

Windows and Mobile Programming (PROG2120)
Assignment 06

Individual Submission

Introduction

Universal Windows Platform applications have a different look and feel to them from a common Windows desktop application. Further, the deployment of a UWP app is easier.

In this assignment, you will gain some exposure to the basics of a UWP application.

Requirements

1. Complete the tutorial that begins at:
<https://docs.microsoft.com/en-us/windows/uwp/design/basics/xaml-basics-ui>
continues with data bindings at:
<https://docs.microsoft.com/en-us/windows/uwp/data-binding/xaml-basics-data-binding>
continues with creating an adaptive layout at:
<https://docs.microsoft.com/en-us/windows/uwp/design/basics/xaml-basics-adaptive-layout>
and ends with creating a custom style at:
<https://docs.microsoft.com/en-us/windows/uwp/design/basics/xaml-basics-style>
2. Replace the default icons for the application. You may choose whatever design you like.

Hand in

The completed solution in a zipped folder.

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