr />

<br />

</script>

1. **(d23)** Reference the template

<div data-bind="template: { name: 'speaker-template', foreach: d }"></div>

1. **(d24)** Create the JavaScript block to pull from That Conference

<script type="text/javascript">

$(document).ready(function () {

$.ajax({

url: 'http://www.thatconference.com/odata/api.svc/People',

dataType: "json",

success: function (data) {

ko.applyBindings(data);

},

});

});

</script>

1. **Run….**
2. **(d25)** Add the image of Sheldon
3. **(d26)** Clear the float

<script type="text/html" id="speaker-template">

<div style="float: right; margin: 25px;" >

<img src="Content/sheldon.gif" />

</div>

<h2><span data-bind="text: FirstName"></span> <span data-bind="text: LastName"></span></h2>

<p data-bind="text: Bio"></p>

<div style="clear: both"></div>

<hr />

<br />

</script>

# HTML5 App Demo

1. Open Blank JS Template
2. **RUN** Browse to the default page just to show it’s blank.
3. Add the image of Sheldon and the two script files
4. **(d21)** Add the JavaScript libraries to the header
5. Update the path to the js files

<script src="js/jquery-1.7.1.js"></script>

<script src="js/knockout-2.1.0.js"></script>

1. **(d22)** Create the knockout template

<script type="text/html" id="speaker-template">

<h2><span data-bind="text: FirstName"></span><span data-bind="text: LastName"></span></h2>

<p data-bind="text: Bio"></p>

<hr />

<br />

</script>

1. **(d23)** Reference the template

<div data-bind="template: { name: 'speaker-template', foreach: d }"></div>

1. **(d24)** Create the JavaScript block to pull from That Conference – **Put in DEFAULT.JS**

<script type="text/javascript">

$(document).ready(function () {

$.ajax({

url: 'http://www.thatconference.com/odata/api.svc/People',

dataType: "json",

success: function (data) {

ko.applyBindings(data);

},

});

});

</script>

1. Get **rid** of jQuery and use **app.onready**

app.onready = function () {

$.ajax({

url: 'http://www.thatconference.com/odata/api.svc/People',

dataType: "json",

success: function (data) {

ko.applyBindings(data);

},

});

};

1. **Run….**
2. **(d25)** Add the image of Sheldon
3. **Update the Path to sheldon.**
4. **(d26)** Clear the float

<script type="text/html" id="speaker-template">

<div style="float: right; margin: 25px;" >

<img src="images/sheldon.gif" />

</div>

<h2><span data-bind="text: FirstName"></span> <span data-bind="text: LastName"></span></h2>

<p data-bind="text: Bio"></p>

<div style="clear: both"></div>

<hr />

<br />

</script>

1. **(d26)** Clear the float
2. **RUN**
3. **Open in the simulator**
4. **Open in Blend**
5. **Show off interactive design**
6. **Show Debugging**
7. **Live DOM Explorer**
8. **JavaScipt Console**
9. **Remote Debugging**
10. **Show Simulator**

# WINRT Demo

* Create a blank layout project
* **(d11)** Add the button and result window

<button id="myButton">Make Call</button>

<textarea aria-multiline="true" id="results" aria-readonly="True">results here..</textarea>

* **(d12)** Add a new project ( WinMD project )

public static string HelloWorld(){

return "hello world";

}

* With the new project added add a reference to the project
  + Make sure you check the box….
* Add the button handlers d13 – d15
* **D13**

function buttonClick () {

};

* **D14**

app.onready = function () {

document.getElementById("myButton").addEventListener("click", buttonClick, false);

}

* **D15**

var resultElement = document.getElementById("results");

var existingText = resultElement.innerHTML;

var x = WinRTComponent.MyWinRTAwesome.helloWorld();

resultElement.innerHTML = existingText + "\n" + x;

* Run
* Talk about what is going on with WWAHOST
* Debugger
  + Open another instance of VS on the same solution
  + Attach to the WWAHOST – explain what WWAHOST
    - Will have to change debugger to managed code
* Open in Blend
  + Interactive mode
  + Change to grid mode and clean up