



Modern C++ and Windows Store Apps

By Sridhar Poduri

Sridhar Poduri, United States, 2013. Paperback. Book Condition: New. 236 x 185 mm. Language: English . Brand New Book ***** Print on Demand *****.The native code resurgence is well under its way in today's mobile and device based computing environment. Learn firsthand how Microsoft is contributing to this renaissance through breath taking innovations like the Windows Runtime, C++11 standard implementation in the Visual C++ compiler, native XAML and DirectX support for Windows Store apps, C++AMP for GPGPU computing, Windows Azure Mobile Services support etc. Learn how you can apply your existing C++ skills to create compelling native applications for the Windows Store and begin building apps now. Use what you know about Visual C++ to write native Windows 8 apps that deliver rich, immersive experiences to your customers. Gain insights from the author's experience on the Windows team and his work developing one of the first C++ with XAML apps for Windows 8. Learn how to quickly prototype and build apps using a variety of native libraries in Windows 8. Build on what you know-and extend your expertise-by learning how to use C++ with XAML and DirectX to create Windows Store apps. Learn how to share code between...



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