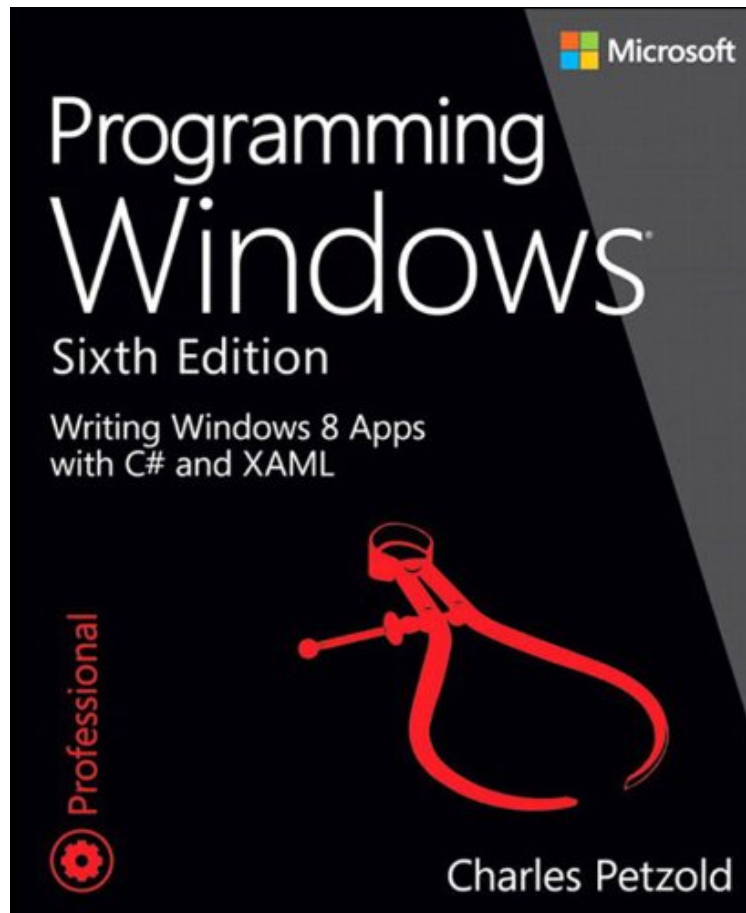


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## Programming Windows (Developer Reference)

*Von Charles Petzold*

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KurzbeschreibungReimagined for full-screen and touch-optimized apps, Windows 8 provides a platform for reaching new users in new ways. In response, programming legend Charles Petzold is rewriting his classic Programming Windowsone of the most popular programming books of all timeto show developers how to use existing skills and tools to build Windows 8 apps. Programming Windows, Sixth Edition focuses on creating Windows 8 apps accessing the Windows Runtime with XAML and C#. The book also provides C++ code samples. The Sixth Edition is organized in two parts: Part I, Elementals, begins with the interrelationship between code and XAML, basic event handling,

dynamic layout, controls, templates, asynchronous processing, the application bar, control customization, and collections. You should emerge from Part I ready to create sophisticated page-oriented collection-based user interfaces using the powerful ListView and GridView controls. Part II, Specialties, explores topics you might not need for every program but are essential to a well-rounded education in Windows 8. These include multitouch, bitmap graphics, interfacing with share and search facilities, printing, working with the sensors (GPS and orientation), text, obtaining input from the stylus (including handwriting recognition), accessing web services, calling Win32 and DirectX functions, and bringing your application to the Windows 8 app store. KurzbeschreibungReimagined for full-screen and touch-optimized apps, Windows 8 provides a platform for reaching new users in new ways. In response, programming legend Charles Petzold is rewriting his classic Programming Windowsone of the most popular programming books of all timeto show developers how to use existing skills and tools to build Windows 8 apps. Programming Windows, Sixth Edition focuses on creating Windows 8 apps accessing the Windows Runtime with XAML and C#. The book also provides C++ code samples. The Sixth Edition is organized in two parts: Part I, Elementals, begins with the interrelationship between code and XAML, basic event handling, dynamic layout, controls, templates, asynchronous processing, the application bar, control customization, and collections. You should emerge from Part I ready to create sophisticated page-oriented collection-based user interfaces using the powerful ListView and GridView controls. Part II, Specialties, explores topics you might not need for every program but are essential to a well-rounded education in Windows 8. These include multitouch, bitmap graphics, interfacing with share and search facilities, printing, working with the sensors (GPS and orientation), text, obtaining input from the stylus (including handwriting recognition), accessing web services, calling Win32 and DirectX functions, and bringing your application to the Windows 8 app store. ber den Autor und weitere Mitwirkende Charles Petzold has been writing about Windows programming for 25 years. A Windows Pioneer Award winner, Petzold is author of the classic Programming Windows, the widely acclaimed Code: The Hidden Language of Computer Hardware and Software, Programming Windows Phone 7, and more than a dozen other books.