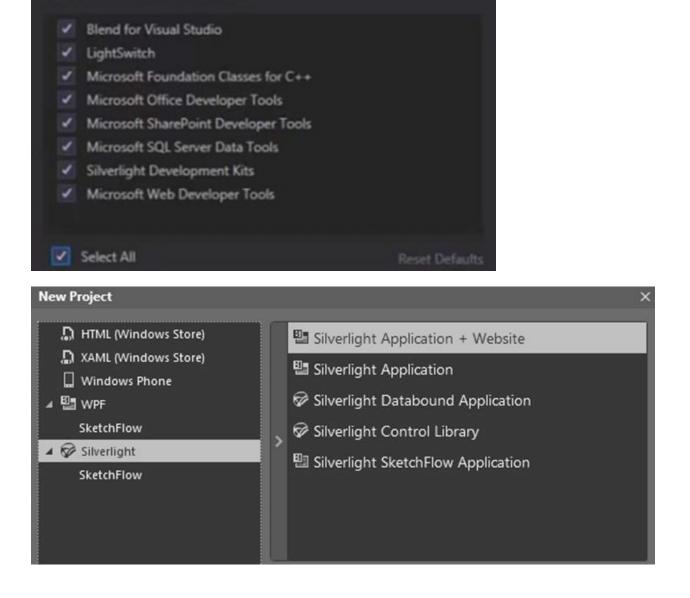
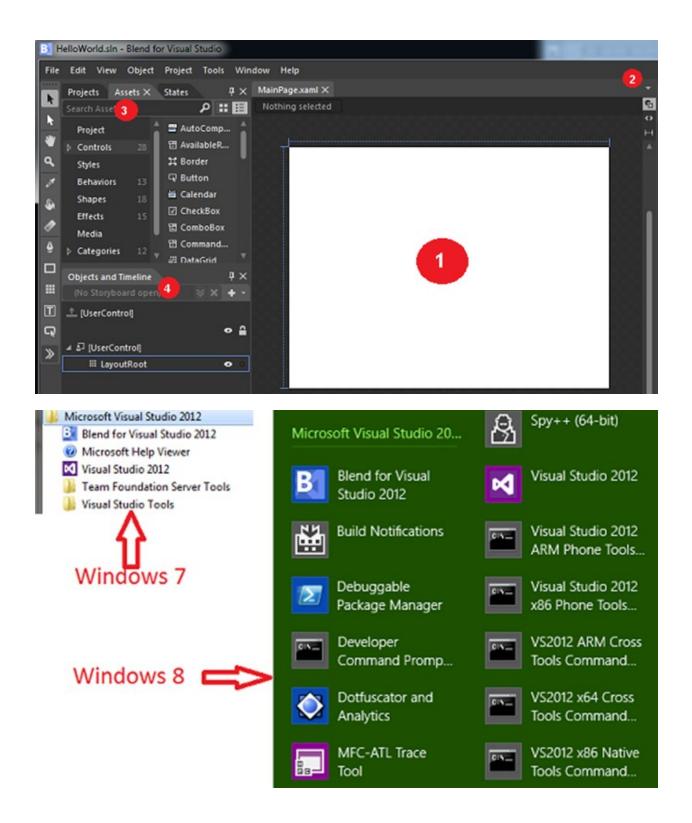
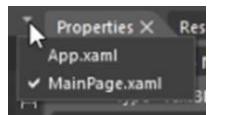
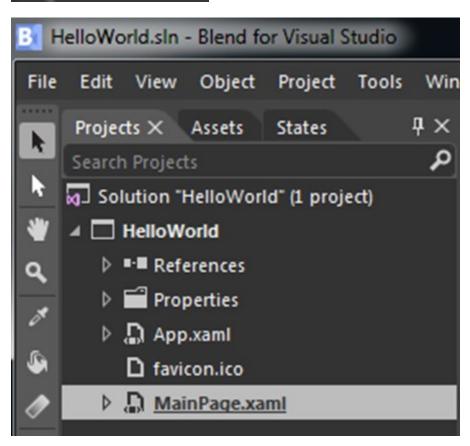
Chapter 1 Getting started with Blend

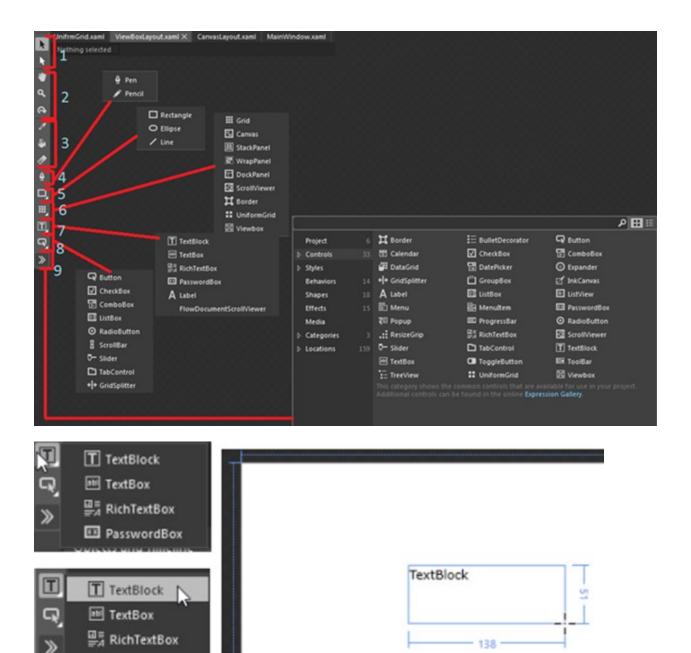
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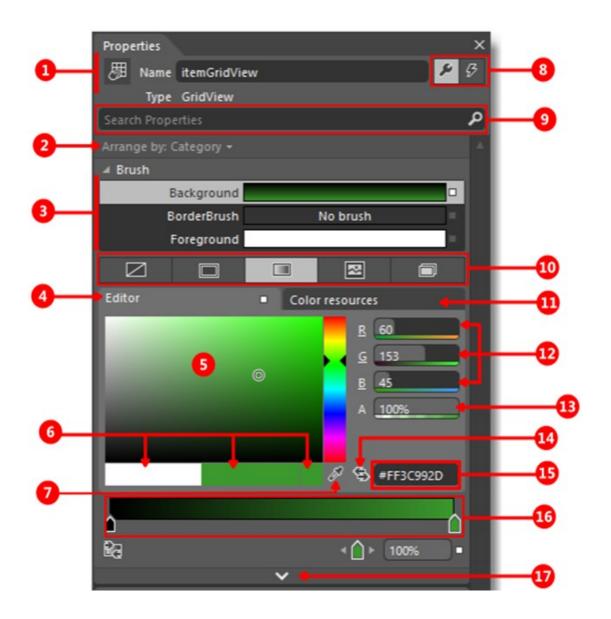


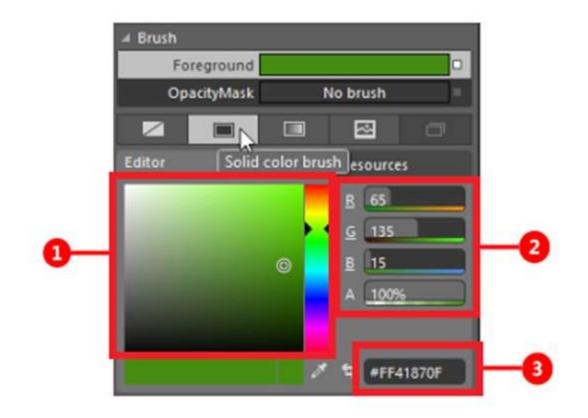


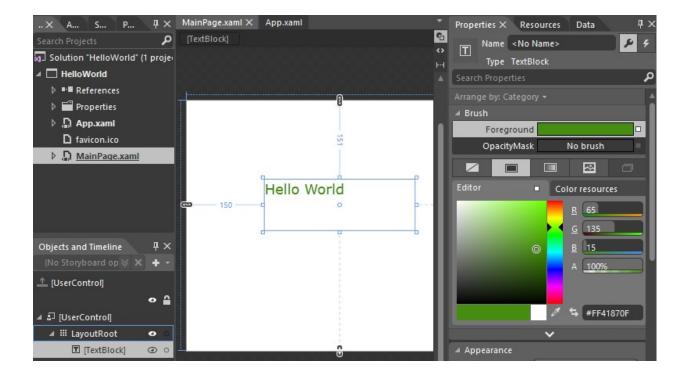


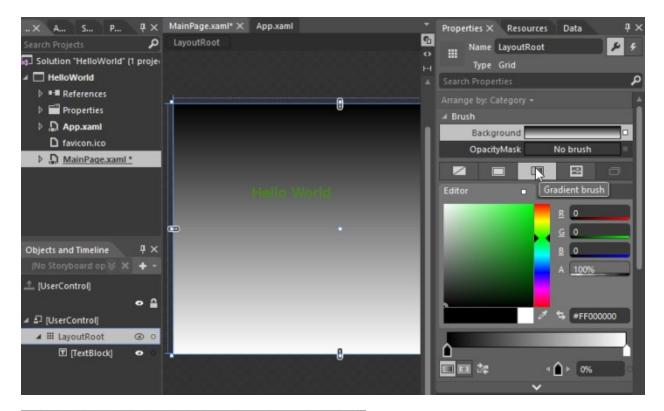


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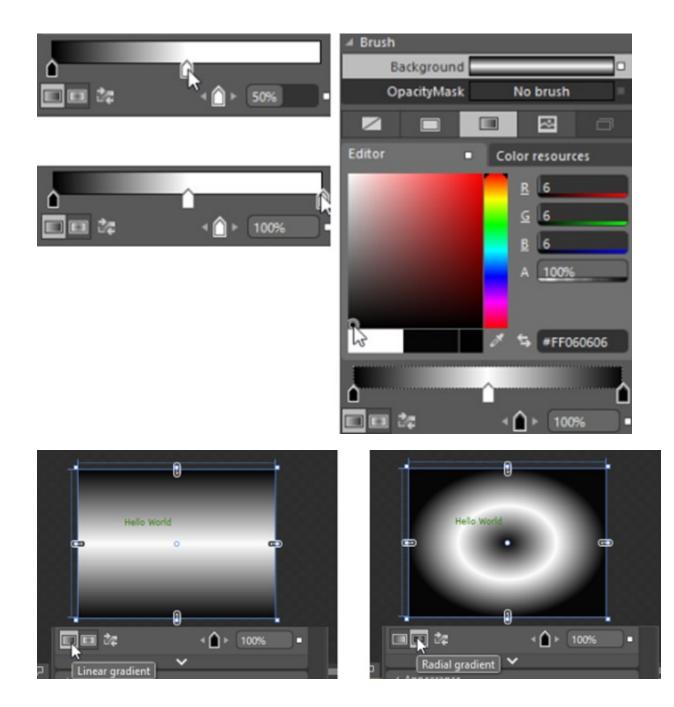


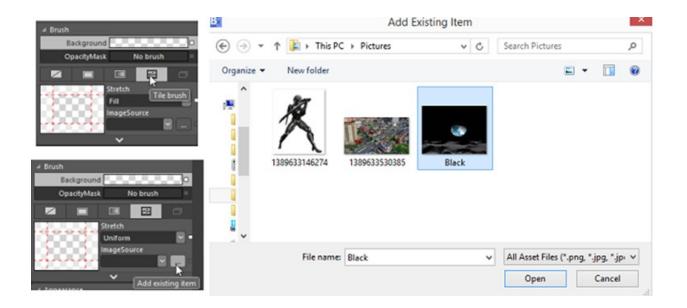


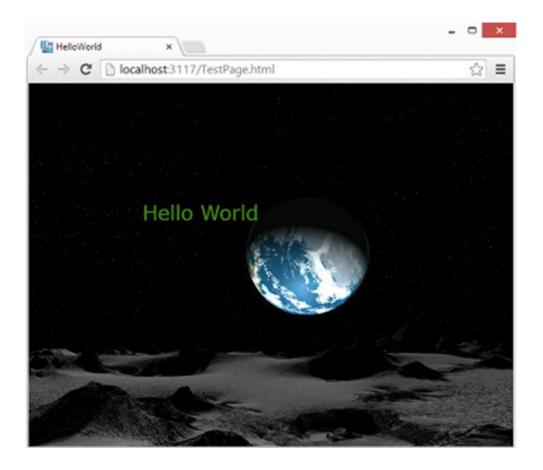




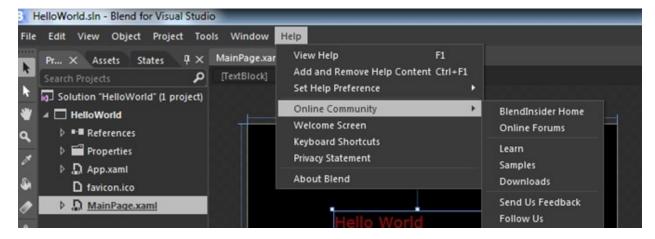








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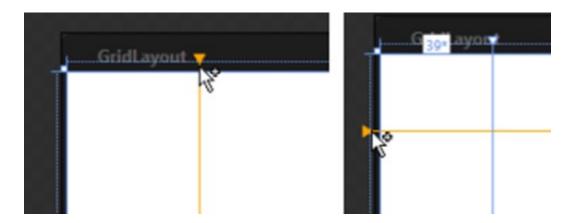


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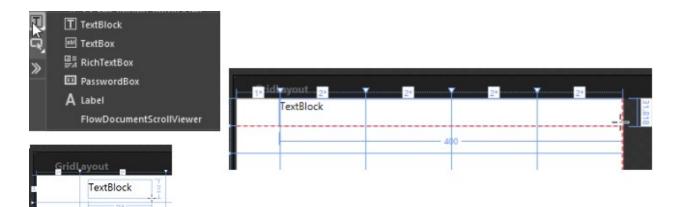
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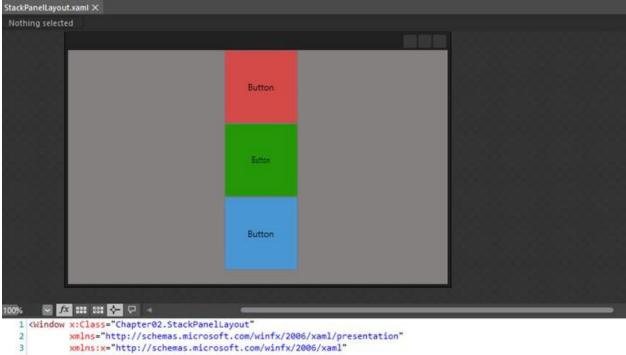
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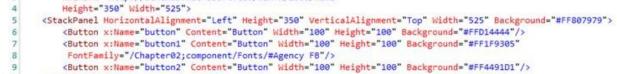
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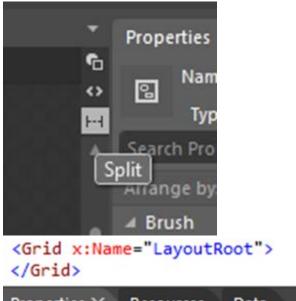


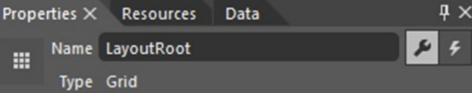
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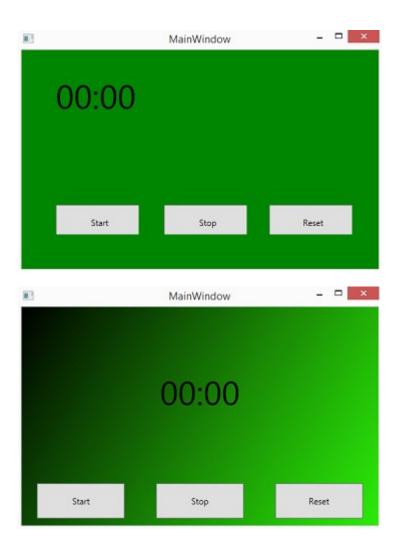
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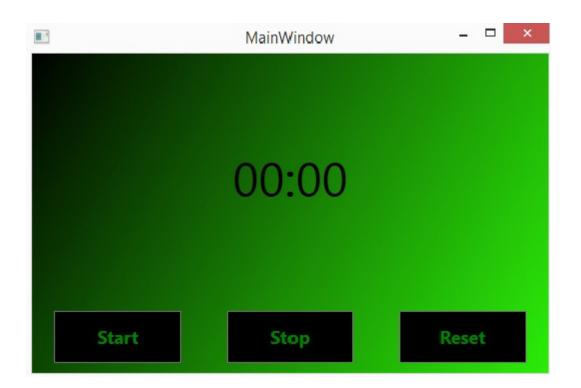
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Chapter 3 Working with XAML



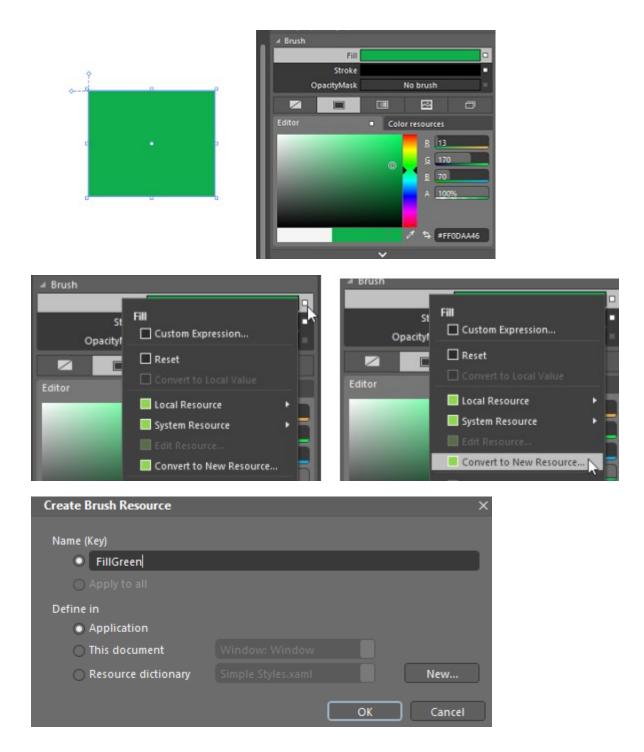






Chapter 4 Styles and Templates

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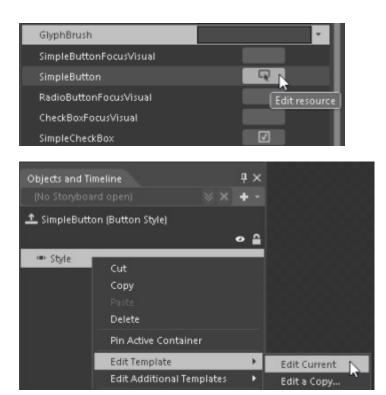


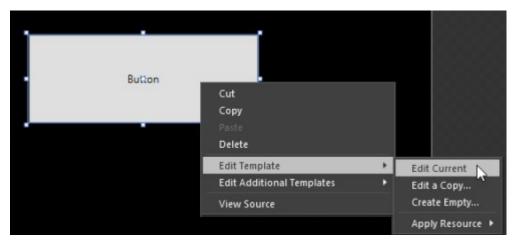
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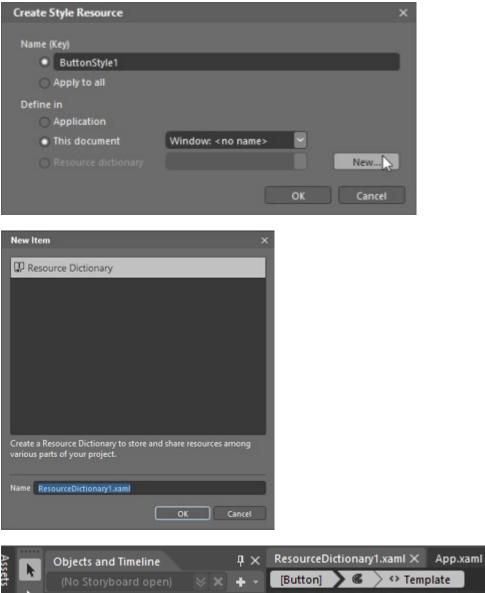
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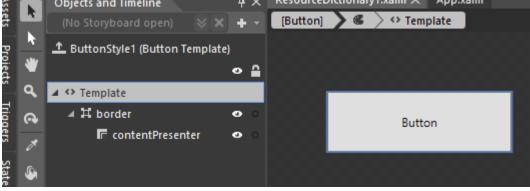


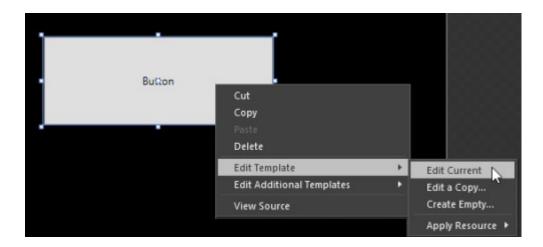


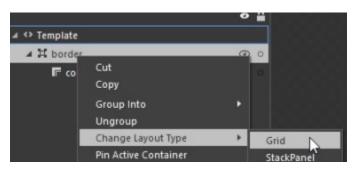


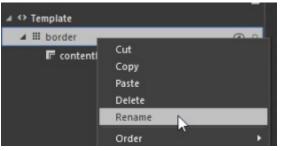
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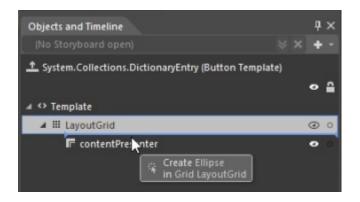


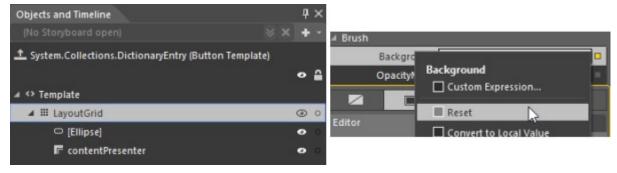






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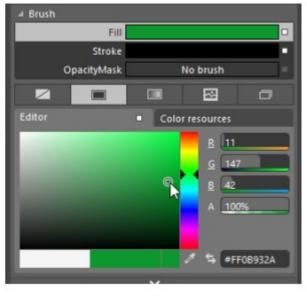


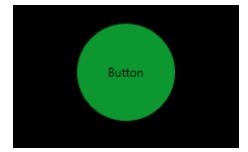


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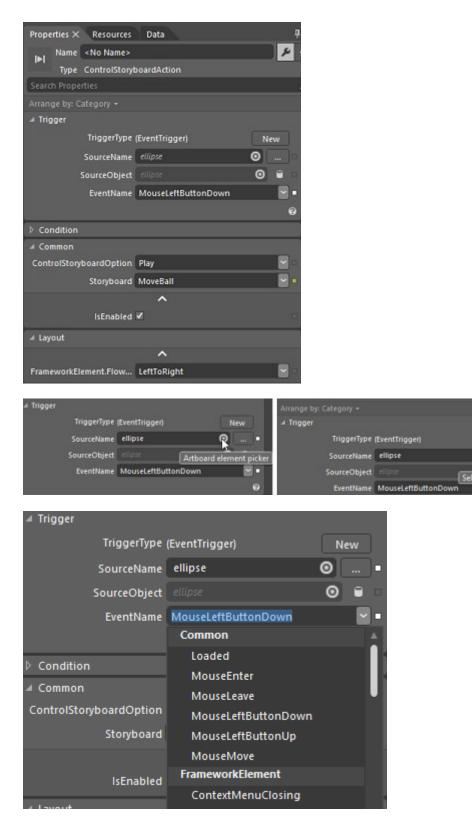




Chapter 5 Behaviors and States in Blend

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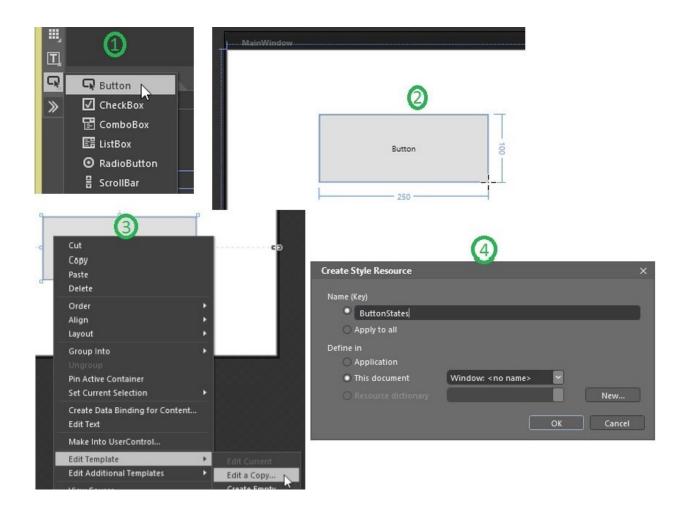


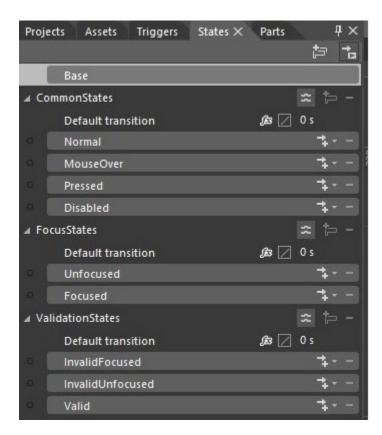


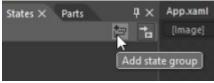
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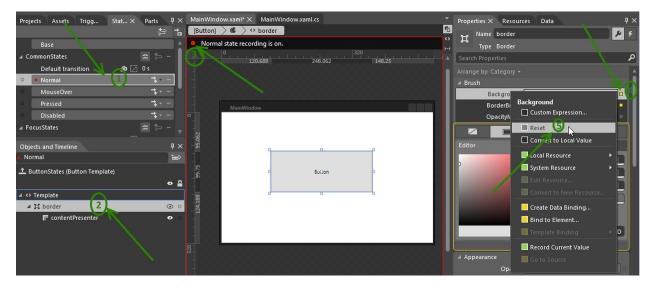
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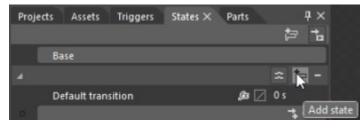


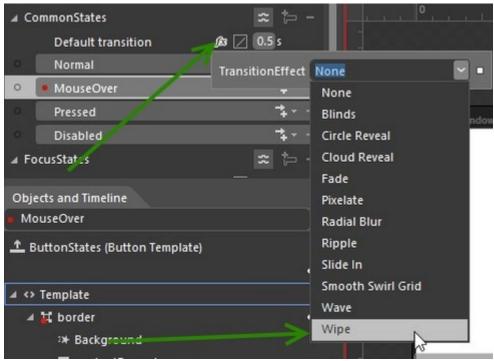


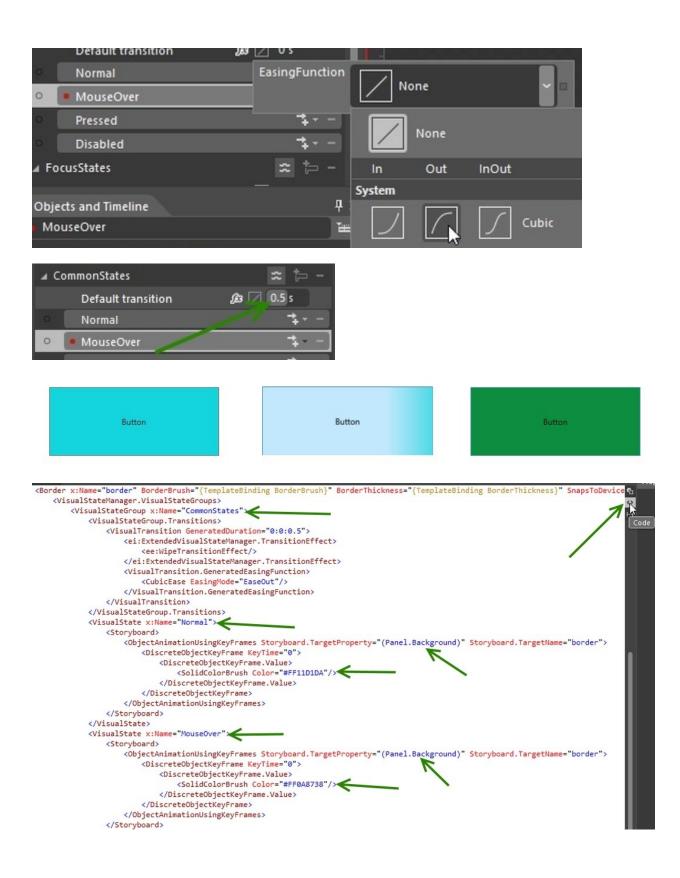




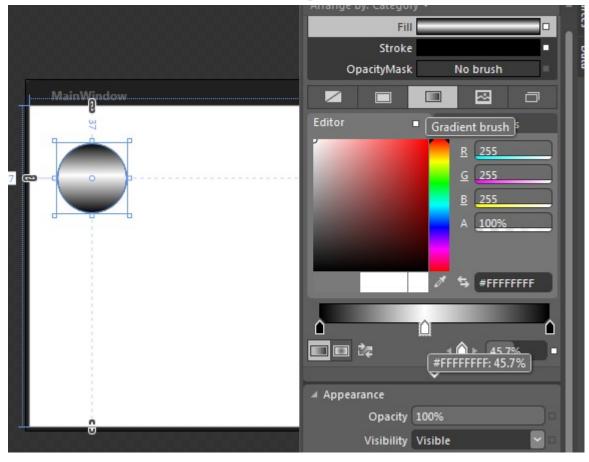
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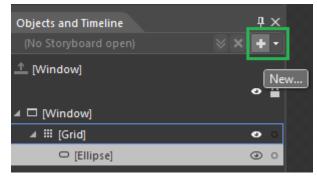


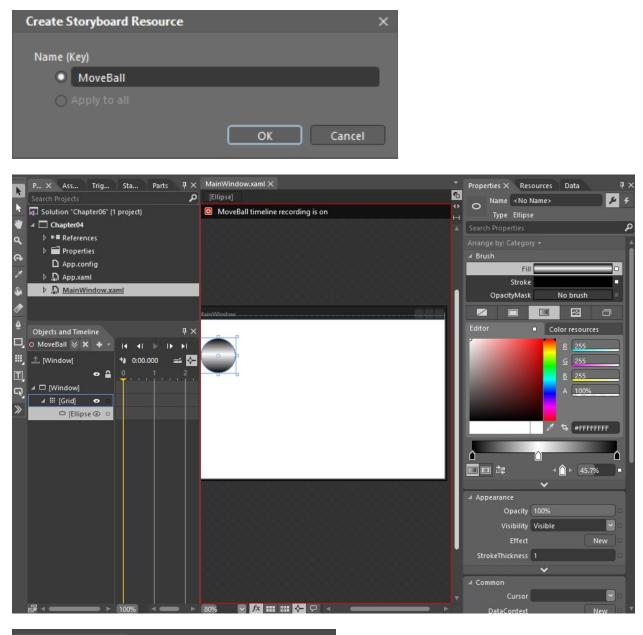


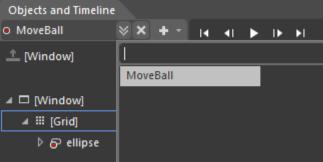


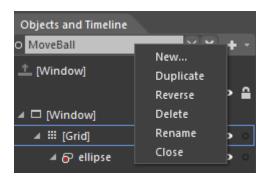
Chapter 6 Understanding Animation and Storyboards

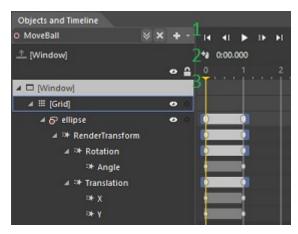


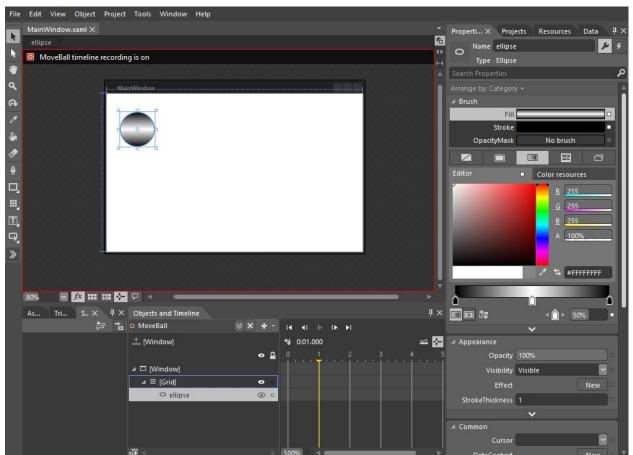


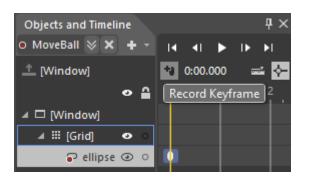


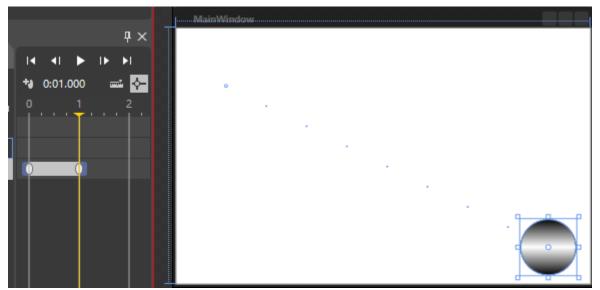


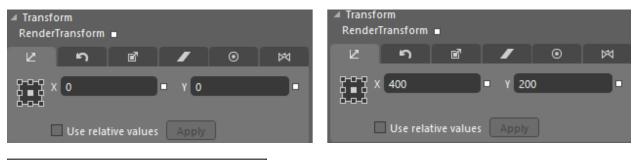


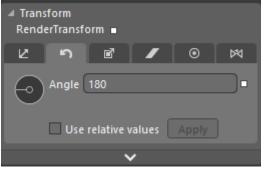


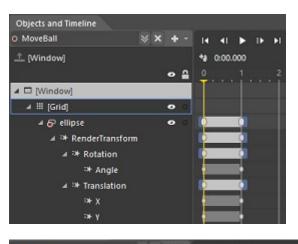


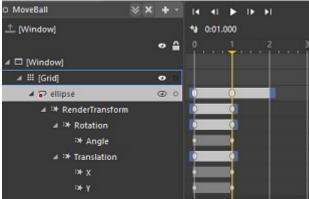


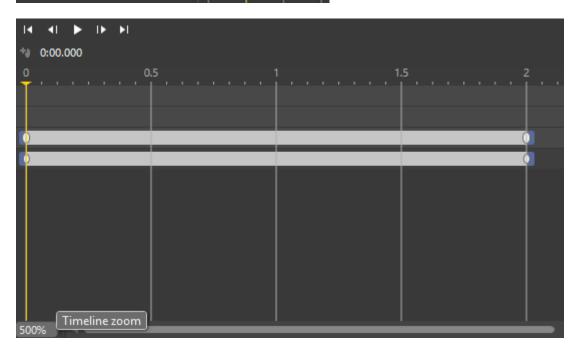




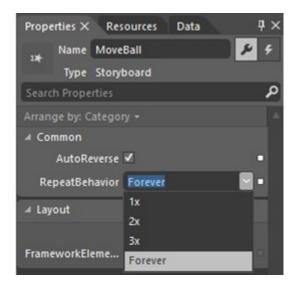


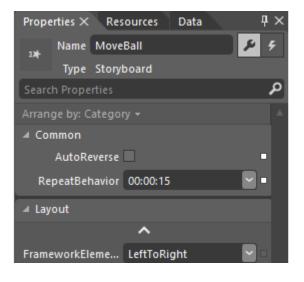


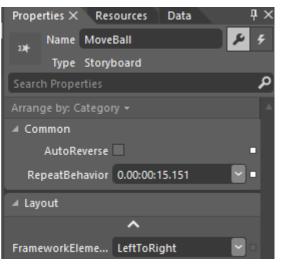


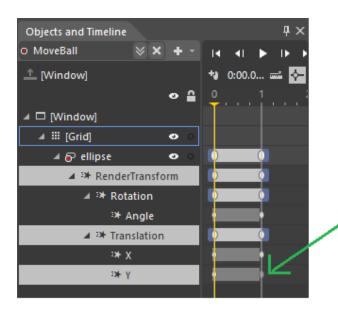


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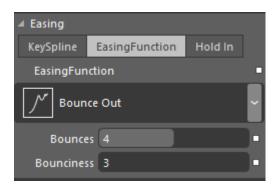


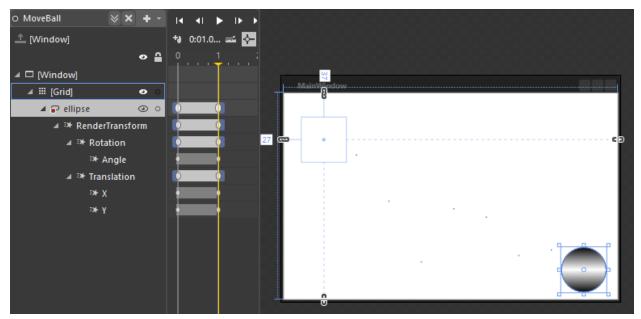


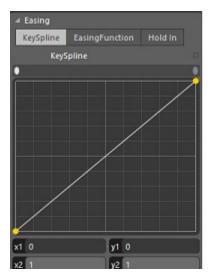


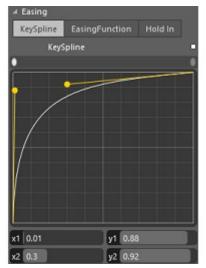
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Arrange by: Ca	ategory -		
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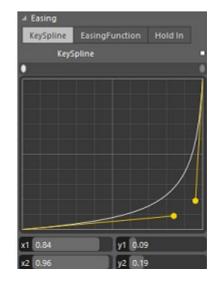
∡ Easing					
KeySpline	Easing	Functio	n	Hold in	
EasingFu	nction				
None	2				ľ
N	one				
In	Out	InOut			
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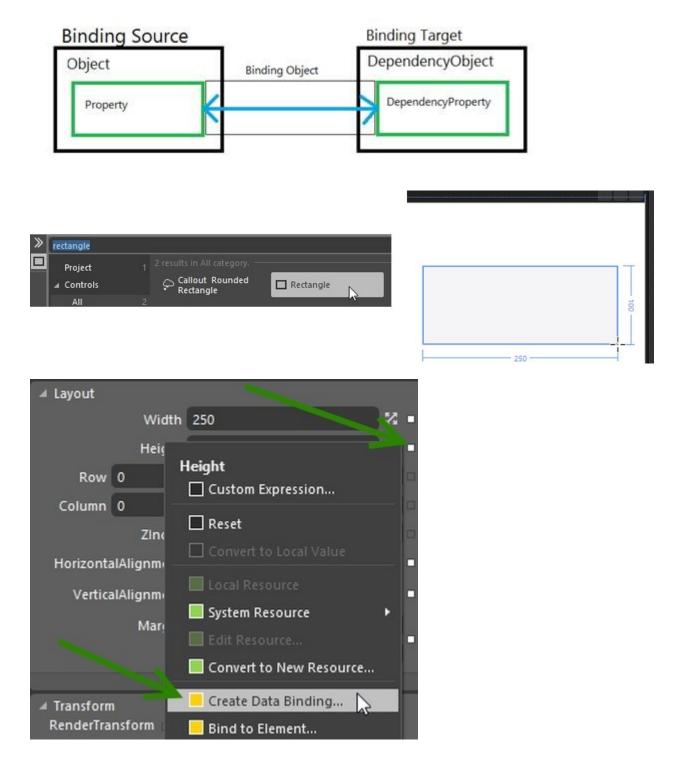




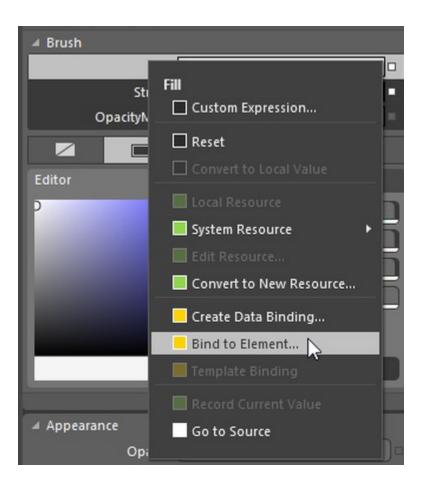


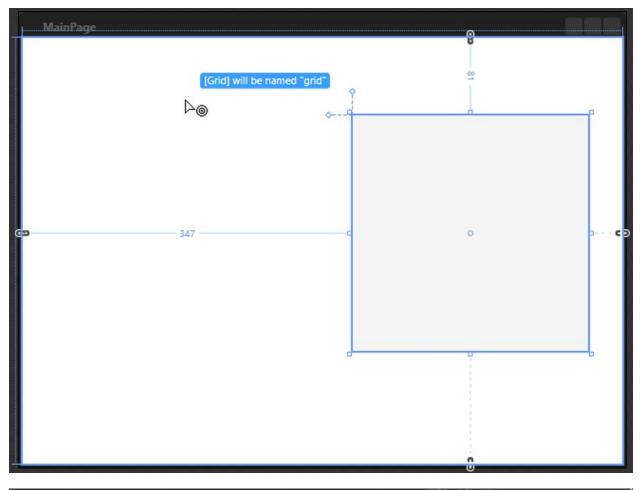


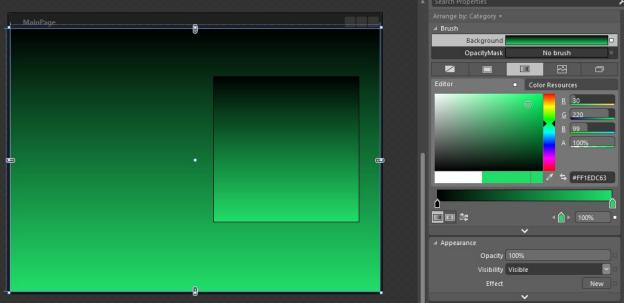
Chapter 7 Understanding DataBinding



Create Data Binding for [Rectangle]	Height ×
Binding type	
RelativeSource Self	
	Path Custom
Bind [Rectangle] to itself.	StrokeStartLineCap : (PenLine StrokeThickness : (Double) ▷ Style : (Style) ▷ TemplatedParent : (Depender ▷ TouchesCaptured : (List <touc ▷ TouchesCapturedWithin : (Lis ▷ TouchesDirectlyOver : (List<to ▷ TouchesOver : (List<touchde ▷ Triggers : (TriggerCollection) VerticalAlignment : (VerticalA Width : (Double)</touchde </to </touc
	Only display matching types
<u>C</u> onverter No value converter	
 More settings 	
	OK Cancel
✓ Layout Width 250 Height 250	

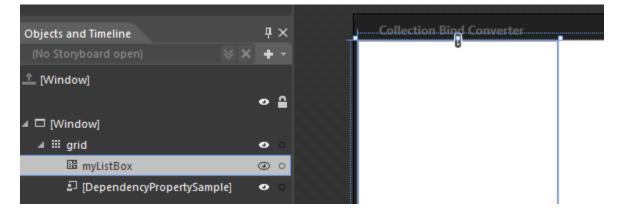


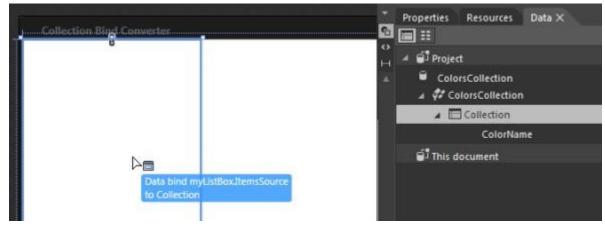




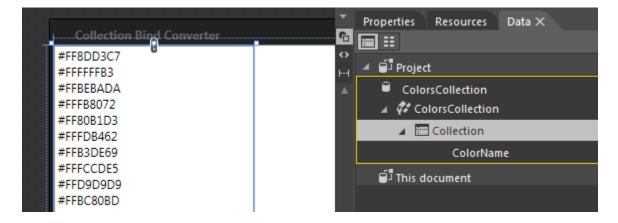
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	Create Sample Data from Class
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#FFFFFB3	
#FFBEBADA	
#FFFB8072	
#FF80B1D3	
#FFFDB462	
#FFB3DE69	
#FFFCCDE5	This is User Control 1 with custom
#FFD9D9D9	Dependency Properties
#FFBC80BD	



Chapter 8 Vector Graphics



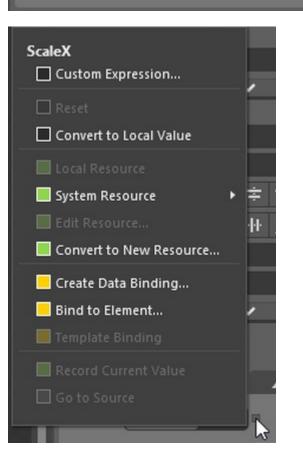


Use relative values Apply

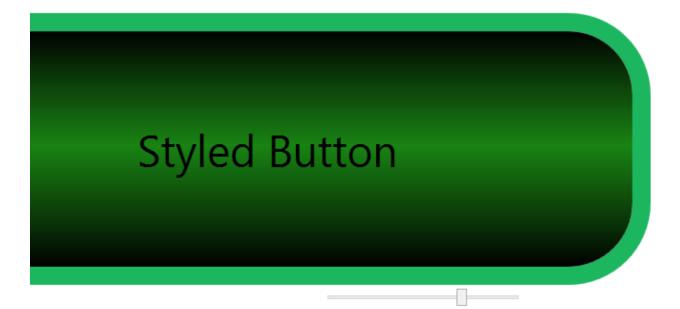
Scale

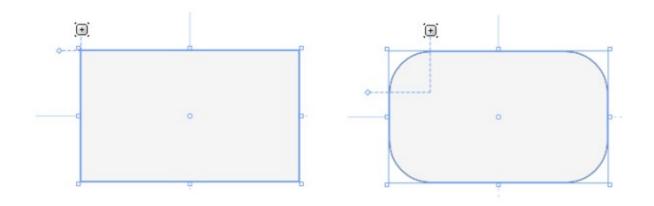
X 1

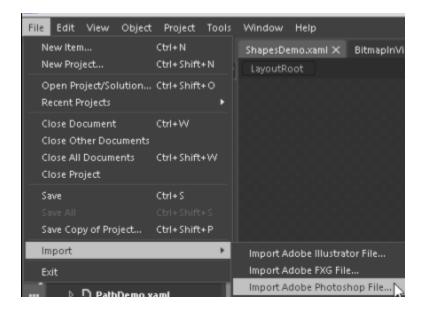
凶



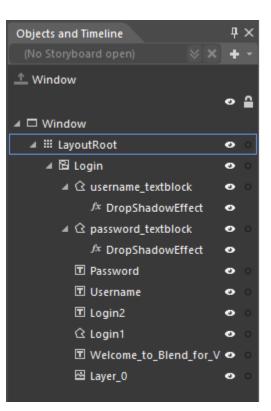
Bind to Element	x
Property of slider	Value
	^
Binding Direction	 Default OneTime OneWay TwoWay OneWayToSource
Update Source When	
Binding Fallback Value	
	OK Cancel

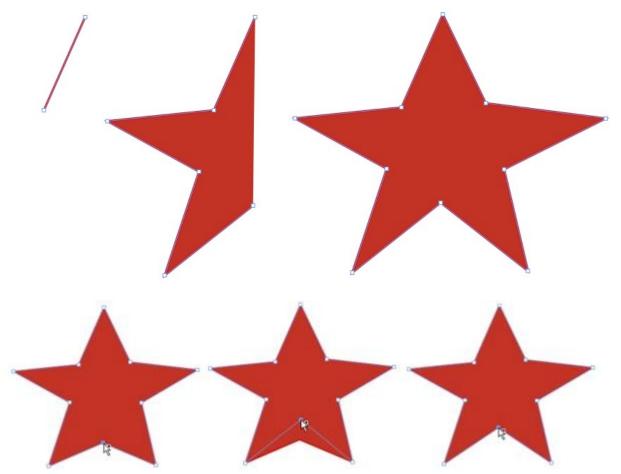


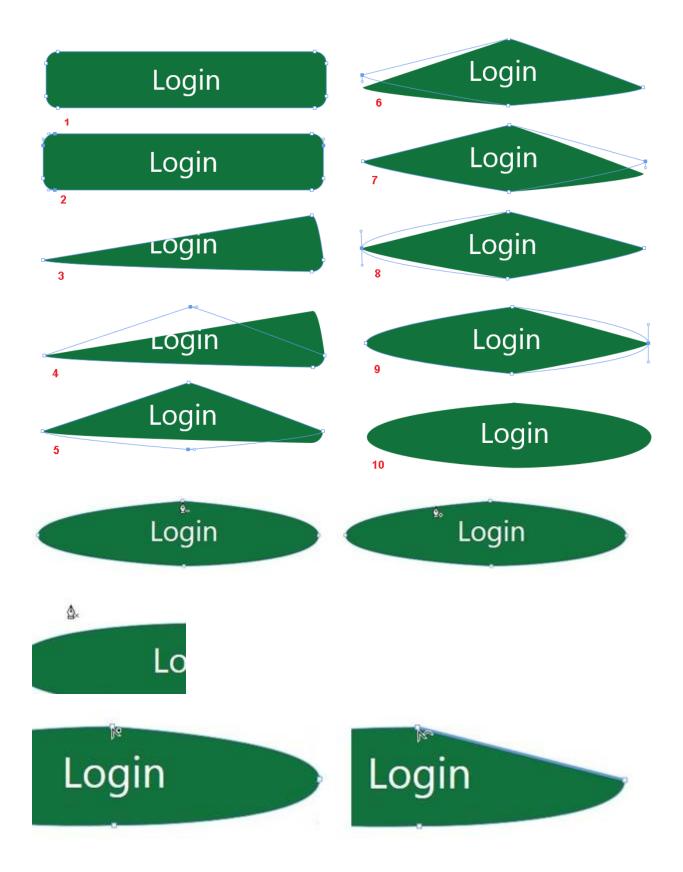




Import Adobe Photoshop File - Login.psd	
	Check all layers to import Reset all
	username textblock
Welcome to Blend for Visual Studio 2012	✓ password textblock ≠
	Password
Username	✓ Username
	Login
Password	
	Welcome to Blend for Visual Studio
Login	☑ Layer 0 🖉
	Compatibility image
	Merge layers
P Fit to screen	
	OK Cancel

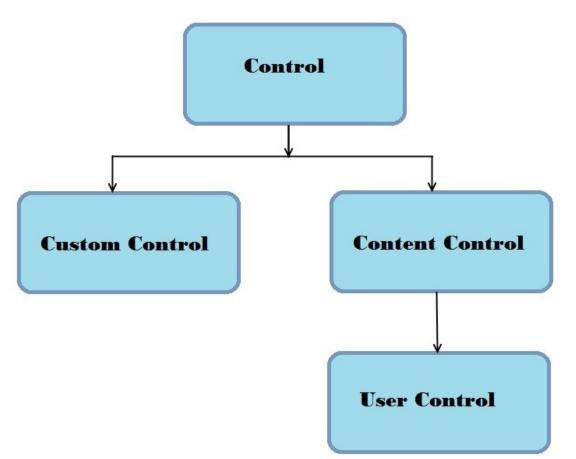


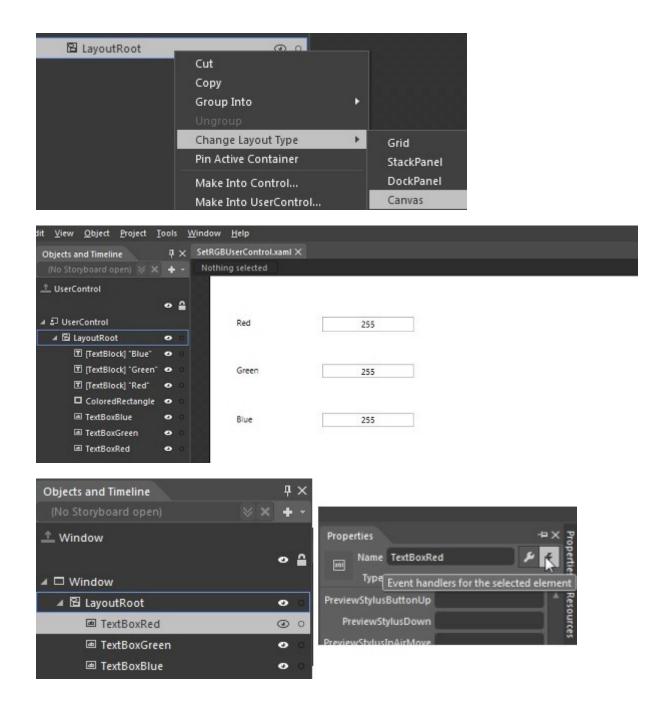


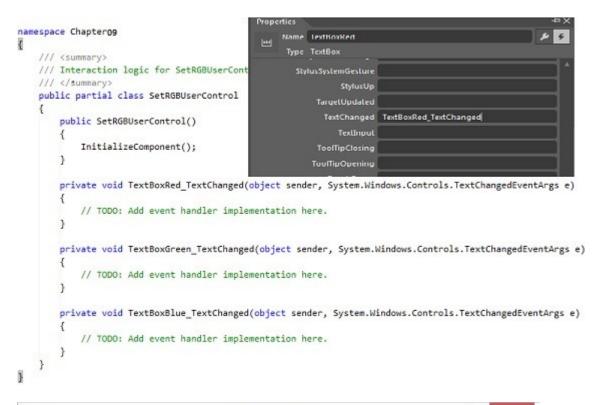


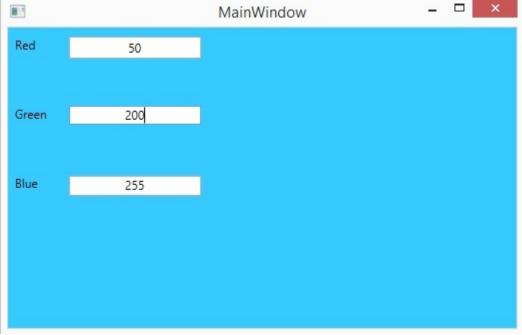


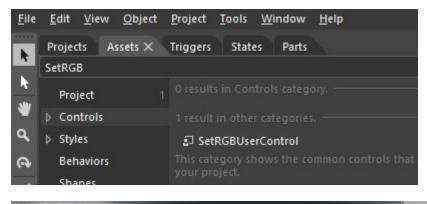
Chapter 9 User Controls and Custom Controls





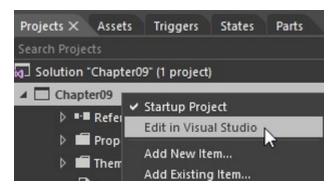


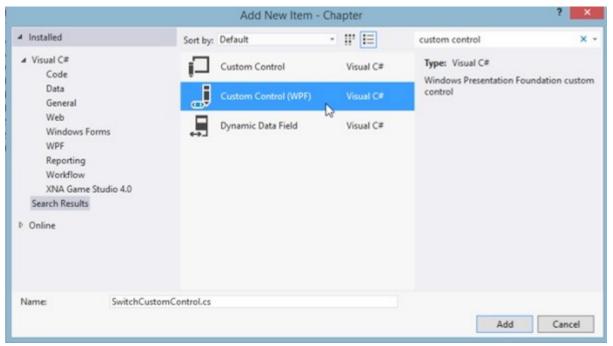




MainW	indow	
Red	100	
Green	5 5	
Blue	255	







SwitchCustomControl.cs 9 ×	
t Chapter07.SwitchCustornControl	 ^O_a SwitchCustomControl()
Eusing System.Windows;	
using System.Windows.Controls;	
Enamespace Chapter@	
{	
/// <summary></summary>	
<pre>/// Follow steps 1a or 1b and then 2 to use this custom control in a ///</pre>	a XAML file.
/// Step 1a) Using this custom control in a XAML file that exists in	the current project.
/// Add this XmlNamespace attribute to the root element of the marku	up file where it is
/// to be used:	
///	
<pre>/// xmlns:MyNamespace="clr-namespace:Chapter0"</pre>	
/// Step 1b) Using this custom control in a XAML file that exists in	a different project.
/// Add this XmlNamespace attribute to the root element of the marku	
/// to be used:	
1//	
<pre>/// xmlns:MyNamespace="clr-namespace:Chapter0 ;assembly=Chapter0</pre>	a -
///	
/// You will also need to add a project reference from the project w	where the XAML file lives
<pre>/// to this project and Rebuild to avoid compilation errors: ///</pre>	
/// Right click on the target project in the Solution Explorer a	and
/// "Add Reference"->"Projects"->[Browse to and select this proj	
///	
111	
/// Step 2)	
/// Go ahead and use your control in the XAML file.	
/// ///	
/// <mynamespace:switchcustomcontrol></mynamespace:switchcustomcontrol> ///	
///	
public class SwitchCustomControl : Control	
<pre>static SwitchCustomControl()</pre>	
. (
DefaultStyleKeyProperty.OverrideMetadata(typeof (SwitchCusto	
new FrameworkProper	<pre>rtyMetadata(typeof (SwitchCustomControl)));</pre>

	ToggleSwitchSample
On	

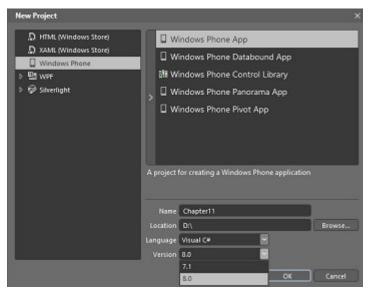
Objects and Timeline (No Storyboard open)			
🛨 Window			
🔺 🗖 Window			
[SwitchCustomControl]			
	ToggleSwitchSample		ToggleSwitchSample
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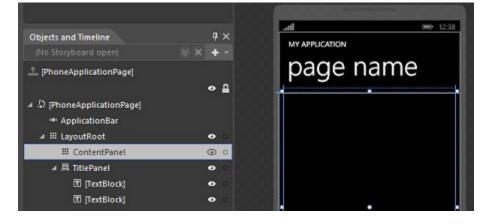
	On		Off	
<u>F</u> ile	<u>E</u> dit <u>V</u> iew <u>O</u> bject	<u>P</u> roject <u>T</u> ools <u>W</u> indow <u>H</u> elp		
k	Projects Assets ×	Triggers States Parts		
k	Switch			
-	Project 1			
	Controls	SwitchCustomControl		
٩	All 1			
0	Control Parts	This category shows all available asso	ets or	

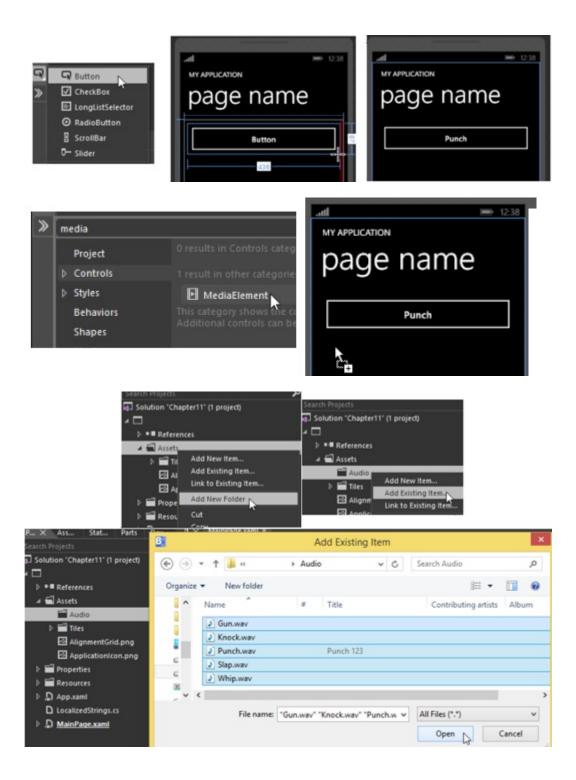
Chapter 10 Creating Windows Phone Apps

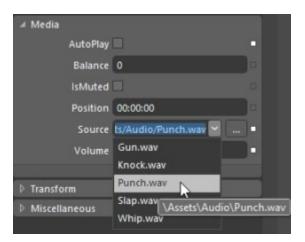












Cut

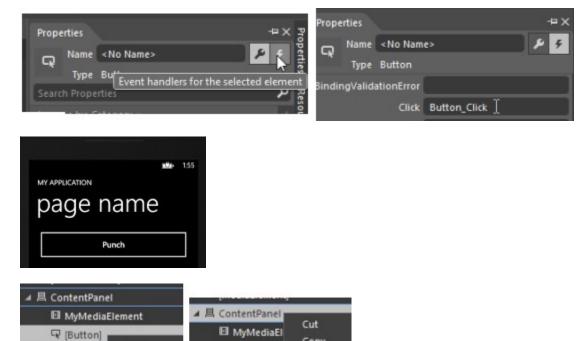
Copy Paste

Delete Rename

▲ 昌 TitlePanel

TextBlock

TextBlock



Copy

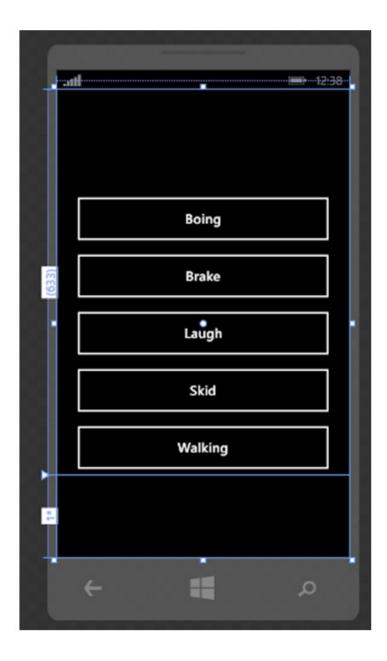
Paste Delete

Rename

[Button]

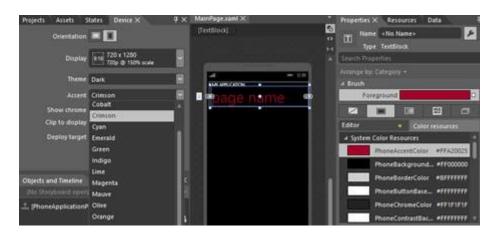
TextBlock]

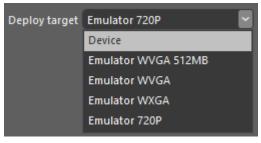
▲ 昌 TitlePanel

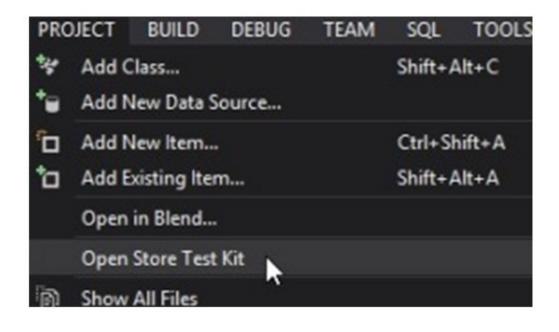


Projects Assets S	tates Device ×	₽×
Orientation		
Display	9:15 480 x 800 WVGA @ 100% scale	-
Theme	Dark	
Accent	Red	
Show chrome	v	
Clip to display		
Deploy target	Emulator WVGA 512MB	

Display	9:15 480 x 800 WVGA @ 100% scale
Theme	9:15 480 x 800 WVGA @ 100% scale
Accent	9:15 768 x 1280
ow chrome	WXGA @ 160% scale
to display	9:16 720 x 1280
bloy target	720p @ 150% scale

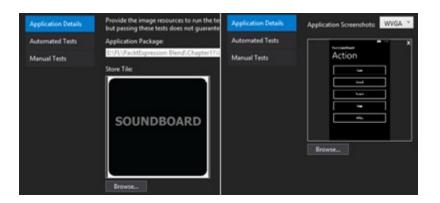






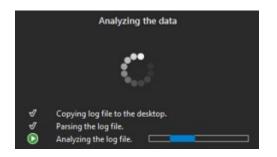
Store Test Kit 😐 🗙 Mai	inPage.xaml	MainPage.xaml.cs	
Application Details	Click the Run	Tests button below to run the a	automated test cases.
Automated Tests	Run Tings		
Manual Tests			
	Test cases ha	ive not been run yet.	
	Result	Test Name	Test Description
	Pending	XAP Package Requirements	Validation of XAP file size and conten
	Pending	Iconography	Validation of Application Icons
	Pending	Screenshots	Validation of Screenshots

Passed: 1 Failed: 2		
Result Test Name		
Passed	XAP Package Requirements	
🙁 Failed	lconography	
😫 Failed	Screenshots	



The app is evaluated against the Store submission re Click Start App Analysis to start an analysis session.

Start Windows Phone Application Analysis



Monitoring and profiling your application can help you diagnose performance problems and improve the quality of your application. To begin, choose one of the options below.

Monitoring (recommended)

O App Analysis (analyzes performance and quality aspects of application)

Profiling

- Execution (evaluates application performance with advanced visual and code profiling)
- Advanced Setting:
- Memory (evaluates memory allocation and texture usage)
 - Advanced Setting

Warning: The app performance observed on the emulator may not be indicative of the actual performance on the device

Start Session (App will start)

SI	JMMARY			
0				
R	PORT			
T	ne different parameters of the	t app a	s measu	red during the analysis session
	Startup time	1.16	sec	App start time meets requirements.
	Responsiveness			App is responsive.
	Total data uploaded	0.00	кв	Total data uploaded by app is 0.000 KB
	Total data downloaded	0.00	кв	Total data downloaded by app is 0.000 KB
	Battery charge remaining	15.61	hours	The session consumed 0.56 mAh of battery charge in 20.91 secs. This rate of usage will drain a fully charged standard battery in approximately 15.61 hours
	Max memory used	14.95	мв	App max memory usage is 14.95 MB
	Average memory used	12.26	мв	App average memory use is 12.26 MB

Submit app

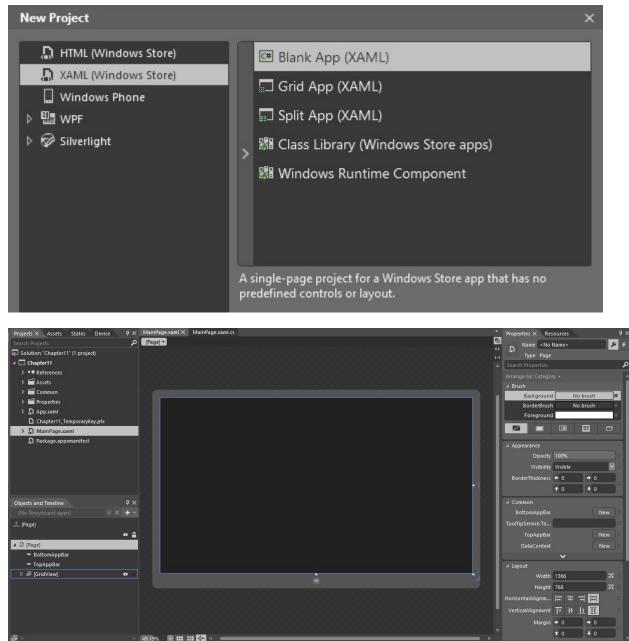
You've spect hours devolutions and designing your app, and new it's time for the rest of the work! It's apprivate your mantespiese. In just how stops we'r gather the information we need to successfully taunch your app in the Windows Prene Store. <u>Loss store</u> about the steps for successfully submitting your app.

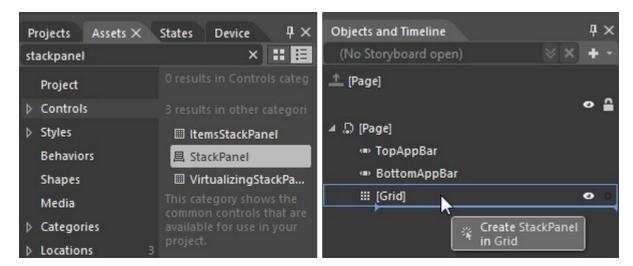


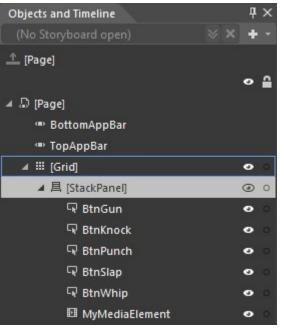
Map services Se decides againstic service and antion in plur aga

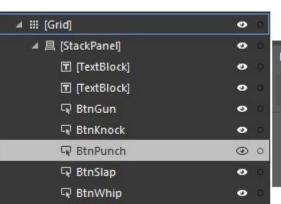
Tree at side

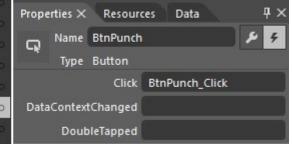
Chapter 11 Creating Windows 8 Store Apps











SoundBoard

Action

	. 4
Gun	(
	ן ק
Knock	(
Punch	3
Slap	
Whip	

Sauch Solution Explorer - Chapter11 • master (Ctrl+;)

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*	Build	Search Solution Explorer - Chapter11 • master (Ctrl+;)
	Rebuild	Chapter11' (1 project)
		er11 (Windows 8.1)
	Deploy	operties
	Clean	ferences
	View	, sets
		.xaml
	Add	
	Add Windows Phone 8.1	
	Store	Associate App with the Store
菌	Manage NuGet Packages	Capture Screenshots
Ф	Set as StartUp Project	Create App Packages

		Create App Packages ? ×				
Ì	Create Your Packages					
C	 Oo you want to build packages to upload to the Wind Yes 	ows Store?				
c t	No Visual Studio will download the required information for the packages to be uploaded to the Store. The packages can also be used on a computer that has a developer license installed or meets the requirements for sideloading Windows Store apps. For more information, see the <u>developer license</u> and the <u>sideloading</u> requirements. You must sign into the Windows Store with a Microsoft account. You can <u>create an</u> <u>account</u> if you don't have one.					
		Previous Next Cancel				
	Solution Exp	orer To - २ २ वी िक २ कि				
	Build	Explorer (Ctrl+;)				
	Rebuild	Chapter11' (1 project)				
	Deploy	er11 perties				
	Clean	erences				
	Run Code Analysis	ets				
	Scope to This	nmon p.xaml				
đ	New Solution Explorer View	apter11_TemporaryKey.pfx				
	Calculate Code Metrics	inPage.xaml				
	Add	, kage.appxmanifest				
	Add Reference					
	Add Service Reference					
	Store	Associate App with the Store				
ă	Manage NuGet Packages	Capture Screenshots				
42	View Class Diagram	Create App Packages				

	Create App Packages	? ×
Select an app name		
Existing app names:	Include app names that already have packages	<u>Refresh</u>
App Name	Package Identity in the Windows Store	
Chapter11	None	
Cool Soundboard	None	
GitHub Mobile	None	
GitHubMobile	None	
Reserve a new app name:		
	Reserve	
	Previous <u>N</u> ext	Cancel

			Create App Packages		?	×
Ē	Sele	ect and Configure P	ackages			
Outp	out location:					
C:\D	\MyDocs\FL\Pa	acktExpression Blend\Mini\Cha	ter11\Chapter11\Chapter11\AppPackages\			
Gene If ne <u>Wha</u>	. 1 (Automatically in crate app <u>b</u> und ceded t does an app t	le:	ïguration <u>m</u> appings:			
	Architecture	Solution Configuration				
✓	Neutral	Release (Any CPU)				
	x86	Release (x86)	-			
	x64	Release (x64)	-			
	ARM	Release (ARM)	-			
	nclude public <u>s</u>	ymbol files, if any, to enable cr	sh analysis for the app			
			Previous	Create	<u>C</u> ance	el

Create App Packages	?	×
Package Creation Completed		
Output location:		
C:\D\MyDocs\FL\PacktExpression Blend\Mini\Chapter11\Chapter11\Chapter11\AppPackages\		
To test whether your app complies with the Windows Store requirements, click "Launch Windows App Certification Kit."		
Select a target device to run validation:		
Local machine		
O Remote machine: V Test Connection		
Package that will be validated: <u>C:\D\MyDocs\FL\PacktExpression_Blend\Mini\Chapter11\Chapter11\Chapter11\AppPackages\Chapter11_1.1.0.0_AnyCPU_Test_ \Chapter11_1.1.0.0_AnyCPU.appx</u>		
 Validation might take a few minutes or longer depending on the size of your app. 		
 One or more tests require the app to run in full screen. 		
① Do not interact with the machine until you see the test results.		
 The existing version of your app on the local machine will be removed. 		
😵 Launch Windows App Certification Kit	<u>C</u> los	e

Certification status

We are certifying Weather: release 1 for listing in the Windows Store. Learn more



Pre-processing

Usually done within 1 hour



Security tests Usually done within 3 hours

Technical compliance Usually done within 6 hours



n progress

Content compliance

Usually done within 5 days



Release

Waiting until the app passes certification

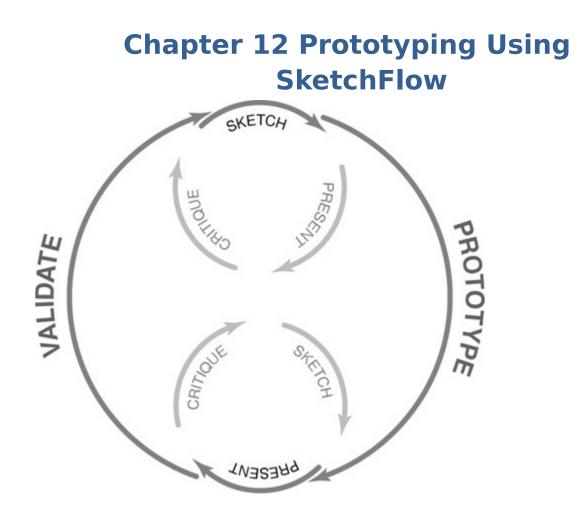


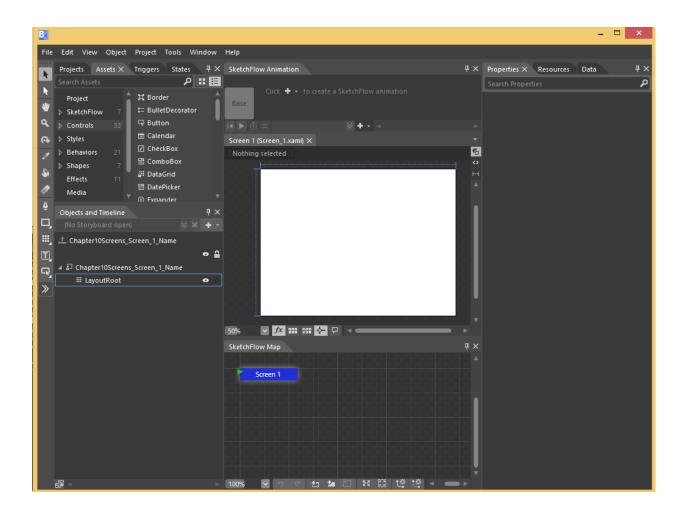
Signing and publishing

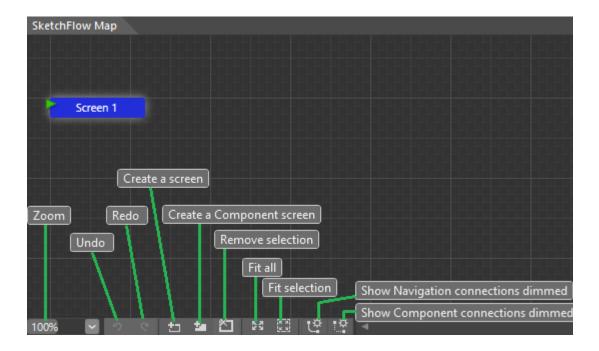
Usually done within 2 hours

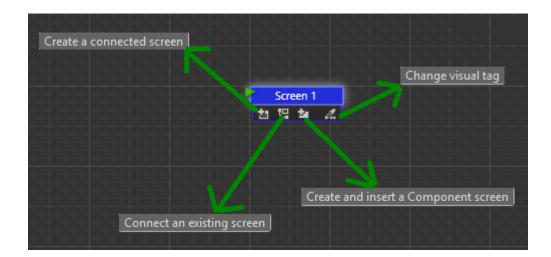
Cancel release

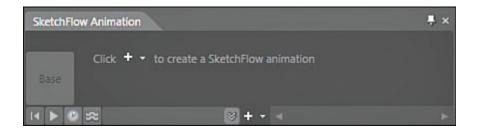
Go to dashboard

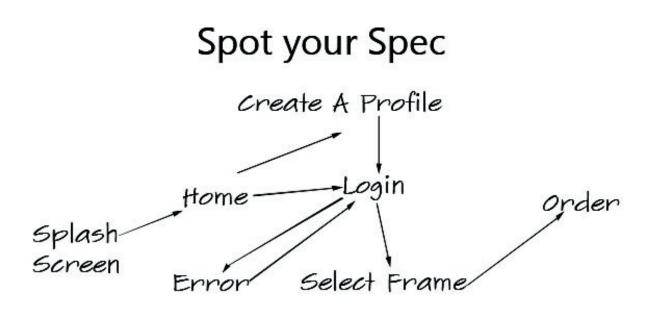






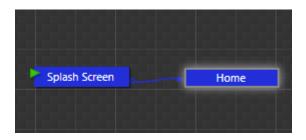


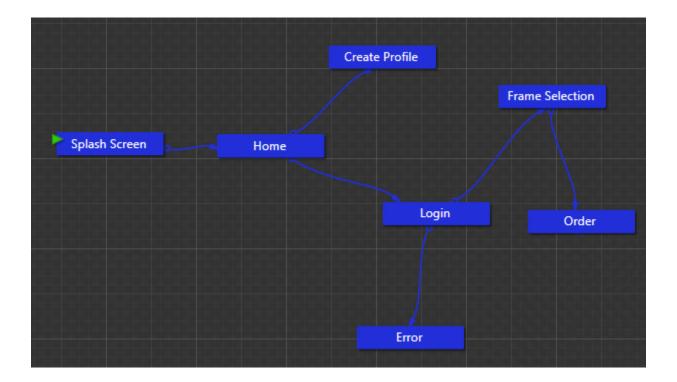


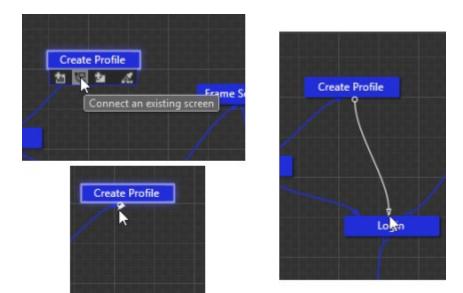


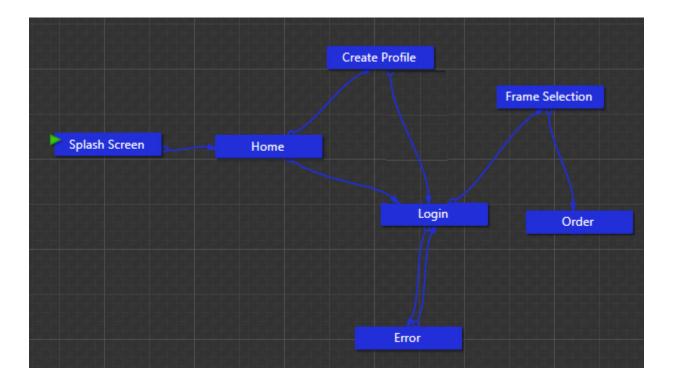
SketchFlow Map		
Screen	Rename	
	Create a Connected Screen Duplicate	
	Remove from Map Delete	
	Set as Start Set as Default Navigation Screen Size Make into Component Screen	
	Visual Tag	۲

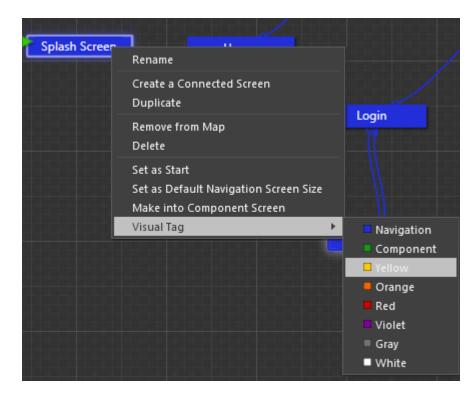
Splash Screen	Rename	
	Create a Connected Screen	
	Duplicate	
	Remove from Map	
	Delete	
	Set as Start	
	Set as Default Navigation Screen Size	
	Make into Component Screen	
	Visual Tag	۲

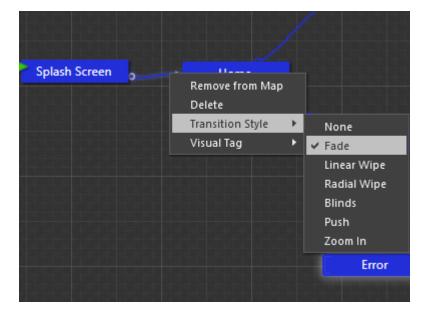


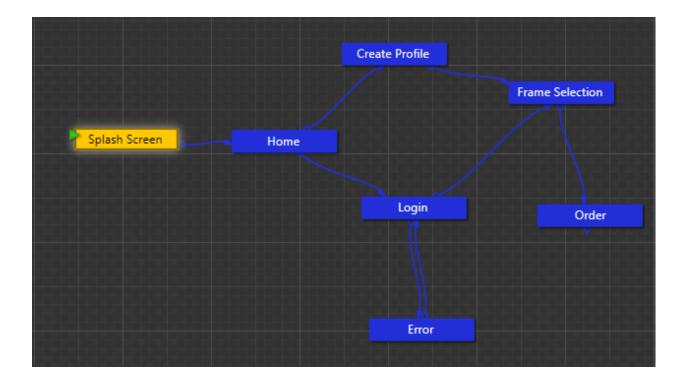










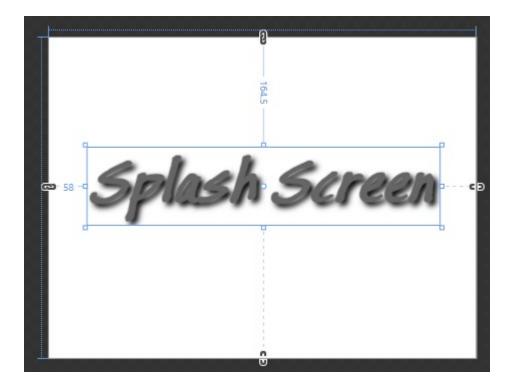


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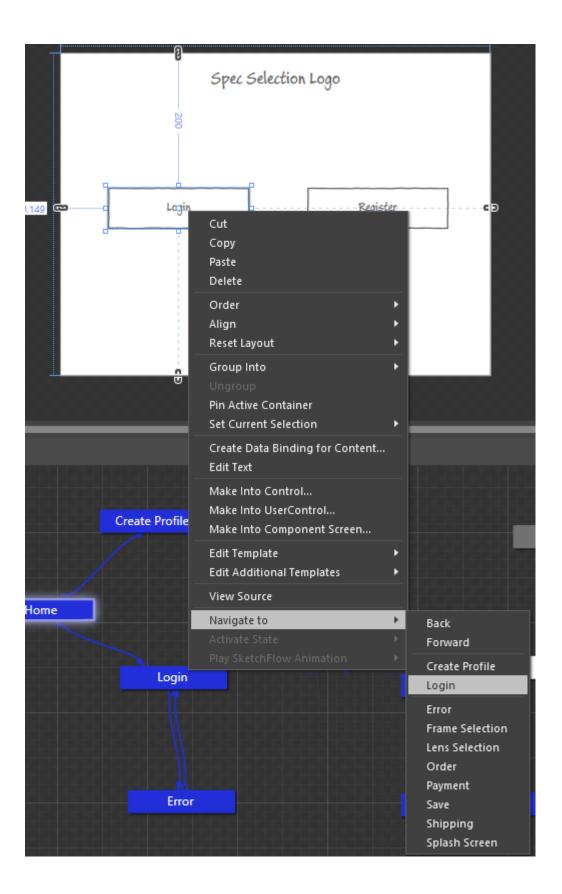
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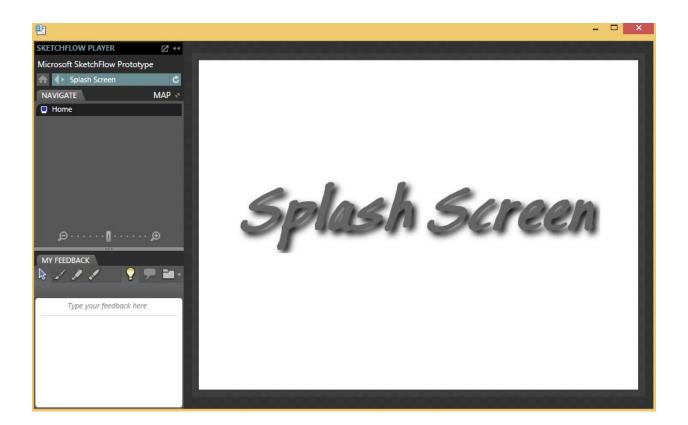
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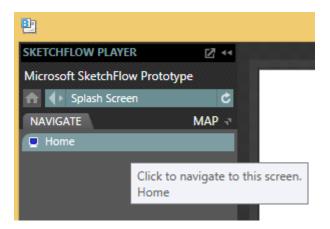
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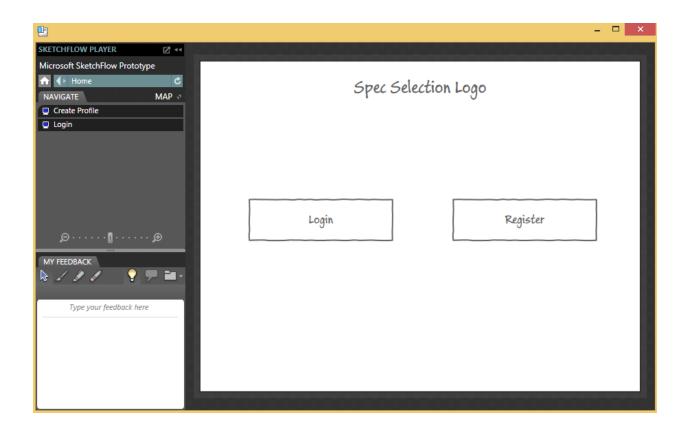


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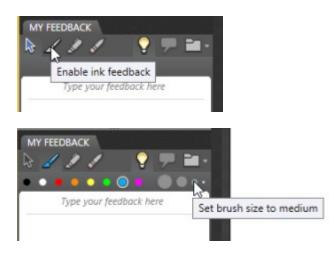




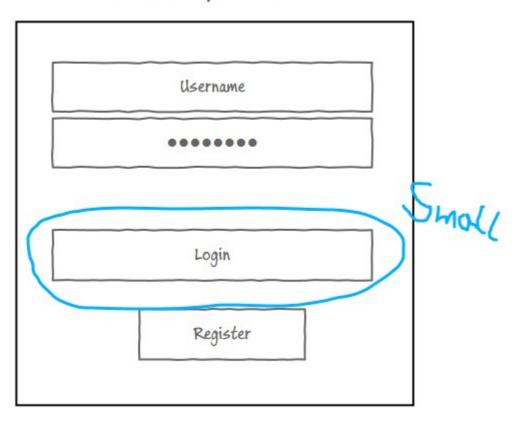


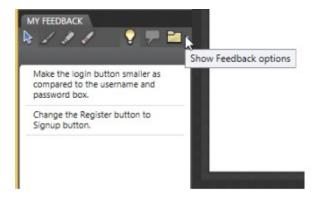


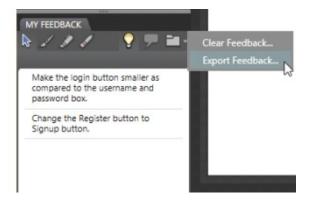
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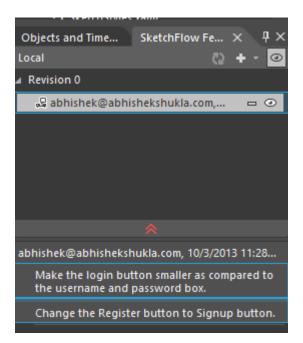


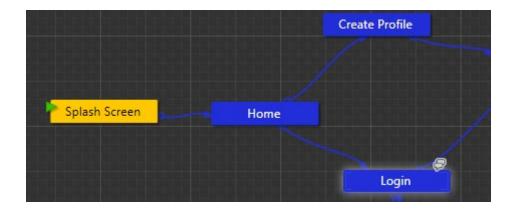


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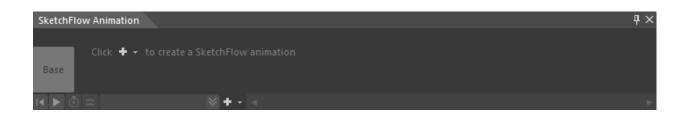
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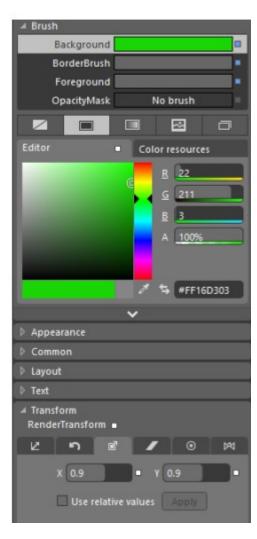


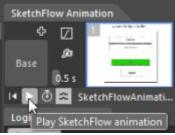
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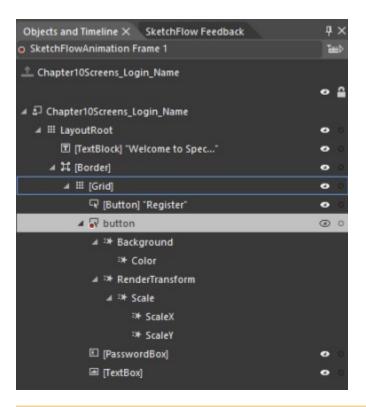


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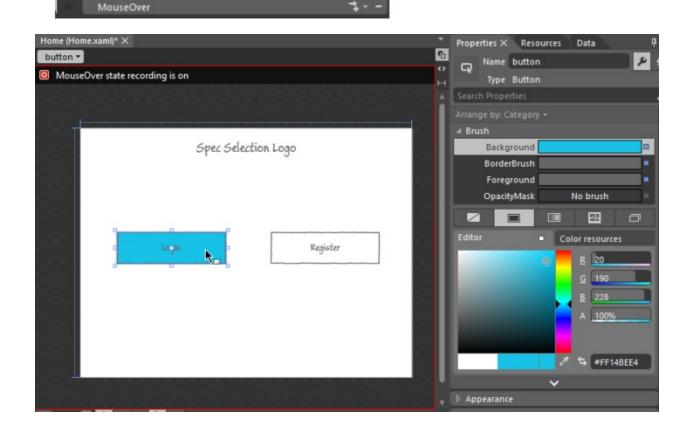






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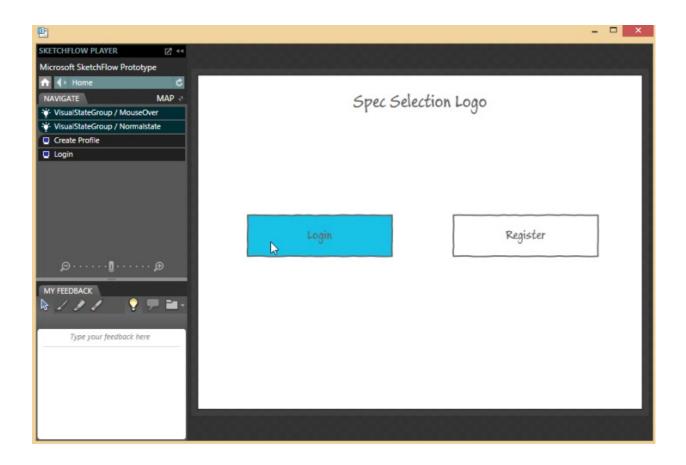
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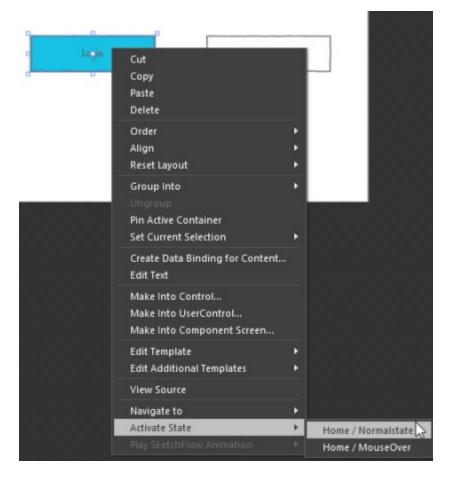
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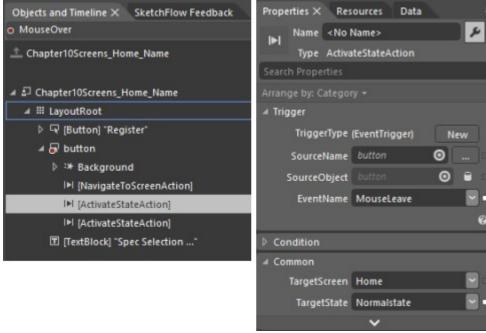
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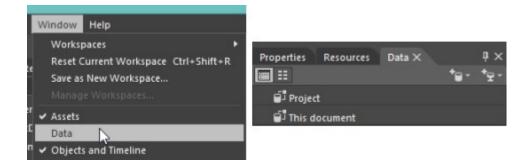
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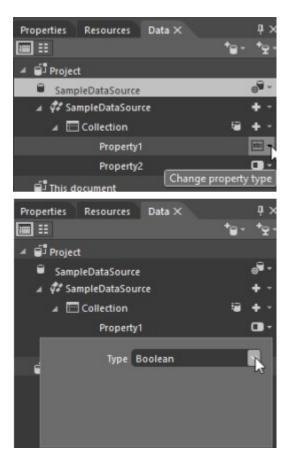


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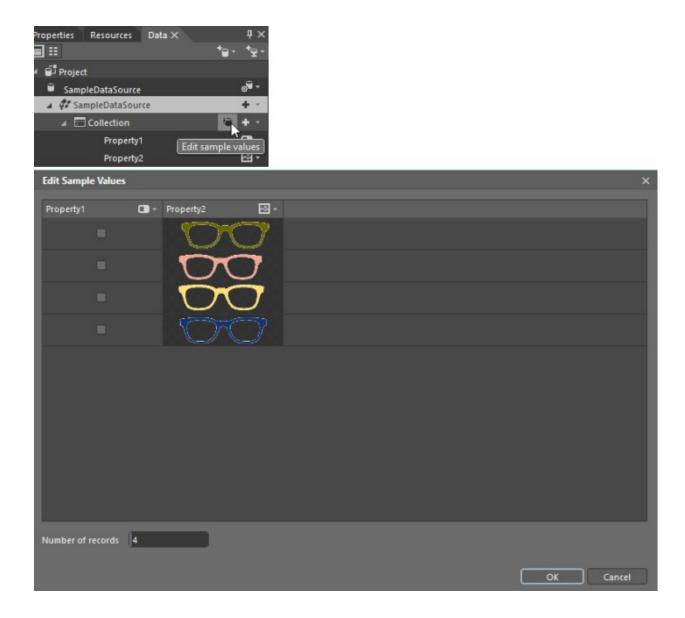
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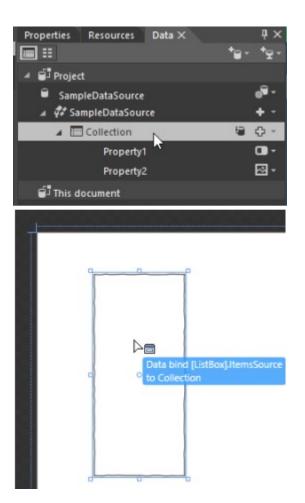


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