Hands-on labs for Windows 10 Preview

Learn to create a Universal Windows Platform app using C# and XAML

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# Welcome!

The hands-on labs in this package immerse you in Windows 10 app development—specifically, development of Universal Windows Platform (UWP) apps using C# and XAML. To learn more about UWP apps in general, visit <https://msdn.microsoft.com/en-us/library/windows/apps/dn894631.aspx>.

As you work through this series of labs, you’ll start by leveraging a template we are sharing called **Template1 0**. This template simplifies much of the application creation process and will be a strong foundation for your apps. During the early labs, we will use variations of the blank **Template 10** template to demonstrate key concepts. However, as we move into more advanced topics, we will begin to create Contoso Stack, a beautiful, functional, realistic app that makes use of some of the key new features available in Windows 10. By the end of the series, you will know much of what you need to know to build your own great app for the Windows Store.

Please take a moment to read this introduction, which tells you a bit more about the labs and how to get set up to use them.

**Important:**  Your use of the materials in this package is governed by the terms of the license included in this package (**License.html**).

# What’s in the package

You’ve downloaded and extracted the contents of the hands-on lab package, so you now have the following folders on your computer:

* Assets
* Lab 1 – Introducing Template 10
* Lab 2 – Binding to Data
* Lab 3 – Building an Adaptive UI
* Lab 4 – Navigation and State Management
* Lab 5 – Incorporating Advertising
* More coming soon!

In the Assets folder you’ll find the basic resources—mainly images and data—that you’ll need to create the apps as you work through the series of labs.

Each numbered Lab folder contains two items:

* Lab.docx—The lab instructions, in Microsoft Word document format.

Solution—A subfolder that contains the source files in the state that you need to start the lab and the state they should be when you complete the lab. You can use these solution files to continue with the next lab if you didn’t finish the current one.

**Note:** The lab instructions occasionally mention that you can find something in the “starting materials.” This typically refers either to resources in the Assets folder or to the Solution folder for a particular lab.

# Getting set up

To work with these hands-on labs, you must run Windows 10 on your computer and use an edition of Microsoft Visual Studio 2015 with the Universal Windows Platform SDK.

To get what you need, go to the [Windows Insider Program](https://insider.windows.com/) and signup (or sign in if you have already registered). You will need to install Windows 10 Preview and a release candidate of Visual Studio 2015

# You’re on your way

It’s time to begin! Go to the **Lab 1 – Introducing Template 10** folder, open Lab.docx, and follow the instructions. When you’re done with Lab 1, move on through the other labs.

Have fun and look for new versions of the hands-on labs as they become available!