Universal Windows Platform Development

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Objectives

- Brief history of Native Windows Development
- Universal Windows Platform programming
- Build automation
- Distribute, update, and monitor apps

Brief history of Native Windows Development

- ► Win32 API, C/C++, MFC/ATL, COM
- ▶ Visual Basic 6.0, ASP, J#
- NET, C#, VB.NET, ASP.NET, F#, Windows Forms, WPF, XAML
- ► UWP, JavaScript, C++/WinRT
- Rust/WinRT, .NET Core 3.1, ASP.NET Core, Blazor
- .NET 5, WinUI 3, MAUI .NET

Universal Windows Platform programming

- Multiple form factors
 - Windows 10 Desktop
 - XBox
 - HoloLens
 - Mobile devices
- Sand-boxed apps distributed via Store or Side-loaded
- ► Modern Windows Runtime (WinRT) API

C++/WinRT and Rust/WinRT

- ▶ Author components using C++17, C#, or Rust
- ► WinRT IDL
- ► Consume C and C++ code and libraries directly in C++
- Consume authored components in .NET and Python

User interface programming with XAML

- XML based responsive design language
- Pixel-perfect layouts
- Component oriented
- Support for SVG compatible paths
- Support for localization and accessibility
- Appropriate resource sizes loaded automatically

UWP demos

- Visual Studio 2019 overview
- Generate app using Windows Template Studio
- XAML Studio
- XAML Controls Gallery
- Windows Community Toolkit Sample App

App lifecycle

- States
 - Not running
 - Running
 - In foreground
 - In background
 - Suspended
- Mechanisms to perform background tasks
 - Triggers
 - Only out-of-process, e.g. Device Servicing Trigger
 - ► In- or out-of-process, e.g. Time Trigger
 - App Services
 - Background transfer
 - Extended execution

Distribute and update apps

- Visual Studio
 - Generating app for store and side-loading
 - Self-signing app
 - PowerShell based installer for testing
- Visual Studio App Center demo
 - Build on code commit
 - Distribute to app store
 - Crash reporting
- Partner Center demo
- Microsoft Store demo