Windows Phone Developer Guidance Map

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Introduction

Welcome to the Windows Developer Guidance Map!   This map is a consolidated index of Windows Phone content collections for developers.   The primary content collections included in this map are: Code Samples, How Tos, Videos, and Training.   Within the content collections, the resources are organized by Windows Phone features, common tasks, and common categories for Windows Phone.

Usage Scenarios

- Use the map to discover the various sources of Windows Phone developer content at Microsoft
- Use the map to find some of the most useful content for helping you solve your problems with Windows Phone
- Use the map as an example to help you create your own map of content resources
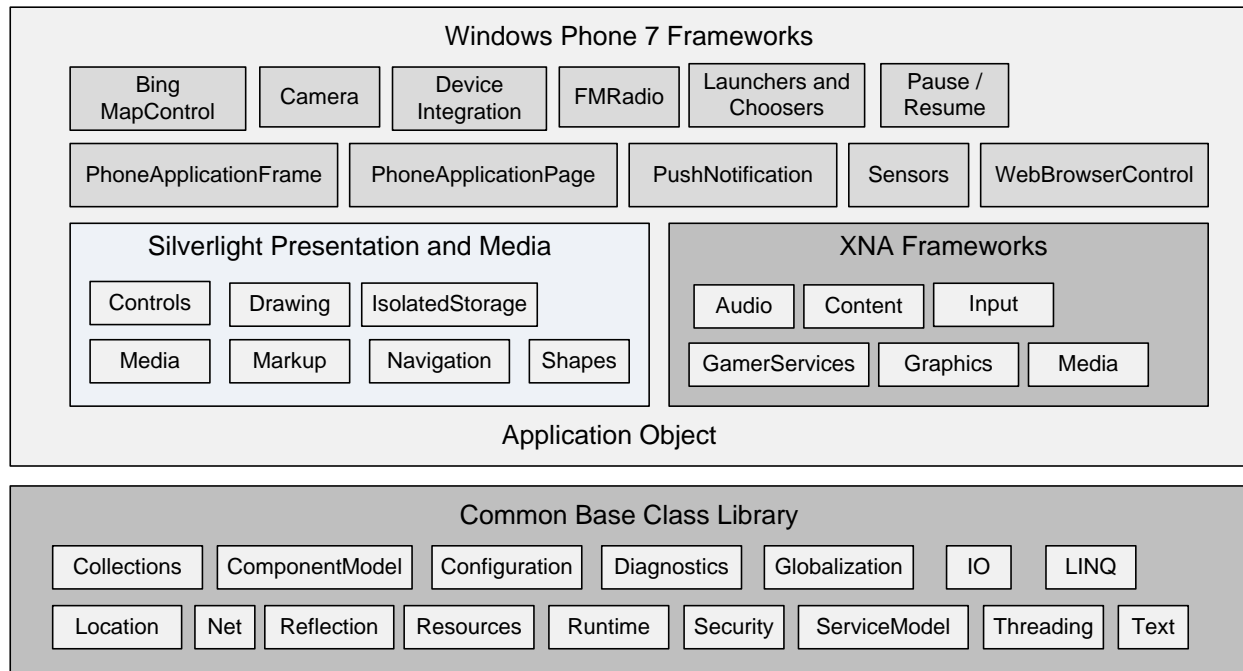
Mental Model

Windows Phone Developer Guidance Map (Mental Model)					
Sources	Lens	Content Collections			
❑ Documentation ❑ Dev Centers ❑ MDSN Library ❑ Channel9 ❑ Code Gallery ❑ Forums ❑ … etc.	Topics Tasks Features Types	Code Samples	How Tos	Videos	Training

Sources of Windows Phone Developer Guidance

You can think of this as a "topology map" of some of the main sources of Windows Phone developer guidance from Microsoft. Simply by knowing what types of resources are available (code, forums, documentation, training, etc.), and by knowing where to look, you improve your success at finding the resources you need to get your job done, whether that's figuring out how to code for a particular scenario, ramping up on the technology, or finding the latest news. Here is a summary of the various channels and some of what they have to offer:

Category	Items
Documentation	• Windows Phone- http://msdn.microsoft.com/en-us/library/ff402535(VS.92).aspx • API Reference - http://msdn.microsoft.com/en-us/library/ff626516(VS.92).aspx
MSDN Phone Hub	• MSDN Phone Hub - http://msdn.microsoft.com/en-us/ff380145.aspx
Channel 9	Tags • Windows Phone - http://channel9.msdn.com/Tags/windows+phone
Code Samples	MSDN Library • Code Samples- http://msdn.microsoft.com/en-us/library/ff431744(VS.92).aspx
Forums	• MSDN Forums - http://social.msdn.microsoft.com/Forums/en-US/category/windowsphone
How Tos	• How Tos Index - http://msdn.microsoft.com/en-us/library/gg278408(VS.92).aspx
Training	Channel9 • Windows Phone 7 Training Course - http://msdn.microsoft.com/en-us/wp7trainingcourse.aspx
Videos	• YouTube Channel - http://www.youtube.com/user/windowsphone
Support	• Windows Phone Solution Center - http://support.microsoft.com/gp/windows_mobile_master
MSDN Magazine	• Mobility topic - http://msdn.microsoft.com/en-us/magazine/ee532094.aspx?sdmr=mobile&sdmi=topics
Blogs	• Windows Phone Team Developer Blog - http://windowsteamblog.com/windows_phone/b/wpdev/

Windows Phone Architecture (Runtime / Frameworks)

Windows Phone 7 Frameworks

Bing MapControl	Camera	Device Integration	FMRadio	Launchers and Choosers	Pause / Resume

PhoneApplicationFrame	PhoneApplicationPage	PushNotification	Sensors	WebBrowserControl

Silverlight Presentation and Media

Controls	Drawing	IsolatedStorage

Media	Markup	Navigation	Shapes

XNA Frameworks

Audio	Content	Input

GamerServices	Graphics	Media

Application Object

Common Base Class Library

Collections	ComponentModel	Configuration	Diagnostics	Globalization	IO	LINQ

Location	Net	Reflection	Resources	Runtime	Security	ServiceModel	Threading	Text

Topics and Features Map (a "Lens" for Finding Windows Phone Content)

One of the simplest ways to find content for a product or technology is to actually know what the most common topics or categories are, the main features, and the APIs or families of APIs. When you know the label for a topic, feature or API, it makes it easier to search or browse for the information. Here is a map of common topics, features, and APIs for Windows Phone:

Topics

- Controls
- Data Access
- Deployment
- Device Management
- Location
- Media and Media Player
- Model, View, ViewModel
- Navigation, Pages, and Frames
- Security
- Tombstoning

Features

- Application Bar
- Camera extensibility
- Gamer Services
- Graphics and Animation
- Location API's
- Pause/Resume
- Push notifications
- Sensors
- Touch and Gestures
- XNA

- App Bar
- Background image
- Bing map control
- Camera extensibility
- FM Tuner
- Gamer Services
- Geolocation
- Interop Services
- Isolated Storage
- Launchers and Choosers
- ListView
- Lite player
- Live Tokens
- LiveID
- Multi-touch
- Media Hub
- Network State
- Page/Frame/Navigation
- Pause/Resume
- Push notifications
- Reactive LINQ
- Ringtone registry
- Sensors
- Vibrate device
- Web browser control
- WM Legacy API support
- XNA Dynamic audio and microphone
- XNA Media

API's

- Microsoft.Devices
- Microsoft.Devices.Radio
- Microsoft.Devices.Sensors
- Microsoft.Phone
- Microsoft.Phone.Controls
- Microsoft.Phone.Controls.Primitives
- Microsoft.Phone.Info
- Microsoft.Phone.Marketplace
- Microsoft.Phone.Net.NetworkInformation
- Microsoft.Phone.Notification
- Microsoft.Phone.Reactive
- Microsoft.Phone.Shell
- Microsoft.Phone.Tasks
- System
- System.Device.Location
- System.Diagnostics
- System.Windows.Automation.Peers
- System.Windows.Controls
- System.Windows.Media.Imaging
- System.Windows.Navigation

How The Map is Organized (Organizing the "Content Collections")

The content collections for Windows Phone are organized in this map by chunking it up into Getting Started, Architecture and Design, and Content Types (Code Samples, How Tos, Videos, and Training.)   The following table summarizes the organization:

Category	Description
Getting Started	This section provides some of the main starting points for ramping up on Windows Phone and building your first application.
Architecture and Design	This section provides some of the main starting points for learning about how to design effective Windows Phone applications.
Content Types	The developer guidance content is organized by the following content types: • Code Samples • How Tos • Videos • Training The content within each content type is then organized using common topics, common tasks, or features for a simple browsing experience.

Getting Started

This section provides some great starting points for getting an overview of Windows Phone and getting started building Windows Phone applications:

Category	Items
Download	• Download the Windows Phone Developer Tools - http://msdn.microsoft.com/en-us/library/ff402523(VS.92).aspx
Getting Started	• Windows Phone Documentation - http://msdn.microsoft.com/en-us/library/ff402535(VS.92).aspx • Getting Started with Windows Phone - http://msdn.microsoft.com/en-us/library/ff402529(VS.92).aspx • Application Platform Overview for Windows Phone - http://msdn.microsoft.com/en-us/library/ff402531(VS.92).aspx • Fundamental Concepts for Windows Phone - http://msdn.microsoft.com/en-us/library/ff967549(VS.92).aspx Video • Getting Started with Windows Phone 7 Series - http://msdn.microsoft.com/en-us/ff728583.aspx
Build Your First Applications	• How To Create Your First Silverlight Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff402526(VS.92).aspx • How To Create Your First XNA Framework for Windows Phone - http://msdn.microsoft.com/en-us/library/ff472340(VS.92).aspx • Creating Trial Applications for Windows Phone - http://msdn.microsoft.com/en-us/library/ff967554(VS.92).aspx Videos • Build Your First XNA Application for Windows Phone - http://msdn.microsoft.com/en-us/ff728584.aspx • Silverlight: Build your first Silverlight application for Windows Phone - http://msdn.microsoft.com/ff728585.aspx
Videos	• Getting Started Videos - http://www.silverlight.net/learn/videos/windows-phone/
Training	• Windows Phone 7 Training Course - http://msdn.microsoft.com/en-us/wp7trainingcourse.aspx

Architecture and Design

This section provides some of the main starting points for learning about how to design effective Windows Phone applications:

Category	Items
What's New	• What's New in Windows Phone Developer Tools - http://msdn.microsoft.com/en-us/library/ff637516(VS.92).aspx
Architecture and Design	• Application Platform Overview for Windows Phone - http://msdn.microsoft.com/en-us/library/ff402531(VS.92).aspx • Application Features - http://msdn.microsoft.com/en-us/library/ff402551(VS.92).aspx • Class Library Reference - http://msdn.microsoft.com/en-us/library/ff626516(VS.92).aspx • The Silverlight and XNA Frameworks for Windows Phone - http://msdn.microsoft.com/en-us/library/ff402528(VS.92).aspx
patterns & practices	• Windows 7 Developer Guide - http://wp7guide.codeplex.com/
Performance	• Creating High Performance Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff967560(VS.92).aspx
User Experience	• Design Resources for Windows Phone - http://msdn.microsoft.com/en-us/library/ff637515(VS.92).aspx

Code Samples

Categories

- Accelerometer
- Application Bar
- Control Tilt Effect
- Data Access
- General
- Globalization and Localization
- Location Service
- Maps
- Media

- Orientation
- Panorama / Pivot
- Progress Bar
- Settings Page
- Splash Screen
- WebBrowser Control
- Web Services
- XNA

Code Samples Map

Category	Items
Accelerometer	• Accelerometer Sample - http://go.microsoft.com/fwlink/?LinkID=185154
Application Bar	• Application Bar Sample - http://go.microsoft.com/fwlink/?LinkID=185156
Control Tilt Effect	• The Effect Sample - http://go.microsoft.com/fwlink/?LinkID=200720
Data Access	• ODATA; Developing a Windows Phone 7 Application that Consumes ODATA - http://blogs.msdn.com/phaniraj/archive/2010/03/19/developing-a-windows-phone-7-application-that-consumes-odata.aspx • ODATA; Odata Client Library for WP7 - http://www.microsoft.com/downloads/details.aspx?FamilyID=b251b247-70ca-4887-bab6-dccdec192f8d&displaylang=en
General	• Photos Sample - http://go.microsoft.com/fwlink/?LinkID=196273
Globalization and Localization	• Globalization Sample - http://go.microsoft.com/fwlink/?LinkId=190350
Location Service	• Location Service Sample - http://go.microsoft.com/fwlink/?LinkID=185153 • Reactive Extensions Location Service Emulator Sample - http://go.microsoft.com/fwlink/?LinkId=190352
Maps	• Bing Maps Sample - http://go.microsoft.com/fwlink/?LinkID=200734
Media	• Music + Videos Hub Sample - http://go.microsoft.com/fwlink/?LinkID=203588
Orientation	• Orientation Sample (XNA) - http://creators.xna.com/sample/orientation

Panorama / Pivot	• Panorama / Pivot Sample - http://go.microsoft.com/fwlink/?LinkID=200733
Settings Page	• Settings Sample - http://go.microsoft.com/fwlink/?LinkID=196271
Splash Screen	• Splash Screen Sample - http://go.microsoft.com/fwlink/?LinkID=196274
WebBrowser Control	• Mini-Browser Sample - http://go.microsoft.com/fwlink/?LinkID=185155
Web Services	• Weather Forecast Sample - http://go.microsoft.com/fwlink/?LinkID=196272
XNA	• Hello XNA Framework Sample - http://go.microsoft.com/fwlink/?LinkId=190351

How Tos

Categories

- Getting Started
- App Features
- App Tasks
- Fundamentals
- Globalization and Localization
- Media

- Photos
- Push Notification
- Visual Studio 2010 Express for Windows Phone
- WebBrowser Control
- Windows Phone Developer Tools
- Windows Phone Emulator

How Tos Map

Category	Items
Getting Started	- How to: Create Your First Silverlight Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff402526(VS.92).aspx - How to: Create Your First XNA Framework Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff472340(VS.92).aspx
Visual Studio 2010 Express for Windows Phone	- How to: Deploy a Windows Phone Application Using Visual Studio - http://msdn.microsoft.com/en-us/library/ff928362(VS.92).aspx - How to: Change the Orientation of a Windows Phone Project - http://msdn.microsoft.com/en-us/library/ff402575(VS.92).aspx - How to: Debug When the Windows Phone Application State Changes - http://msdn.microsoft.com/en-us/library/ff806372(VS.92).aspx
Windows Phone Emulator	- How to: Start Windows Phone Emulator - http://msdn.microsoft.com/en-us/library/ff402565(VS.92).aspx - How to: Stop and Restart an Application in Windows Phone Emulator - http://msdn.microsoft.com/en-us/library/ff402564(VS.92).aspx - How to: Change the Orientation in Windows Phone Emulator - http://msdn.microsoft.com/en-us/library/ff402568(VS.92).aspx - How to: Adjust the Zoom Setting in Windows Phone Emulator - http://msdn.microsoft.com/en-us/library/ff402566(VS.92).aspx
Fundamentals	- How to: Preserve and Restore Page State for Windows Phone - http://msdn.microsoft.com/en-us/library/ff967548(VS.92).aspx - How to: Preserve and Restore Application State for Windows Phone - http://msdn.microsoft.com/en-us/library/ff967547(VS.92).aspx - How to: Perform Page Navigation on Windows Phone - http://msdn.microsoft.com/en-us/library/ff626521(VS.92).aspx - How to: Handle Orientation Changes on Windows Phone -

	http://msdn.microsoft.com/en-us/library/ff769553(VS.92).aspx • How to: Use Launchers for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769550(VS.92).aspx • How to: Use Choosers for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769543(VS.92).aspx • How to: Add Files and Folders for Windows Phone - http://msdn.microsoft.com/en-us/library/ff626519(VS.92).aspx How to: Apply Theme Resources for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769545(VS.92).aspx
App Tasks	• How to: Create a Splash Screen for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769511(VS.92).aspx • How to: Create and Modify an Application Tile for Windows Phone - http://msdn.microsoft.com/en-us/library/ff462080(VS.92).aspx • How to: Create a Settings Page for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769510(VS.92).aspx • How to: Implement the Trial experience in Your Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff967559(VS.92).aspx • How to: Test and Debug your Trial Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff967557(VS.92).aspx • How to: Use the Developer Registration Tool for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769508(VS.92).aspx • How to: Use the Application Deployment Tool for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769512(VS.92).aspx • How to: Link to Windows Phone Marketplace Content - http://msdn.microsoft.com/en-us/library/ff967553(VS.92).aspx
Globalization and Localization	• How to: Build a Globalized Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff637519(VS.92).aspx • How to: Build a Localized Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff637520(VS.92).aspx • How to: Localize an Application Title for Windows Phone - http://msdn.microsoft.com/en-us/library/ff967550(VS.92).aspx
App Features	• How to: Get Data From the Accelerometer for Windows Phone - http://msdn.microsoft.com/en-us/library/ff431810(VS.92).aspx • How to: Use Reactive Extensions to Emulate and Filter Accelerometer Data for Windows Phone - http://msdn.microsoft.com/en-us/library/ff637521(VS.92).aspx • How to: Add an Application Bar to Your Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff431786(VS.92).aspx • How to: Use the Bing Maps Silverlight Control for Windows Phone - http://msdn.microsoft.com/en-us/library/ff941093(VS.92).aspx • How to: Create a Panorama Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff941109(VS.92).aspx

	- How to: Create a Pivot Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff941103(VS.92).aspx - How to: Use the Control Tilt Effect for Windows Phone - http://msdn.microsoft.com/en-us/library/ff941108(VS.92).aspx - How to: Get Data from the Location Service for Windows Phone - http://msdn.microsoft.com/en-us/library/ff431782(VS.92).aspx - How to: Use Reactive Extensions to Emulate and Filter Location Data for Windows Phone - http://msdn.microsoft.com/en-us/library/ff637517(VS.92).aspx
WebBrowser Control	- How to: Display Web Content from the Network Using the WebBrowser Control for Windows Phone - http://msdn.microsoft.com/en-us/library/ff431807(VS.92).aspx - How to: Display Static Web Content Using the WebBrowser Control for Windows Phone - http://msdn.microsoft.com/en-us/library/ff431811(VS.92).aspx - How to: Display Dynamically Generated Web Content Using the WebBrowser Control for Windows Phone - http://msdn.microsoft.com/en-us/library/ff431815(VS.92).aspx
Media	- How to: Play or Stream a Video File for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769551(VS.92).aspx - How to: Integrate with the Music and Videos Hub for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769558(VS.92).aspx - How to: Set up and Tune the FM Radio for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769541(VS.92).aspx
Photos	- How to: Create a Photo Extras Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff817010(VS.92).aspx - How to: Decode a JPEG for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769559(VS.92).aspx - How to: Encode a JPEG for Windows Phone and Save to Pictures Library - http://msdn.microsoft.com/en-us/library/ff769549(VS.92).aspx - How to: Use Share Picker Extensibility for Windows Phone - http://msdn.microsoft.com/en-us/library/ff967563(VS.92).aspx
Push Notification	- How to: Set up an Authenticated Web Service for Windows Phone - http://msdn.microsoft.com/en-us/library/ff941099(VS.92).aspx - How to: Send a Push Notification for Windows Phone - http://msdn.microsoft.com/en-us/library/ff402545(VS.92).aspx - How to: Set up a Callback Registration Request for Windows Phone - http://msdn.microsoft.com/en-us/library/ff402554(VS.92).aspx - How to: Receive Push Notifications in an Application for Windows Phone - http://msdn.microsoft.com/en-us/library/ff402556(VS.92).aspx - How to: Update Your Tile Without Push Notifications for Windows Phone - http://msdn.microsoft.com/en-us/library/ff769548(VS.92).aspx

Windows Phone Developer Tools	• How to: Use the Windows Phone Capability Detection Tool - http://msdn.microsoft.com/en-us/library/gg180730(VS.92).aspx • How to: Use the Windows Phone Connect Tool - http://msdn.microsoft.com/en-us/library/gg180729(VS.92).aspx

Videos

Note that there is a Windows Phone YouTube channel at
http://www.youtube.com/user/windowsphone

Categories

- Application Bar
- Audio and Voice
- General
- Globalization / Localization
- Graphics / Animation

- Navigation, Pages, and Frames
- Push Notifications
- Sensors
- Themes

Videos Map

Category	Items
Application Bar	Silverlight Developer Center • Using the ApplicationBar for Windows Phone - http://www.silverlight.net/learn/videos/windows-phone/windows-phone-application-bar/
Audio and Voice	Channel 9 • Windows Phone Design Days: Voice - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Voice/ • Windows Phone Design Days: Audio - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Audio/
General	Channel 9 • Windows Phone Design Days: Applications - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Applications/ • Windows Phone Design Days: Target Sizes - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Target-Sizes/ • Windows Phone Design Days: Blend - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Blend/ • Windows Phone Design Days: Documentation - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Documentation/ • Windows Phone Design Days: Metro - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-

	Days-Metro/ • Windows Phone Design Days: Personas - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Personas/ Silverlight Developer Center • An iPhone Developer's First Windows Phone 7 Application - http://www.silverlight.net/learn/videos/windows-phone/an-iphone-developers-first-windows-phone-7-application/ • Your First Windows Phone 7 Application - http://www.silverlight.net/learn/videos/windows-phone/your-first-windows-phone-7-application/ • Windows Phone Application Splash Screen - http://www.silverlight.net/learn/videos/windows-phone/windows-phone-splash-screen/ • Get Started with Silverlight for Windows Phone - http://www.silverlight.net/learn/videos/windows-phone/get-started-with-silverlight-for-windows-phone/ Windows Phone Developer Center • Get started developing applications for Windows Phone - http://msdn.microsoft.com/ff728583.aspx Other sources • Expression Blend 4 for Windows Phone Tour - http://www.microsoft.com/showcase/en/us/details/61ed7e86-0b1c-432e-a1fb-a882f95ec250
Globalization / Localization	Channel 9 • Windows Phone Design Days: Globalization - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Globalization/
Graphics and Animation	Channel 9 • Windows Phone Design Days: Animation - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Animation/ Silverlight Developer Center • Windows Phone Application Splash Screen - http://www.silverlight.net/learn/videos/windows-phone/windows-phone-splash-screen/
Navigation, Pages, and Frames	Channel 9 • Windows Phone Design Days: Pivot and Pano -

	http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Pivot-and-Pano/ Silverlight Developer Center • Windows Phone Navigation - http://www.silverlight.net/learn/videos/windows-phone/windows-phone-silverlight-navigation/
Push Notifications	Channel 9 • Windows Phone Push Notification - http://channel9.msdn.com/posts/yochay/Windows-Phone-Push-Notification/
Sensors	Channel 9 • Windows Phone Design Days: Pivot and Pano - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Pivot-and-Pano/
Themes	Channel 9 • Windows Phone Design Days: Templates - http://channel9.msdn.com/posts/Jaime+Rodriguez/Windows-Phone-Design-Days-Templates/

Training

This training map helps expose the variety of training content available for Windows Phone. You can find the breadth of offerings available here, and the sources of the training materials. Content may be in the form of tutorials, lessons, exercises and related training content types.

The training resources are organized by the following sources:
- Getting Started with Windows Phone - http://www.silverlight.net/getstarted/devices/windows-phone/
- Offline Training Kit for Windows Phone 7 - http://msdn.microsoft.com/en-us/wp7trainingcourse.aspx
- Getting Started with Windows Phone - http://msdn.microsoft.com/en-us/wp7trainingcourse_wp7gettingstarted_unit.aspx
- Silverlight for Windows Phone - http://msdn.microsoft.com/en-us/wp7trainingcourse_wp7silverlight_unit.aspx
- XNA Framework 4.0 for Windows Phones - http://msdn.microsoft.com/en-us/wp7trainingcourse_wp7xna_unit.aspx

Training Resources Map

Category	Items
Getting Started	www.Silverlight.net • Getting Started with Windows Phone - http://www.silverlight.net/getstarted/devices/windows-phone/
Offline Training Kit	Download the Offline Training Kit • Windows Phone 7 Training Course - http://msdn.microsoft.com/en-us/wp7trainingcourse.aspx
Getting Started with Windows Phone	• Home - http://msdn.microsoft.com/en-us/wp7trainingcourse_wp7gettingstarted_unit.aspx Hands-On Labs • Hello Windows Phone - http://msdn.microsoft.com/en-us/wp7trainingcourse_hellophonewp7lab.aspx • Building Your First Windows 7 Phone Application - http://msdn.microsoft.com/en-us/wp7trainingcourse_yourfirstwp7applab.aspx Exercises • Exercise 1: Creating Windows Phone Applications with Microsoft Visual Studio 2010 Express for Windows Phone - http://msdn.microsoft.com/en-us/wp7trainingcourse_hellophonewp7lab_topic2.aspx#_Toc264635360 • Exercise 2: Using Expression Blend to Design the UX of your Windows Phone Application - http://msdn.microsoft.com/en-

	us/wp7trainingcourse_hellophonewp7lab_topic3.aspx#_Toc264635366
	• Exercise 1: Creating Windows Phone Applications with Microsoft Visual Studio 2010 Express for Windows Phone - http://msdn.microsoft.com/en-us/wp7trainingcourse_yourfirstwp7applab_topic2.aspx#_Toc266187816
	• Exercise 2: Creating the Puzzle Board in Visual Studio - http://msdn.microsoft.com/en-us/wp7trainingcourse_yourfirstwp7applab_topic3.aspx#_Toc266187822
	• Exercise 3: Persisting the State of the Game Using Isolated Storage - http://msdn.microsoft.com/en-us/wp7trainingcourse_yourfirstwp7applab_topic4.aspx#_Toc266187828
	Videos
	• Overview of the Windows Phone 7 Application Platform - http://msdn.microsoft.com/en-us/wp7trainingcourse_tena10wph203video.aspx
	• Understanding Marketplace and Making Money with Windows Phone 7 Applications - http://msdn.microsoft.com/en-us/wp7trainingcourse_tena10wph312video.aspx
	• Understanding the Windows Phone 7 Development Tools - http://msdn.microsoft.com/en-us/wp7trainingcourse_tena10wph303video.aspx
	• Windows Phone 7 Architecture Deep Dive - http://msdn.microsoft.com/en-us/wp7trainingcourse_tena10wph313video.aspx
	• Deploying Windows Phone 7 with Microsoft Exchange Server 2010 and Microsoft SharePoint Server 2010 - http://msdn.microsoft.com/en-us/wp7trainingcourse_tena10wph202video.aspx
	• Designing and Developing for the Rich Mobile Web - http://msdn.microsoft.com/en-us/wp7trainingcourse_tena10wph310video.aspx
	• Windows Phone 7: Deploy Microsoft Forefront Unified Access Gateway for Access Control to SharePoint, Exchange, and More - http://msdn.microsoft.com/en-us/wp7trainingcourse_tena10wph301video.aspx
Silverlight for Windows Phone	• Home - http://msdn.microsoft.com/en-us/wp7trainingcourse_wp7silverlight_unit.aspx
	Hands-On Labs
	• Windows Phone Navigation and Controls - http://msdn.microsoft.com/en-us/wp7trainingcourse_windowsphonenavigationandcontrolslab.aspx
	• Using Push Notifications - http://msdn.microsoft.com/en-us/wp7trainingcourse_usingpushnotificationslab.aspx
	• Launchers and Choosers - http://msdn.microsoft.com/en-us/wp7trainingcourse_launchersandchooserswp7lab.aspx
	• Application Lifecycle - http://msdn.microsoft.com/en-us/wp7trainingcourse_applicationlifetimewp7lab.aspx
	• Using Bing Maps - http://msdn.microsoft.com/en-

us/wp7trainingcourse_usingbingmapslab.aspx
- Using Pivot and Panorama Controls - http://msdn.microsoft.com/en-us/wp7trainingcourse_usingpivotandpanoramacontrols.aspx

Exercises
- Exercise 1: Introduction to the Windows Phone Navigation Model - http://msdn.microsoft.com/en-us/wp7trainingcourse_windowsphonenavigationandcontrolslab_topic2.aspx#_Toc265065623
- Exercise 2: Introduction to the Controls Available for Windows Phone Applications - http://msdn.microsoft.com/en-us/wp7trainingcourse_windowsphonenavigationandcontrolslab_topic3.aspx#_Toc265065626
- Exercise 3: Introduction to Windows Phone Services - http://msdn.microsoft.com/en-us/wp7trainingcourse_windowsphonenavigationandcontrolslab_topic4.aspx#_Toc265065630
- Exercise 1: Introduction to the Windows Phone RAW Notifications for Updates - http://msdn.microsoft.com/en-us/wp7trainingcourse_usingpushnotificationslab_topic2.aspx#_Toc271294136
- Exercise 2: Introduction to the Toast and Tile Notifications for Alerts - http://msdn.microsoft.com/en-us/wp7trainingcourse_usingpushnotificationslab_topic3.aspx#_Toc271294141
- Exercise 1: Introduction to the Windows Phone Launchers - http://msdn.microsoft.com/en-us/wp7trainingcourse_launchersandchooserswp7lab_topic2.aspx#_Toc266271568
- Exercise 2: Introduction to the Windows Phone Choosers - http://msdn.microsoft.com/en-us/wp7trainingcourse_launchersandchooserswp7lab_topic3.aspx#_Toc266271571
- Exercise 1: Introducing the Windows Phone Application Life Cycle—Tombstoning - http://msdn.microsoft.com/en-us/wp7trainingcourse_applicationlifetimewp7lab_topic2.aspx#_Toc266462784
- Exercise 1: Introduction to the Bing Map Control - http://msdn.microsoft.com/en-us/wp7trainingcourse_usingbingmapslab_topic2.aspx#_Toc271039352
- Exercise 2: Handling and Customizing Pushpins - http://msdn.microsoft.com/en-us/wp7trainingcourse_usingbingmapslab_topic3.aspx#_Toc271039355
- Exercise 3: Calculating a Route - http://msdn.microsoft.com/en-us/wp7trainingcourse_usingbingmapslab_topic4.aspx#_Toc271039358
- Exercise 1: Introduction to Navigation in Windows Phone - http://msdn.microsoft.com/en-

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XNA Framework 4.0 for Windows Phones	• Home - http://msdn.microsoft.com/en-us/wp7trainingcourse_wp7xna_unit.aspx Hands-On Labs • Game Development with XNA Framework - http://msdn.microsoft.com/en-us/wp7trainingcourse_gamedevelopmentwithxnalab.aspx • Catapult Wars Lab - http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnalab.aspx • Tombstoning, Launcher and Chooser, and then some with XNA Fremework - http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnapart2lab.aspx • 3D Game Development with XNA Framework - 3D Game Development with XNA Framework Exercises • Exercise 1: XNA Game Studio Games on the Windows Phone 7 -

http://msdn.microsoft.com/en-us/wp7trainingcourse_gamedevelopmentwithxnalab_topic2.aspx#_Toc265144525

- Exercise 1: Basic XNA Framework Game with Game State Management - http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnalab_topic2.aspx#_Toc271900416
- Exercise 2: Game polish and menus - http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnalab_topic3.aspx#_Toc271900420
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- Exercise 1: Play Background Music - http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnapart2lab_topic2.aspx#_Toc271904495
- Exercise 2: Save and Restore the Game State - http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnapart2lab_topic3.aspx#_Toc271904498
- Exercise 3: Launch Another Application from the Game - http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnapart2lab_topic4.aspx#_Toc271904500
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- Exercise 2: Save and Restore the Game State - http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnapart2lab_topic3.aspx#_Toc271904498
- Exercise 3: Launch Another Application from the Game - http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnapart2lab_topic4.aspx#_Toc271904500
- Exercise 1: Basic XNA Game Studio Game with game state management - http://msdn.microsoft.com/en-us/wp7trainingcourse_3dgamedevelopmentwithxnalab_topic2.aspx#_Toc272316868
- Exercise 2: Game polish and menus - http://msdn.microsoft.com/en-us/wp7trainingcourse_3dgamedevelopmentwithxnalab_topic3.aspx#_Toc272316873
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