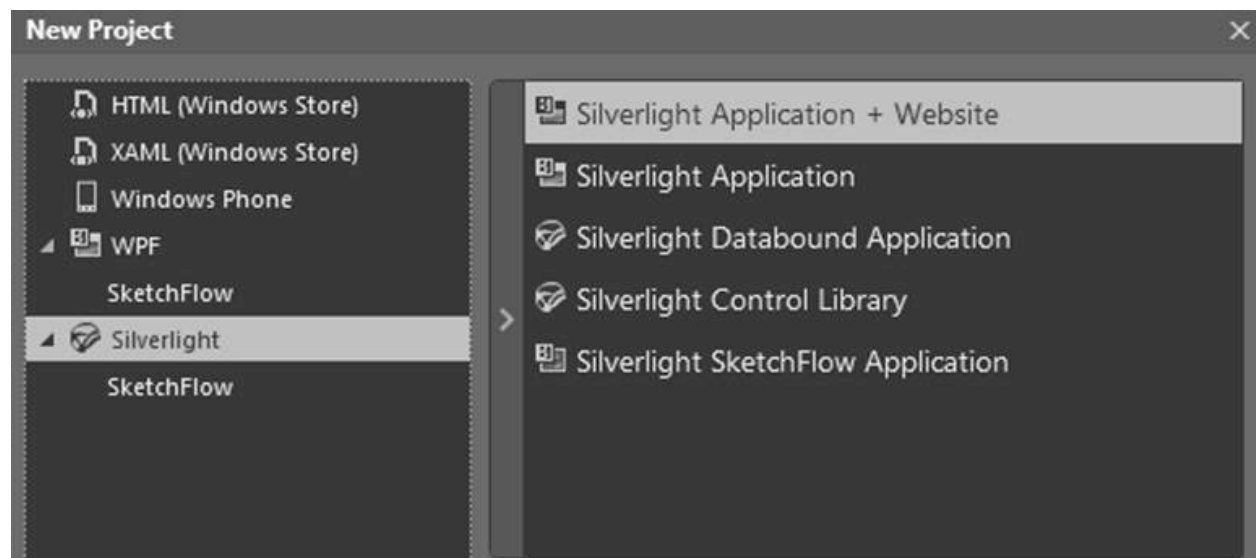
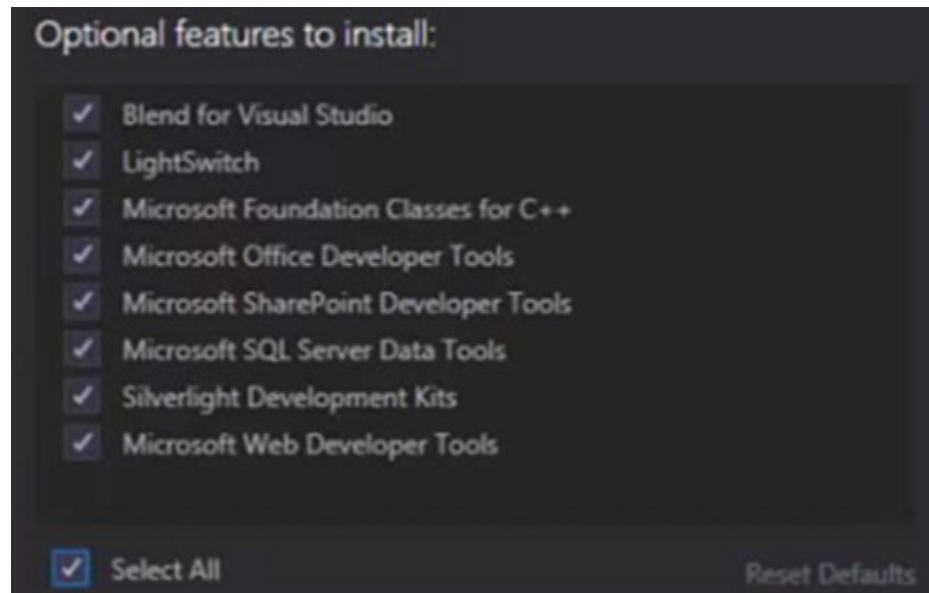
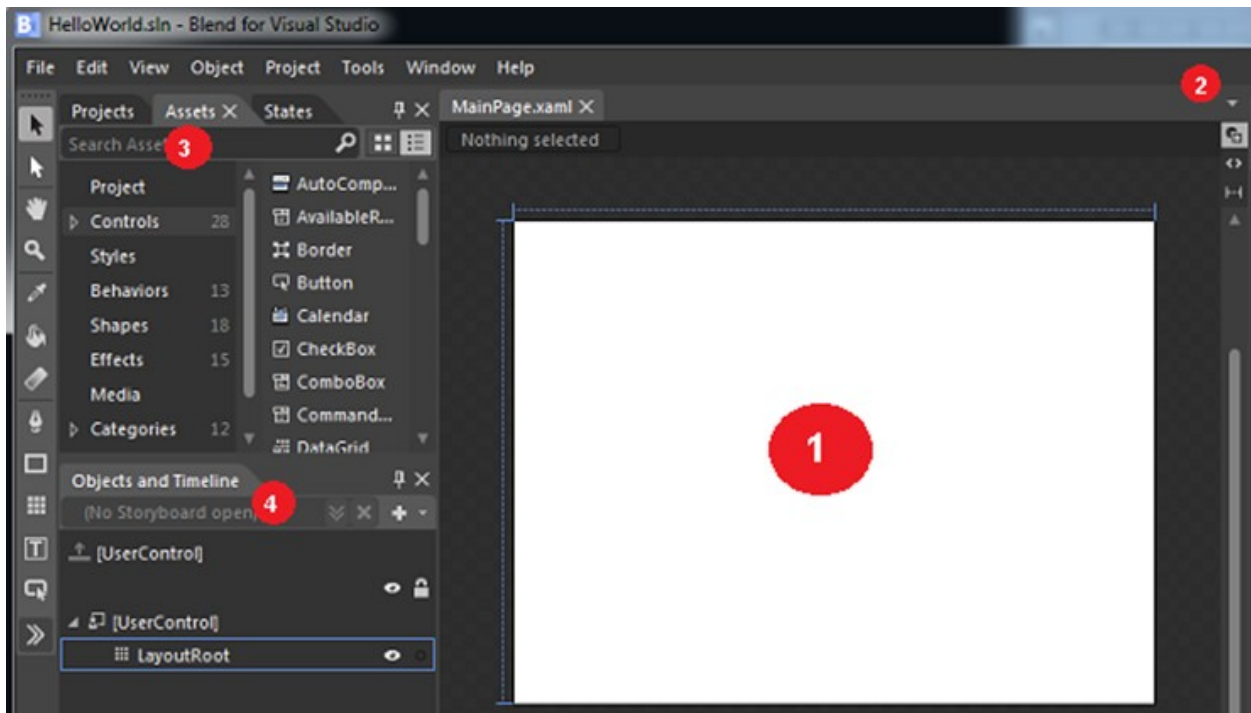


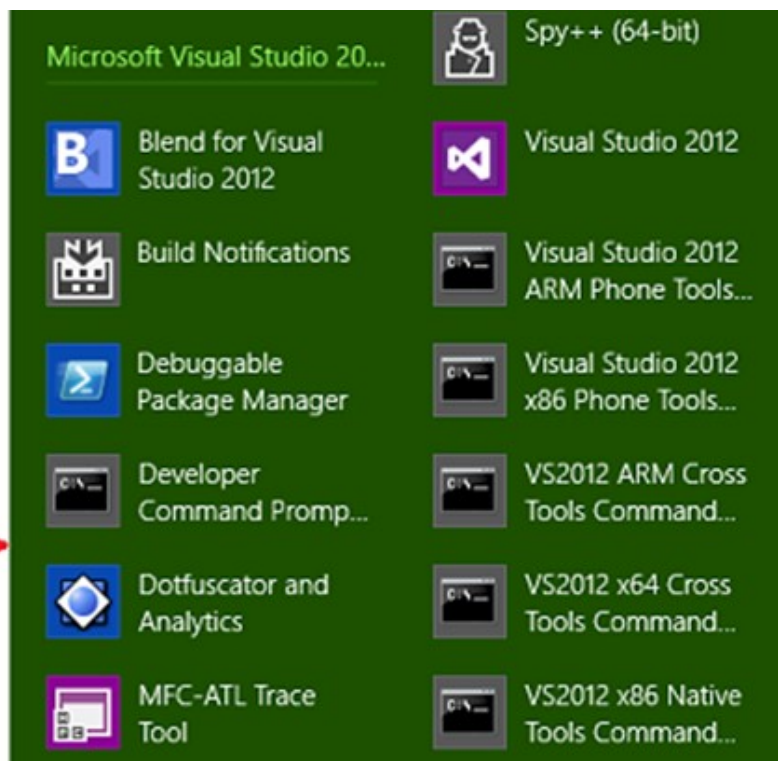
# Chapter 1 Getting started with Blend

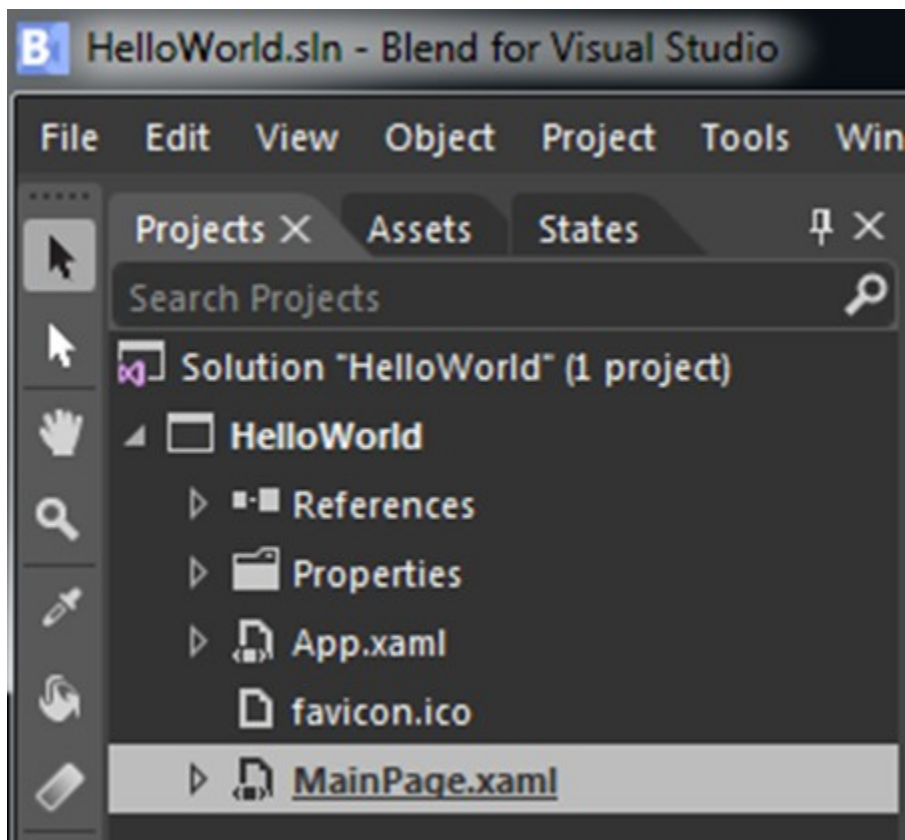
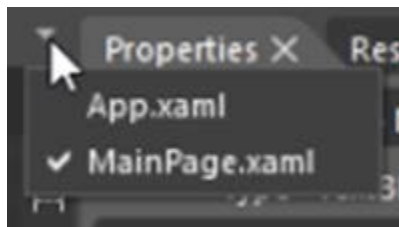


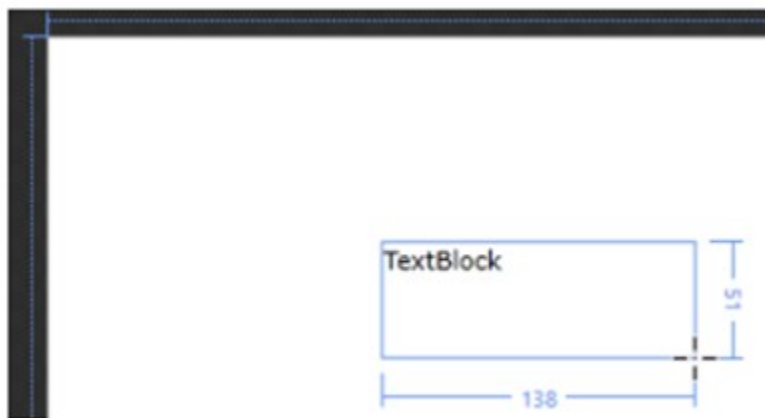
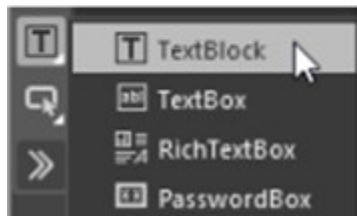
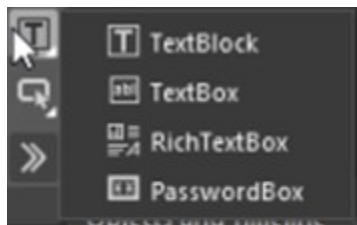
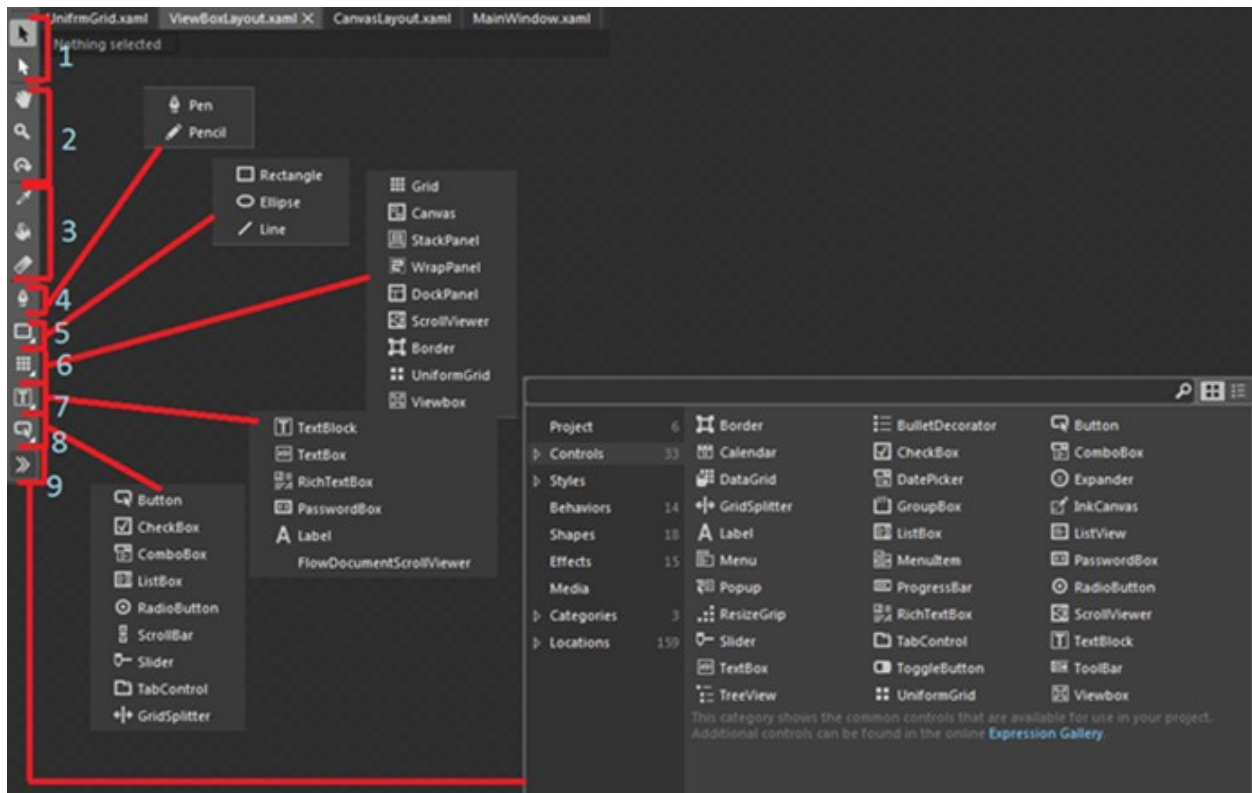


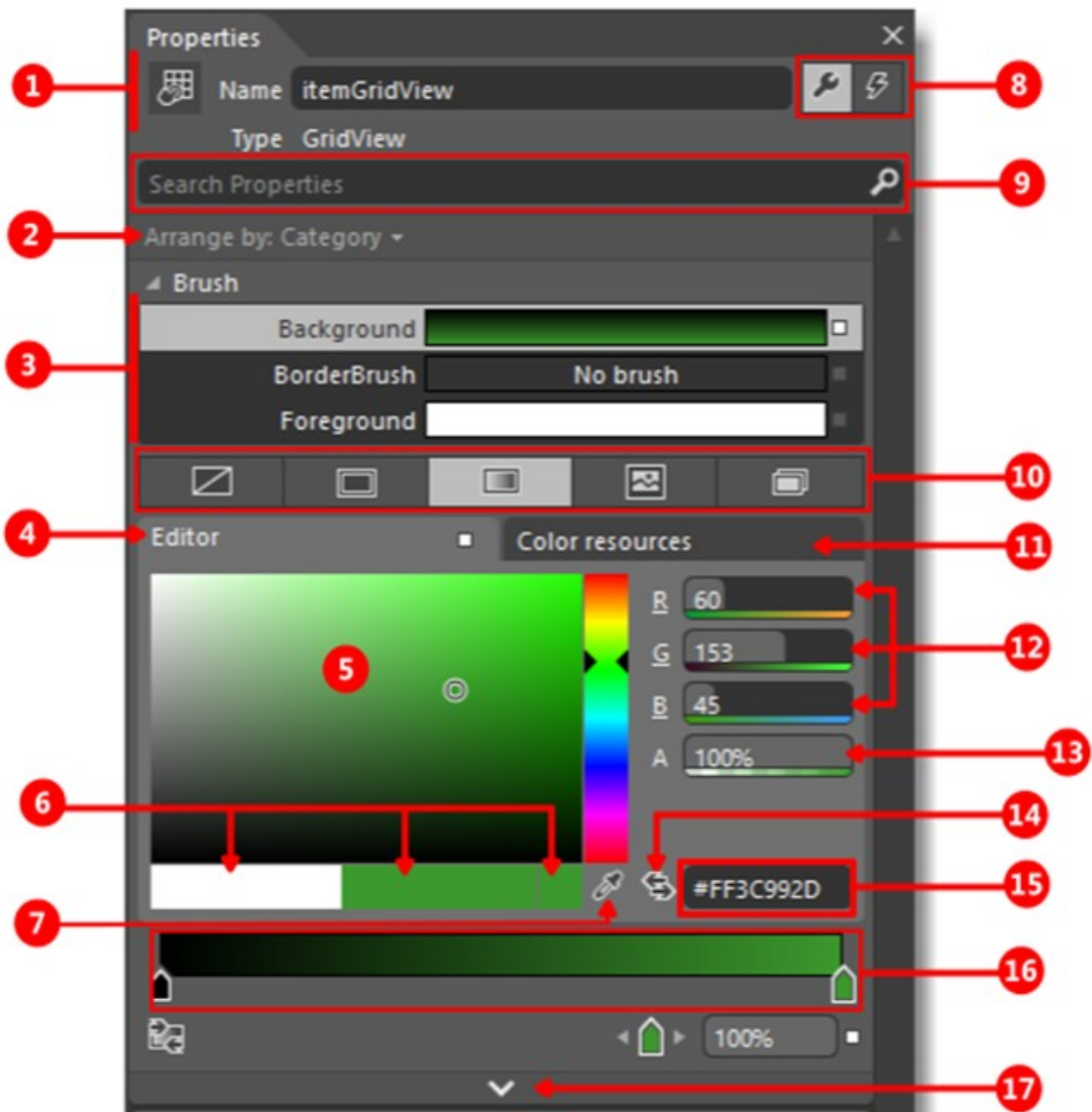
Windows 7

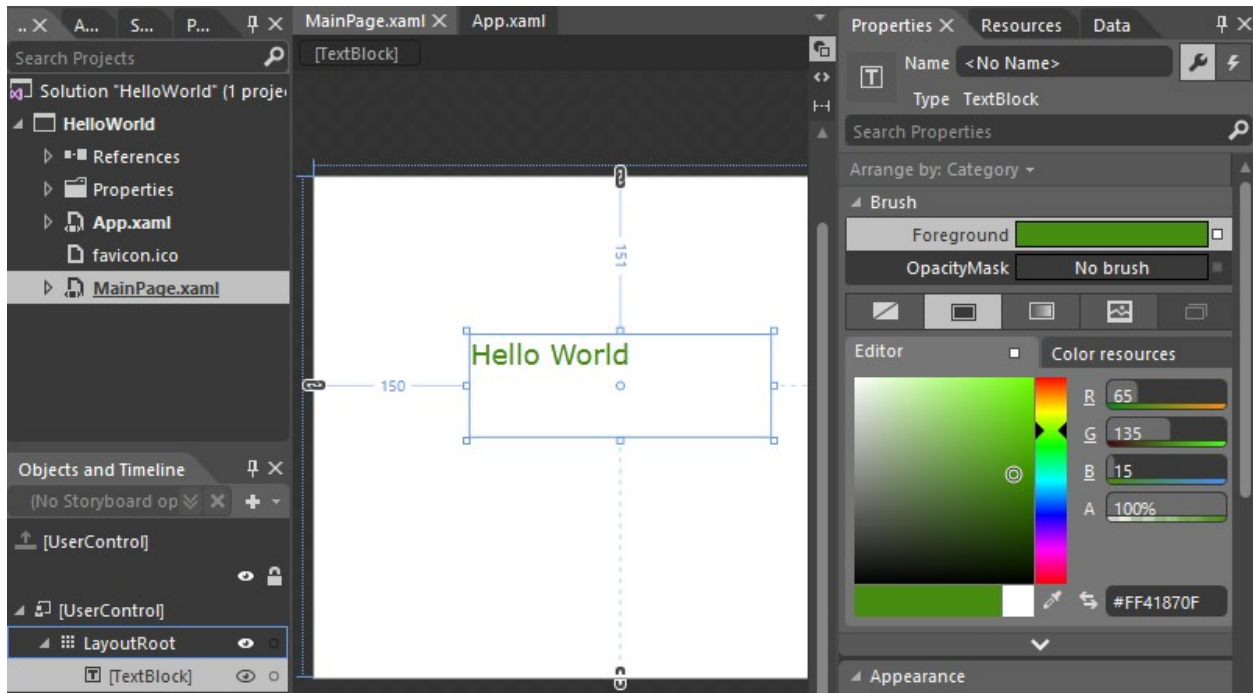
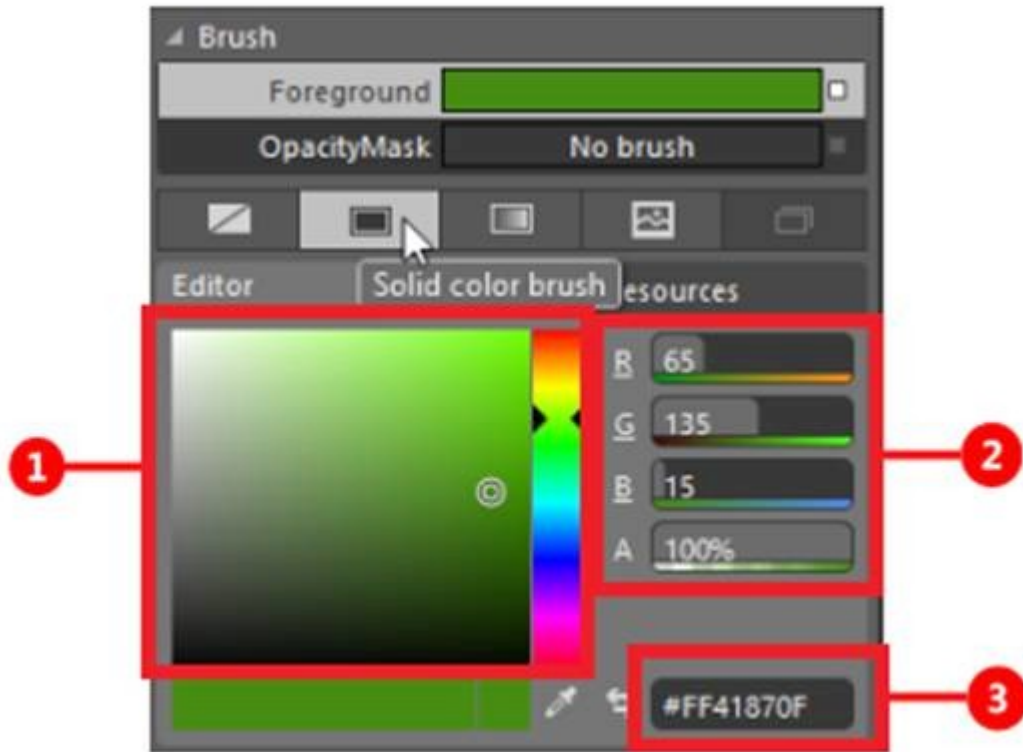
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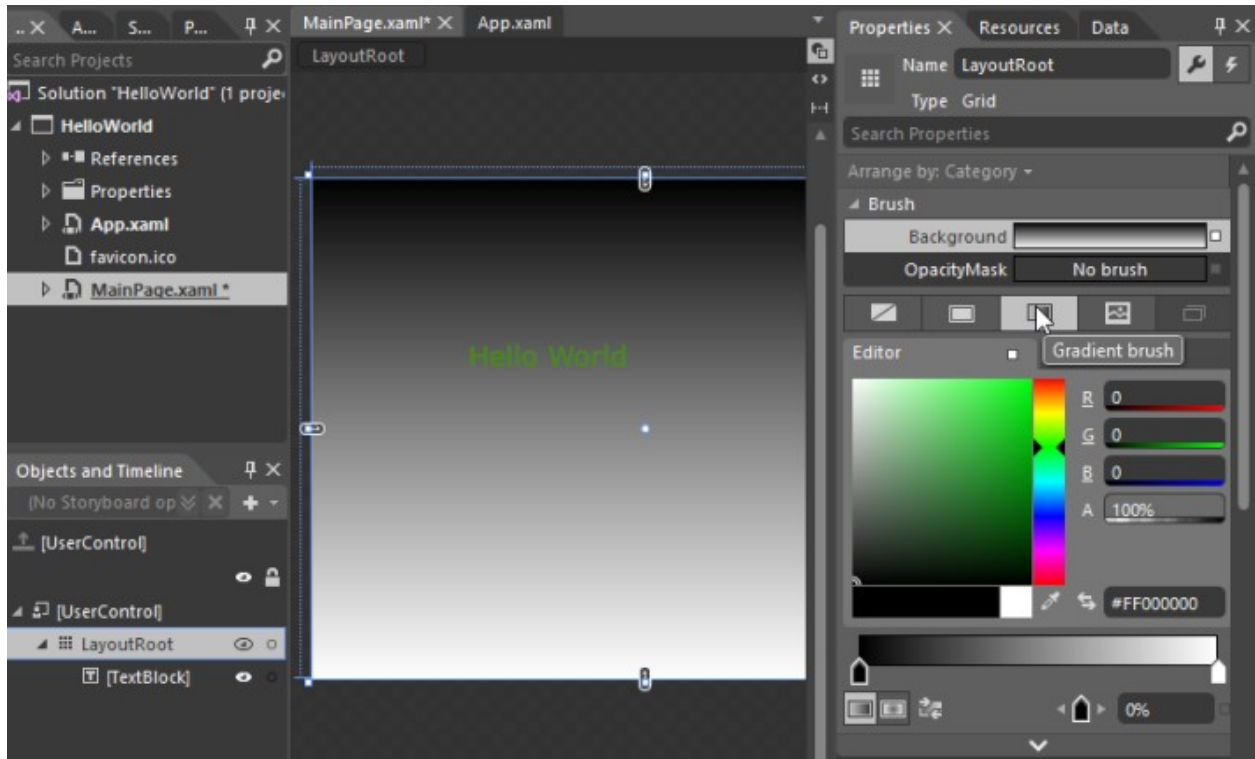


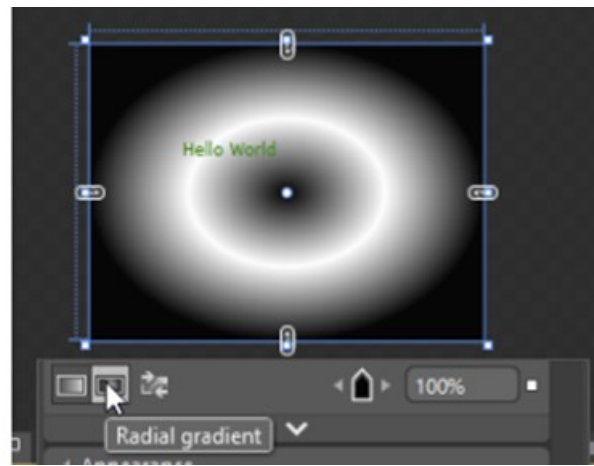
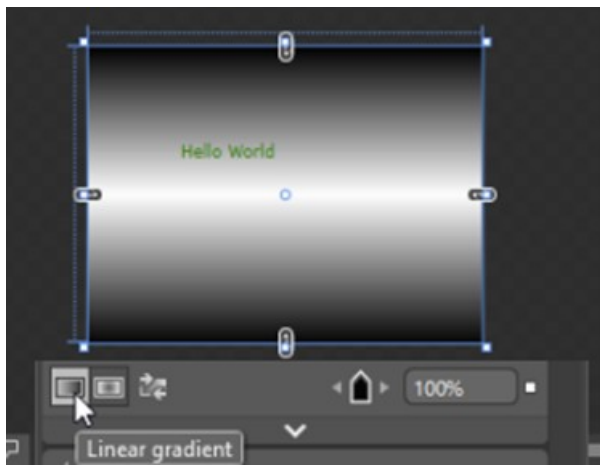
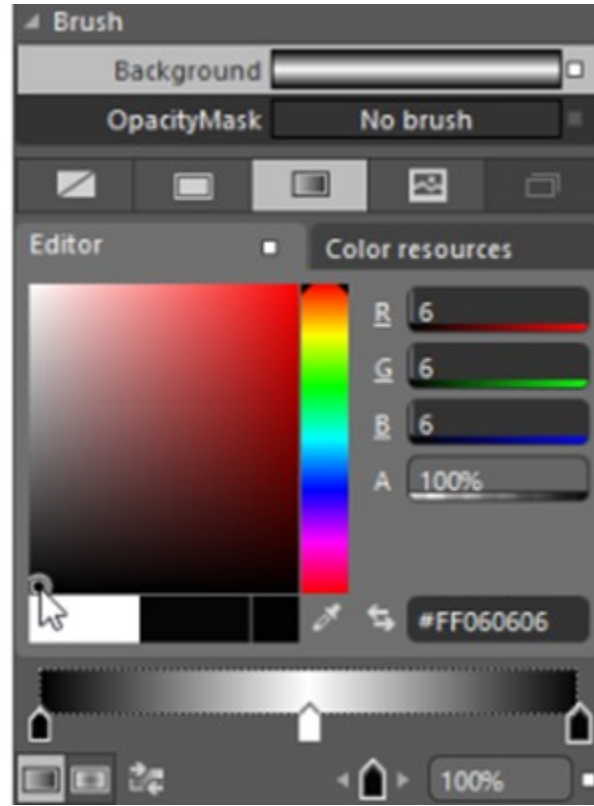




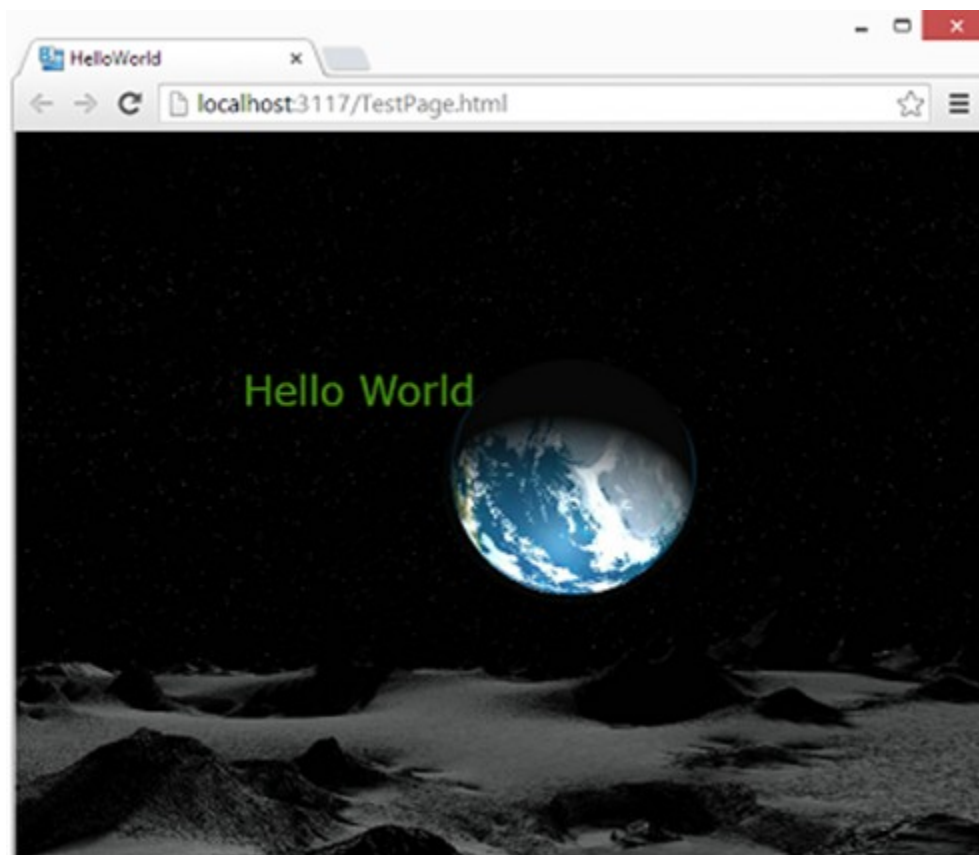
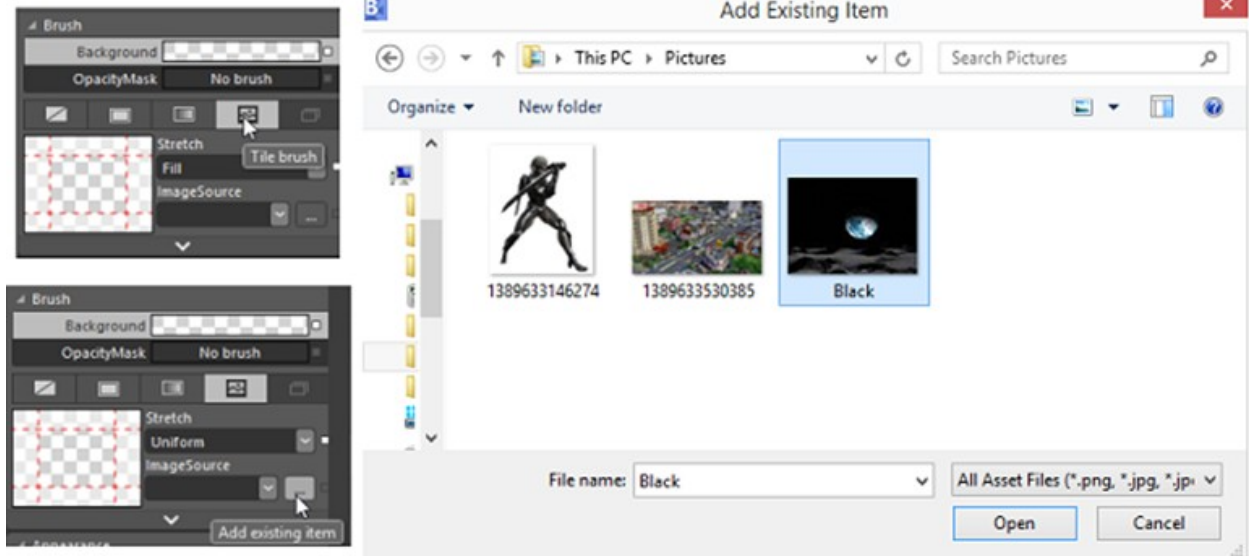


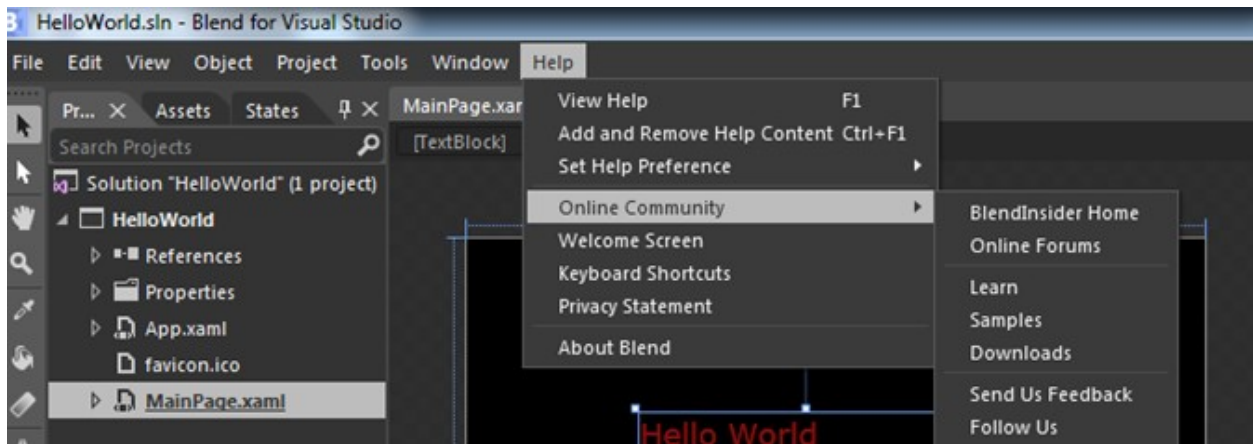
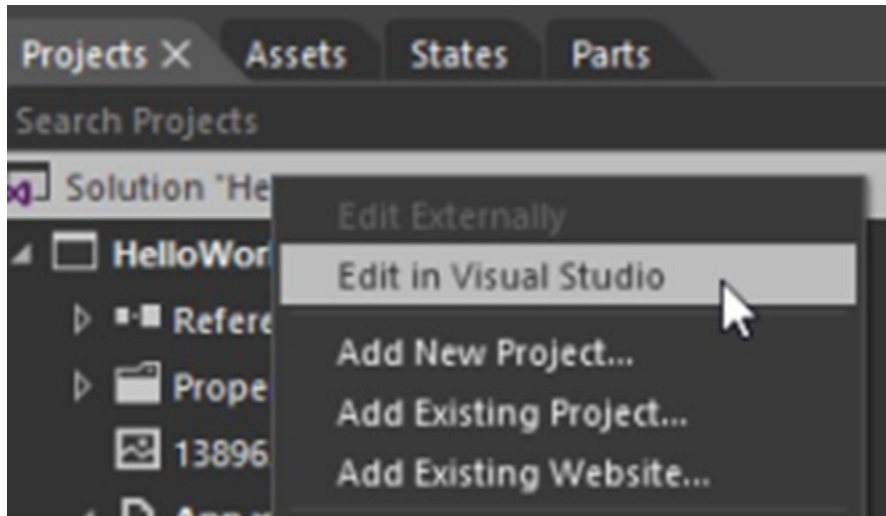


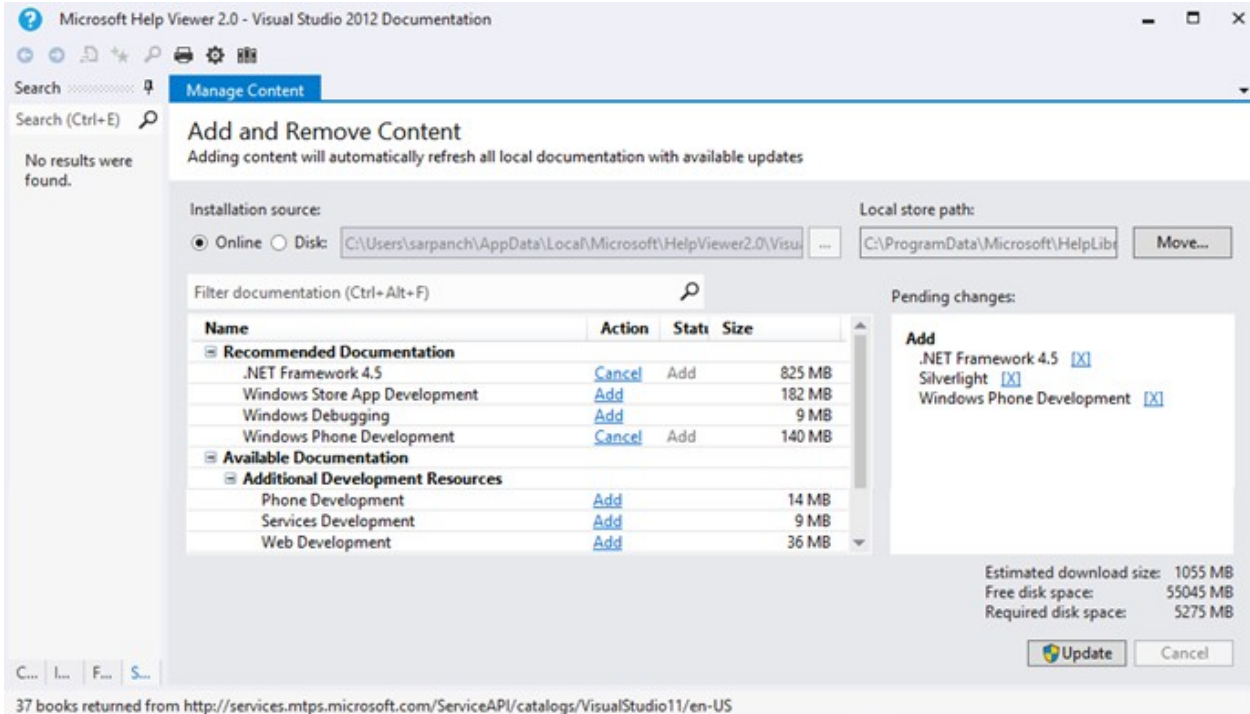




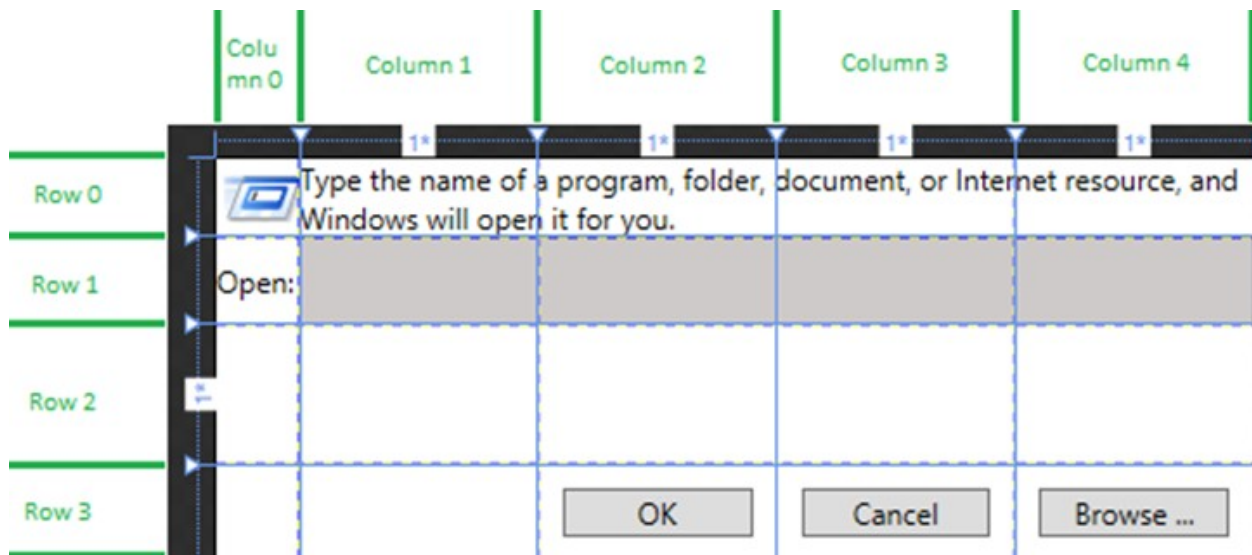


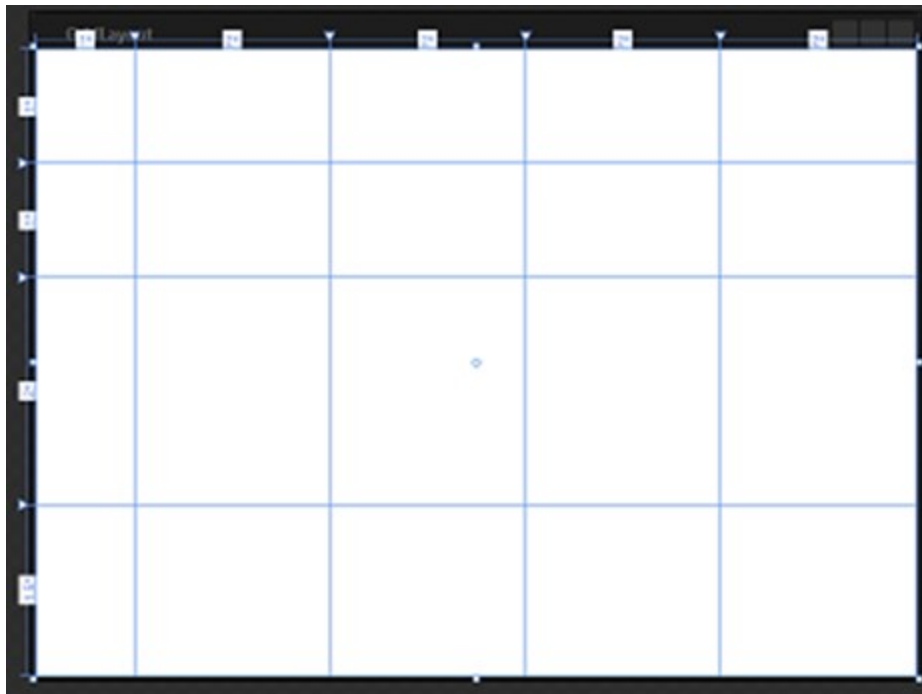
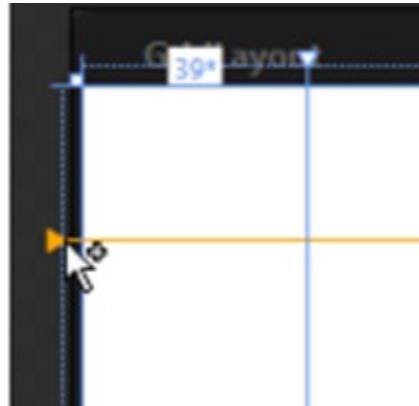
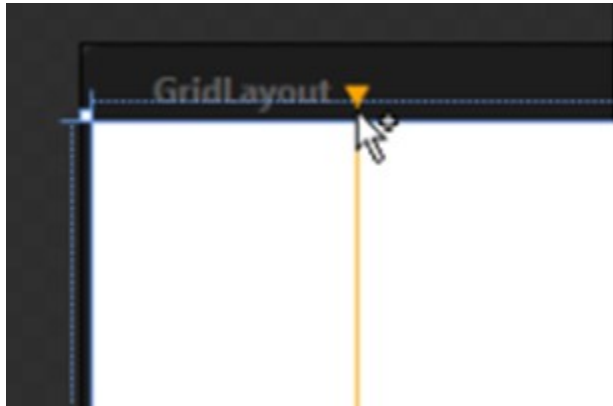
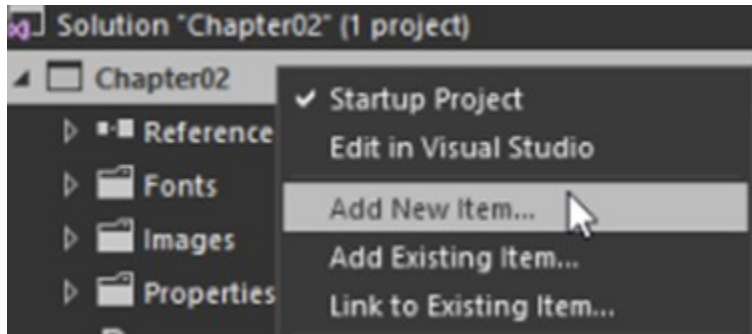


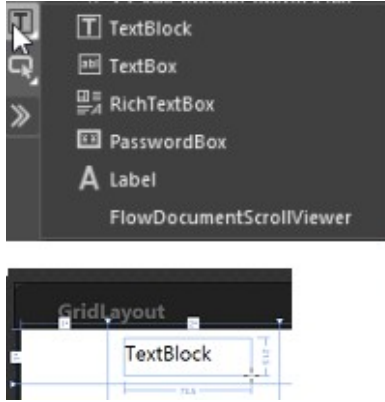
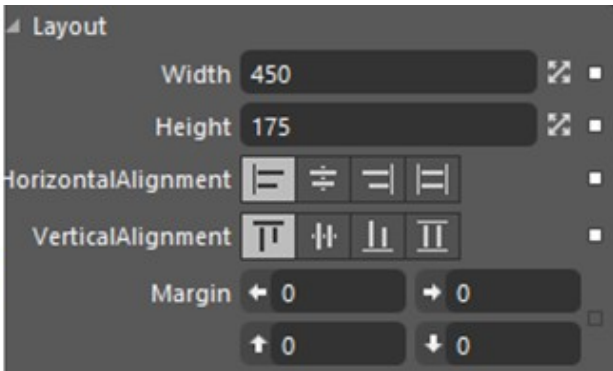
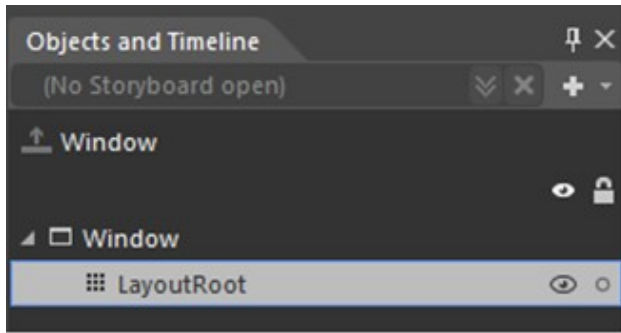
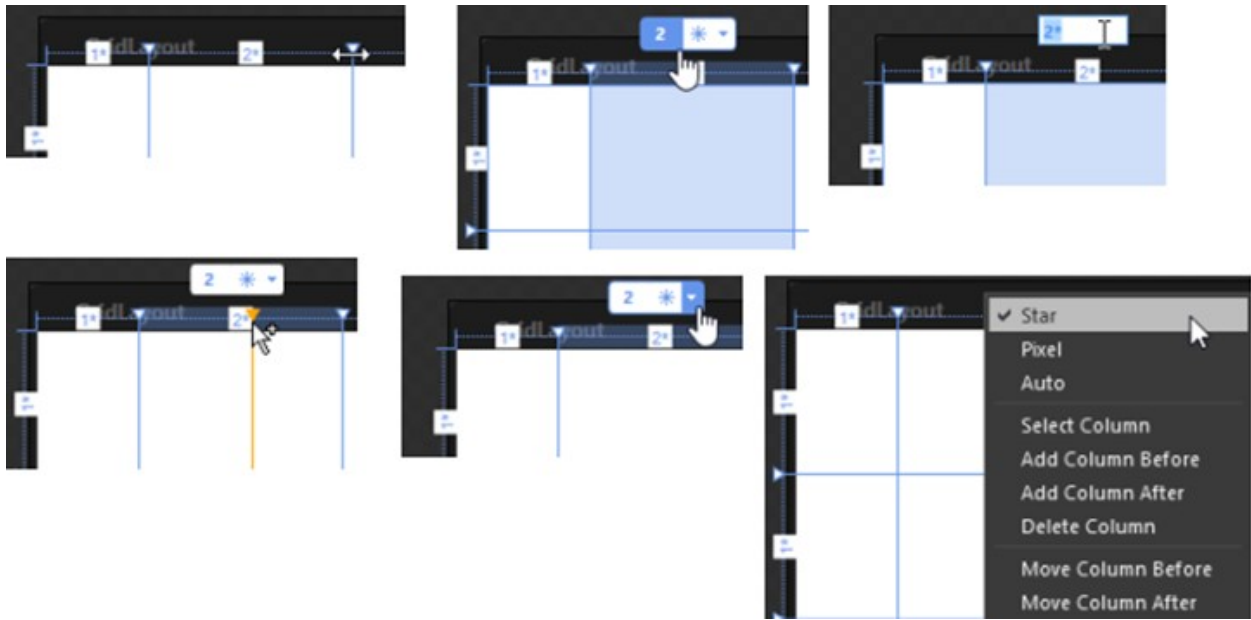




## Chapter 2 Layout Panels







Layout

Width: Auto (400)

Height: Auto (31.92)

Row: 0    RowSpan: 1

Column: 1    ColumnS...: 4

ZIndex: 0

HorizontalAlignment: [Left] [Center] [Right] [Justify]

VerticalAlignment: [Top] [Middle] [Bottom] [Baseline]

Margin: [0] [0] [0] [0]

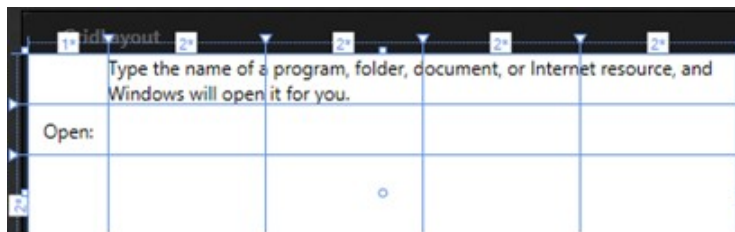
Common

Text: Type the name of a program, f...

Cursor: [Dropdown]

DataContext: [New]

IsEnabled:



Layout

Width: Auto (31.7666666666667)

Height: Auto (15.96)

Row: 1    RowSpan: 1

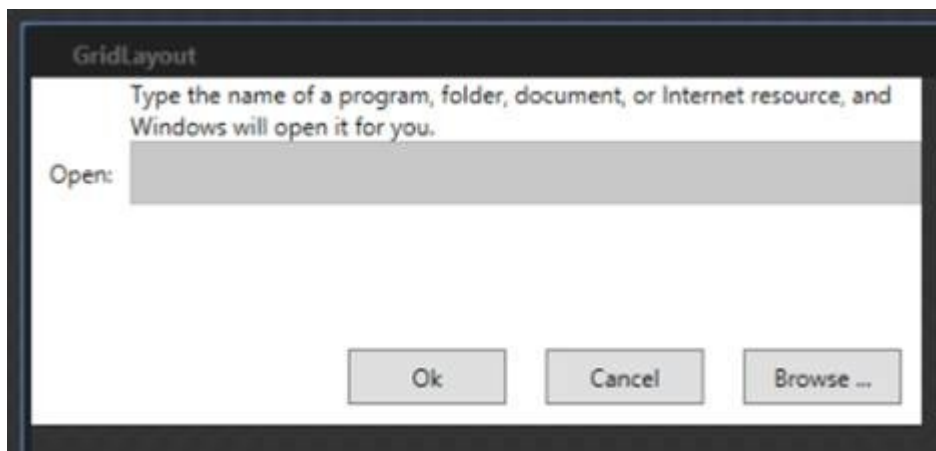
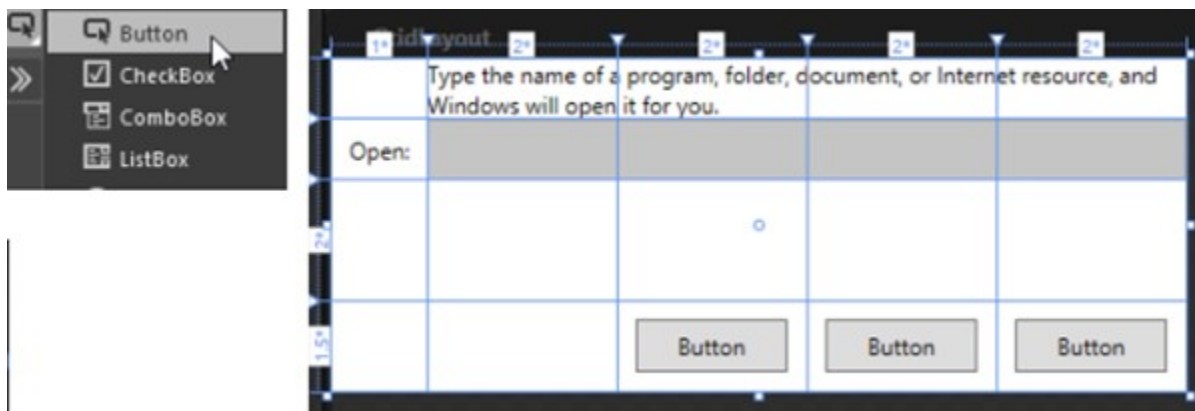
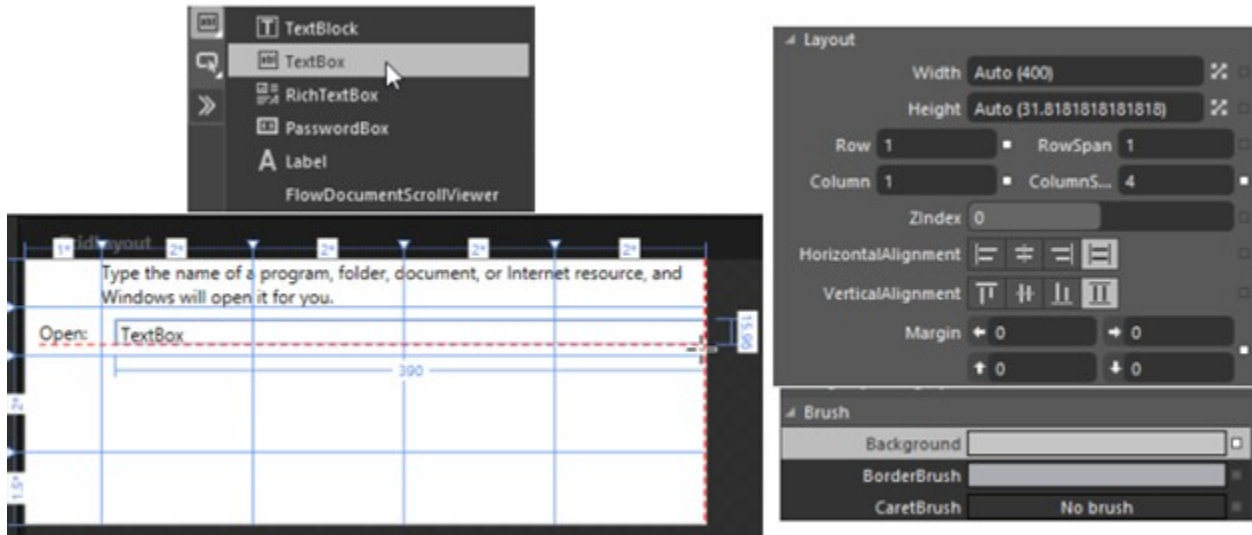
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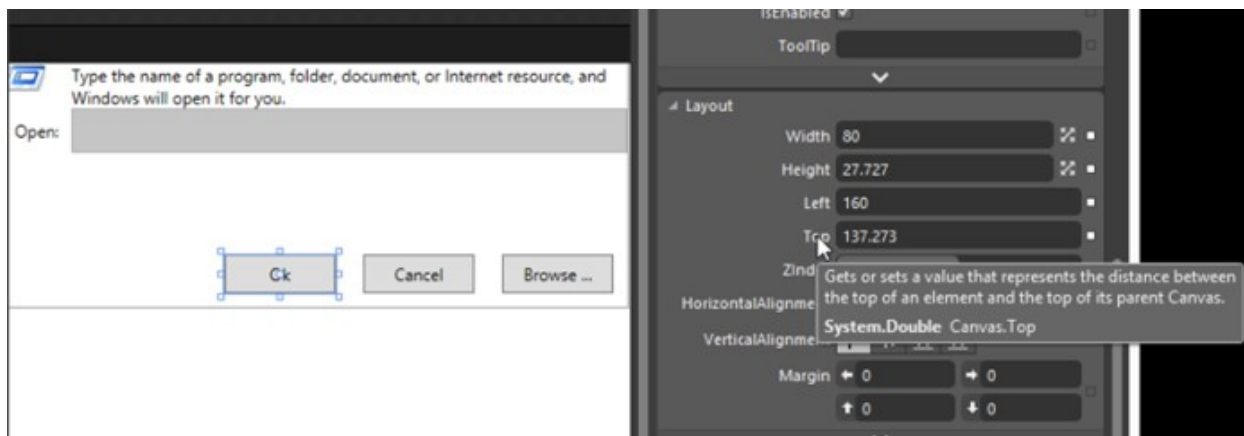
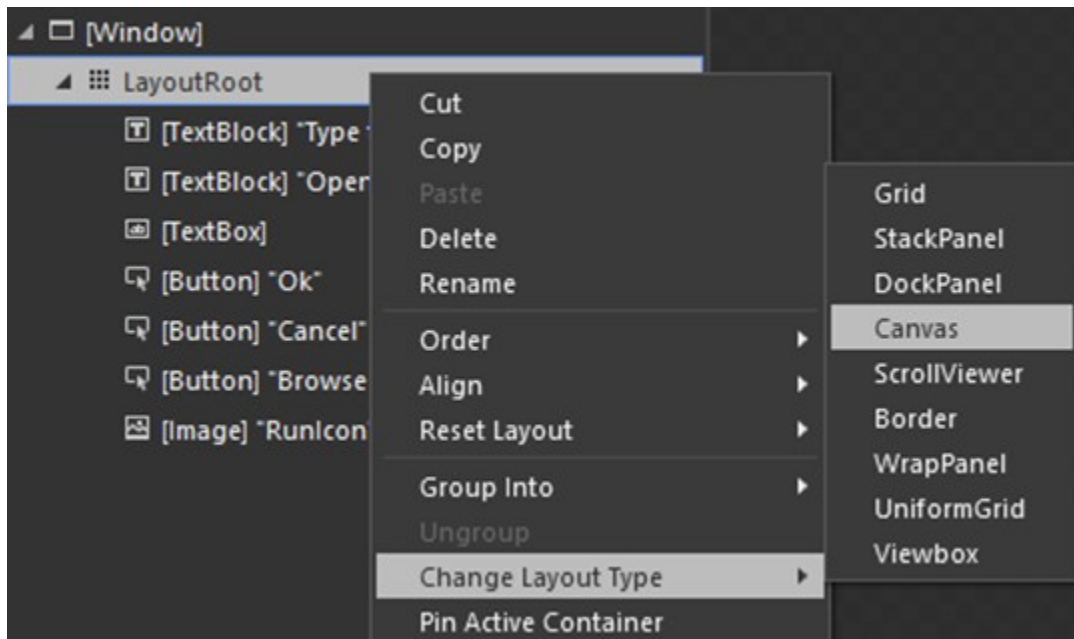
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HorizontalAlignment: [Left] [Center] [Right] [Justify]

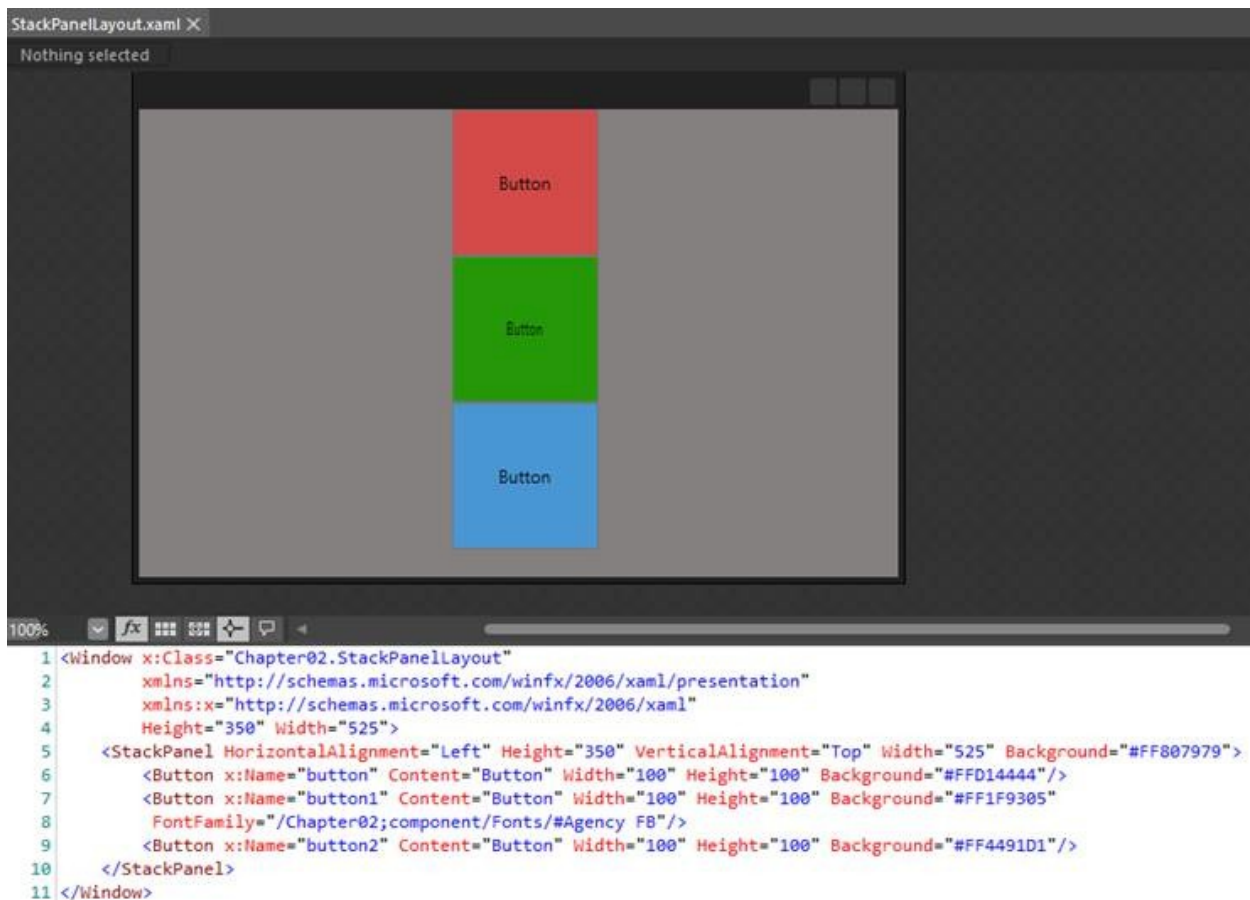
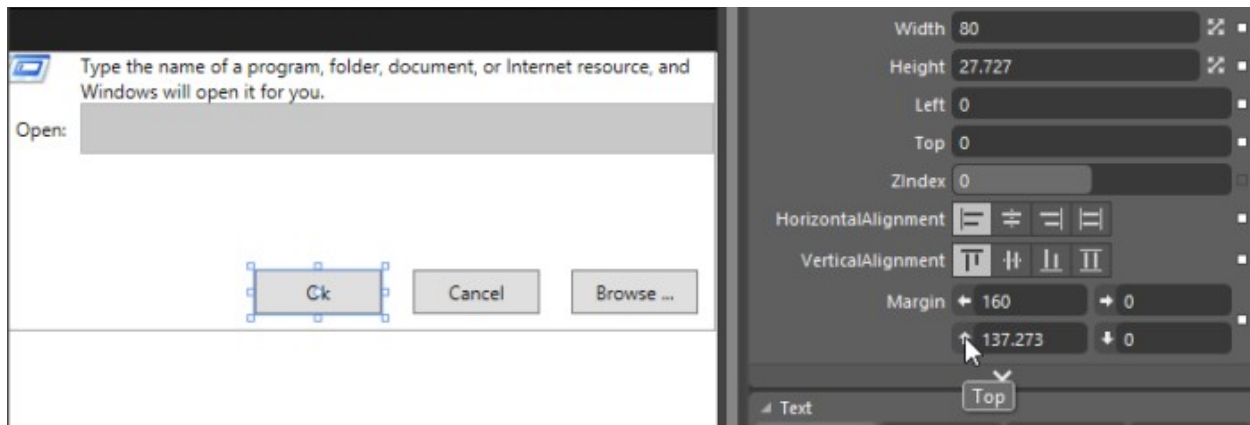
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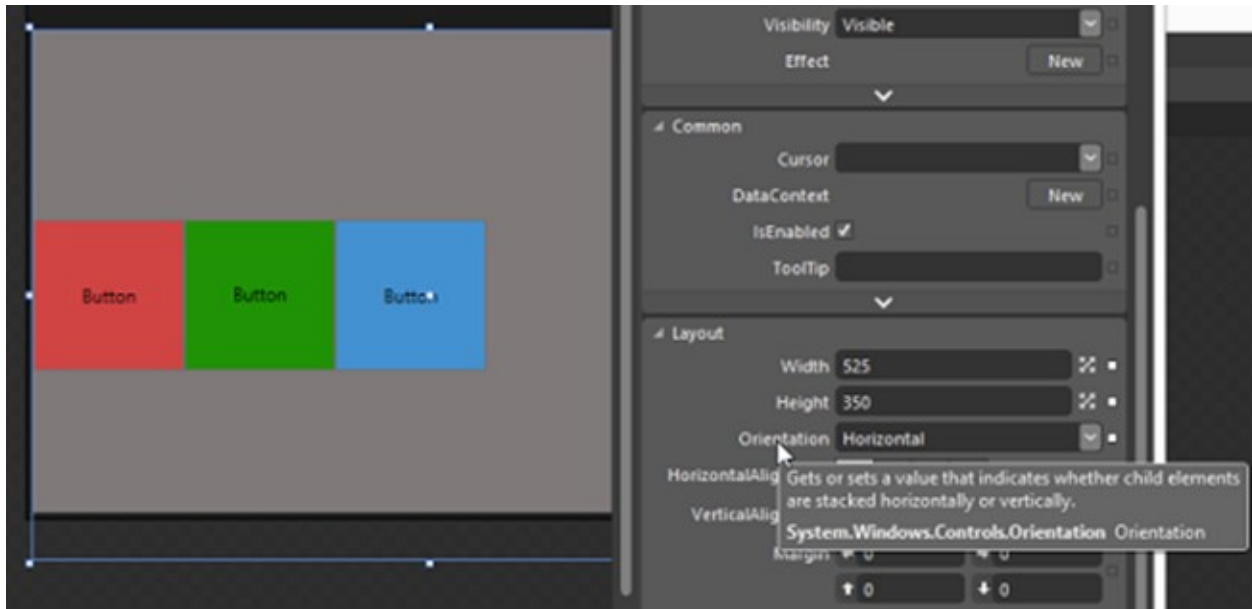
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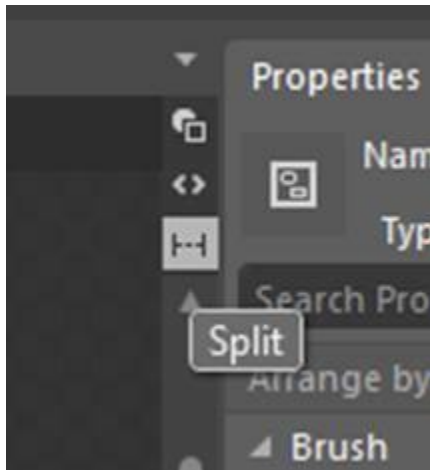




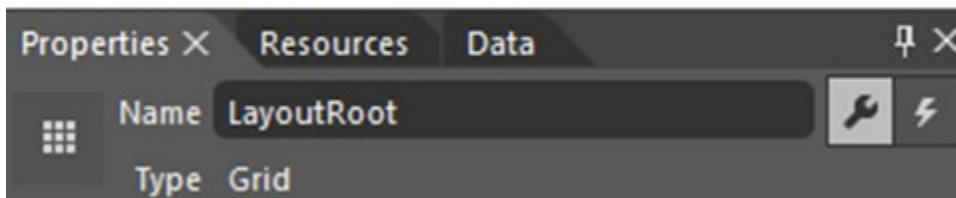


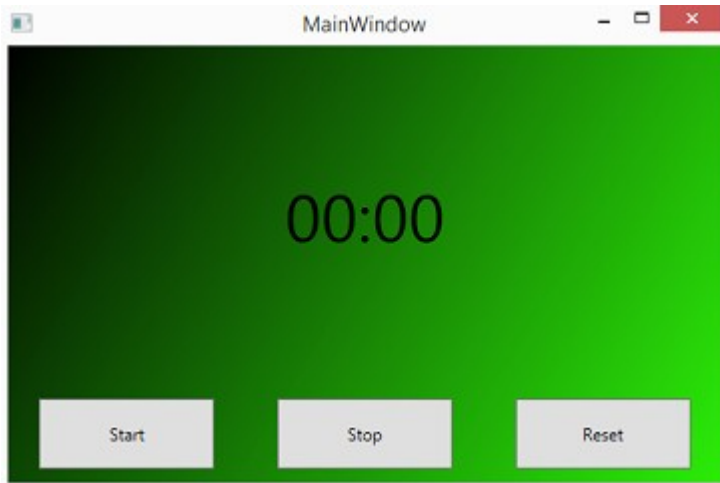
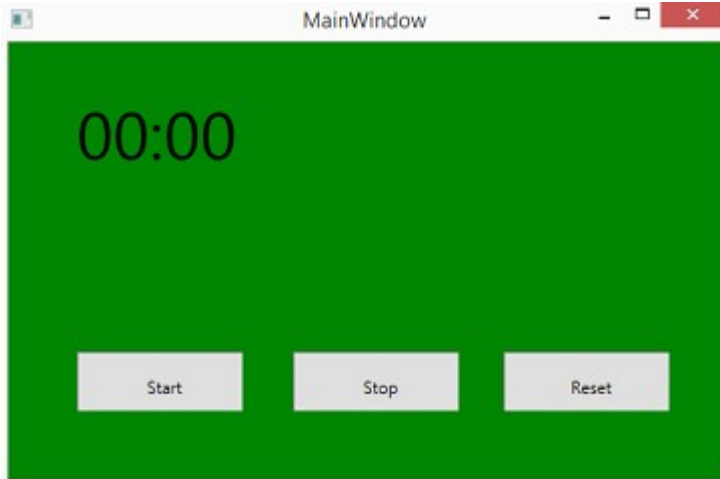


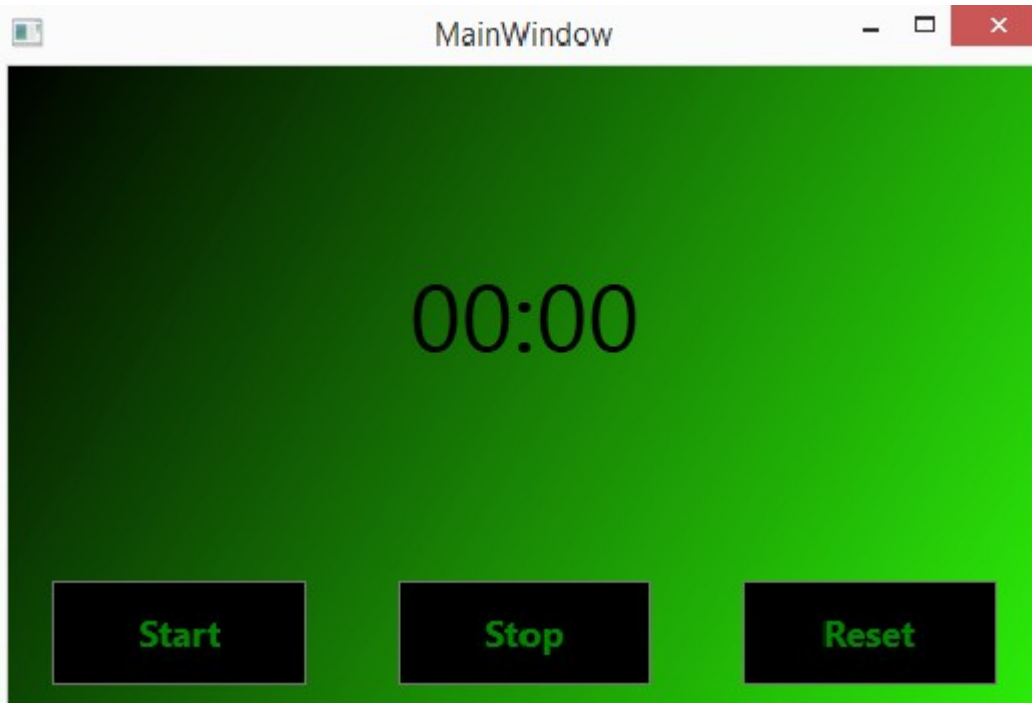
## Chapter 3 Working with XAML



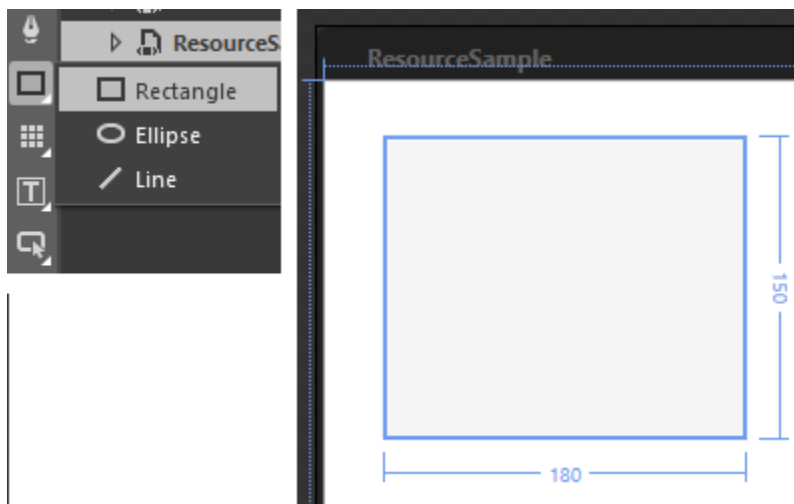
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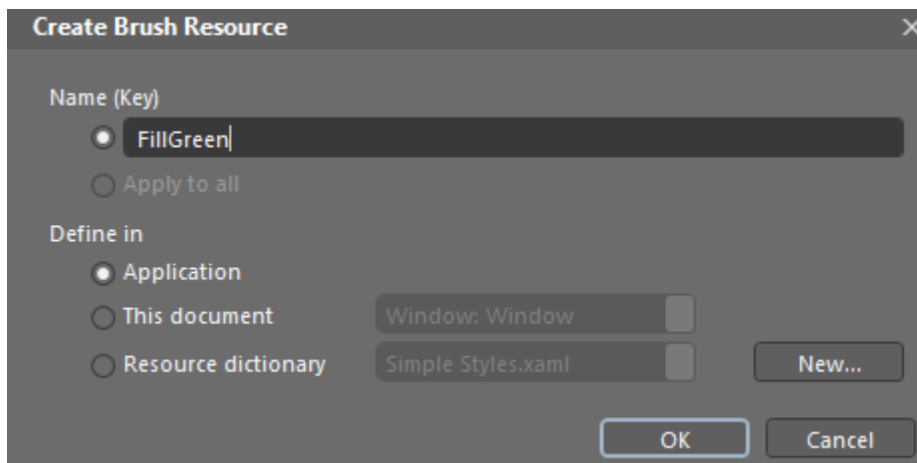
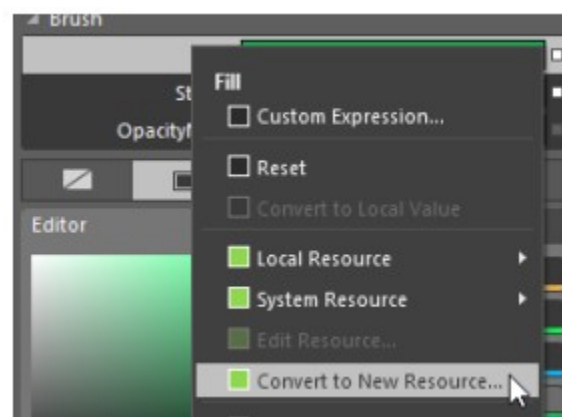
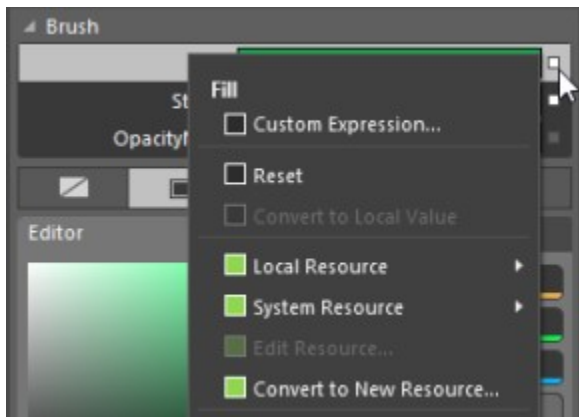
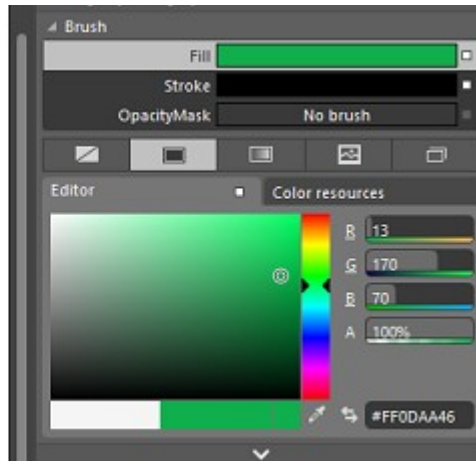
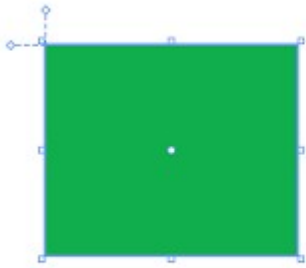


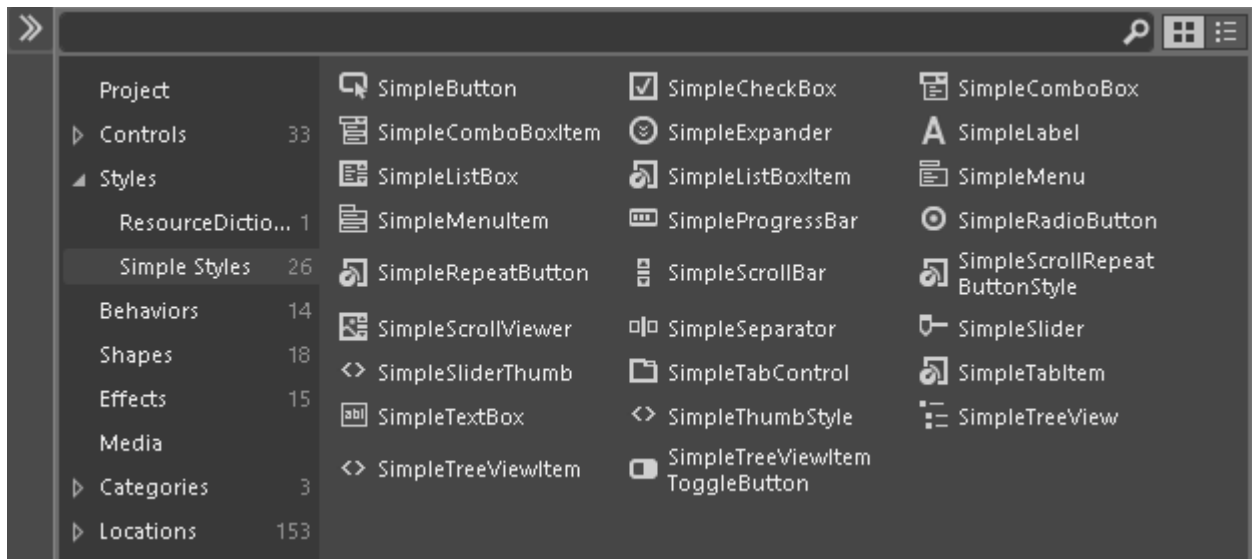
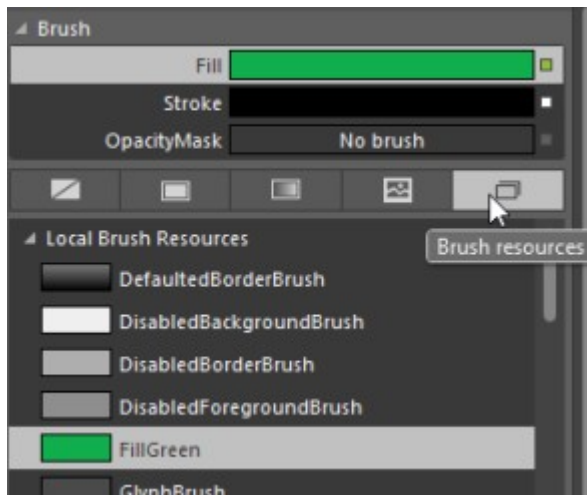


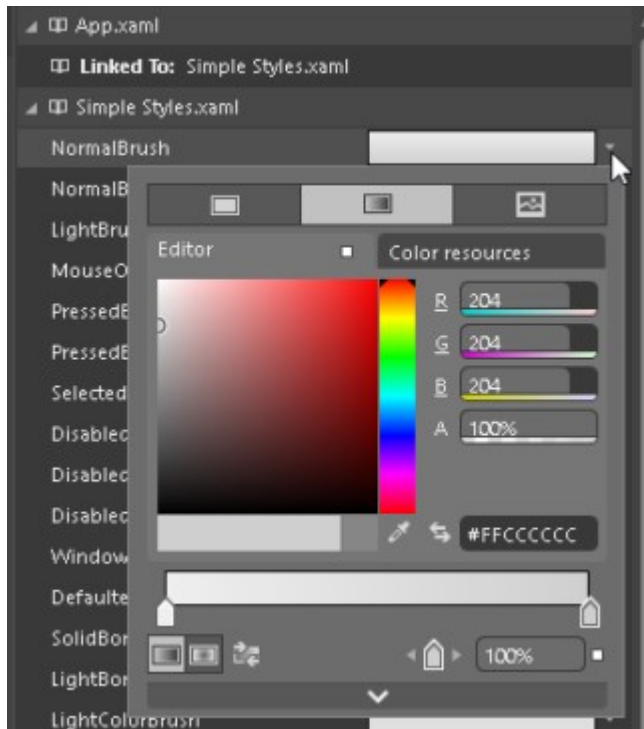
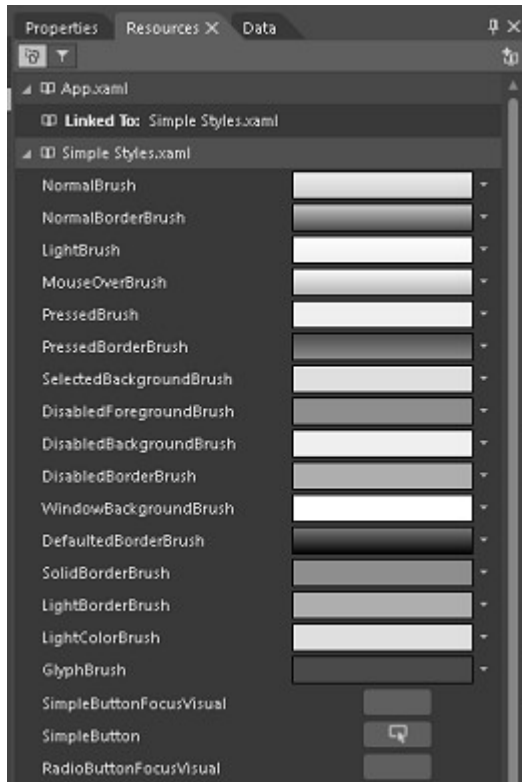


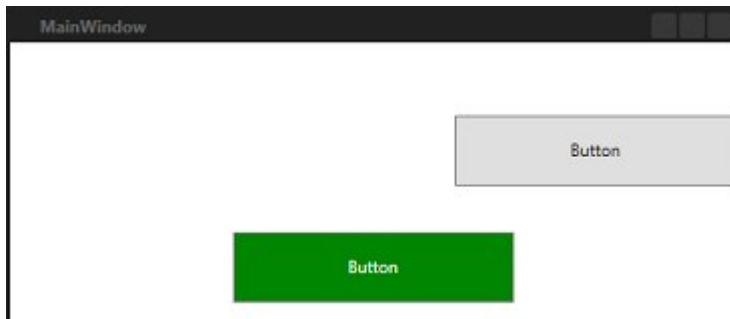
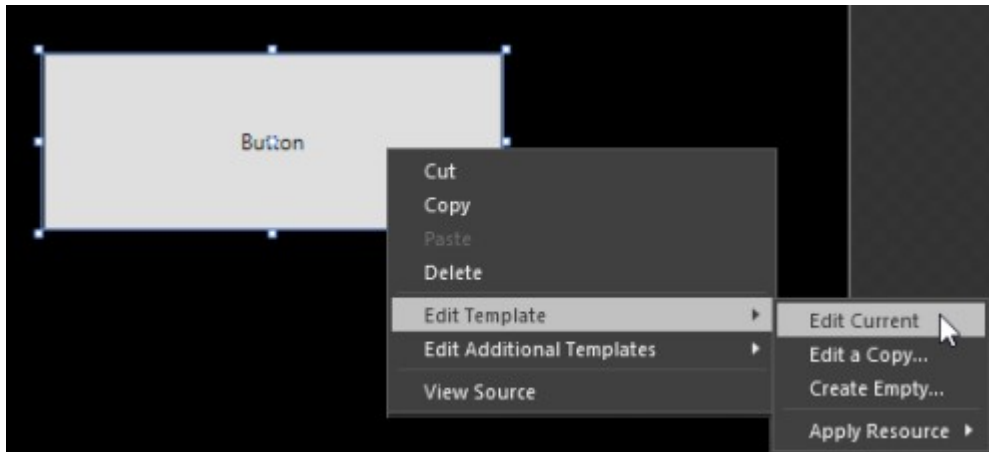
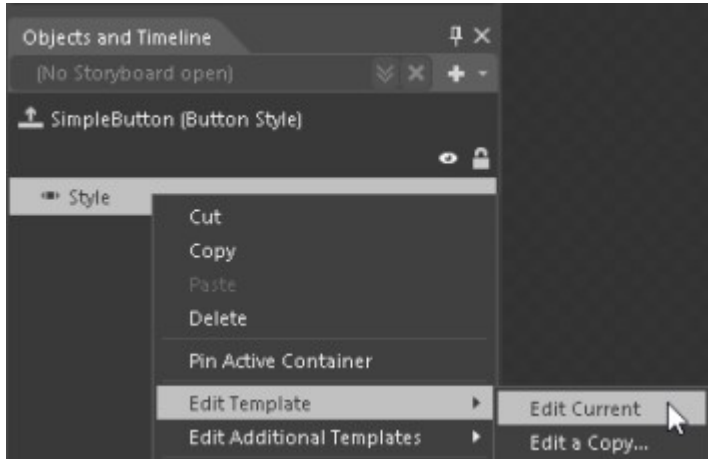
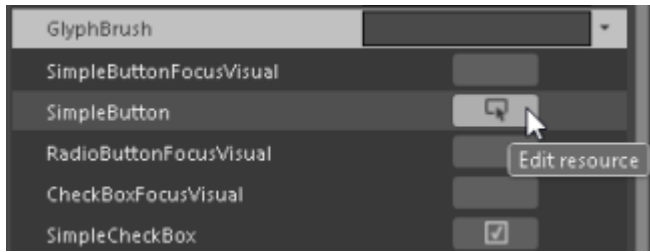
## Chapter 4 Styles and Templates



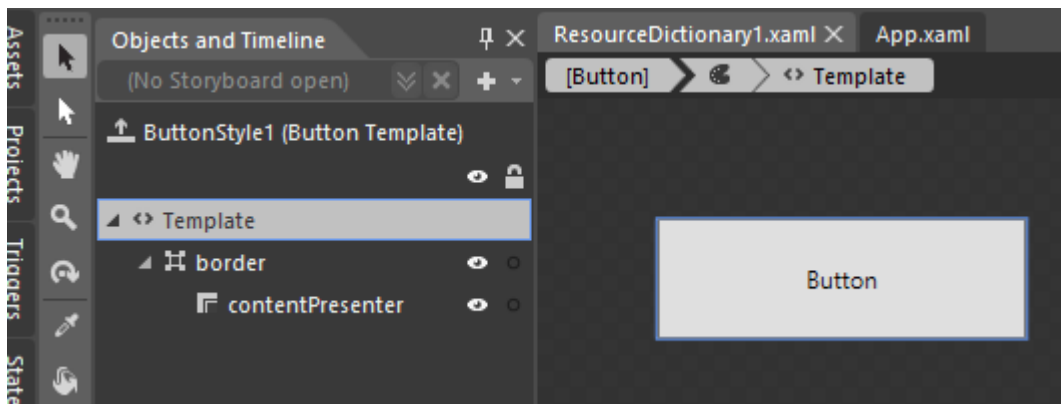
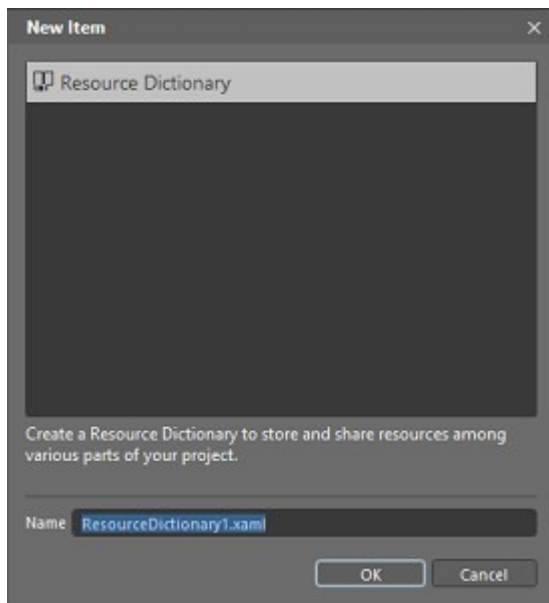
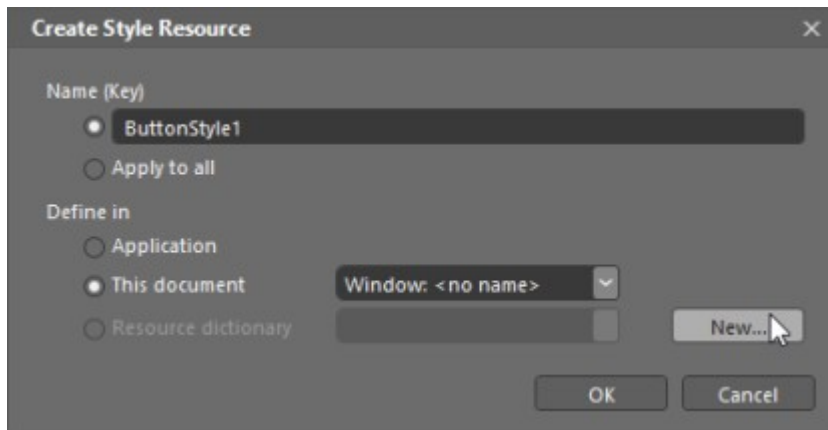


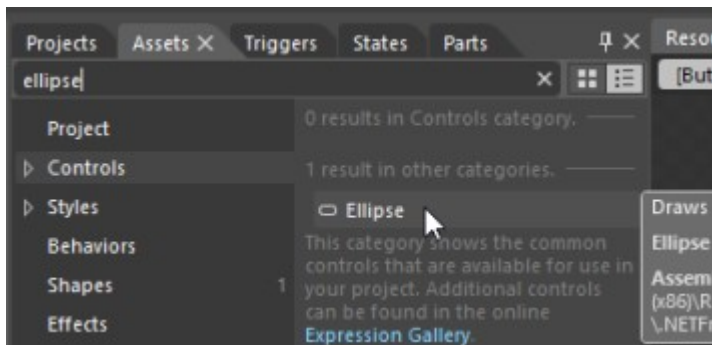
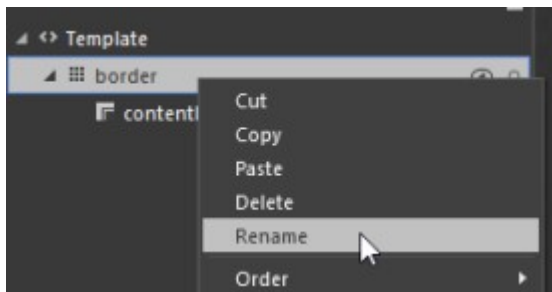
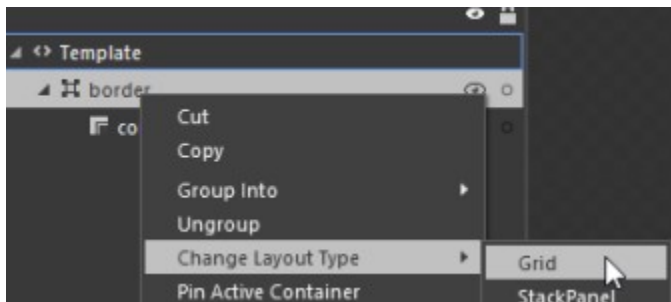
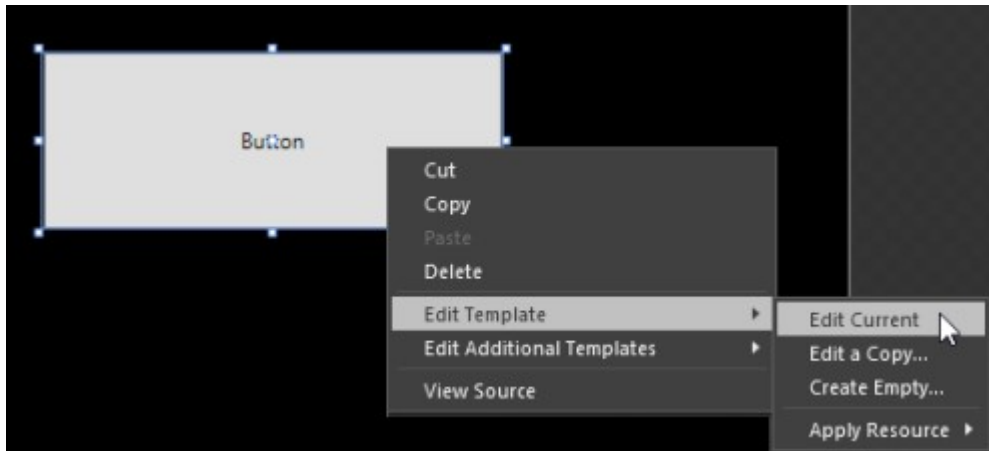


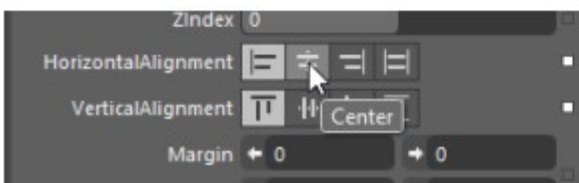
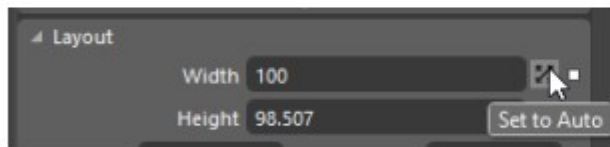
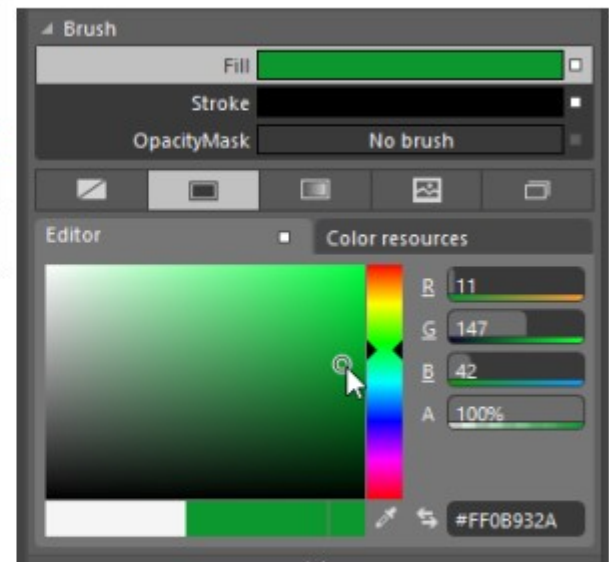
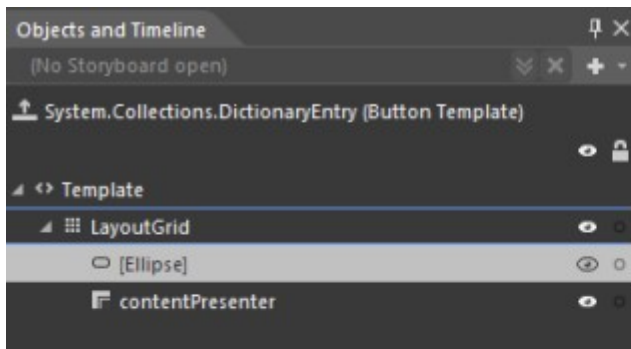
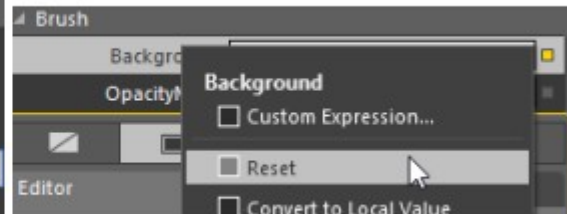
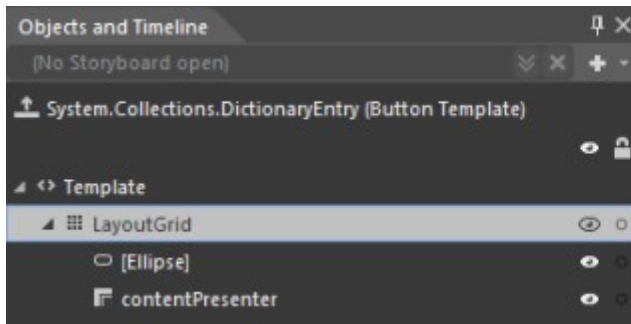
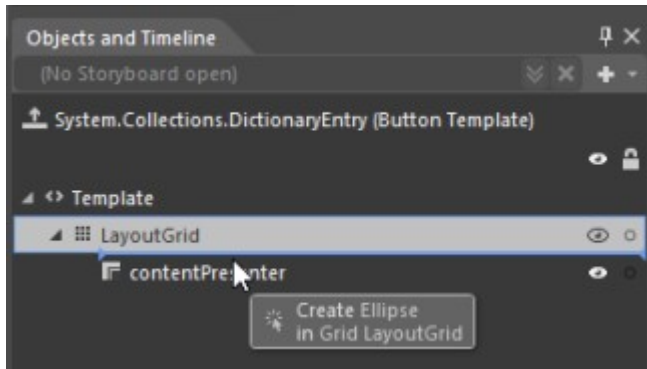


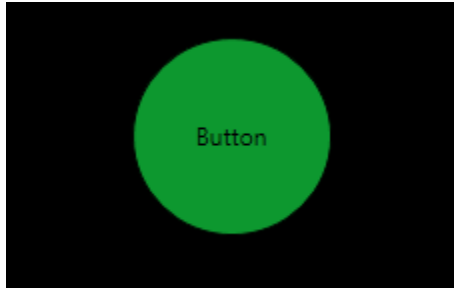






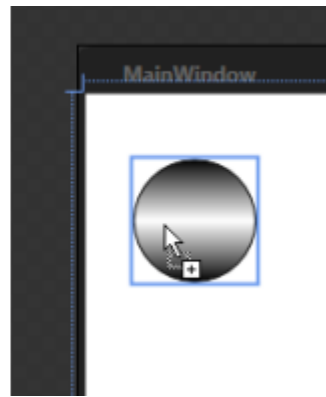
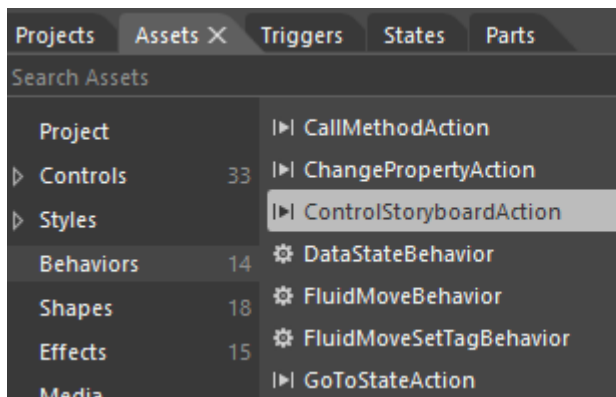


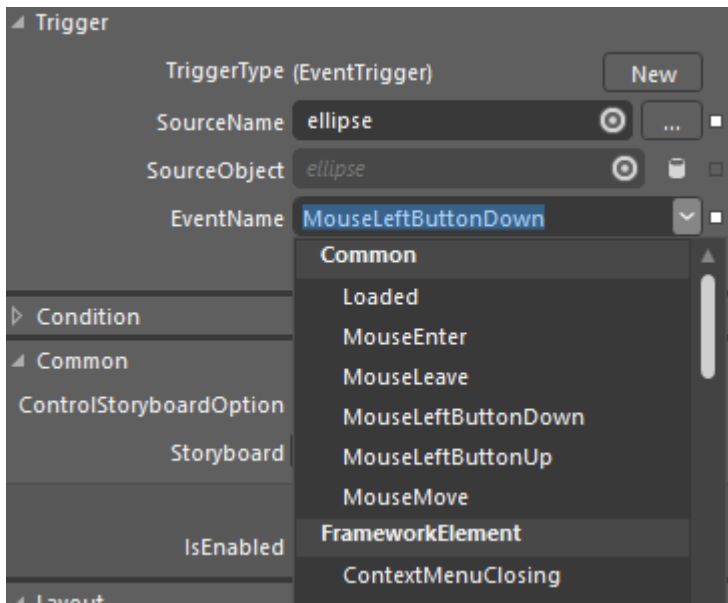
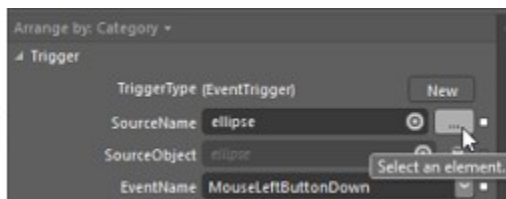
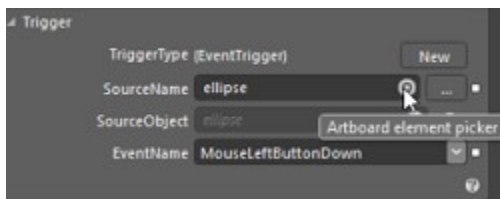
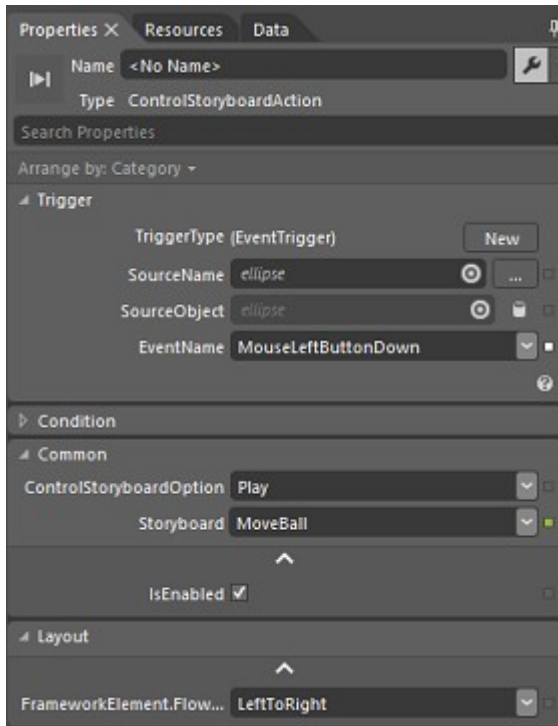


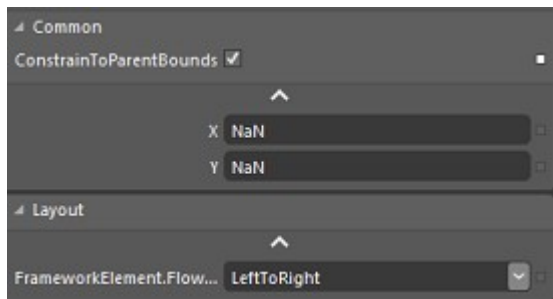
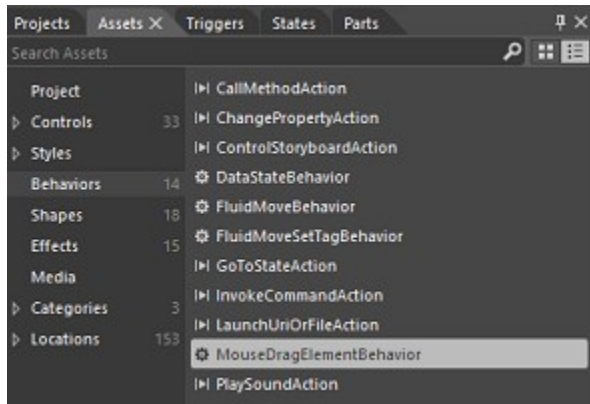
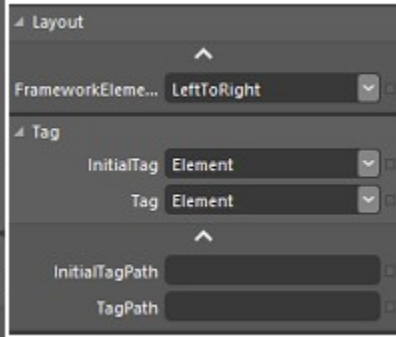
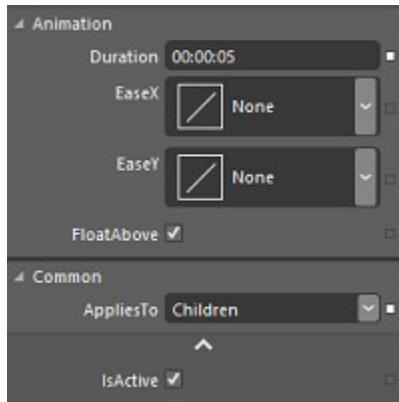


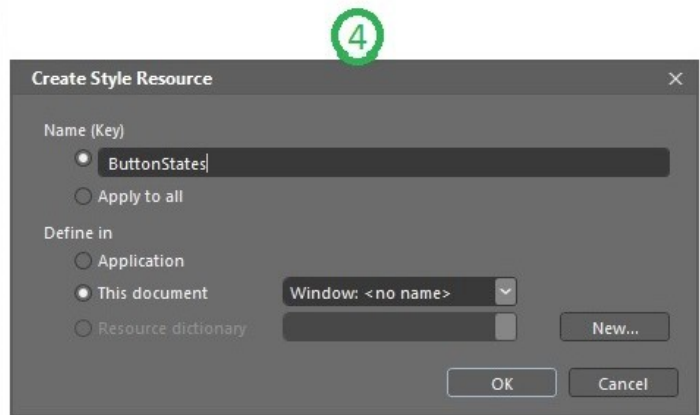
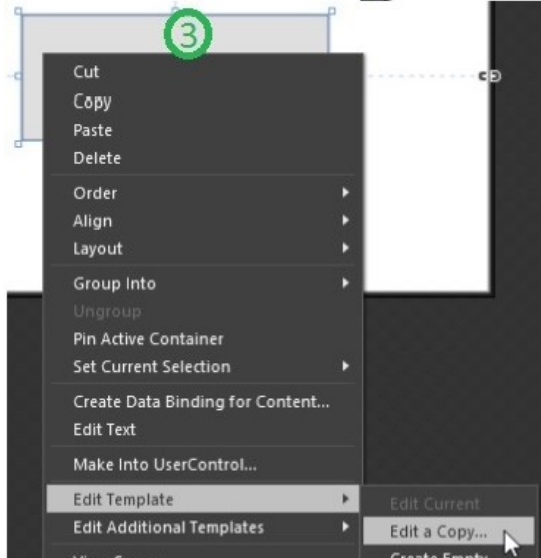
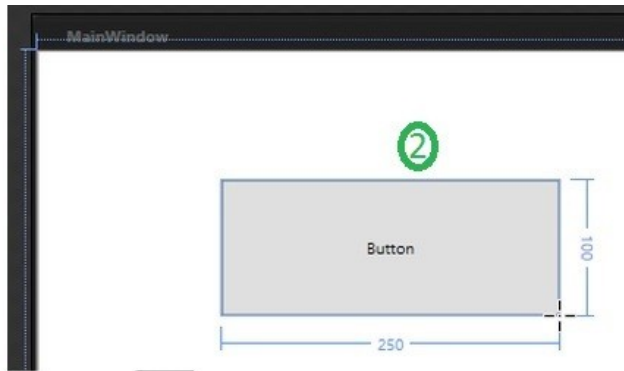
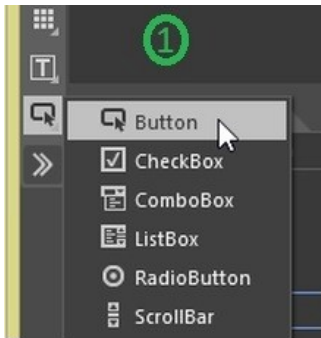
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  StartupUri="StyleTriggers.xaml">
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    <ResourceDictionary>
      <ResourceDictionary.MergedDictionaries>
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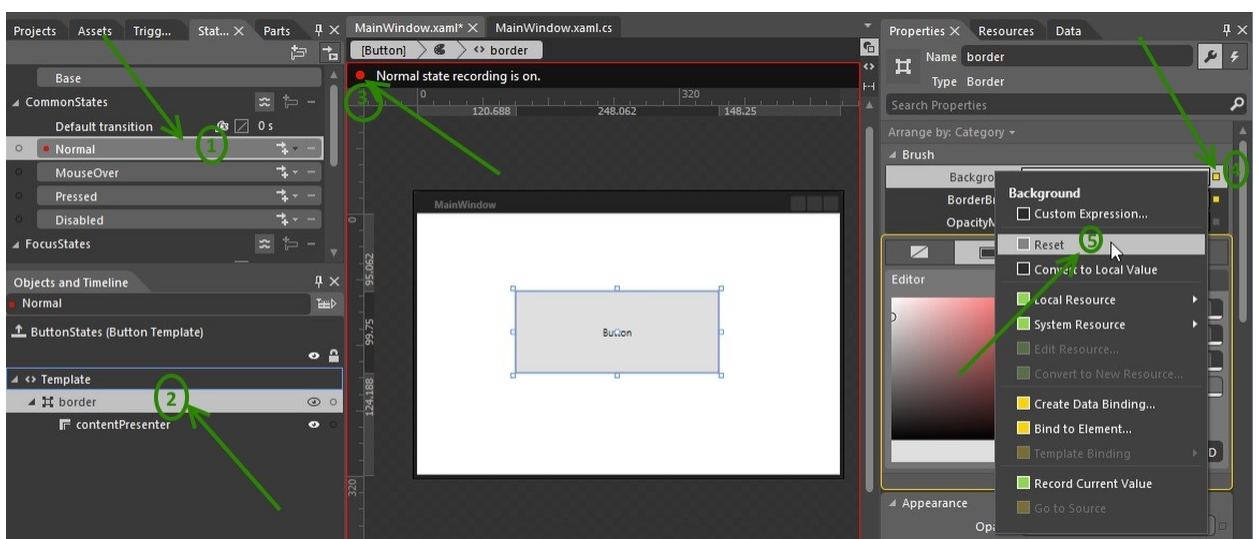
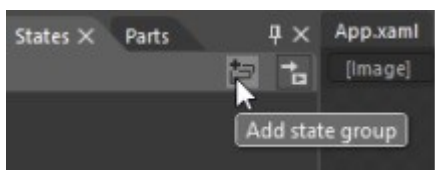
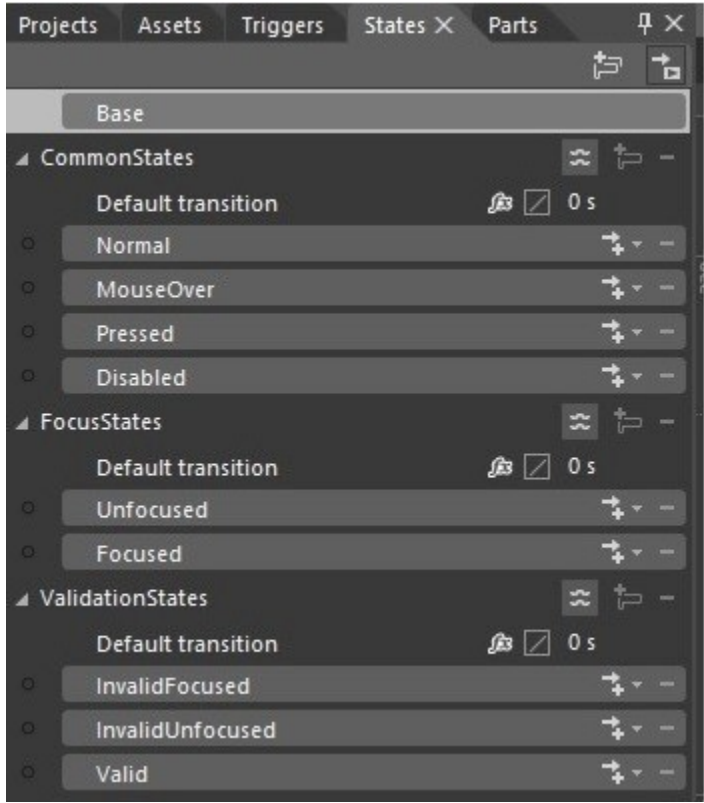
## Chapter 5 Behaviors and States in Blend



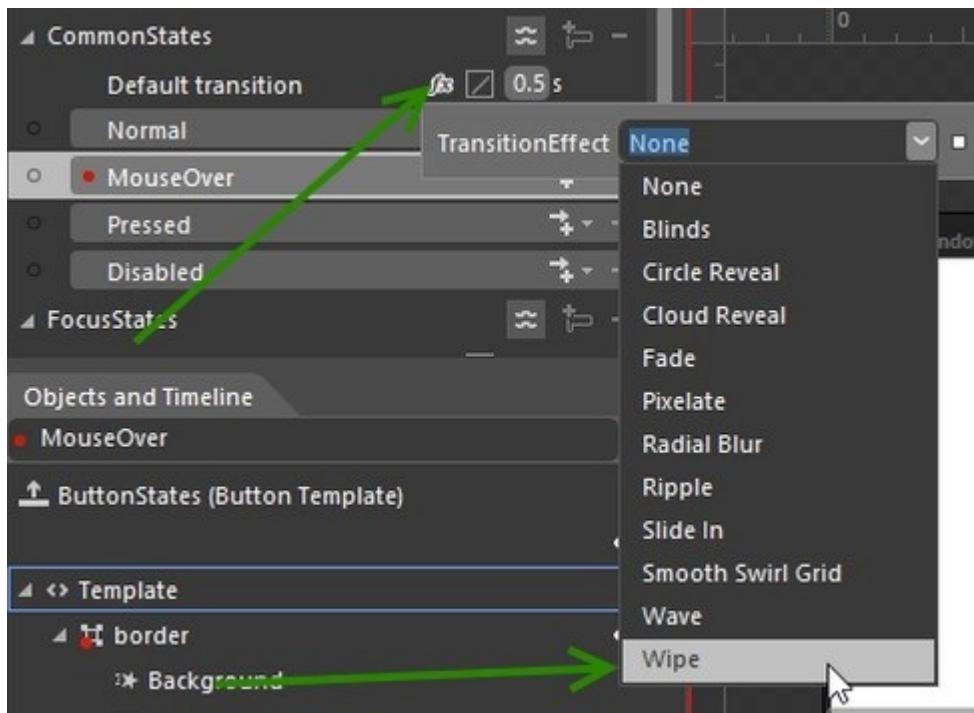
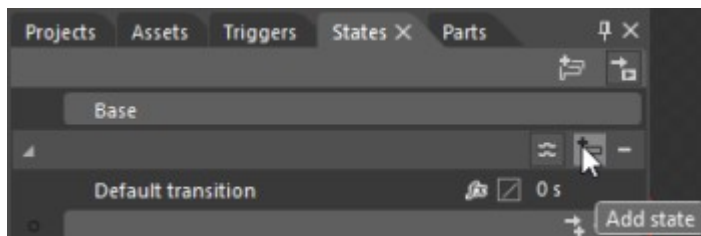
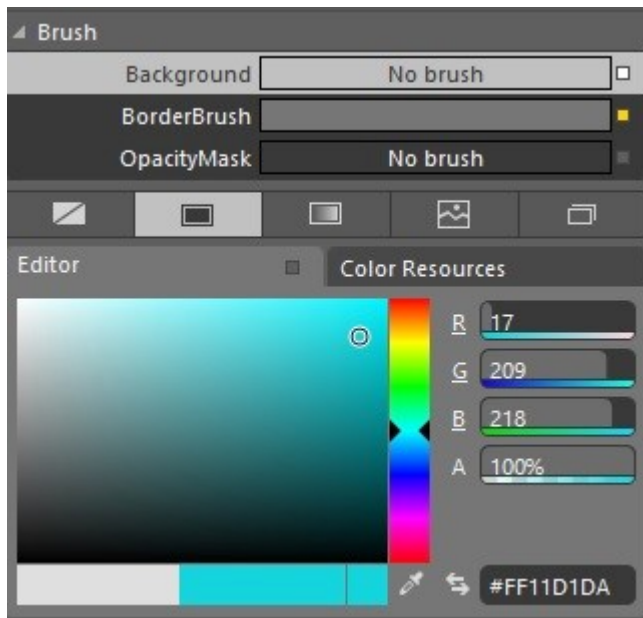


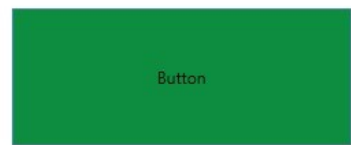
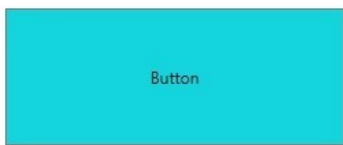
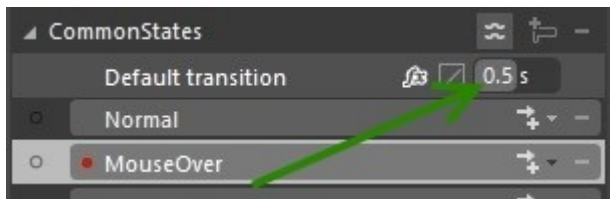
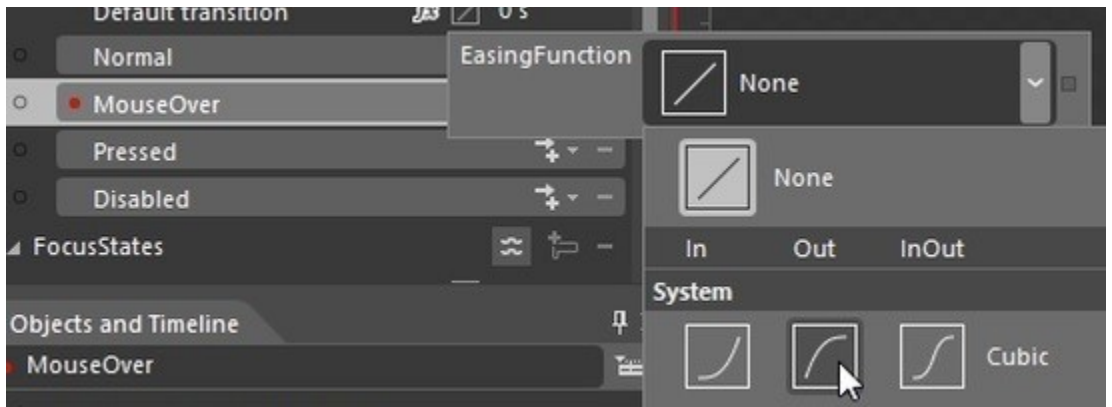








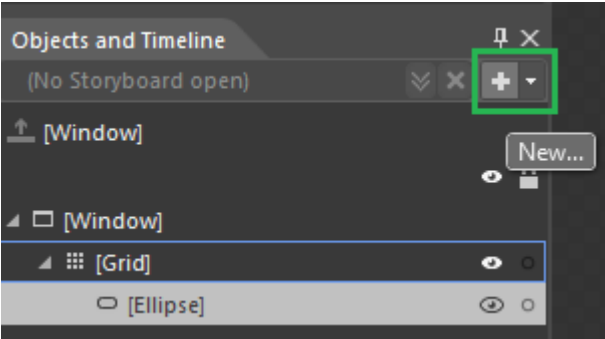
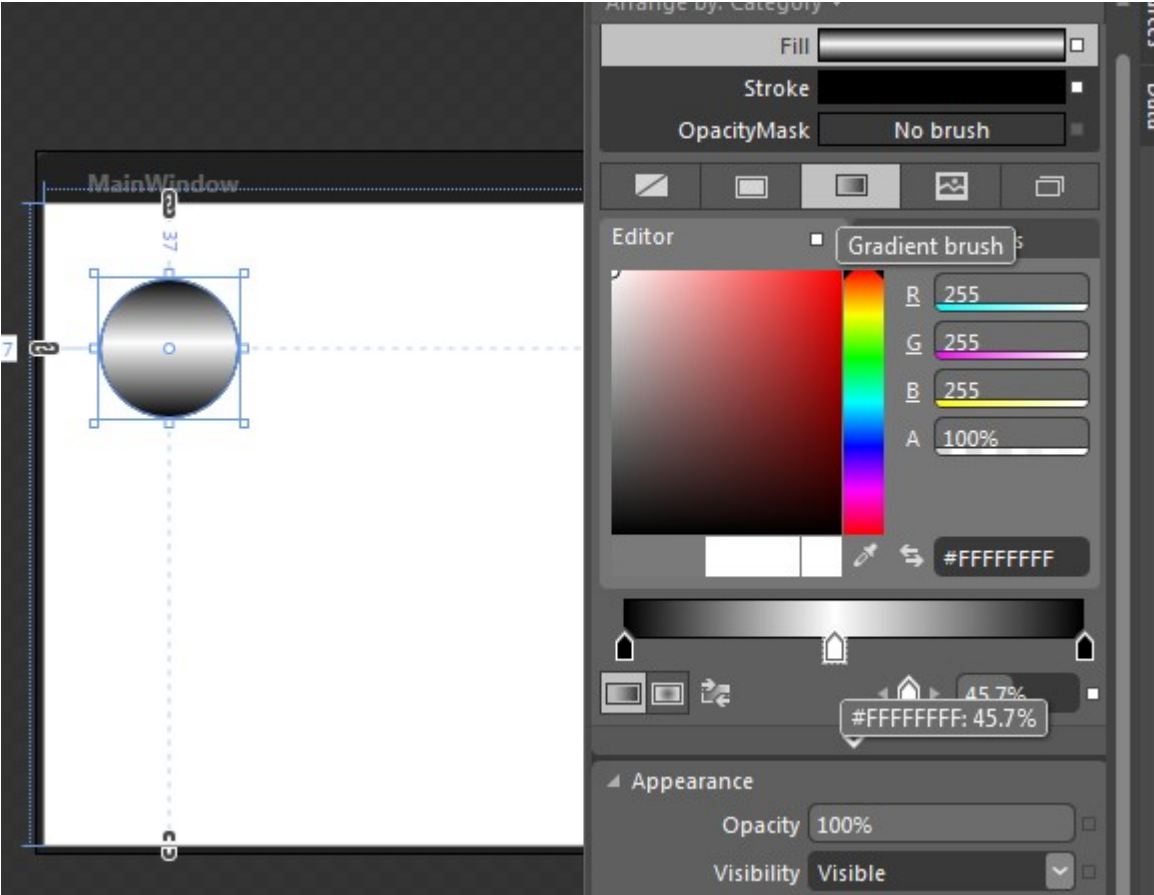


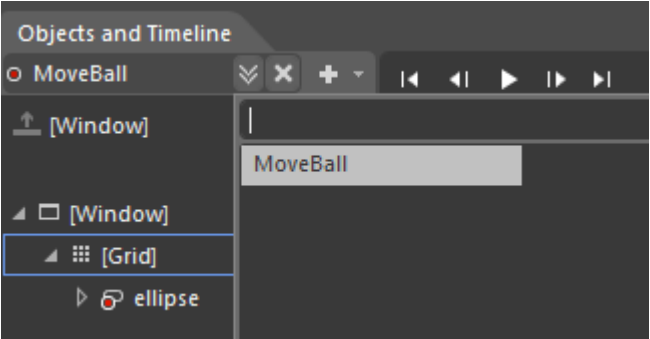
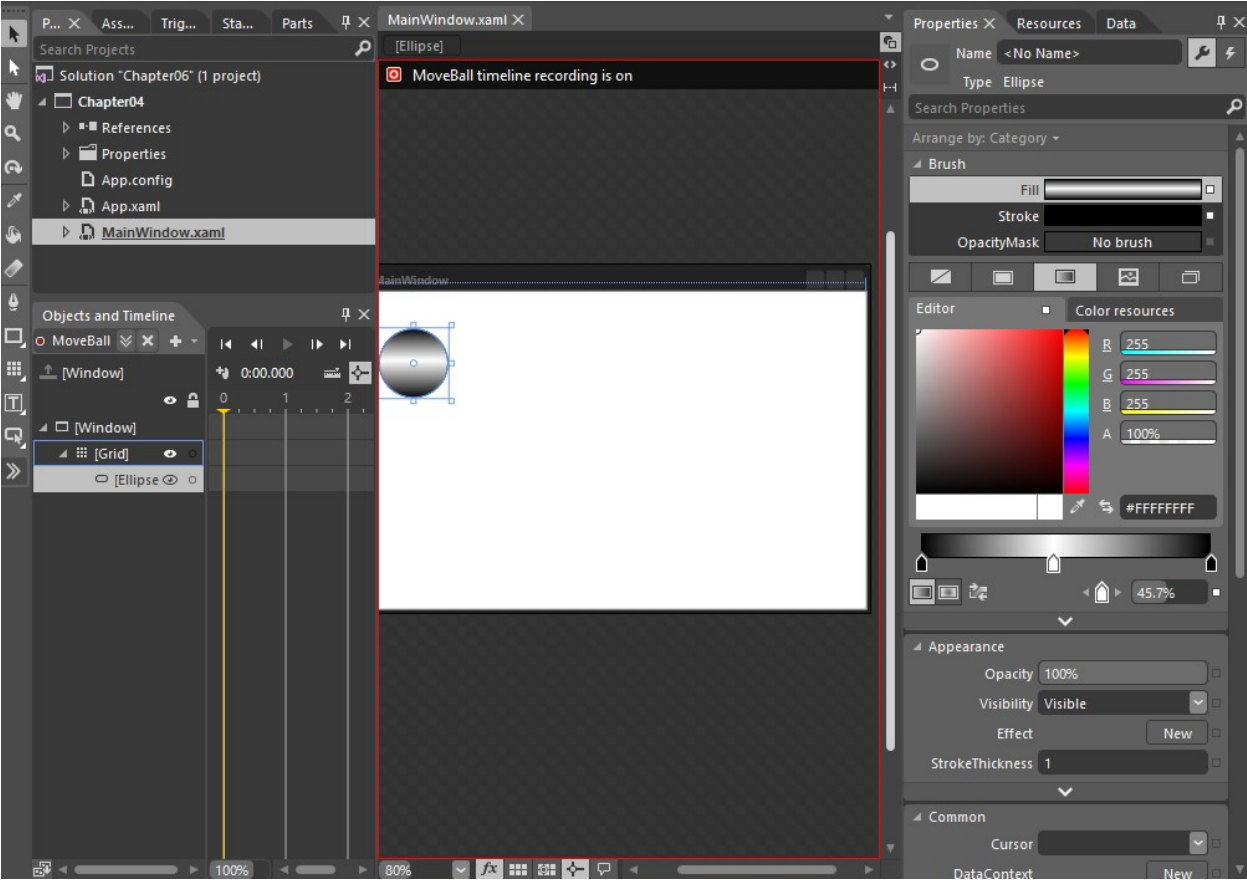
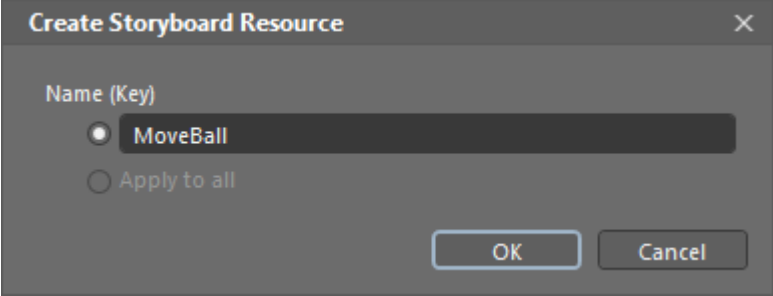


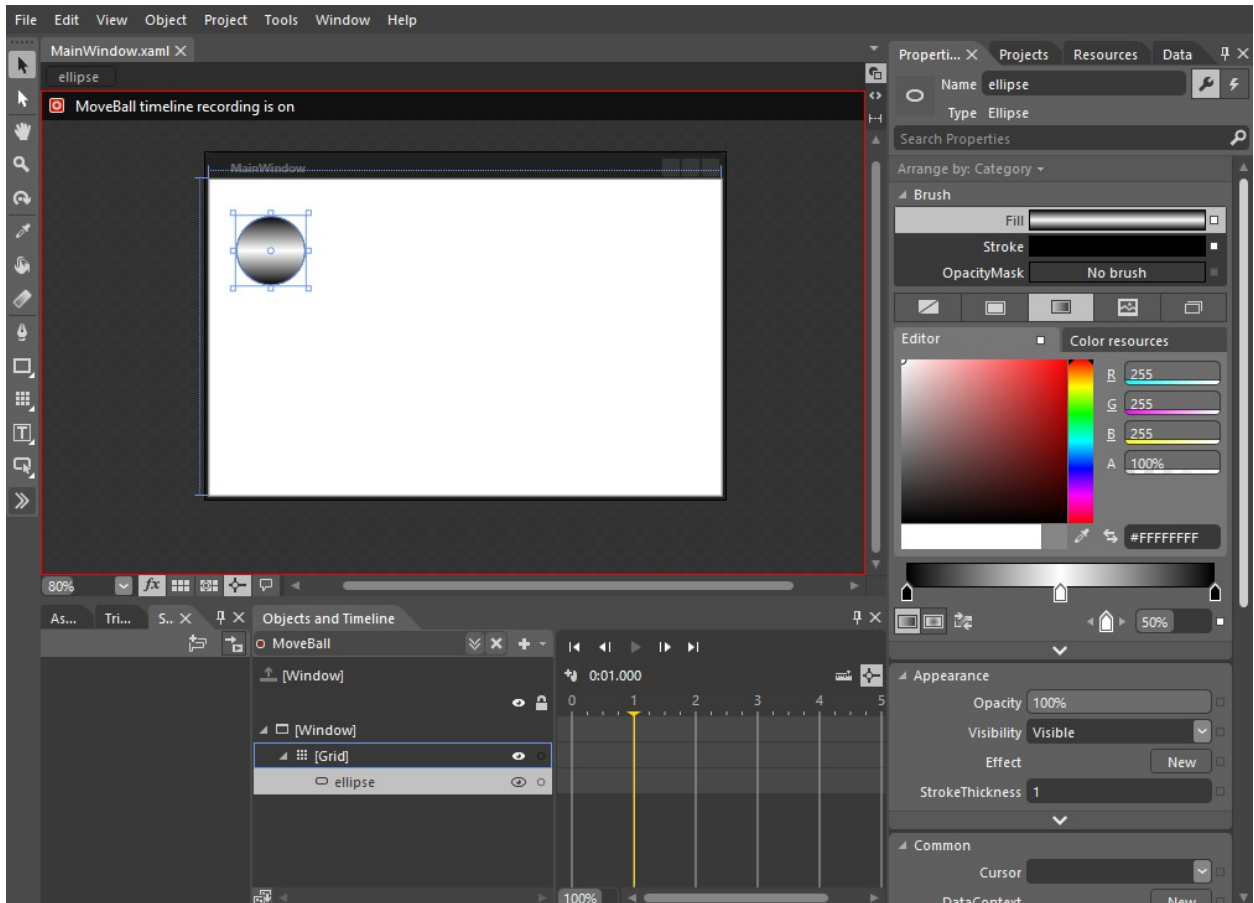
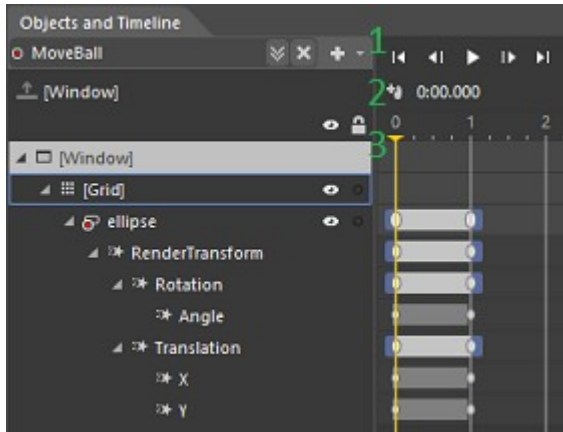
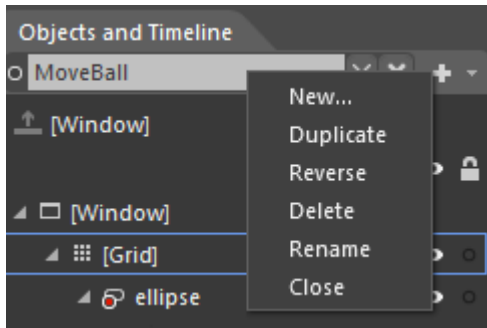
```

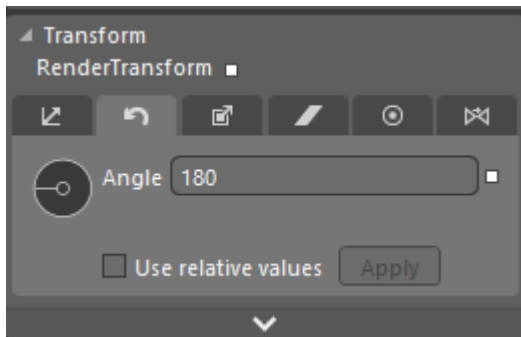
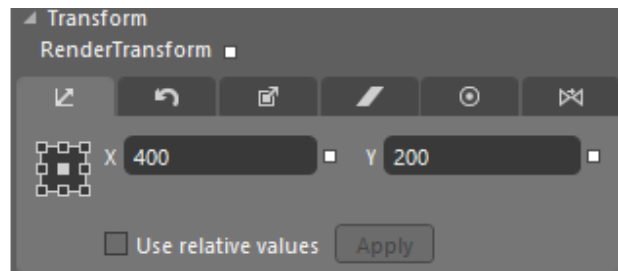
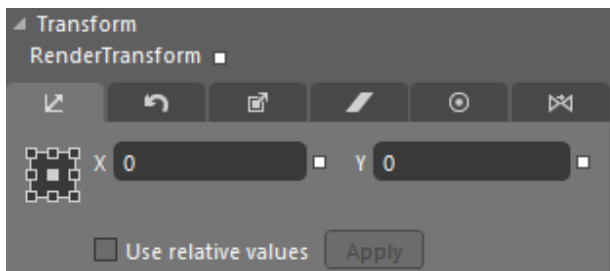
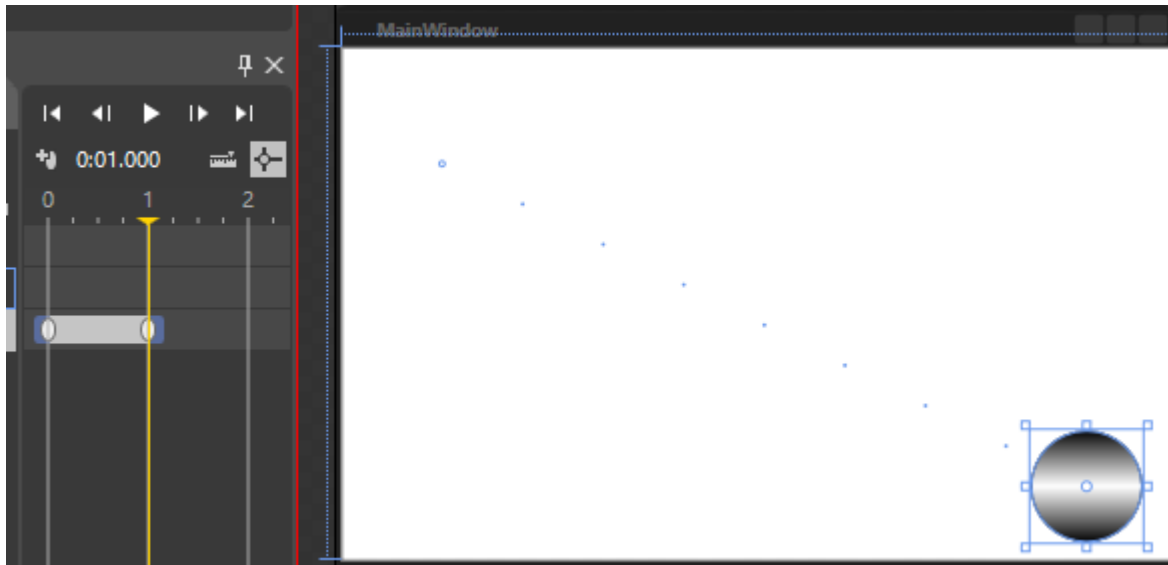
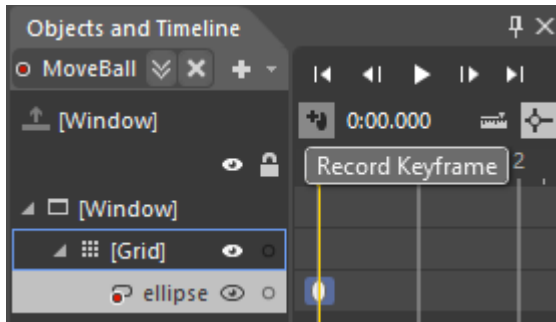
<Border x:Name="border" BorderBrush="{TemplateBinding BorderBrush}" BorderThickness="{TemplateBinding BorderThickness}" SnapsToDevice
<VisualStateManager.VisualStateGroups>
  <VisualStateGroup x:Name="CommonStates">
    <VisualStateGroup.Transitions>
      <VisualTransition GeneratedDuration="0:0:0.5">
        <ei:ExtendedVisualStateManager.TransitionEffect>
          <cee:WipeTransitionEffect/>
        </ei:ExtendedVisualStateManager.TransitionEffect>
        <VisualTransition.GeneratedEasingFunction>
          <CubicEase EasingMode="EaseOut"/>
        </VisualTransition.GeneratedEasingFunction>
      </VisualTransition>
    </VisualStateGroup.Transitions>
    <VisualState x:Name="Normal">
      <Storyboard>
        <ObjectAnimationUsingKeyFrames Storyboard.TargetProperty="(Panel.Background)" Storyboard.TargetName="border">
          <DiscreteObjectKeyFrame KeyTime="0">
            <DiscreteObjectKeyFrame.Value>
              <SolidColorBrush Color="#FF1D1DA"/>
            </DiscreteObjectKeyFrame.Value>
          </DiscreteObjectKeyFrame>
        </ObjectAnimationUsingKeyFrames>
      </Storyboard>
    </VisualState>
    <VisualState x:Name="MouseOver">
      <Storyboard>
        <ObjectAnimationUsingKeyFrames Storyboard.TargetProperty="(Panel.Background)" Storyboard.TargetName="border">
          <DiscreteObjectKeyFrame KeyTime="0">
            <DiscreteObjectKeyFrame.Value>
              <SolidColorBrush Color="#FF0A8738"/>
            </DiscreteObjectKeyFrame.Value>
          </DiscreteObjectKeyFrame>
        </ObjectAnimationUsingKeyFrames>
      </Storyboard>
    </VisualState>
  </VisualStateGroup>
</VisualStateManager.VisualStateGroups>
  
```

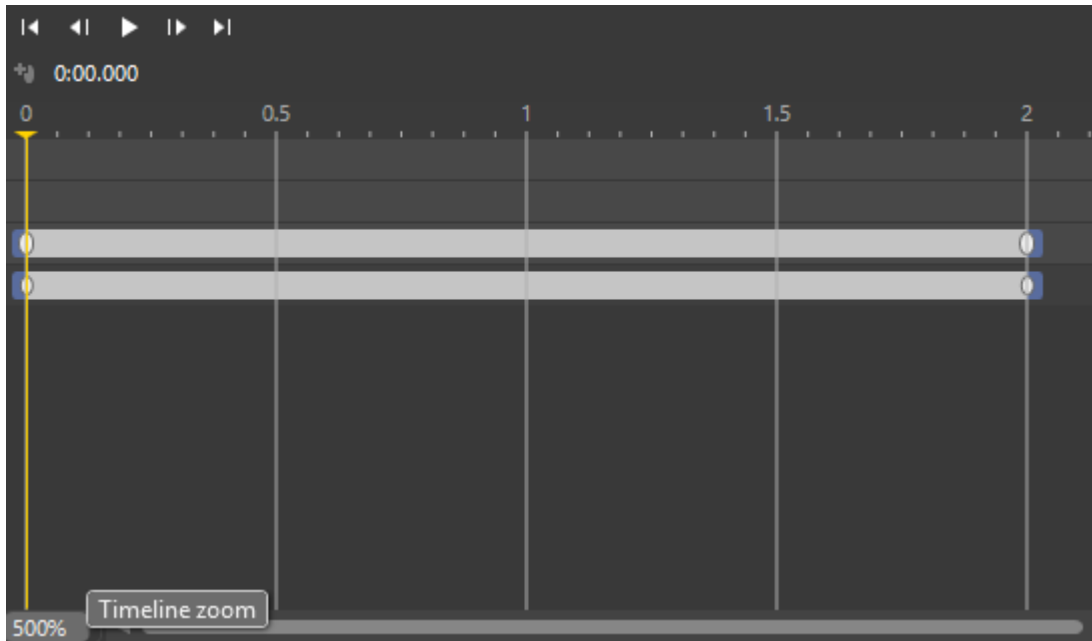
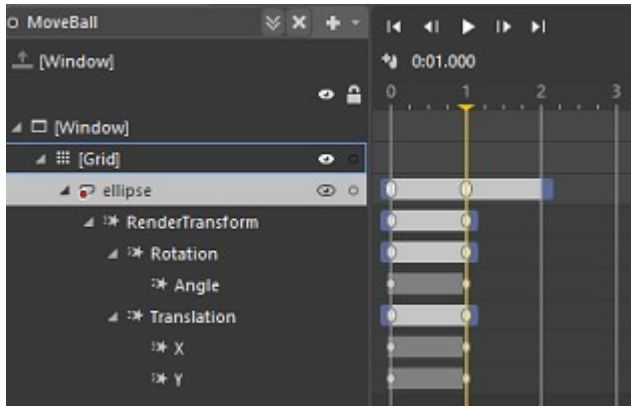
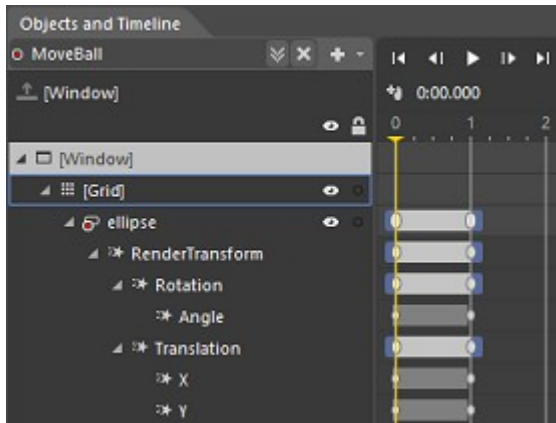
# Chapter 6 Understanding Animation and Storyboards

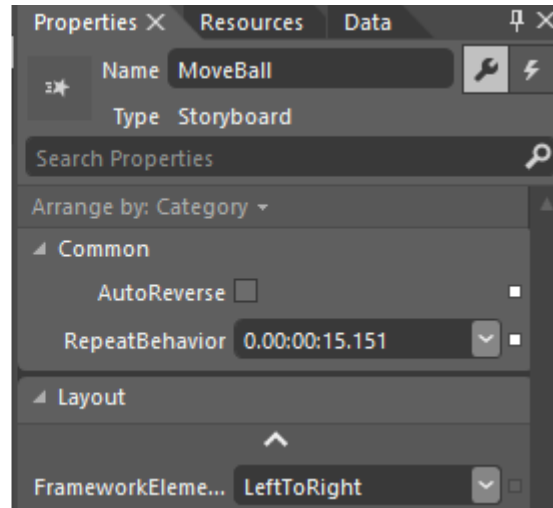
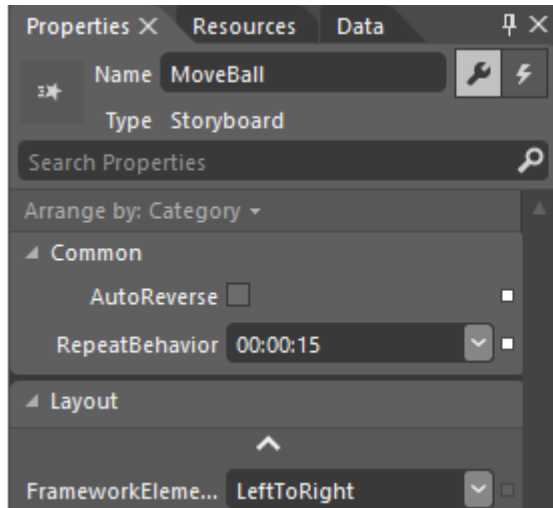
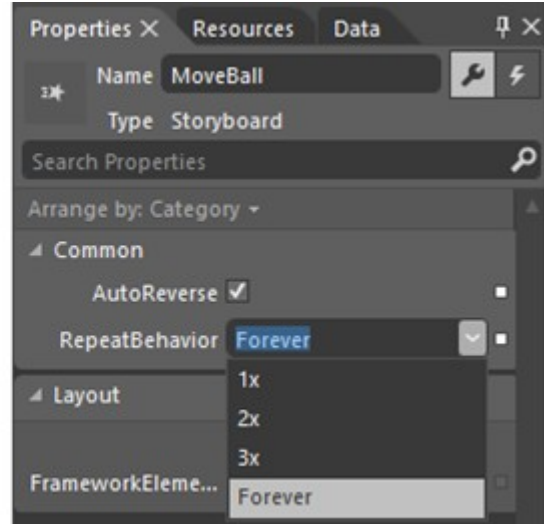
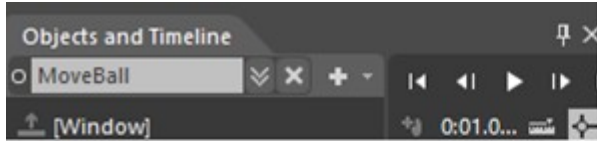




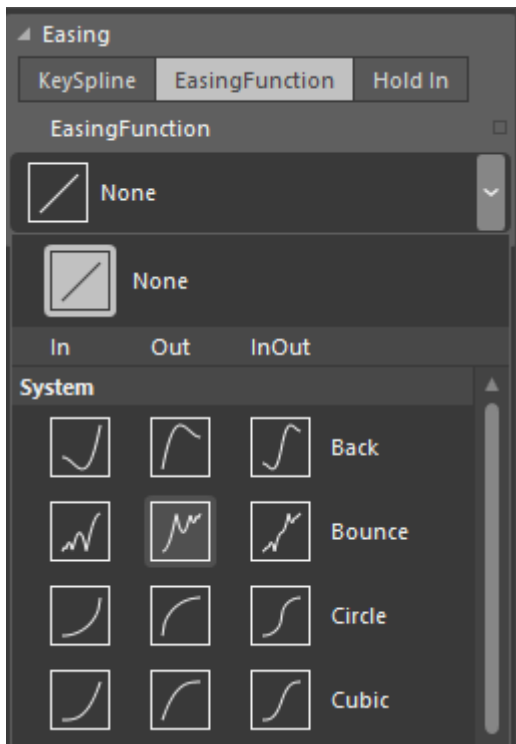
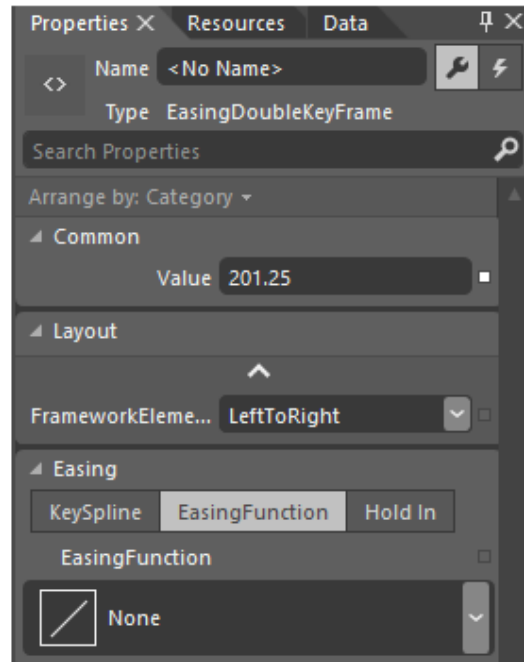
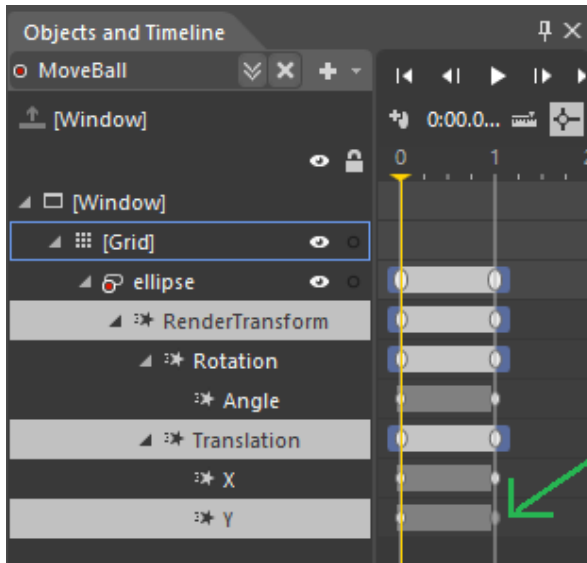








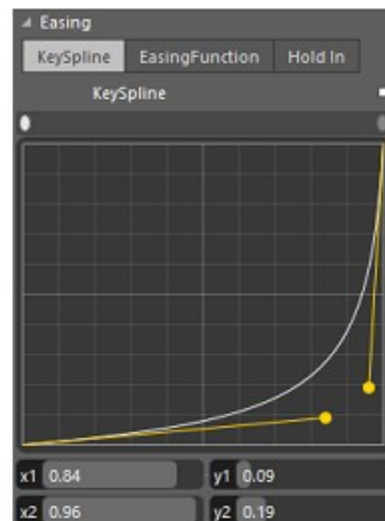
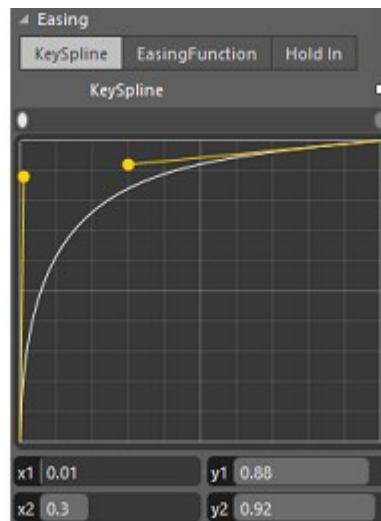
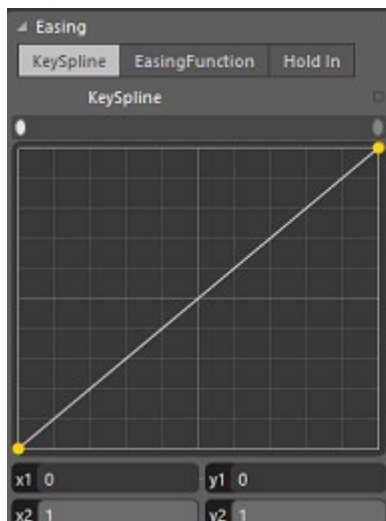




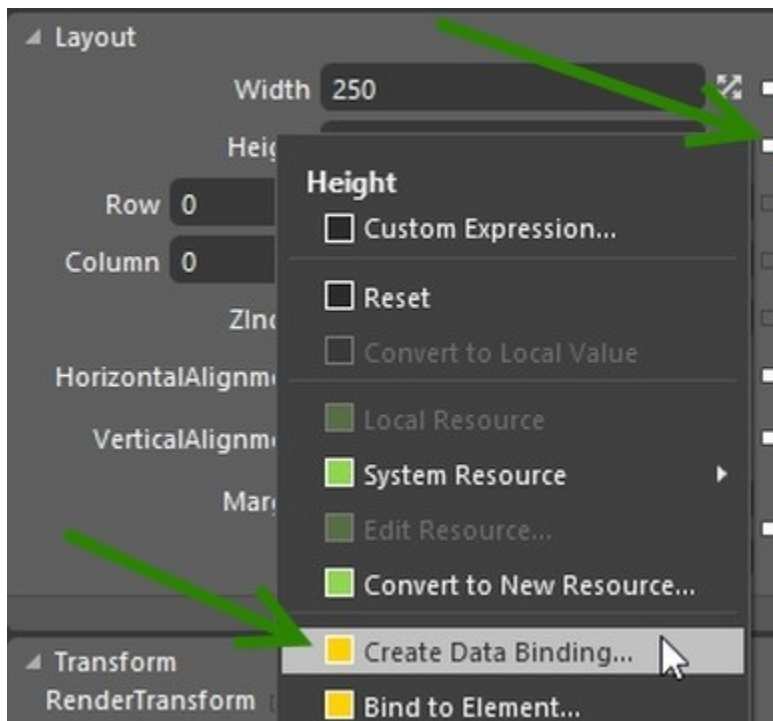
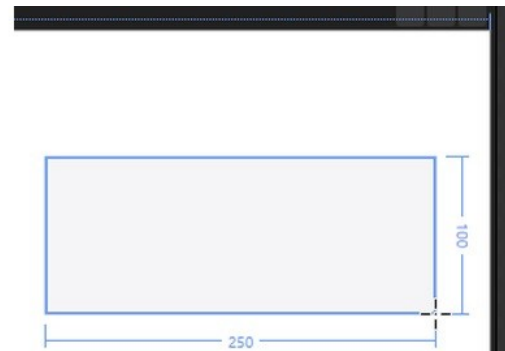
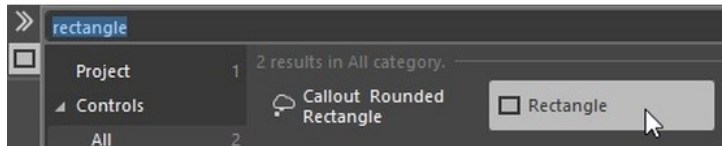
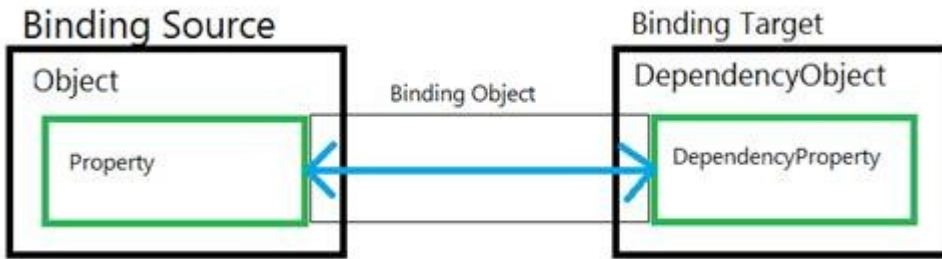
▲ Easing  
 KeySpline EasingFunction Hold In  
 EasingFunction  
 Bounce Out  
 Bounces 4  
 Bounciness 3

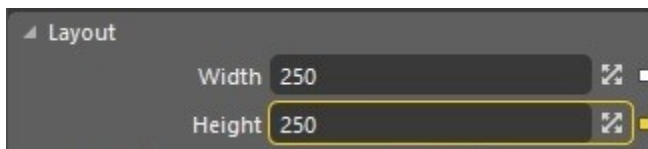
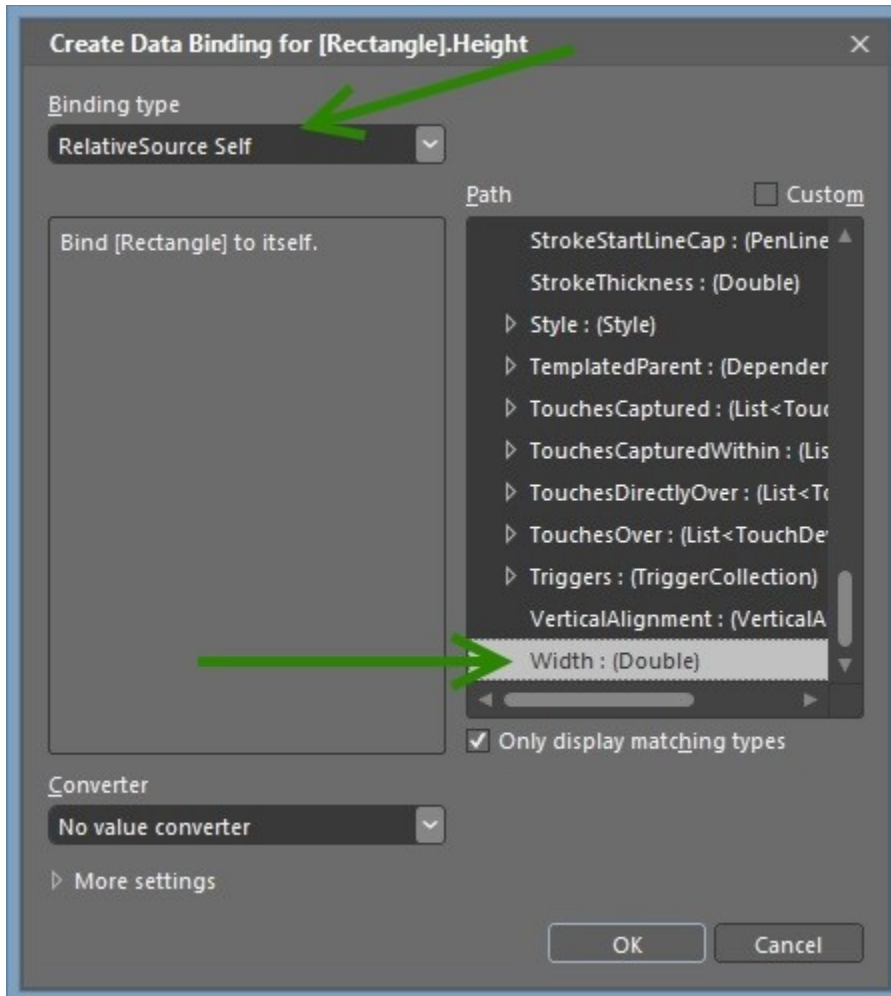
○ MoveBall  
 [Window]  
 [Window]  
 [Grid]  
 ellipse  
 RenderTransform  
 Rotation  
 Angle  
 Translation  
 X  
 Y

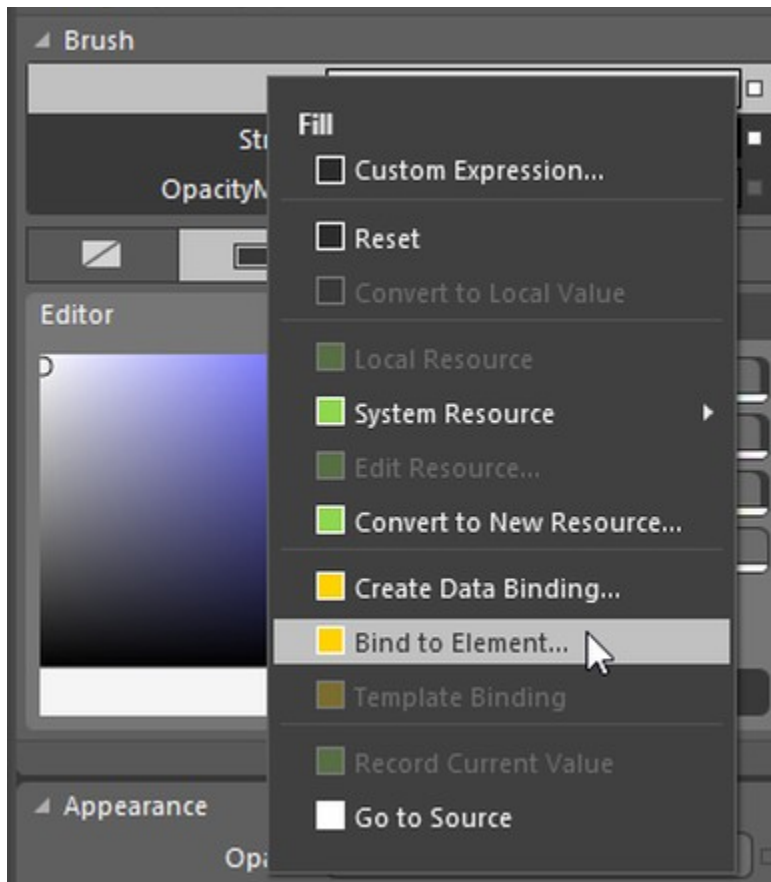
0:01.0...

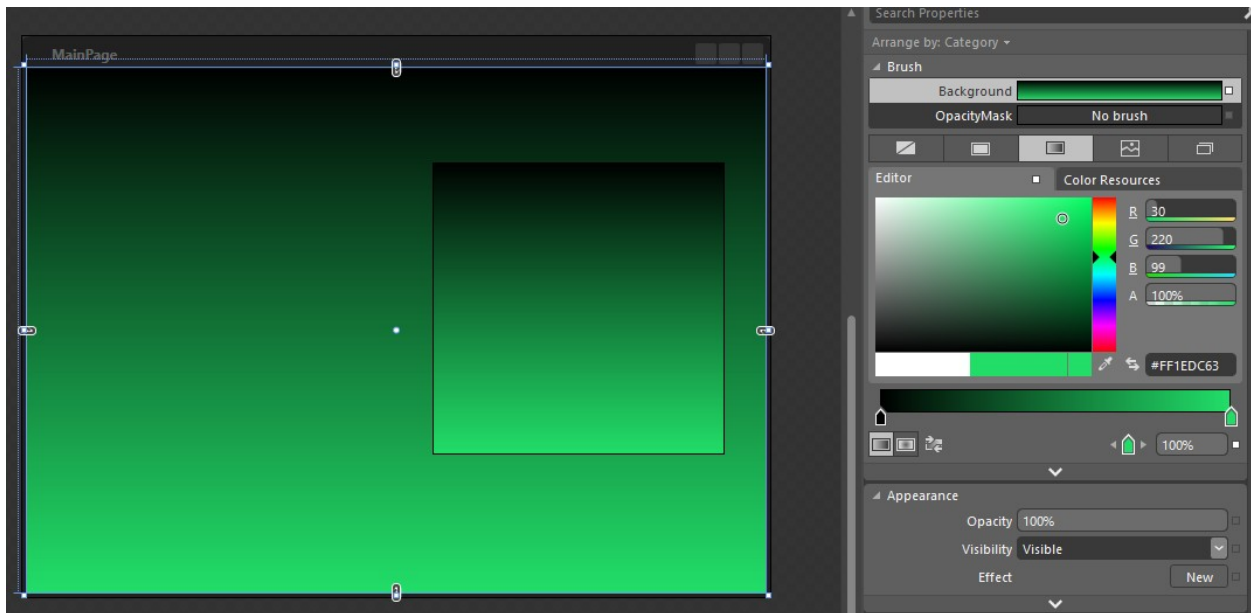
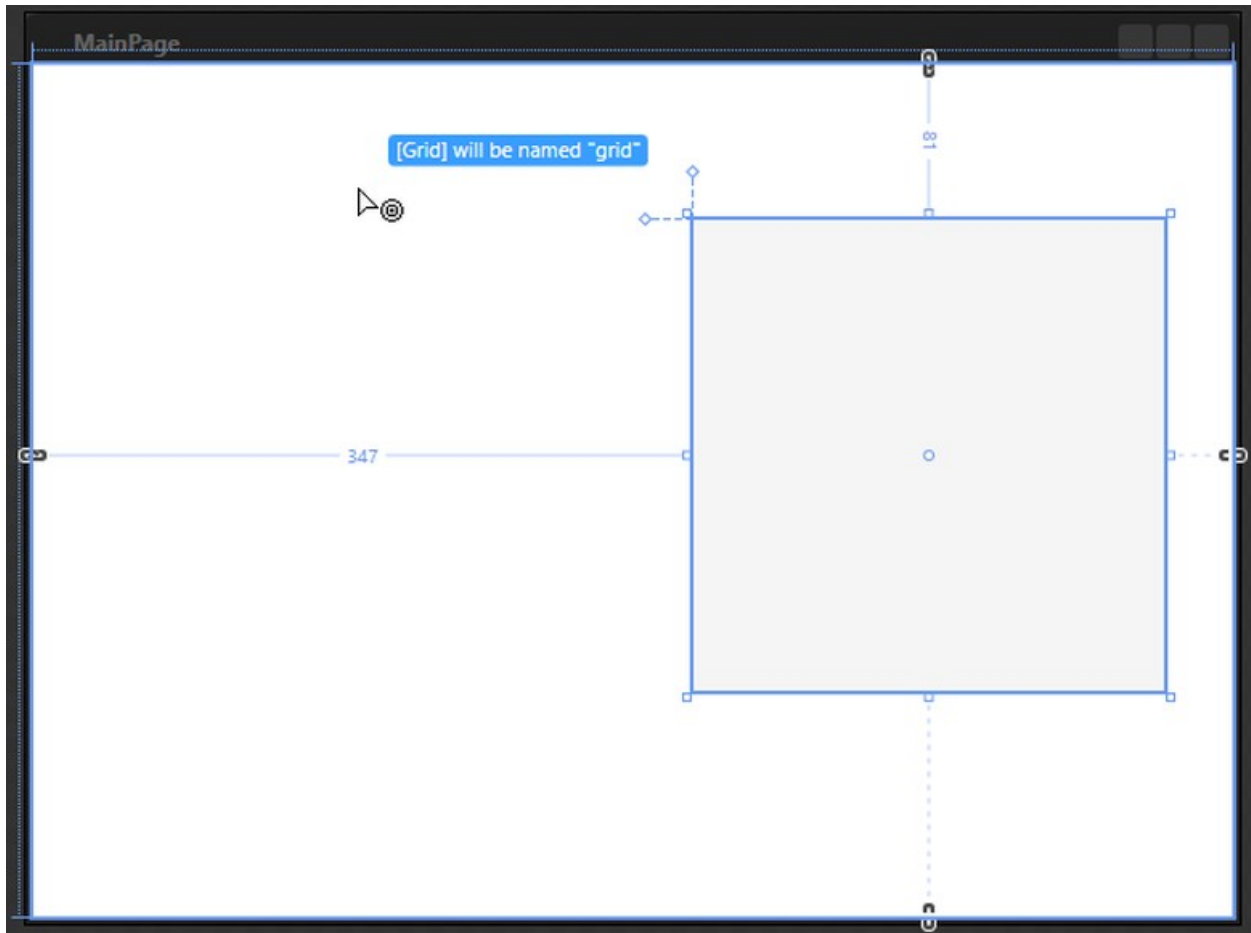


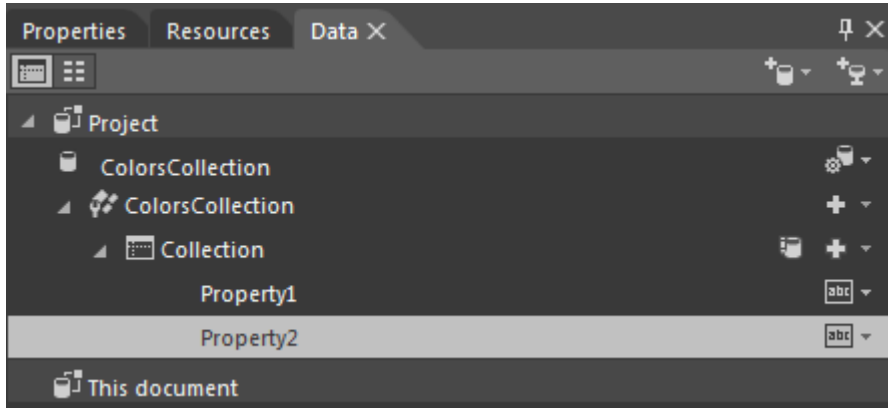
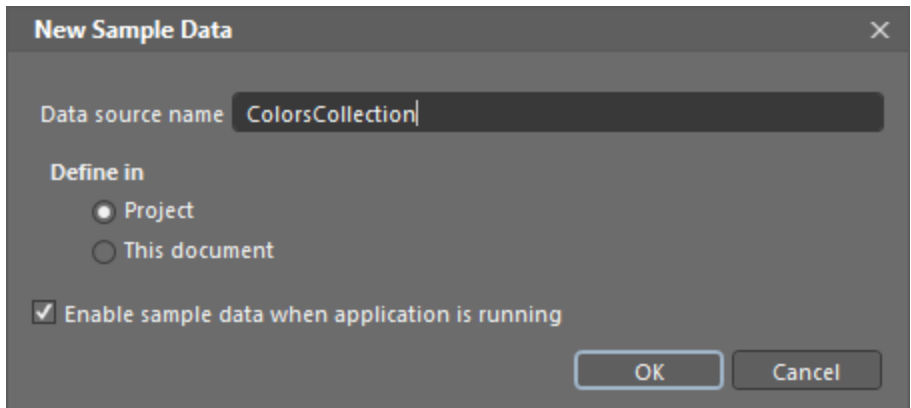
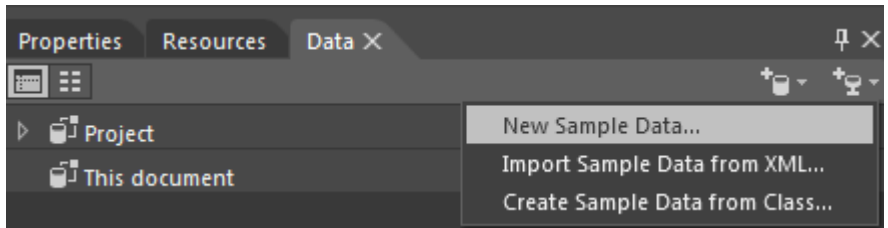
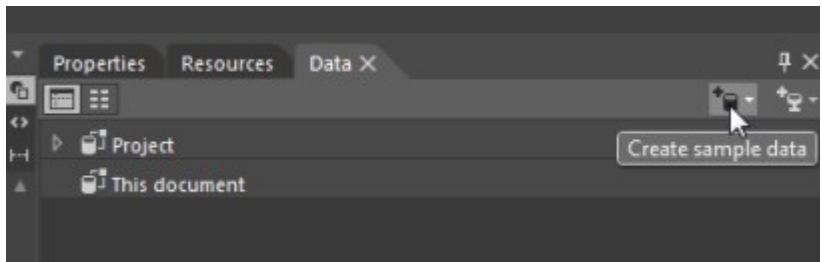
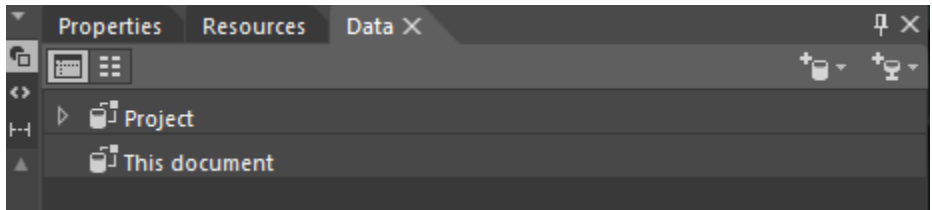
# Chapter 7 Understanding DataBinding

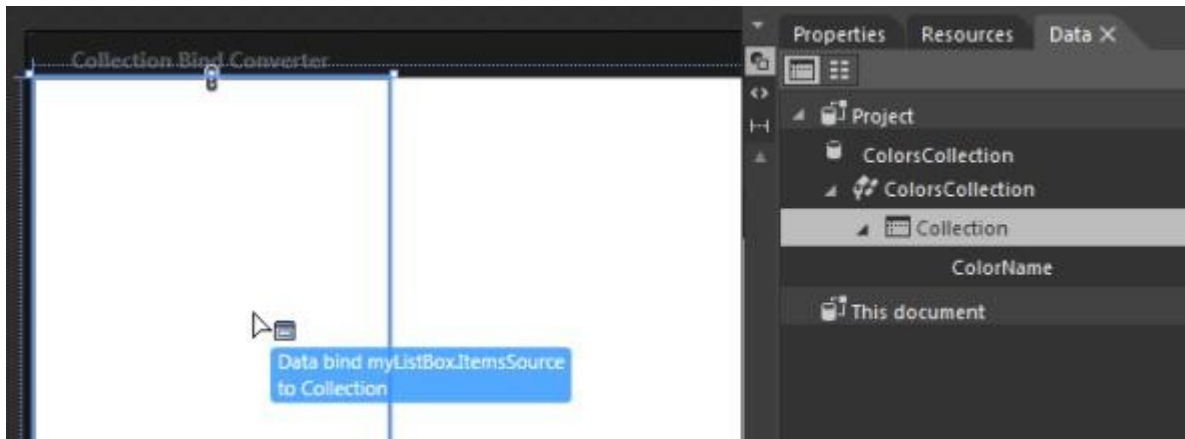
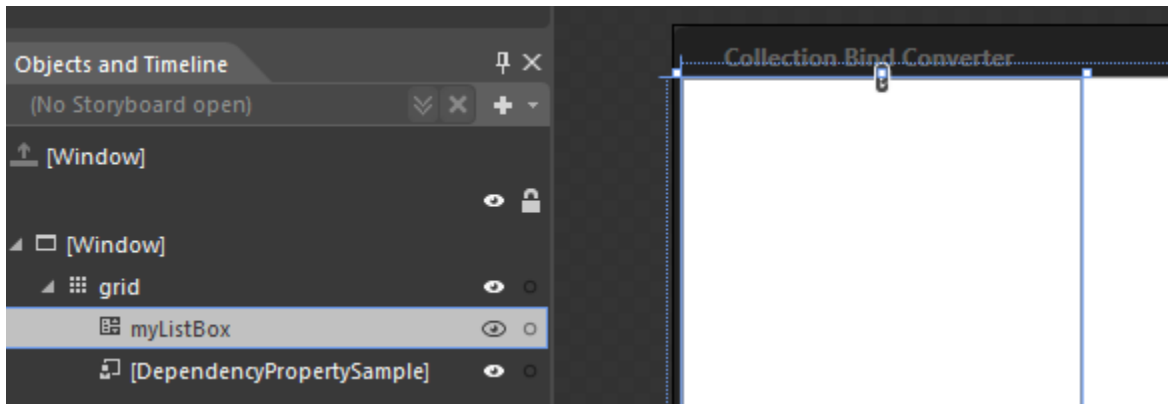
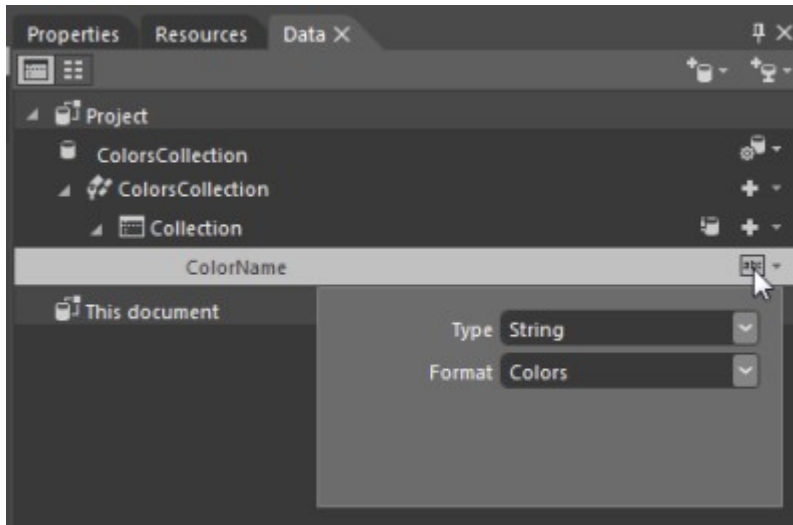




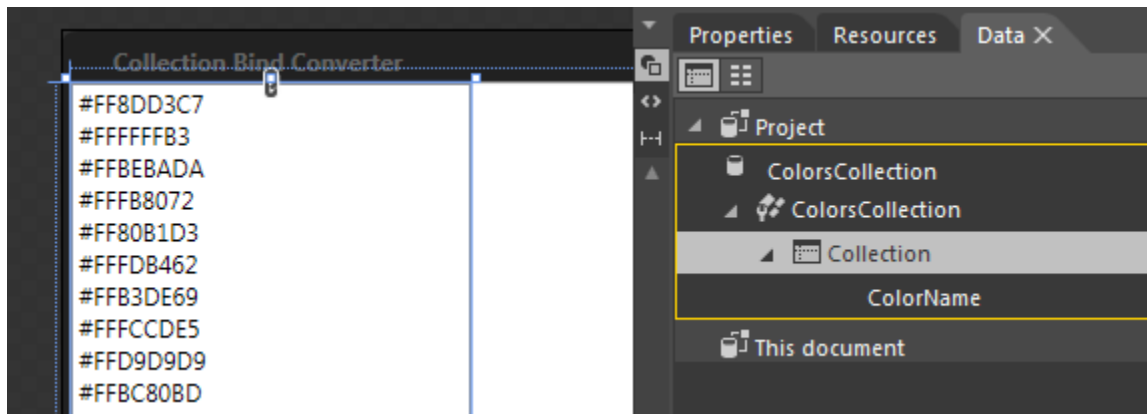
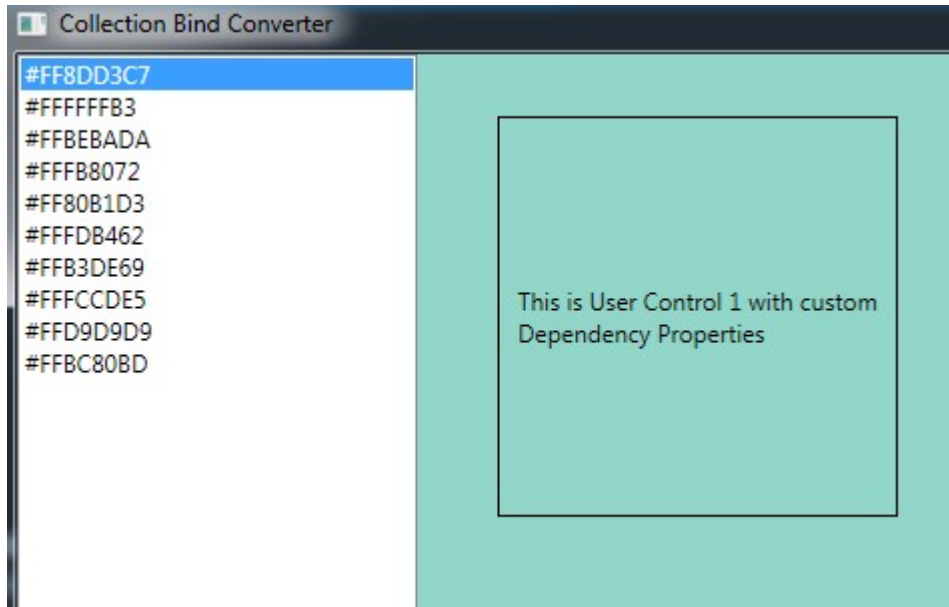






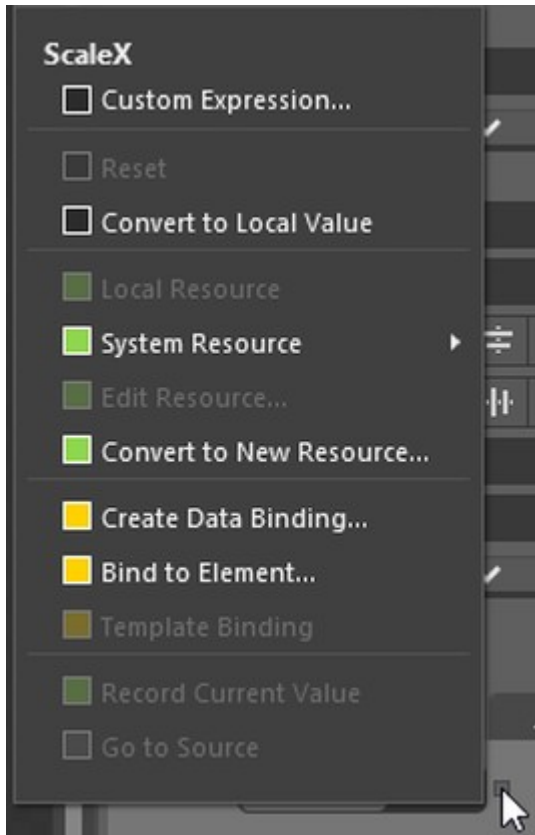
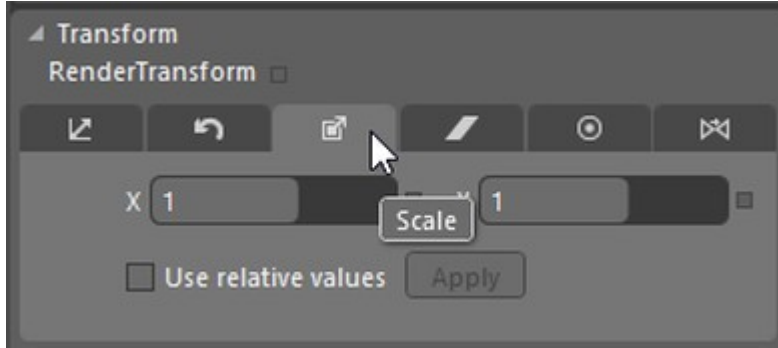


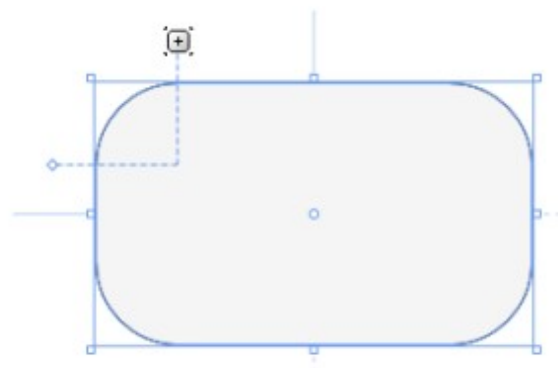
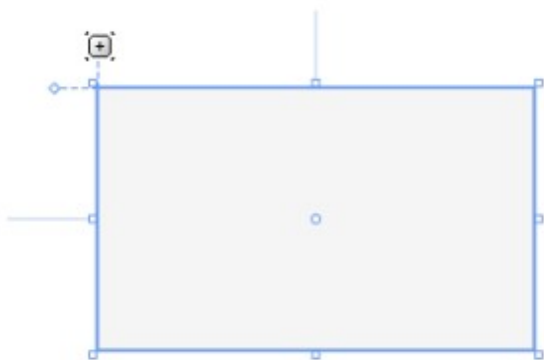
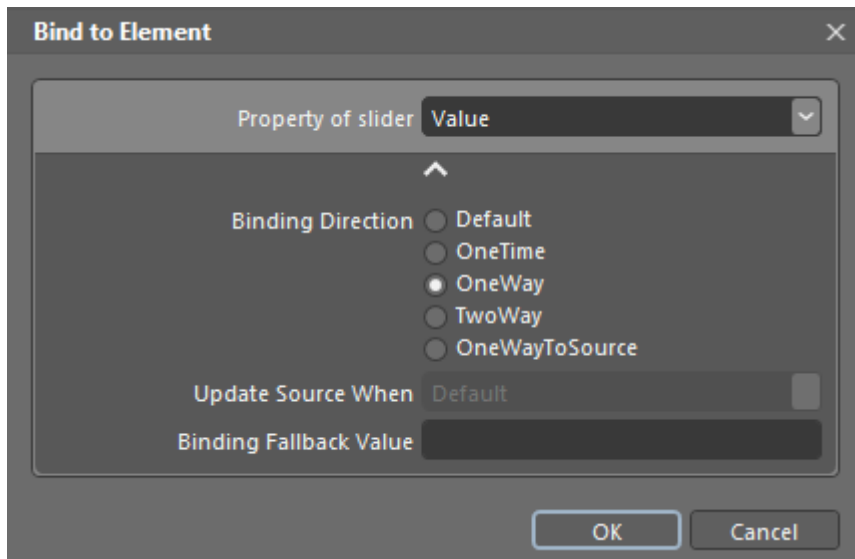


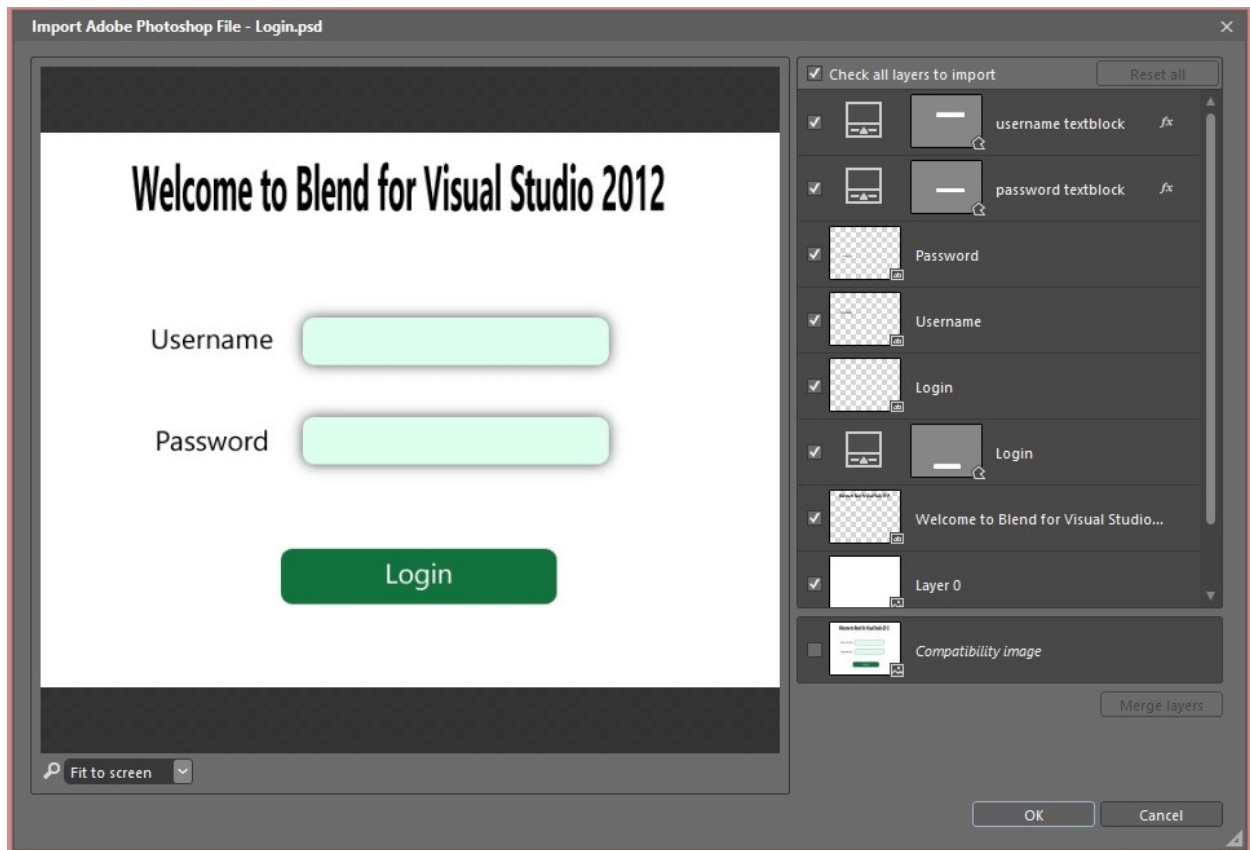
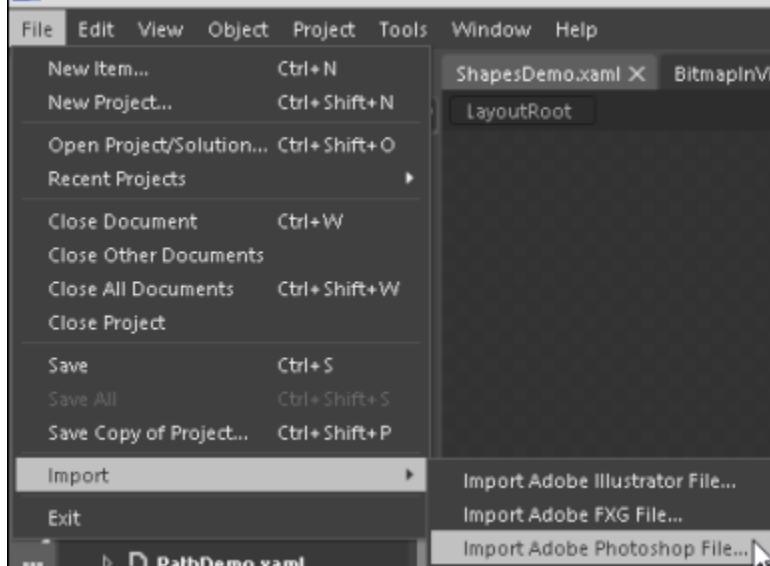


## Chapter 8 Vector Graphics







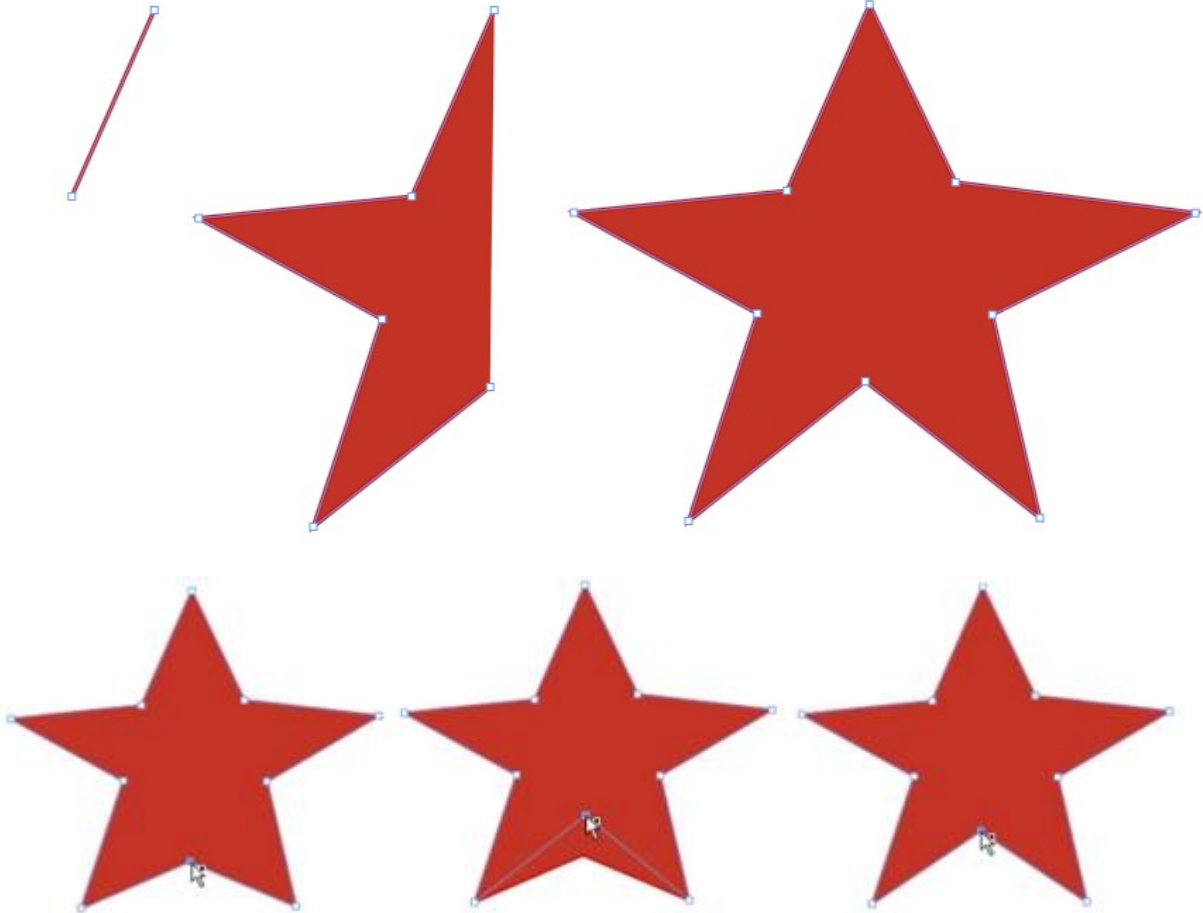


Objects and Timeline

(No Storyboard open)

Window

- Window
  - LayoutRoot
    - Login
      - username\_textblock
        - DropShadowEffect
      - password\_textblock
        - DropShadowEffect
      - Password
      - Username
      - Login2
      - Login1
      - Welcome\_to\_Blend\_for\_V
      - Layer\_0





1



2



3



4



5



6



7



8



9

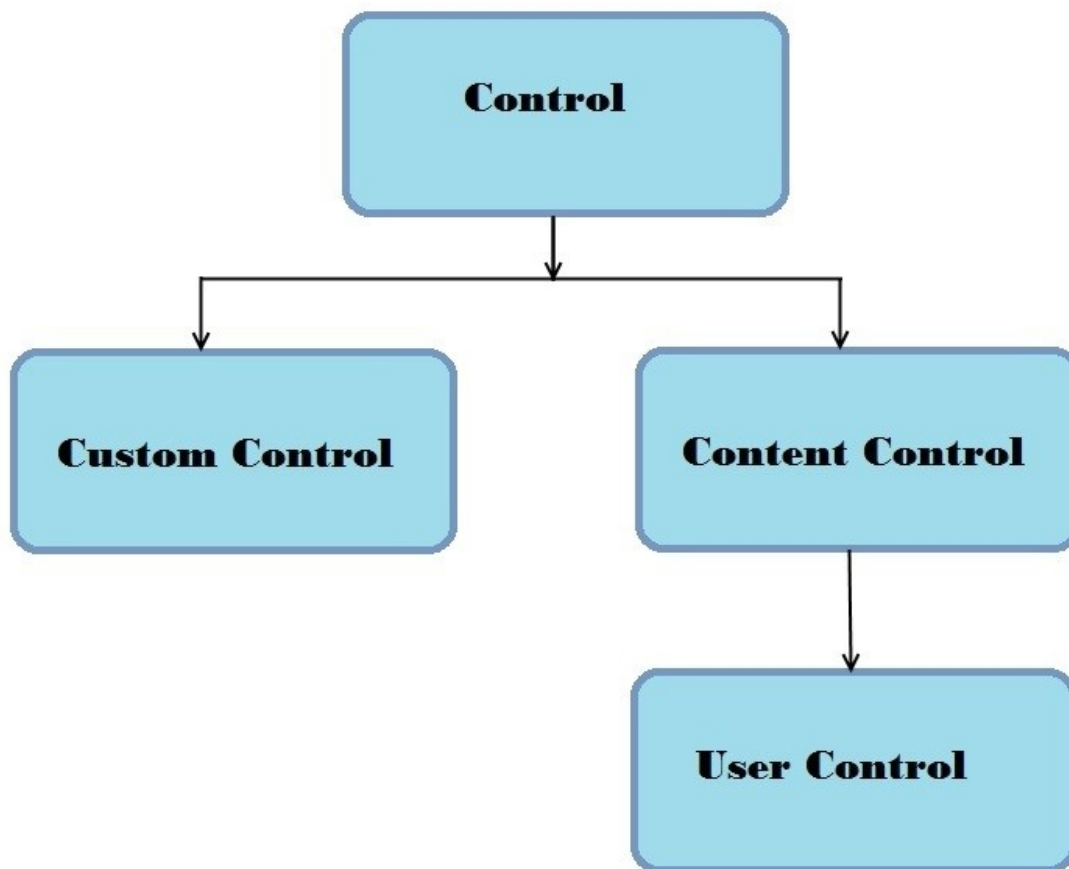


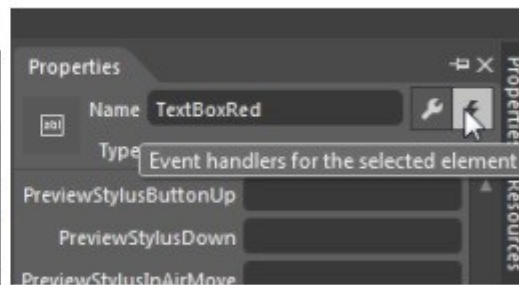
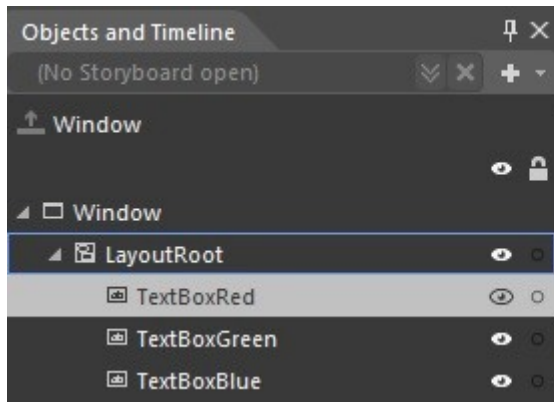
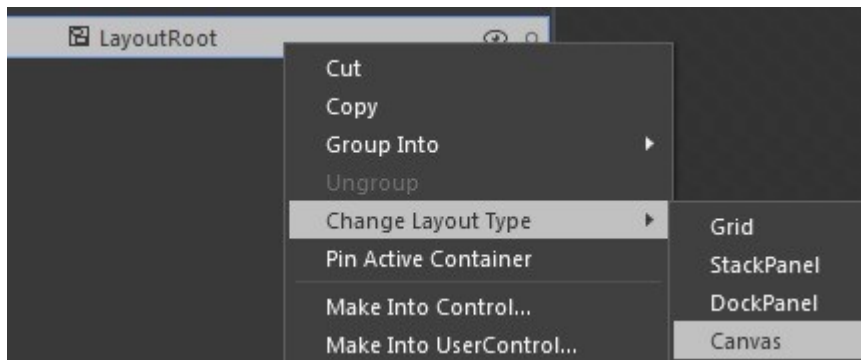
10





## Chapter 9 User Controls and Custom Controls

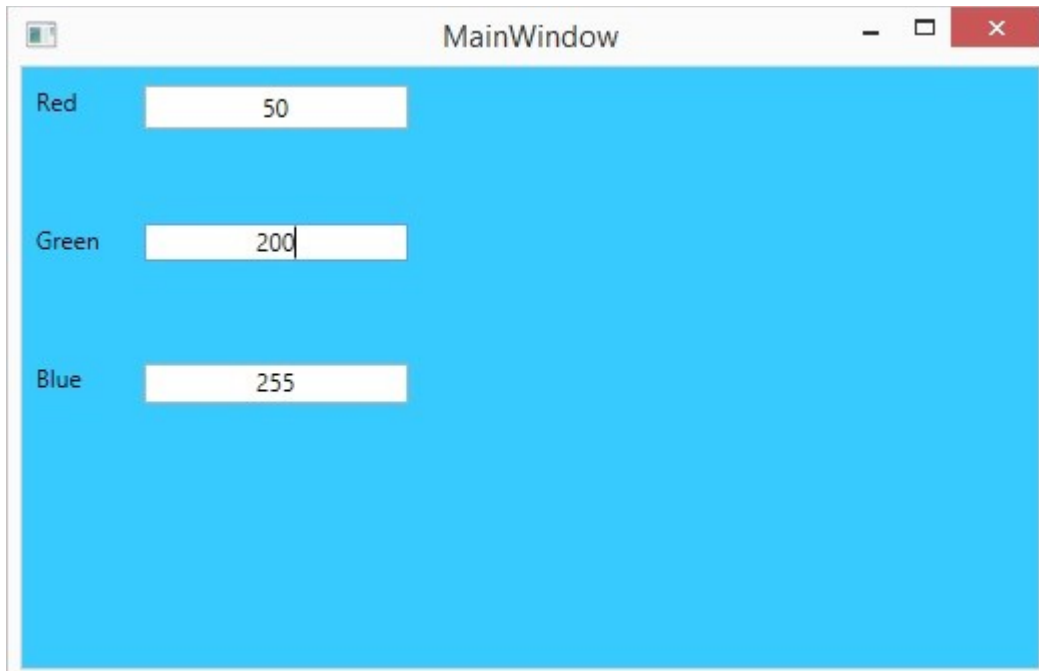
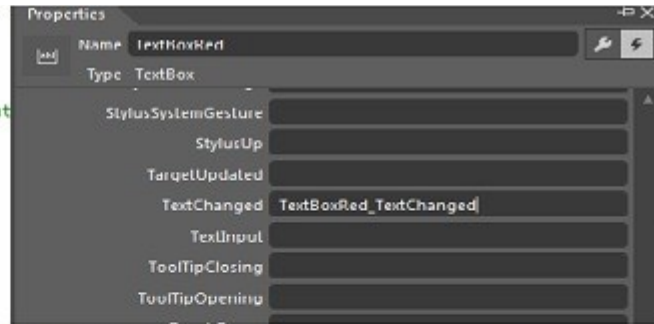


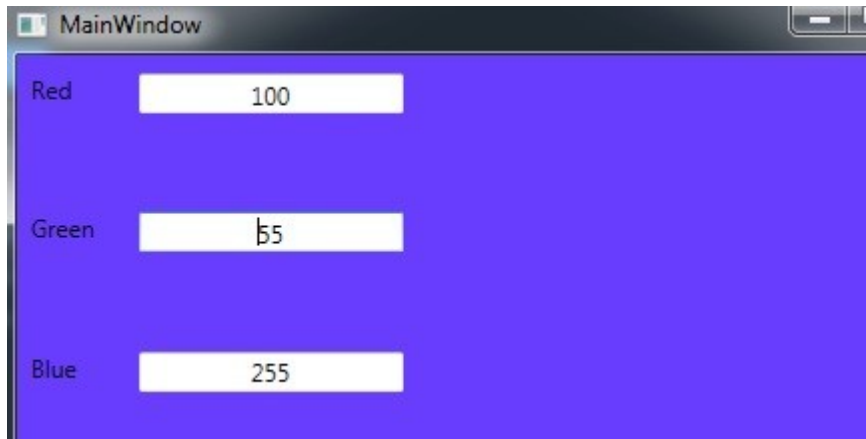
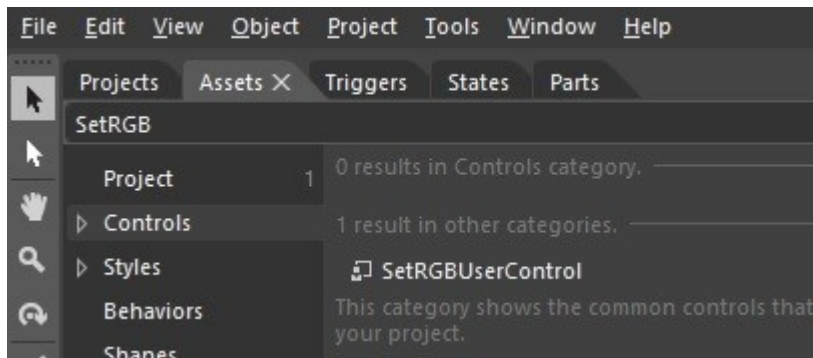




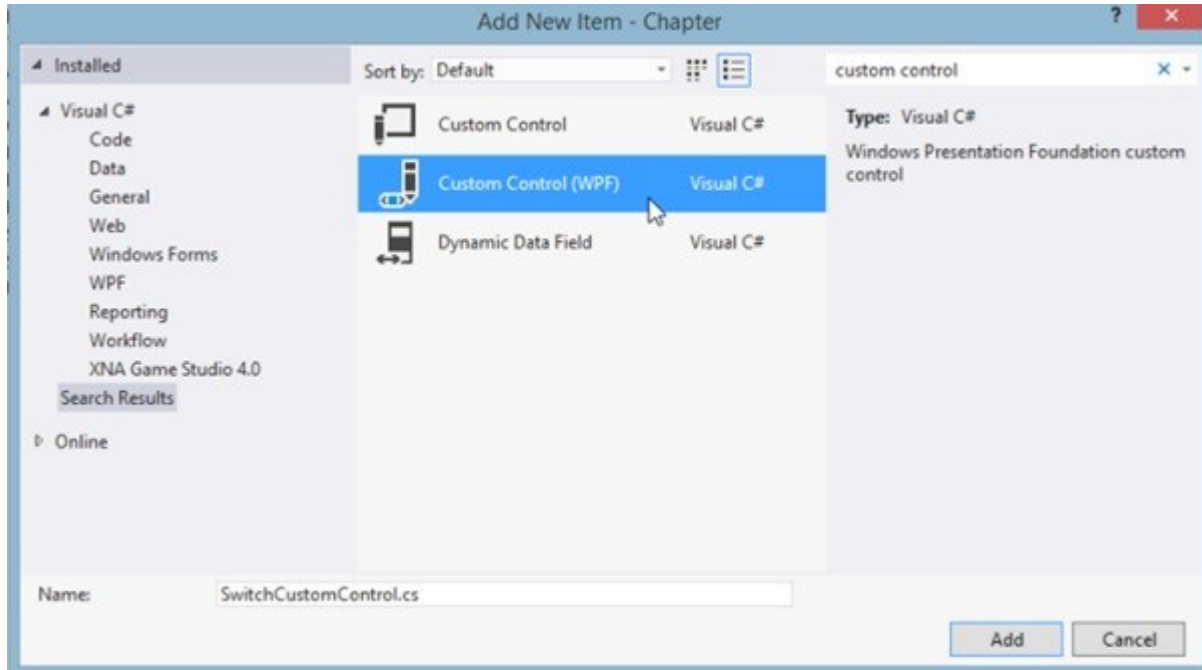
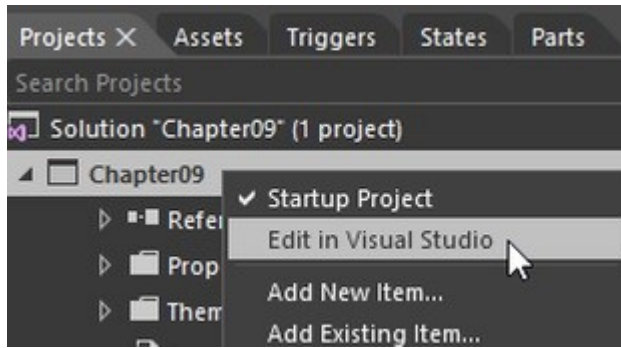
namespace Chapter09

```
/// <summary>  
/// Interaction logic for SetRGBUserCont  
/// </summary>  
public partial class SetRGBUserControl  
{  
    public SetRGBUserControl()  
    {  
        InitializeComponent();  
    }  
  
    private void TextBoxRed_TextChanged(object sender, System.Windows.Controls.TextChangedEventArgs e)  
    {  
        // TODO: Add event handler implementation here.  
    }  
  
    private void TextBoxGreen_TextChanged(object sender, System.Windows.Controls.TextChangedEventArgs e)  
    {  
        // TODO: Add event handler implementation here.  
    }  
  
    private void TextBoxBlue_TextChanged(object sender, System.Windows.Controls.TextChangedEventArgs e)  
    {  
        // TODO: Add event handler implementation here.  
    }  
}
```



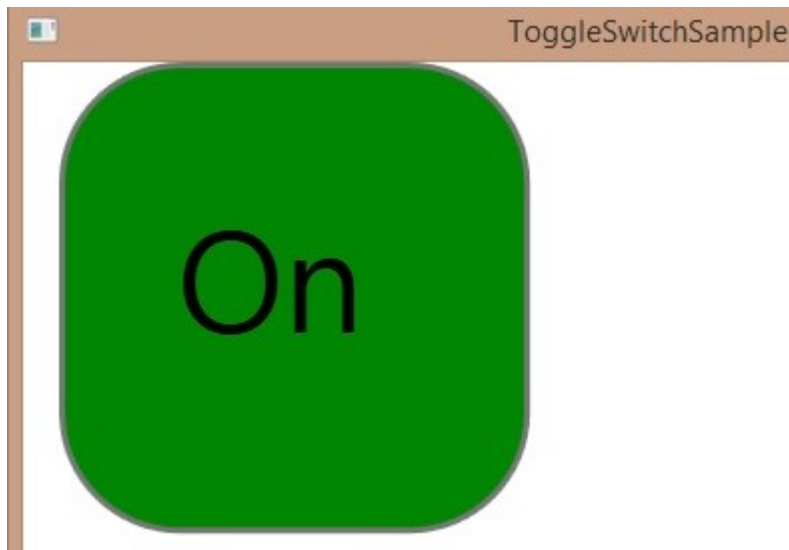


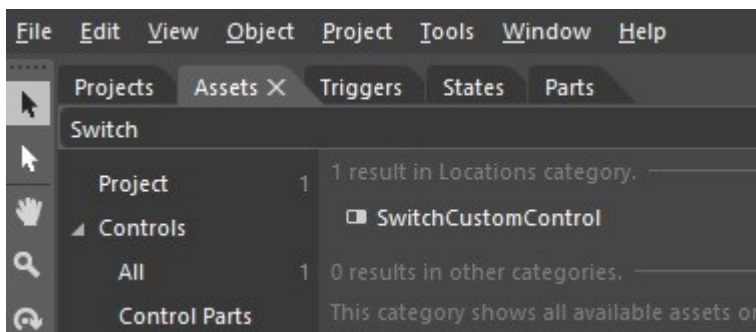
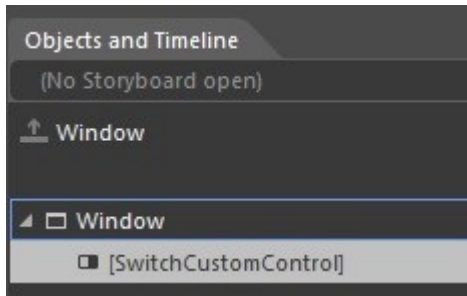
```
SetRGBUserControl.xaml MainWindow.xaml X App.xaml
1 <Window
2   xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
3   xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
4   xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
5   xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
6   xmlns:local="clr-namespace:Chapter09" mc:Ignorable="d"
7   x:Class="Chapter09.MainWindow"
8   x:Name="Window"
9   Title="MainWindow"
10  Width="640" Height="480">
11
12  <Grid x:Name="LayoutRoot">
13    <local:SetRGBUserControl HorizontalAlignment="Left"
14      Margin="37,10,0,0" VerticalAlignment="Top"/>
15  </Grid>
16 </Window>
```



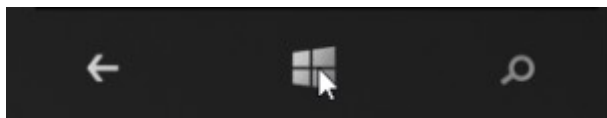
```
SwitchCustomControl.cs X
Chapter07.SwitchCustomControl SwitchCustomControl()
using System.Windows;
using System.Windows.Controls;

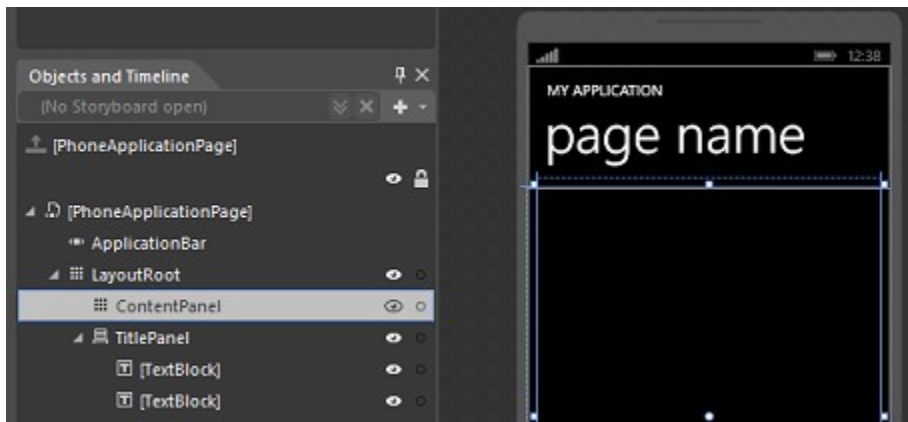
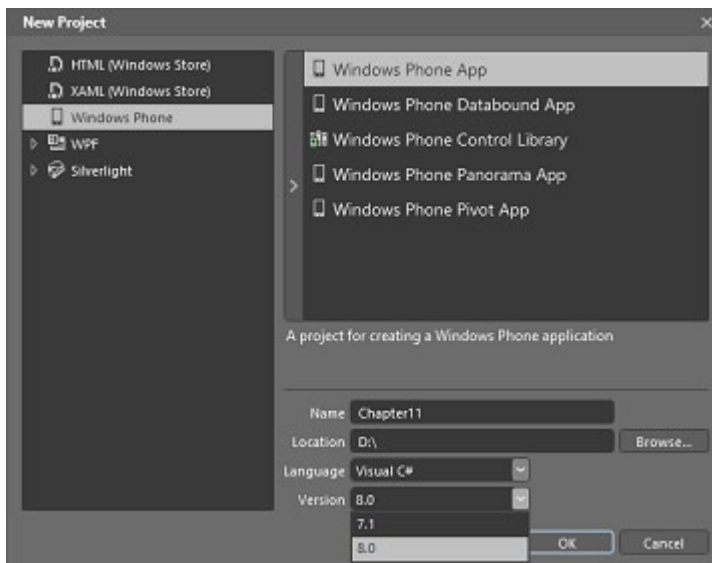
namespace Chapter0
{
    /// <summary>
    /// Follow steps 1a or 1b and then 2 to use this custom control in a XAML file.
    ///
    /// Step 1a) Using this custom control in a XAML file that exists in the current project.
    /// Add this XmlNamespace attribute to the root element of the markup file where it is
    /// to be used:
    ///
    ///     xmlns:MyNamespace="clr-namespace:Chapter0 "
    ///
    ///
    /// 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 markup file where it is
    /// to be used:
    ///
    ///     xmlns:MyNamespace="clr-namespace:Chapter0 ;assembly=Chapter0 "
    ///
    /// You will also need to add a project reference from the project where the XAML file lives
    /// to this project and Rebuild to avoid compilation errors:
    ///
    ///     Right click on the target project in the Solution Explorer and
    ///     "Add Reference"->"Projects"->[Browse to and select this project]
    ///
    /// Step 2)
    /// Go ahead and use your control in the XAML file.
    ///
    ///     <MyNamespace:SwitchCustomControl/>
    ///
    /// </summary>
    public class SwitchCustomControl : Control
    {
        static SwitchCustomControl()
        {
            DefaultStyleKeyProperty.OverrideMetadata(typeof (SwitchCustomControl),
                new FrameworkPropertyMetadata(typeof (SwitchCustomControl)));
        }
    }
}
```

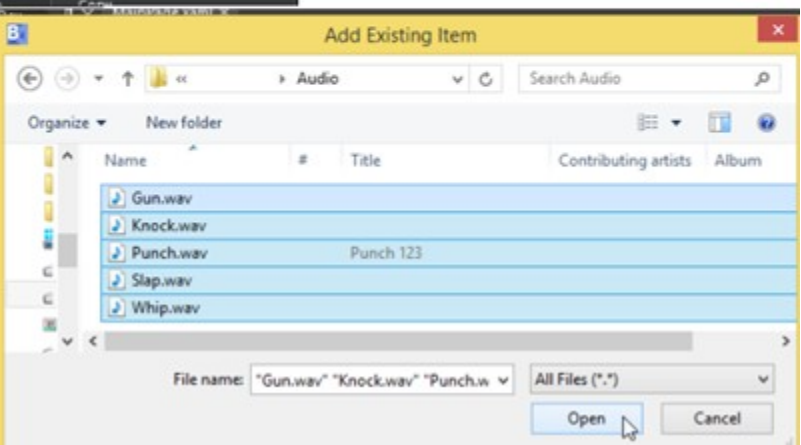
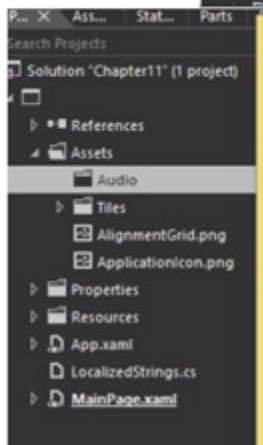
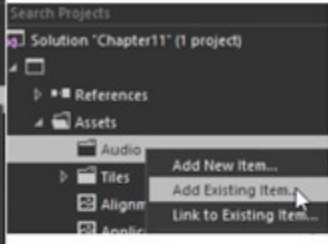
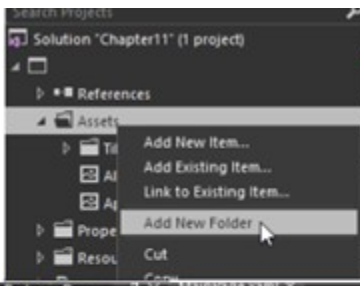
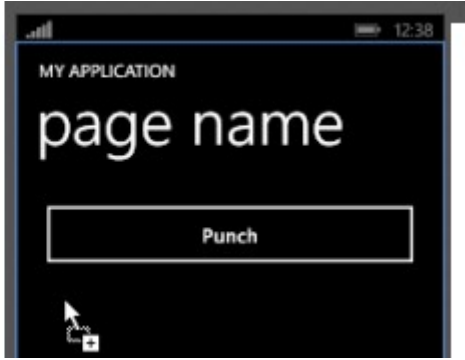
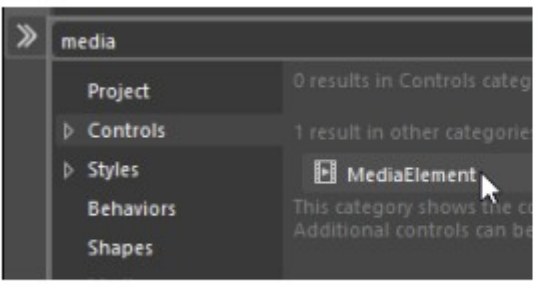
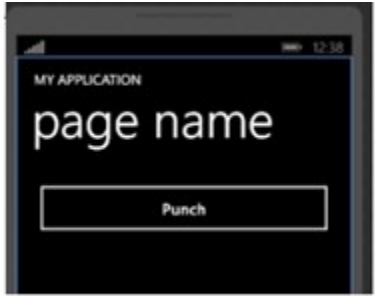
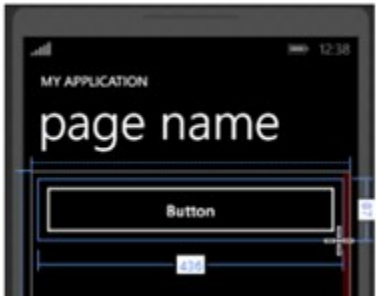
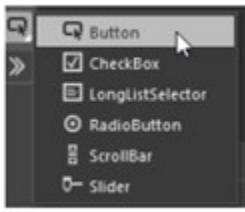


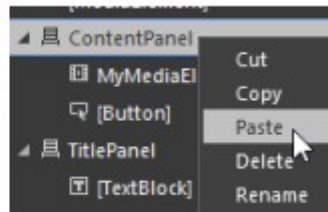
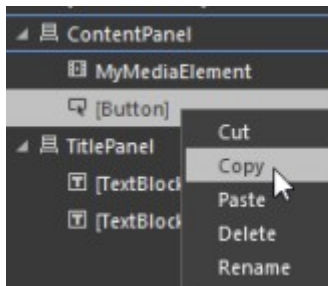
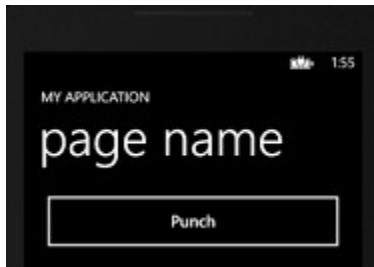
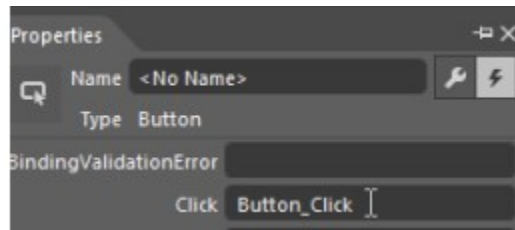
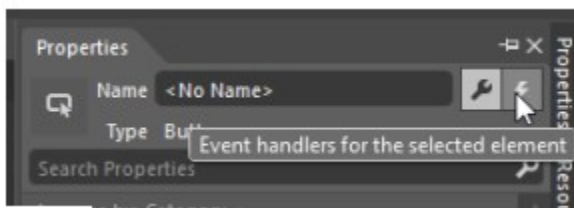
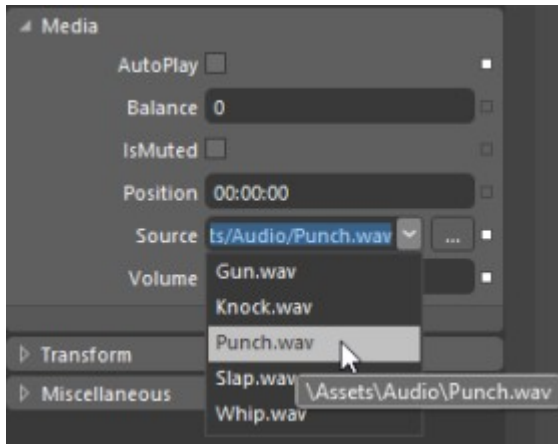


## Chapter 10 Creating Windows Phone Apps

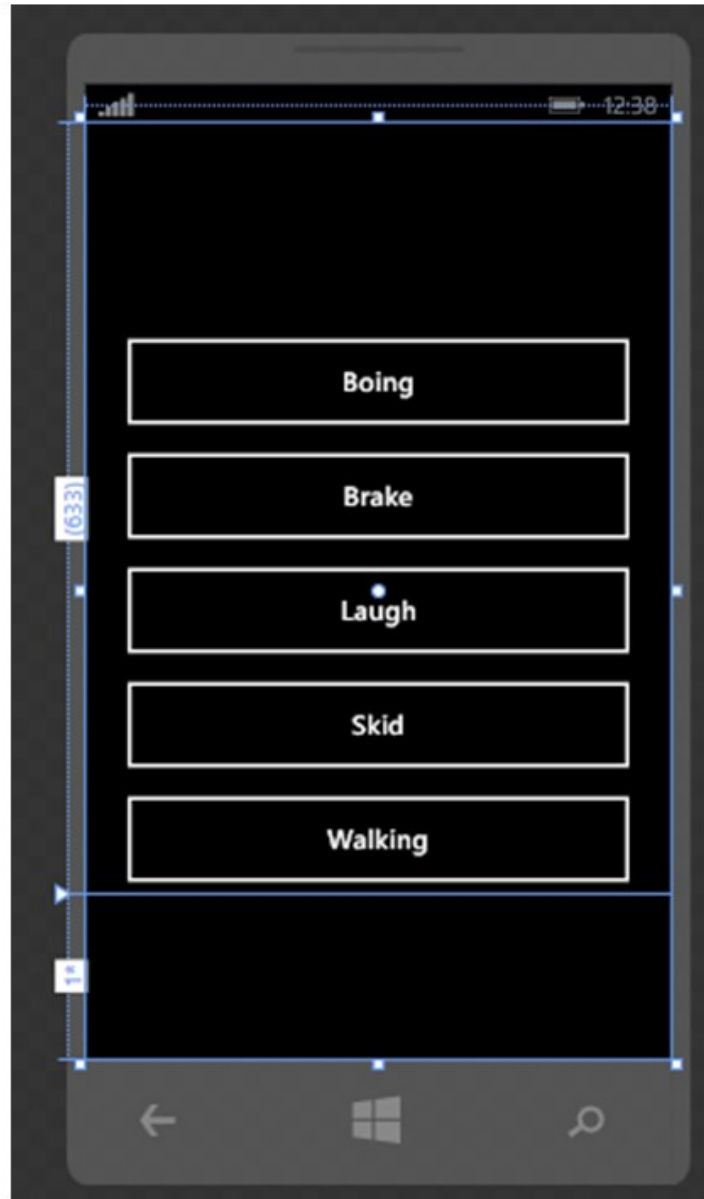


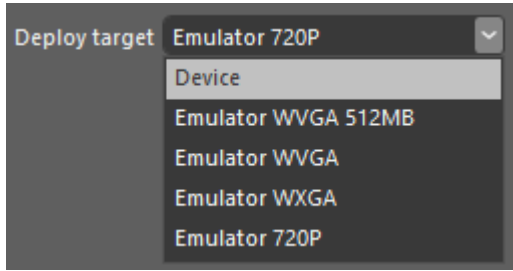
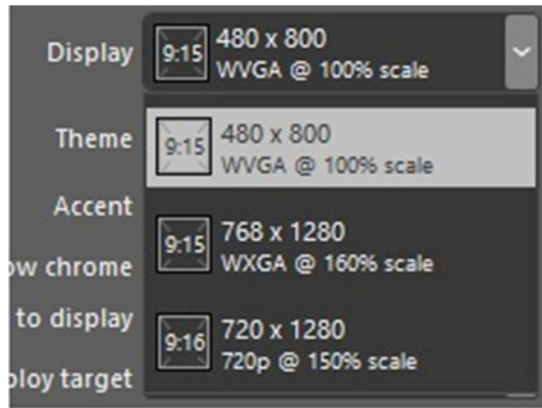
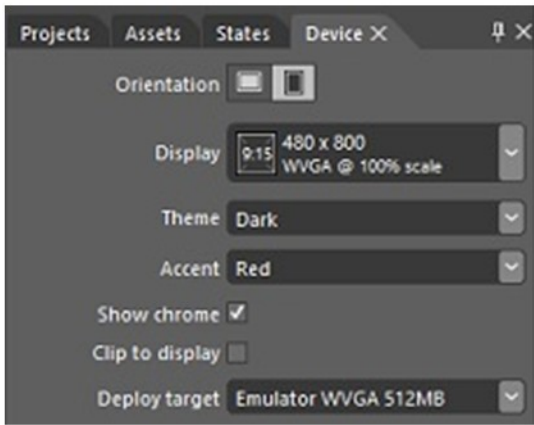


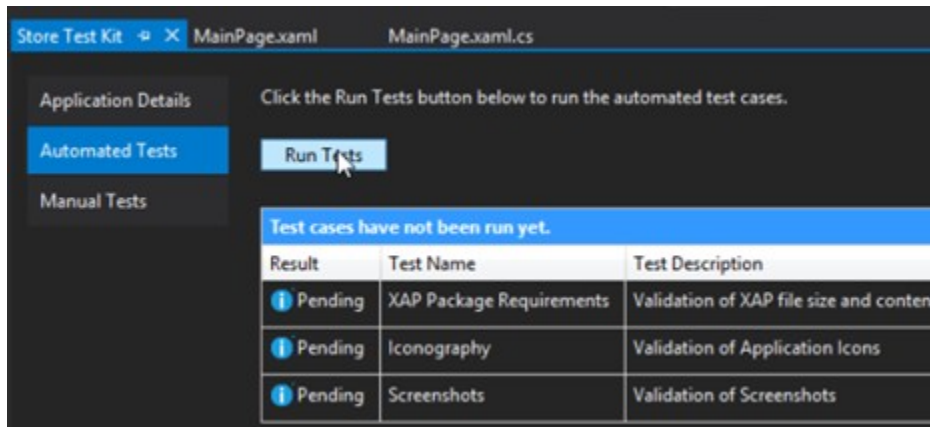
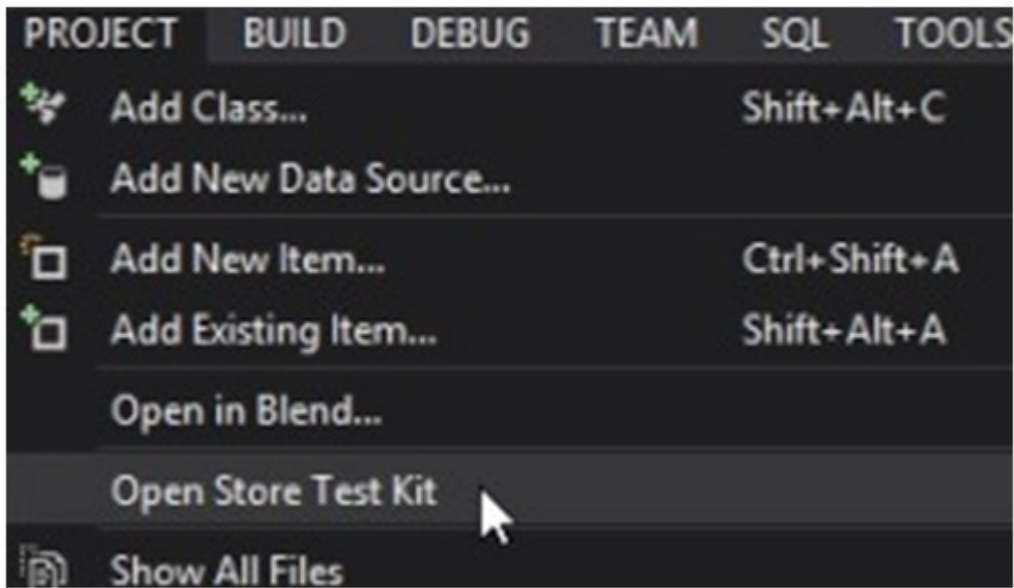






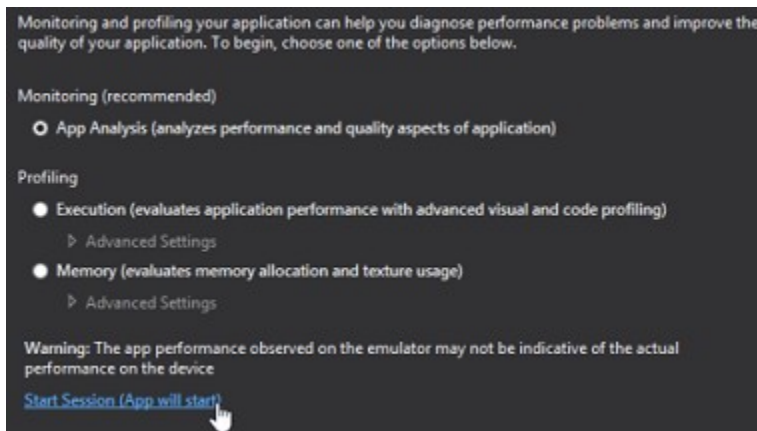
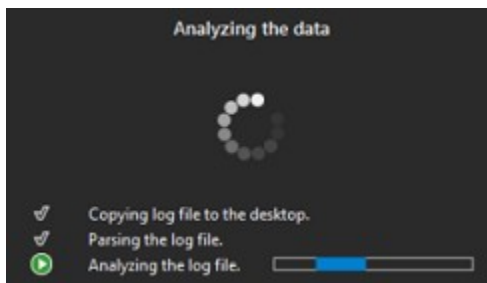
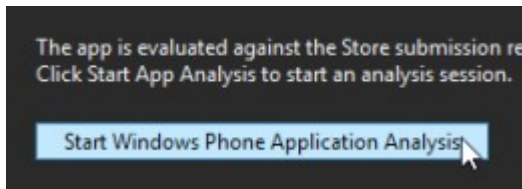
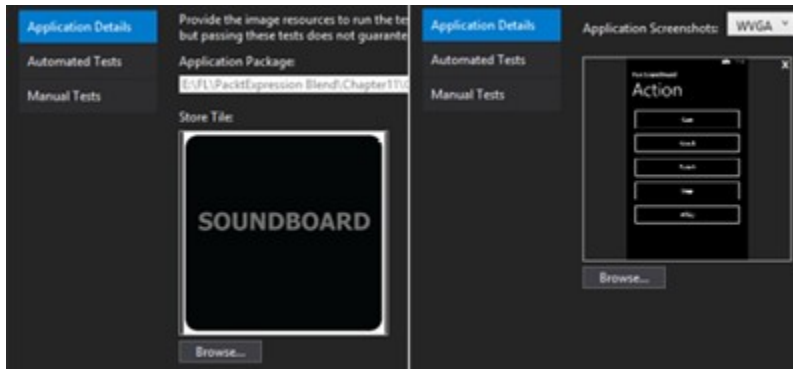






Passed: 1 Failed: 2

Result	Test Name
Passed	XAP Package Requirements
Failed	Iconography
Failed	Screenshots



## SUMMARY

0 Alert(s)

## REPORT

The different parameters of the app as measured during the analysis session

Startup time	1.16 sec	App start time meets requirements.
Responsiveness	---	App is responsive.
Total data uploaded	0.00 KB	Total data uploaded by app is 0.000 KB
Total data downloaded	0.00 KB	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 MB	App max memory usage is 14.95 MB
Average memory used	12.26 MB	App average memory use is 12.26 MB

## Submit app

You've spent hours developing and designing your app, and now it's time for the rest of the world to experience your masterpiece. In just few steps we'll gather the information we need to successfully launch your app in the Windows Phone Store. [Learn more](#) about the steps for successfully submitting your app.

### Required

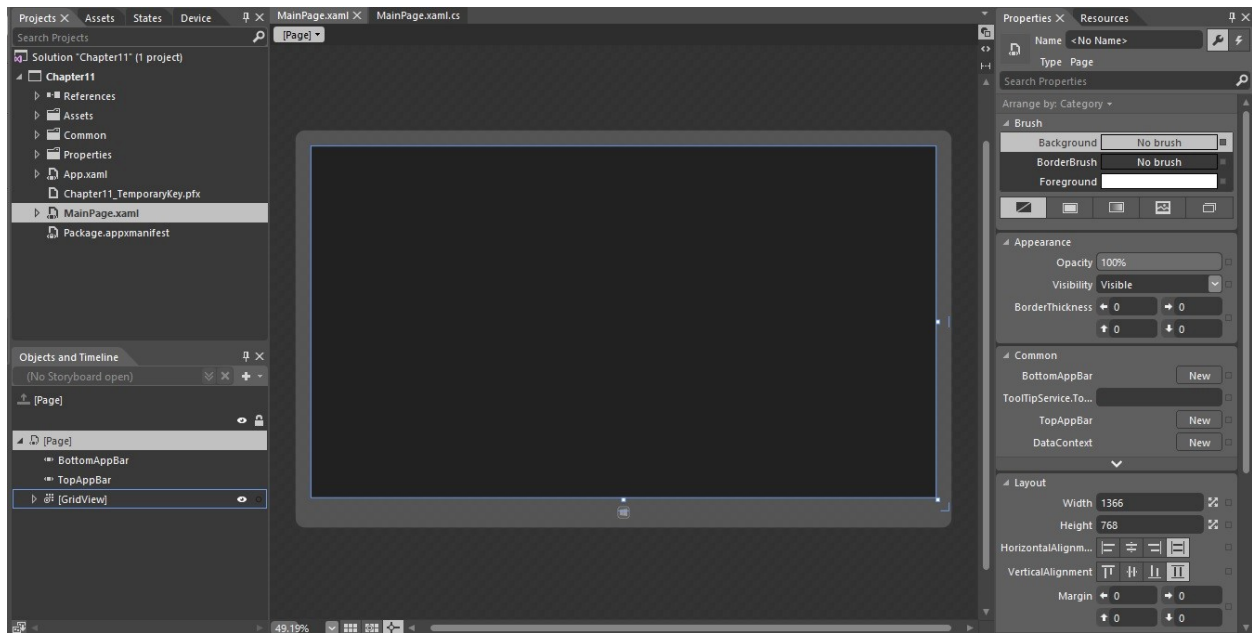
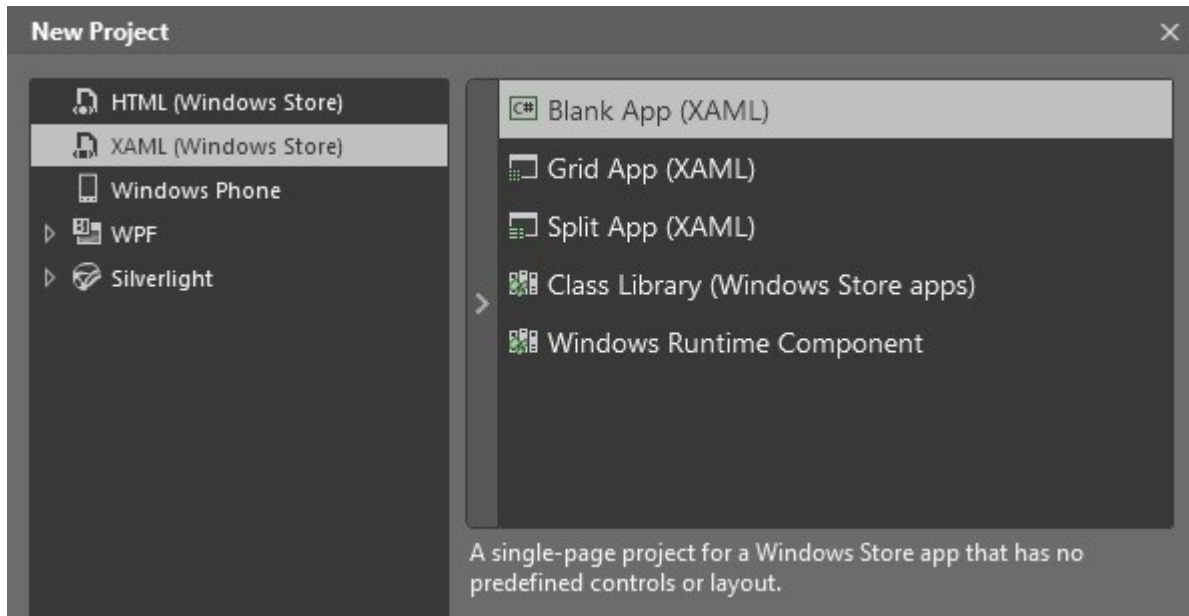
- 1 App info  
Give your app a title, description, price, and some other relevant info.
- 2 Upload and describe your XAP(s)  
For each XAP in your app, describe where you'll enter descriptions and upload screenshots that will showcase your app in the Store.

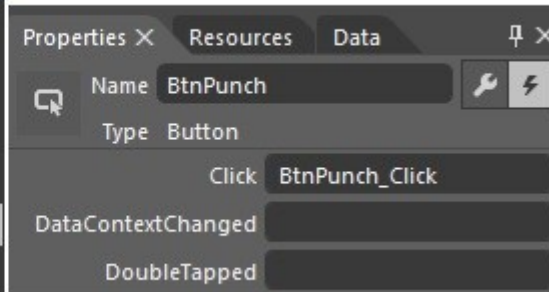
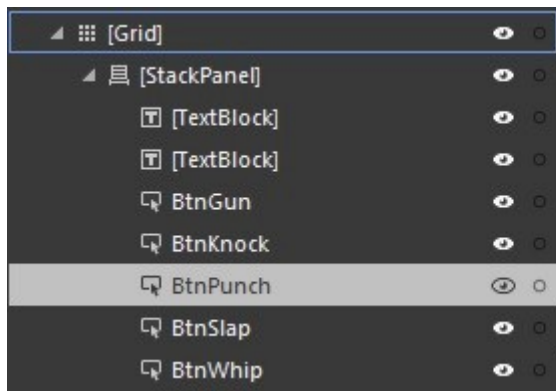
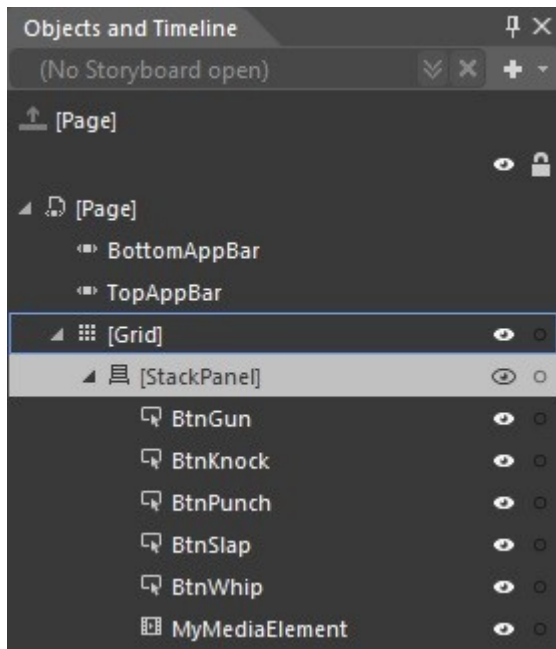
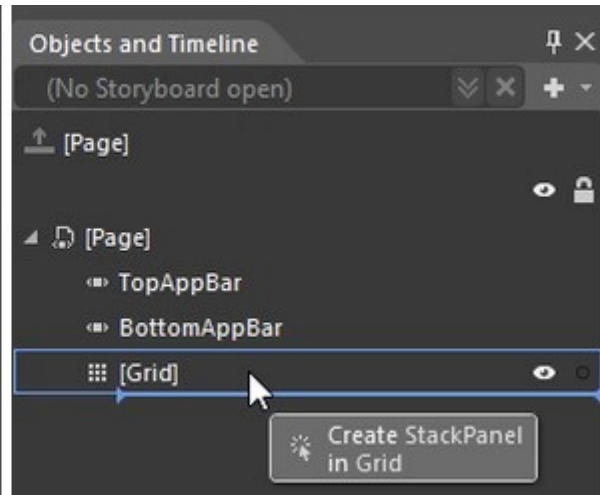
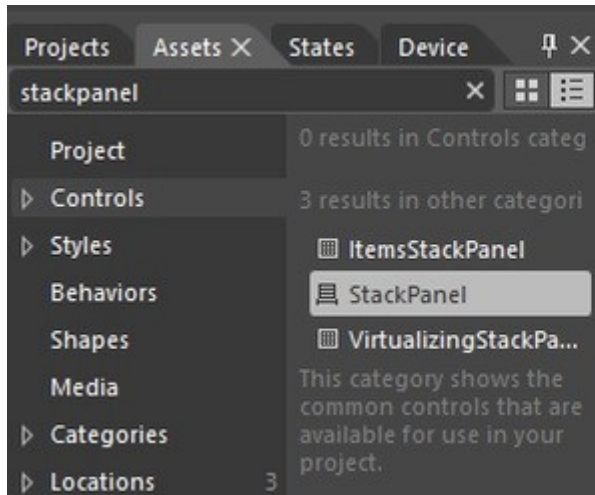
### Optional

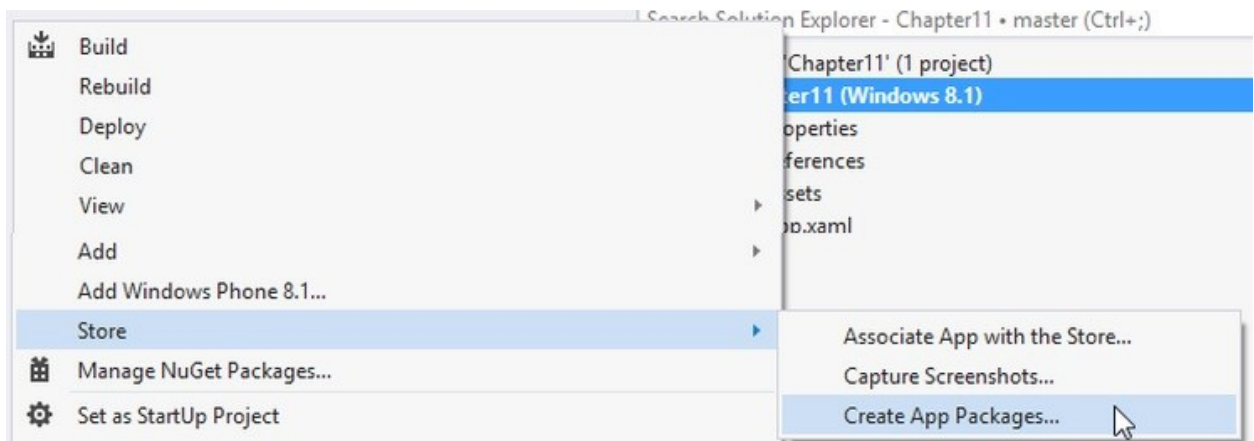
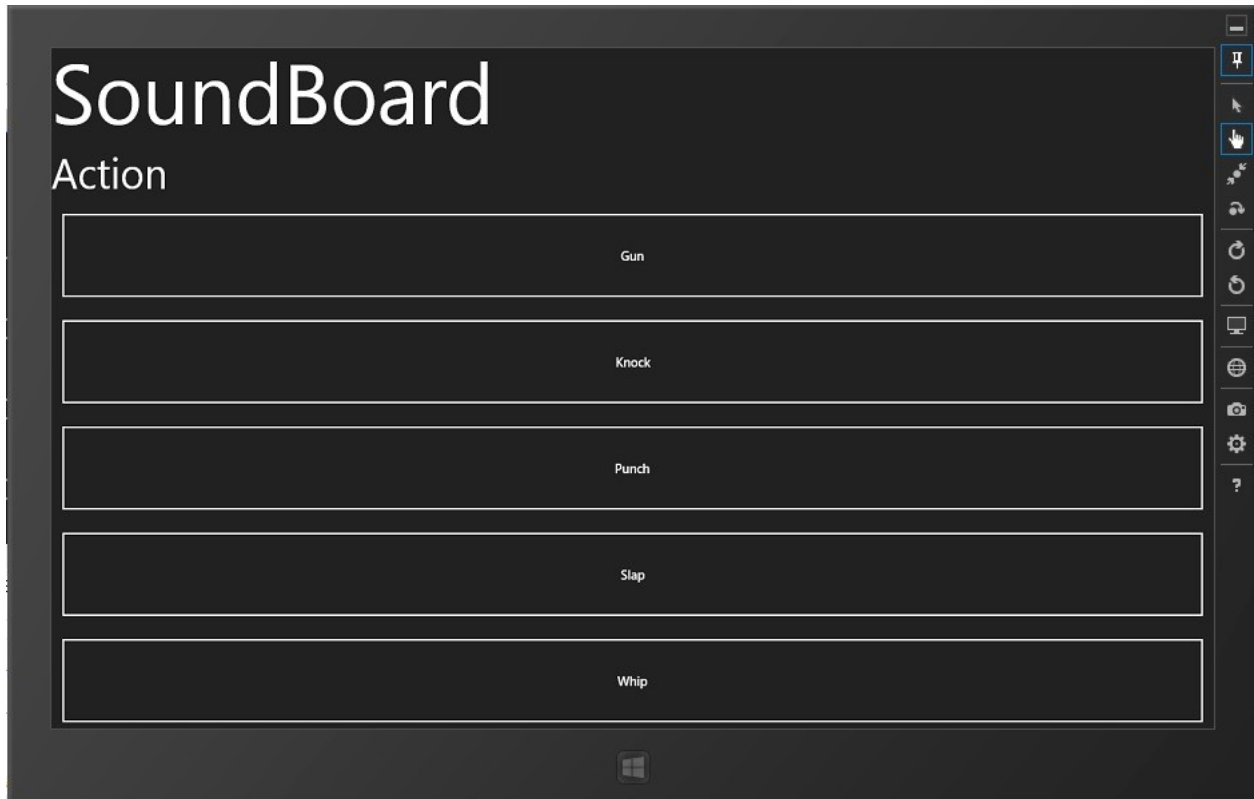
- ✓ Add in-app advertising  
Engage and promote with in-app ads.
- ✓ Market selection and custom pricing  
For apps, you have the option to define different pricing and availability for different countries/regions.
- ✓ Map services  
Get the latest maps and map services in your app.

Review app content

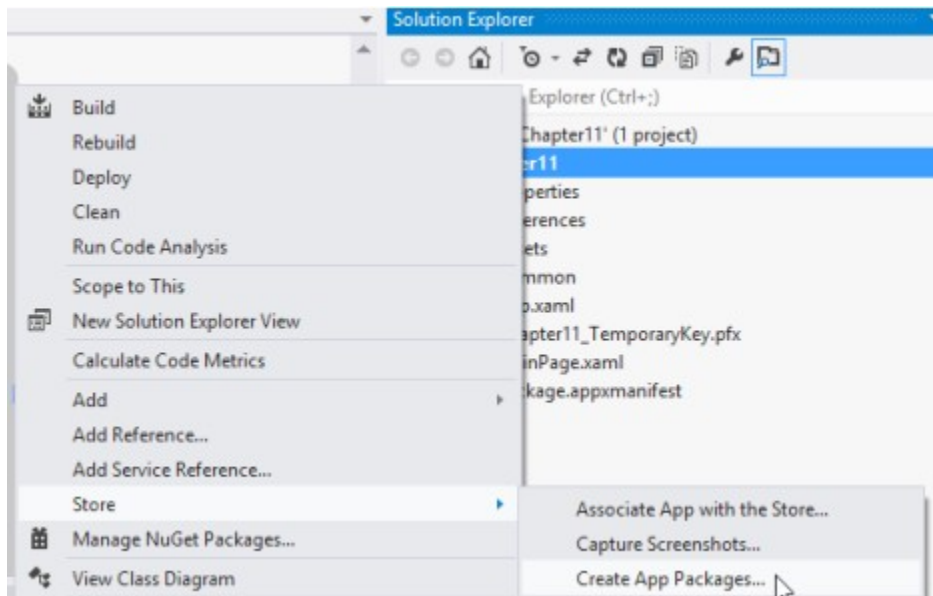
# Chapter 11 Creating Windows 8 Store Apps













### Select an app name

Existing app names:

Include app names that already have packages | [Refresh](#)

App Name	Package Identity in the Windows Store
Chapter11	None
Cool Soundboard	None
GitHub Mobile	None
GitHubMobile	None

Reserve a new app name:



## Select and Configure Packages

Output location:

C:\D\MyDocs\FL\PacktExpression Blend\Mini\Chapter11\Chapter11\Chapter11\AppPackages\



Version:

1 . 1 . 0 . 0

Automatically increment

Generate app bundle:

If needed

[What does an app bundle mean?](#)

Select the packages to create and the solution configuration mappings:

	Architecture	Solution Configuration
<input checked="" type="checkbox"/>	Neutral	Release (Any CPU)
<input type="checkbox"/>	x86	Release (x86)
<input type="checkbox"/>	x64	Release (x64)
<input type="checkbox"/>	ARM	Release (ARM)

Include public symbol files, if any, to enable crash analysis for the app

Previous

Create

Cancel



## 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

Remote machine:

**Package that will be validated:**

[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](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)

- i** Validation might take a few minutes or longer depending on the size of your app.
- i** One or more tests require the app to run in full screen.
- i** Do not interact with the machine until you see the test results.
- i** The existing version of your app on the local machine will be removed.

## 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



### Content compliance

Usually done within 5 days



### Release

Waiting until the app passes certification



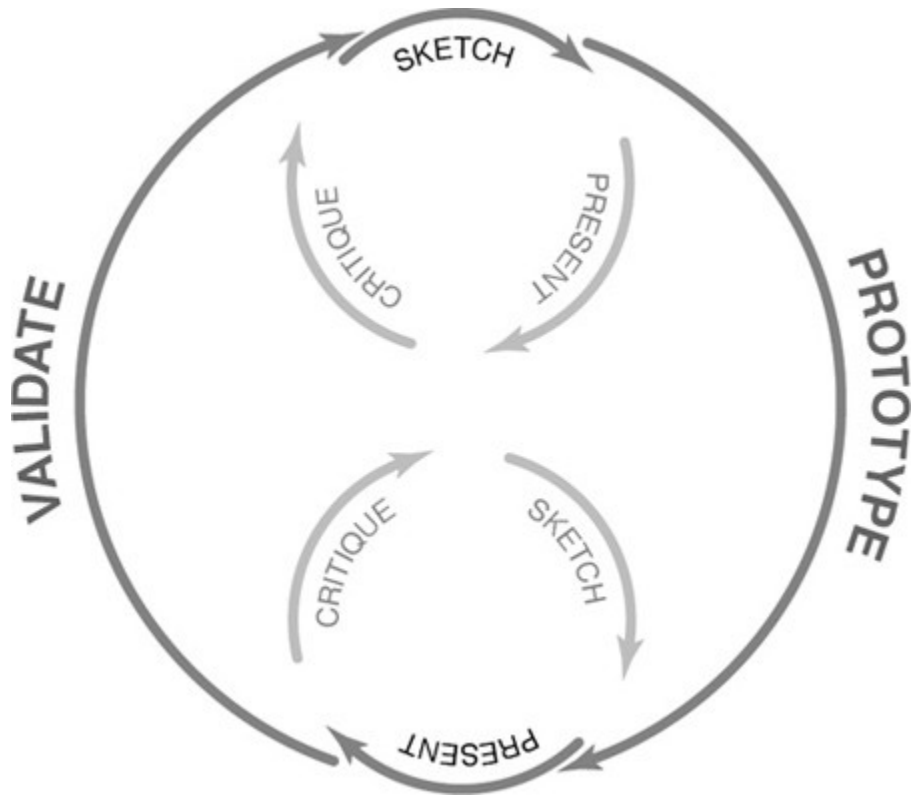
### Signing and publishing

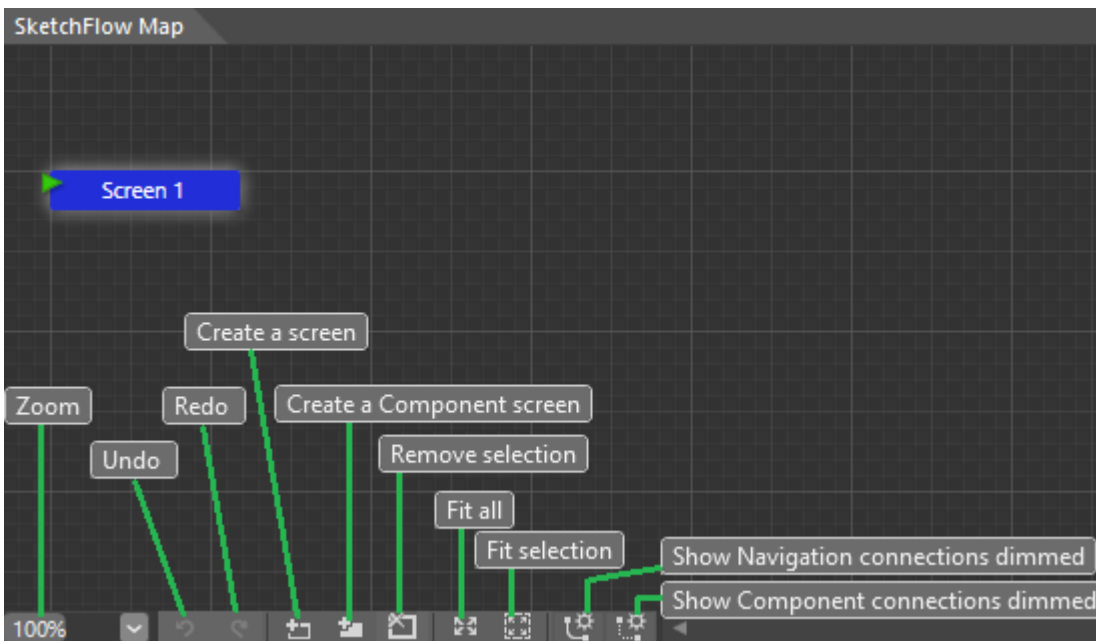
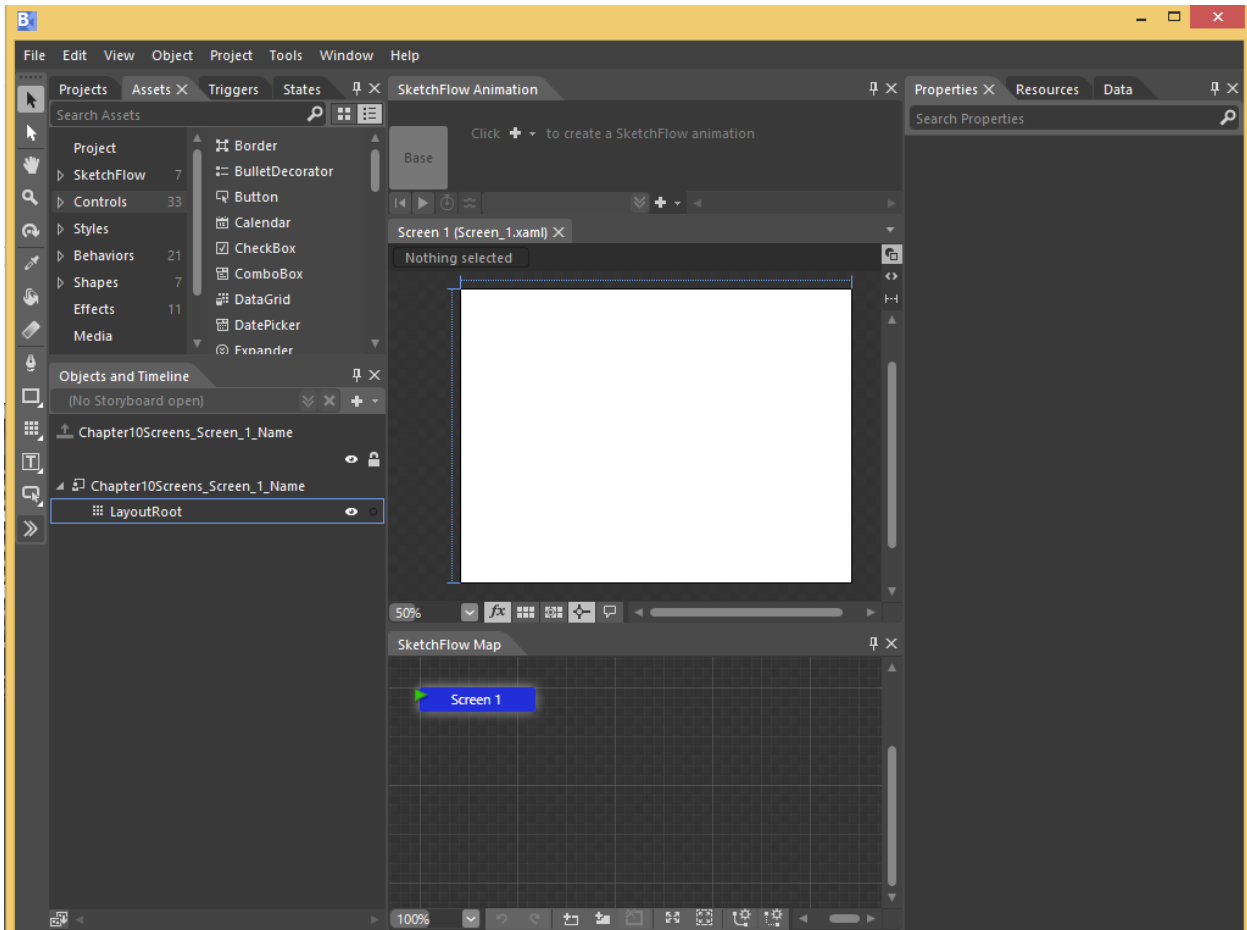
Usually done within 2 hours

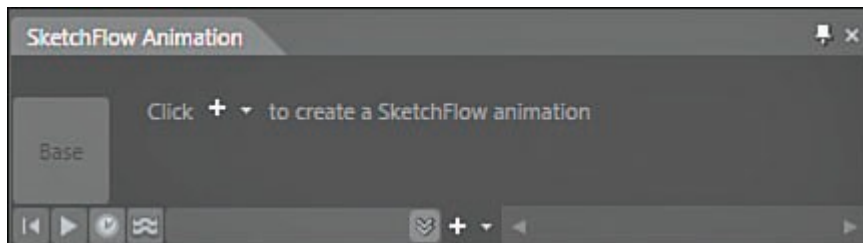
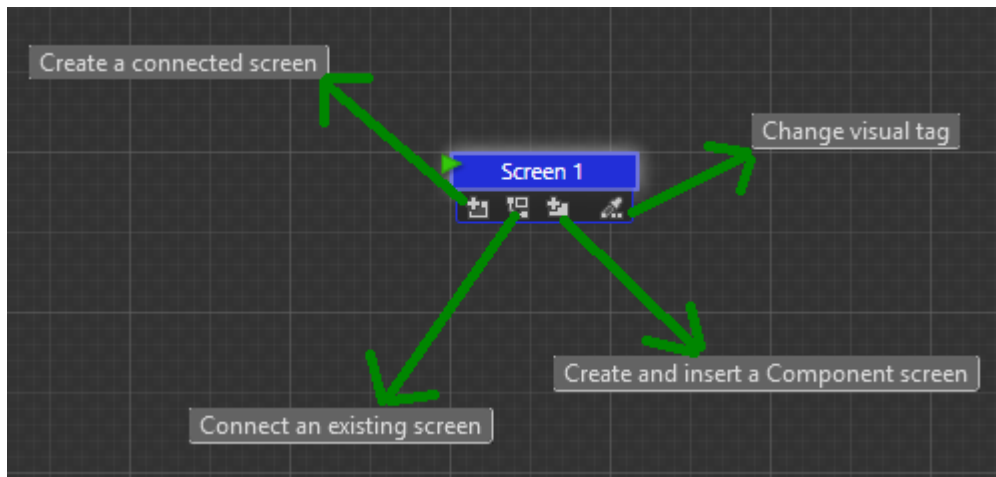
Cancel release

Go to dashboard

# Chapter 12 Prototyping Using SketchFlow

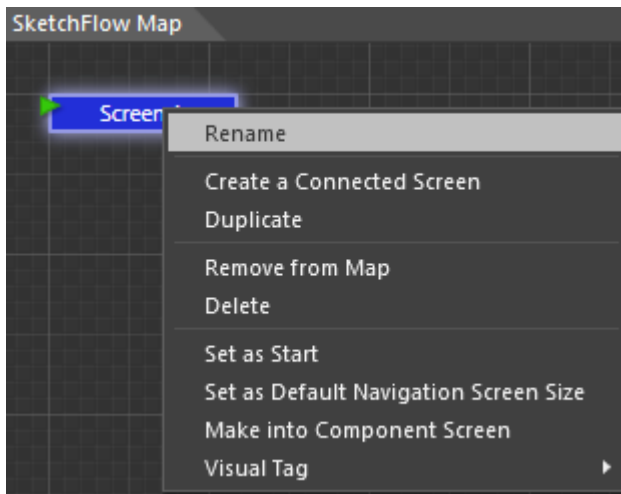
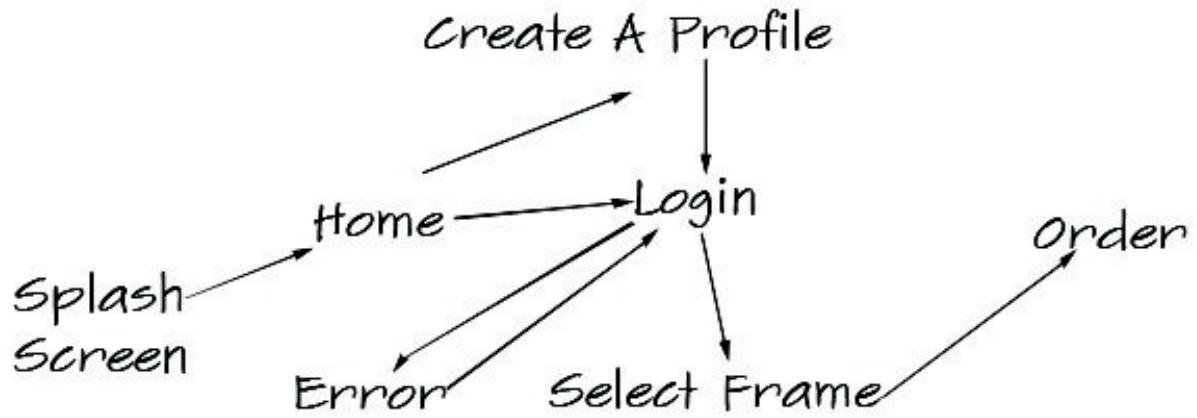


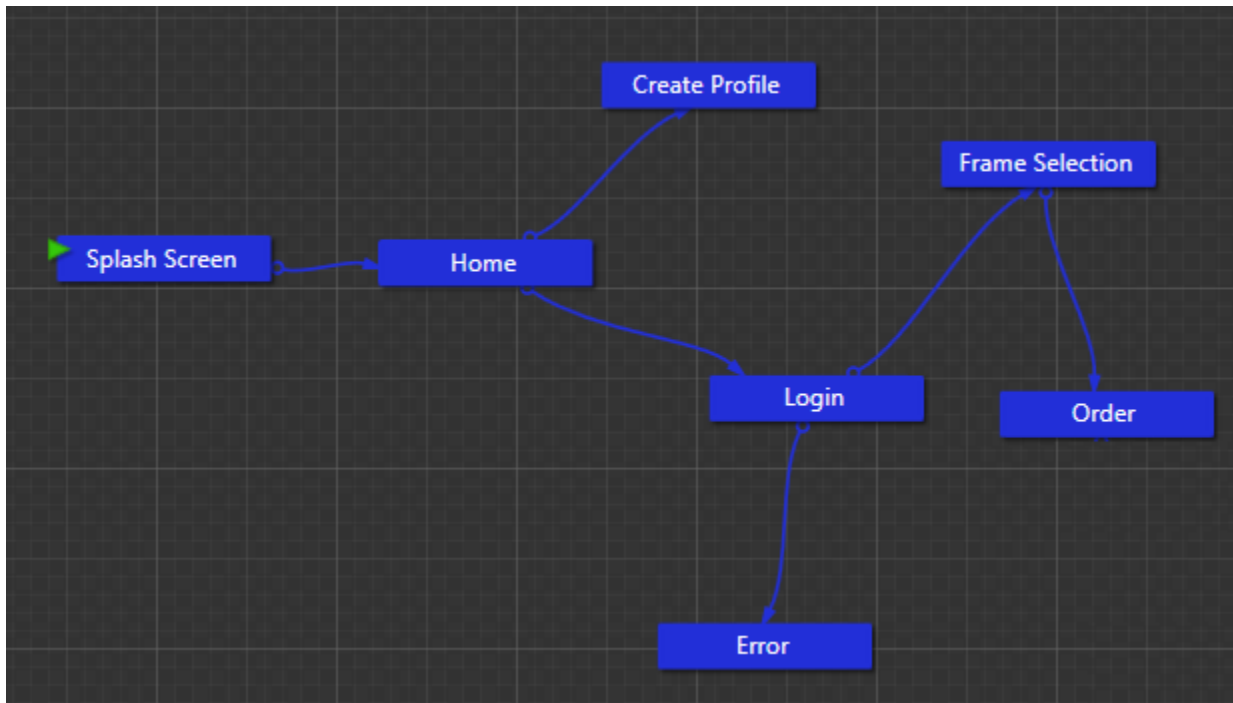
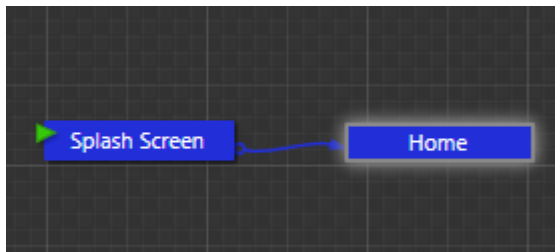
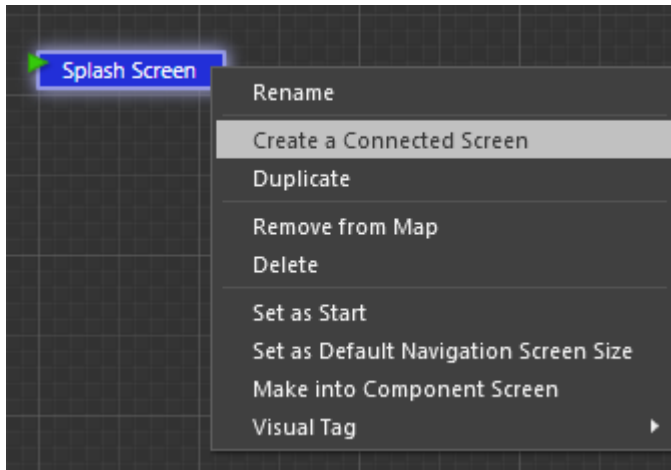


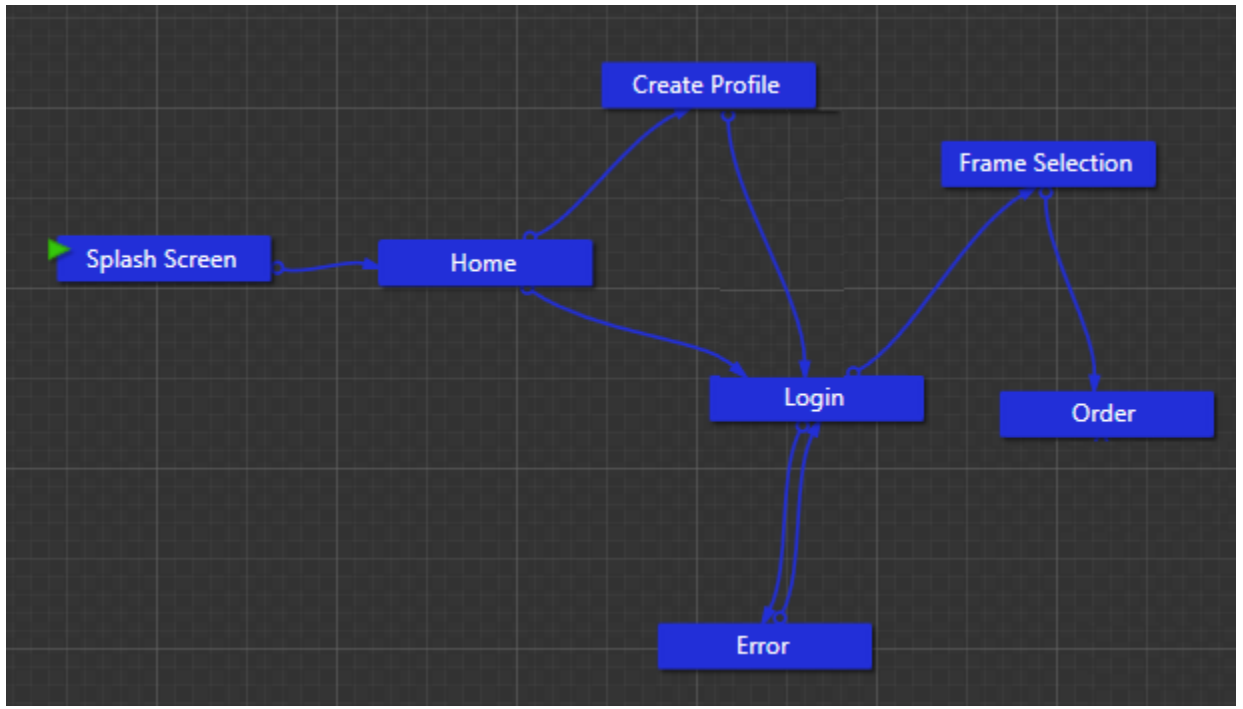
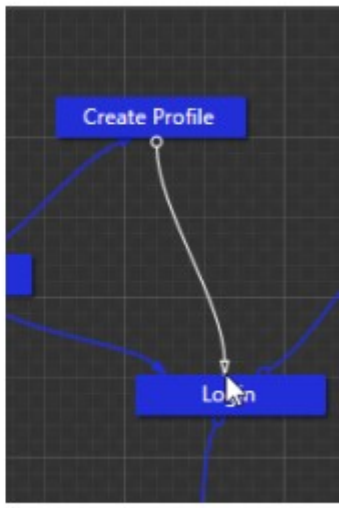
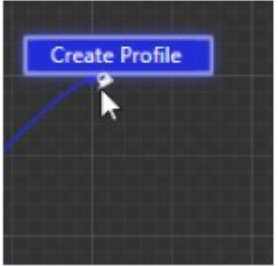
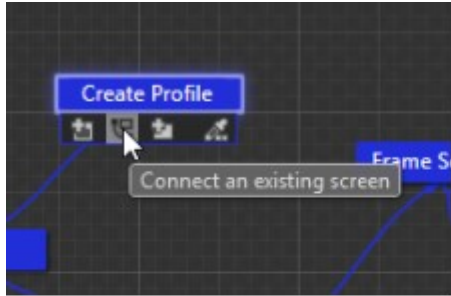


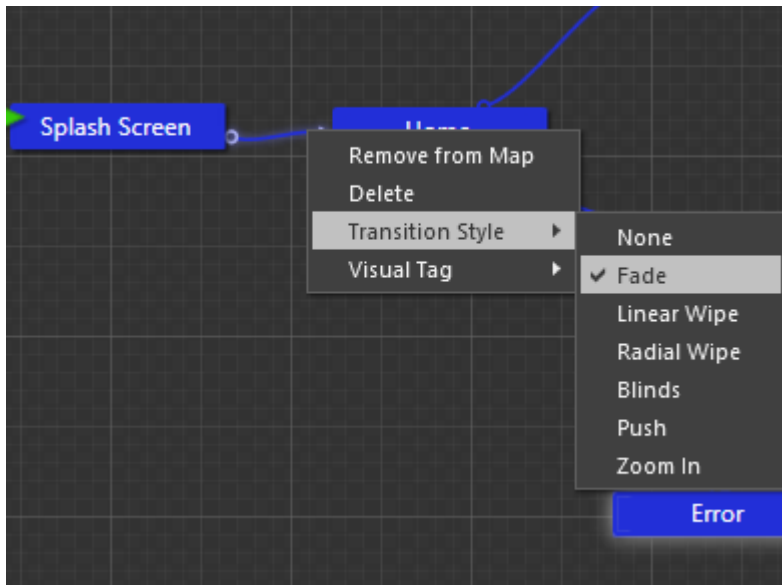
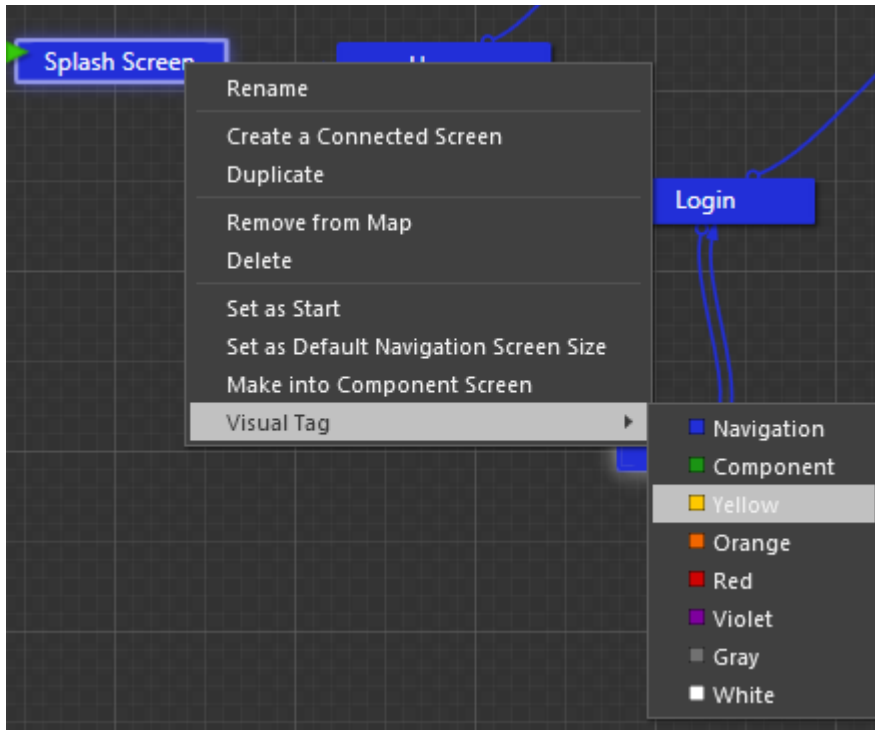


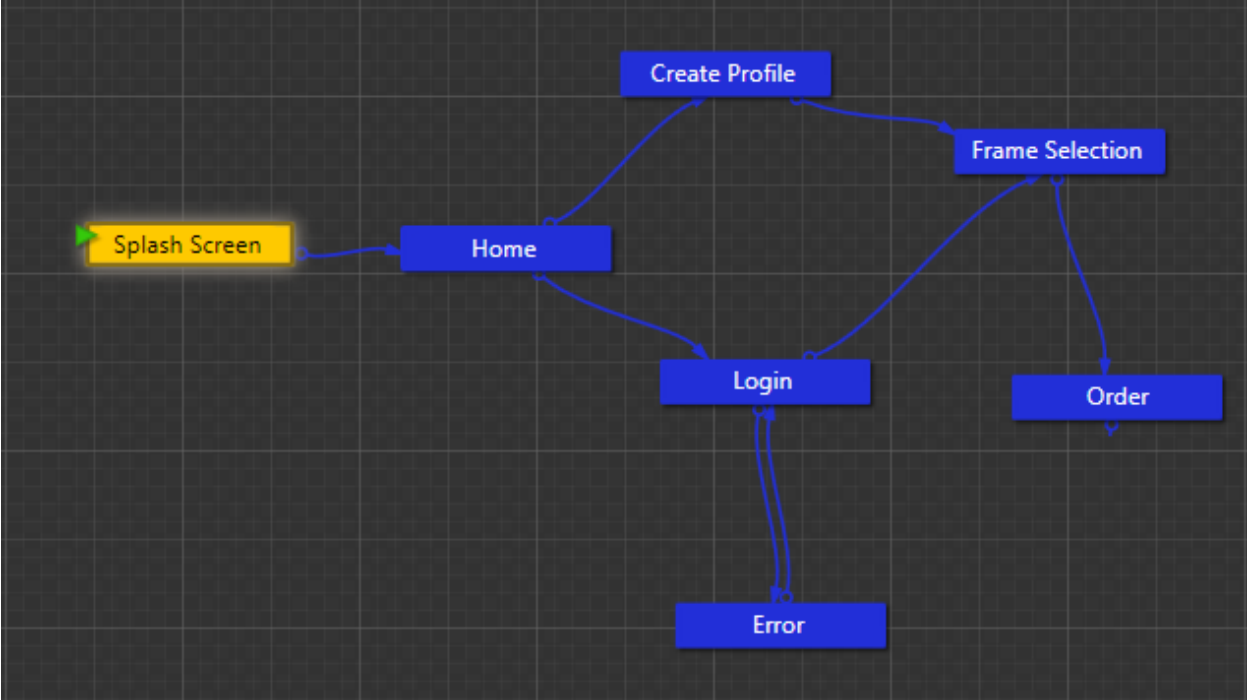
# Spot your Spec









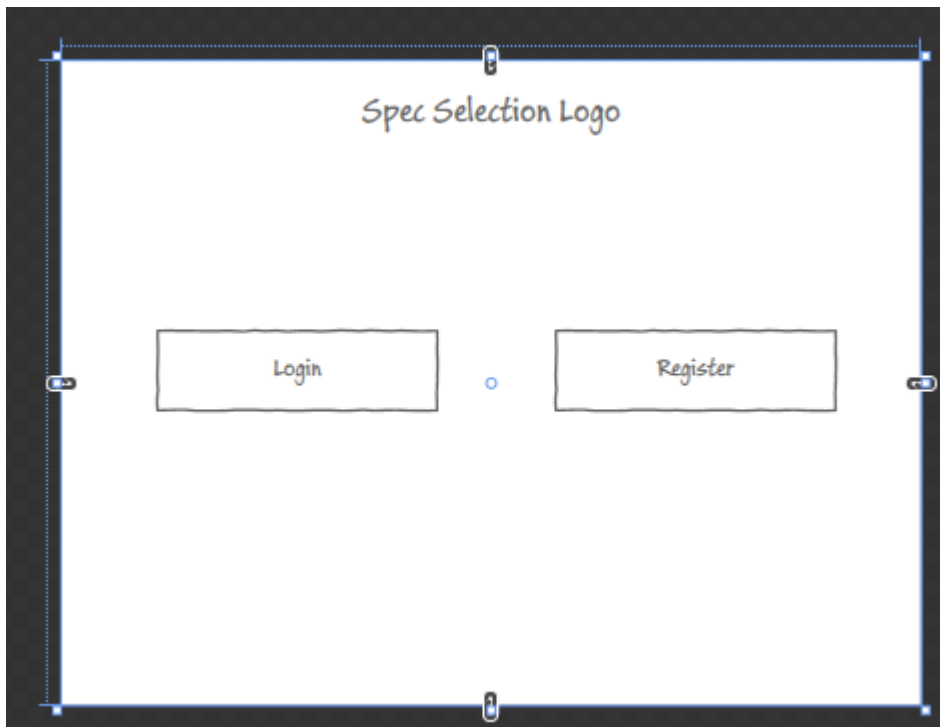
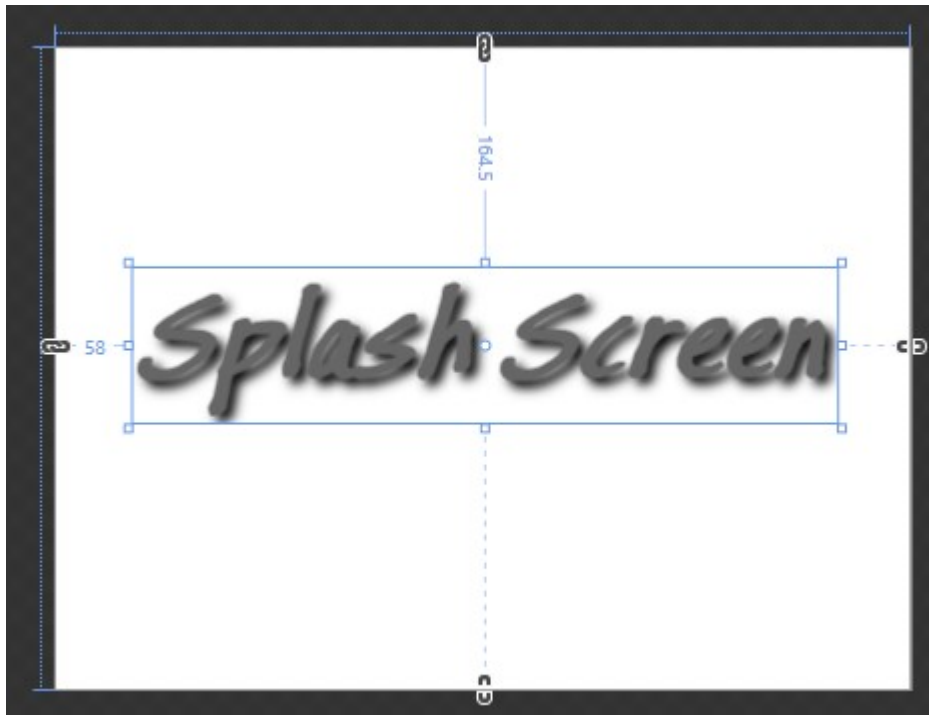


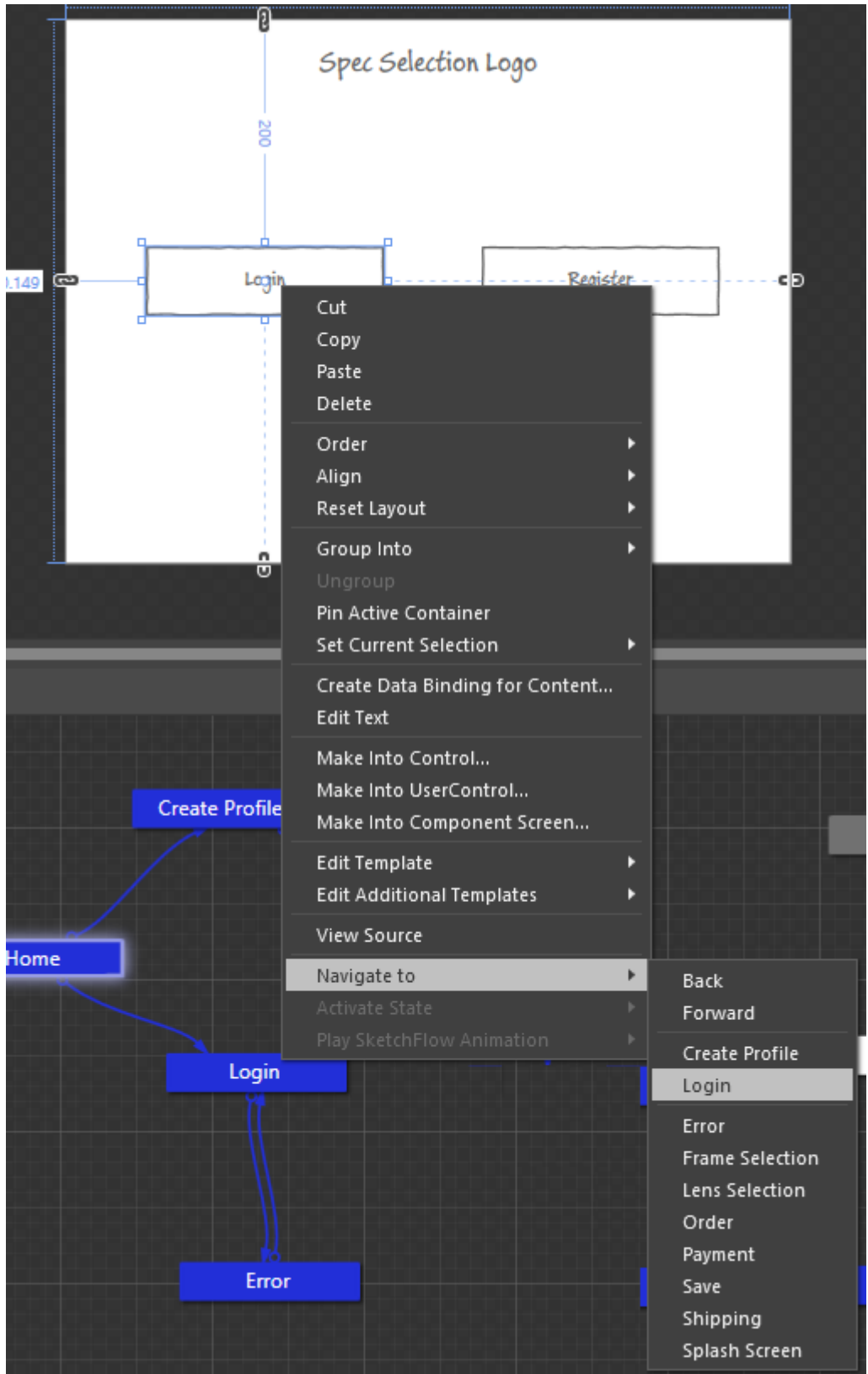
- abl BasicTextBlock-Sketch
- abl BasicTextBox-Sketch
- RichTextBox
- PasswordBox-Sketch
- Label
- FlowDocumentScrollViewer

A wireframe of a form with a single input field labeled "Username". The form is enclosed in a thick black border. The input field is a simple rectangle with the text "Username" centered inside.

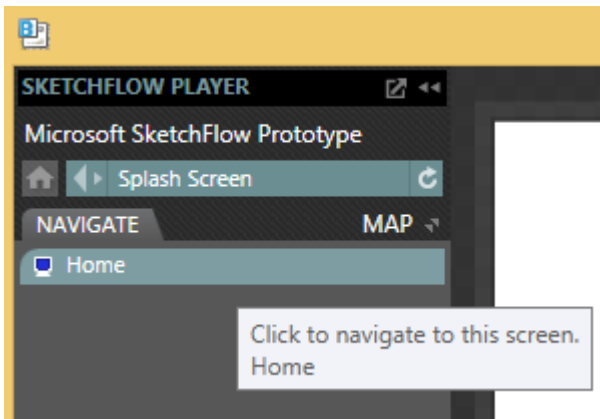
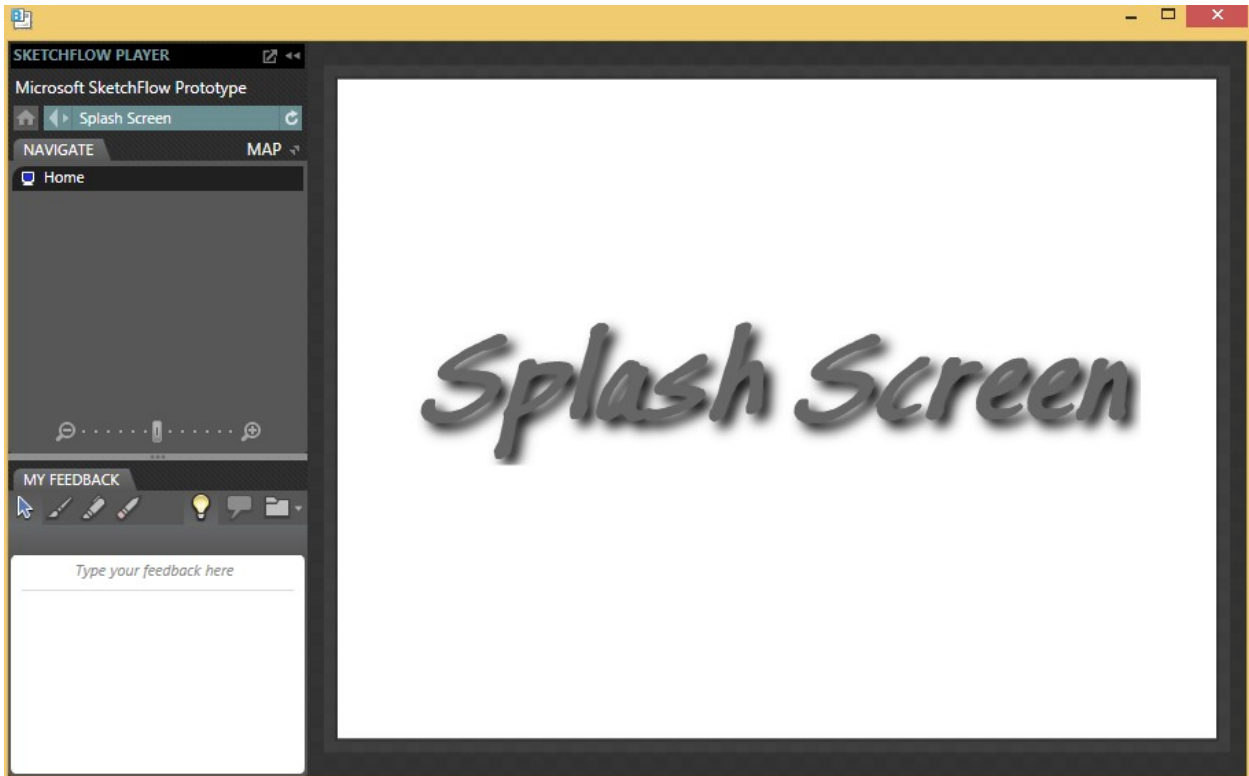
Welcome to Spec selection

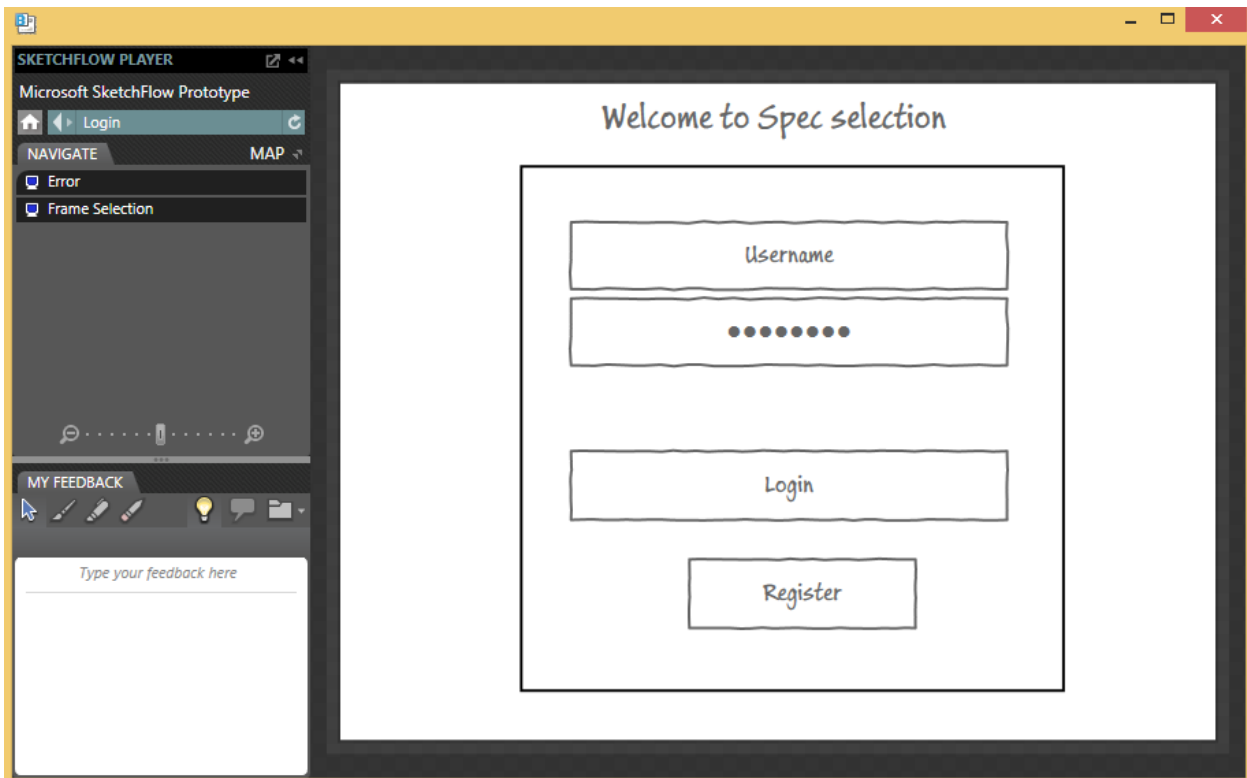
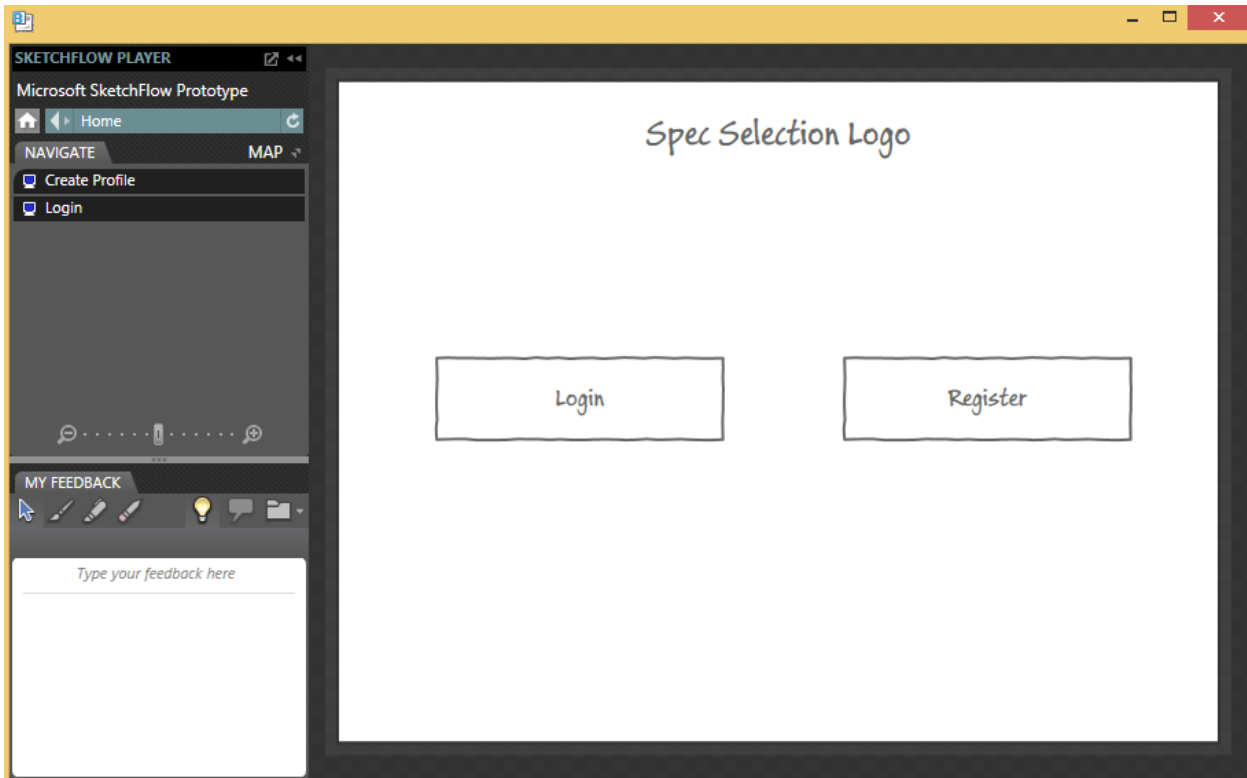
A wireframe of a login and registration form. The form is enclosed in a black border. It contains four input fields arranged vertically: a "Username" field, a password field represented by ten dots, a "Login" button, and a "Register" button.

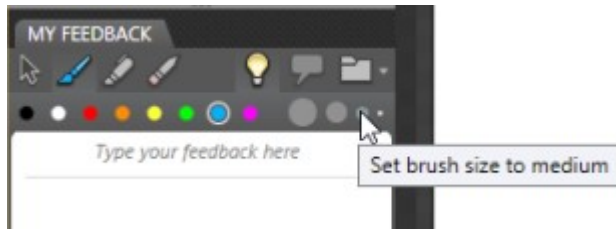
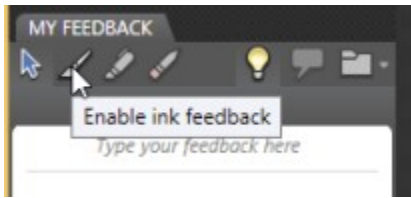




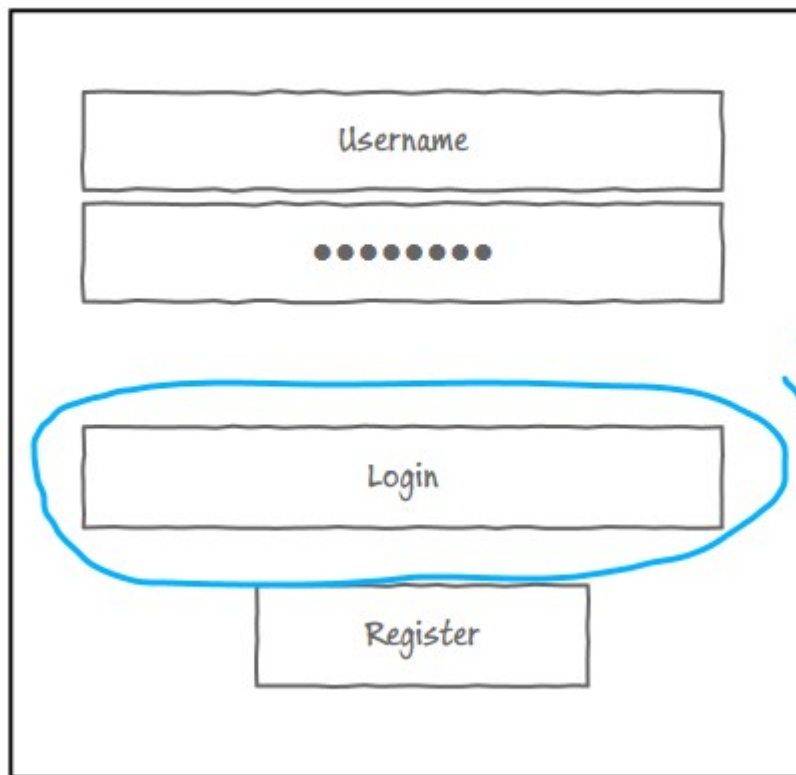




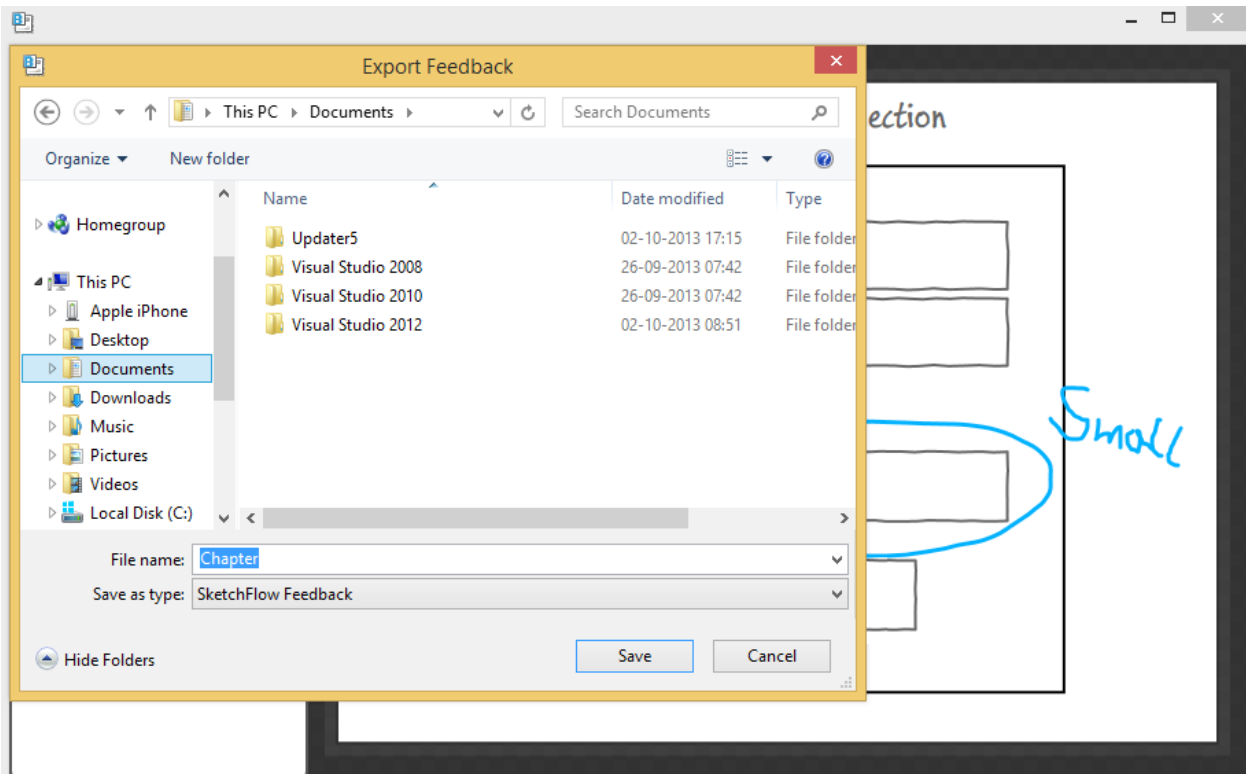
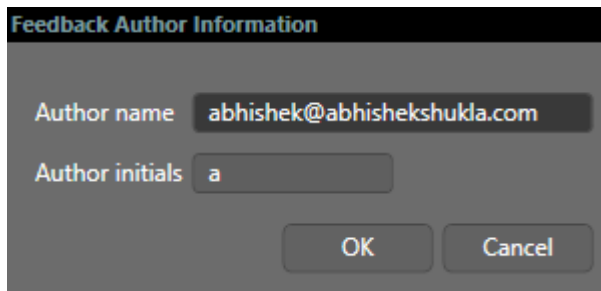
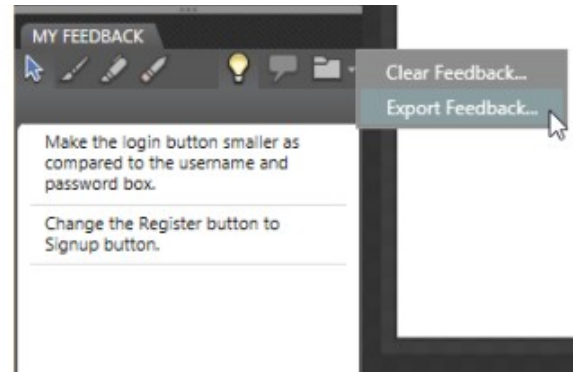
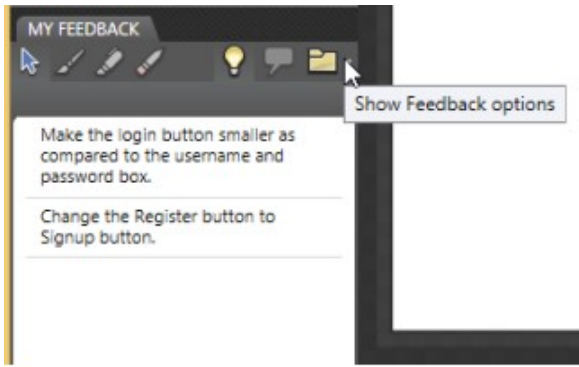


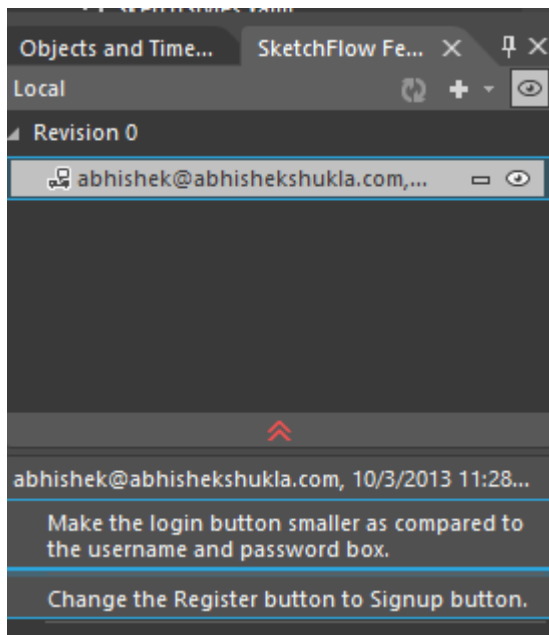
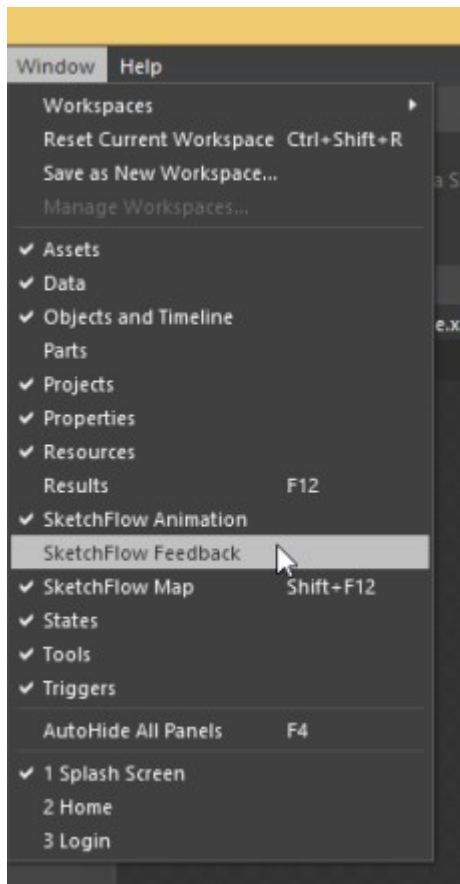


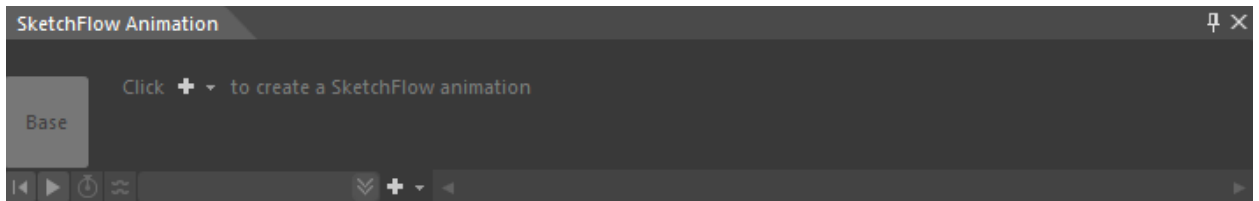
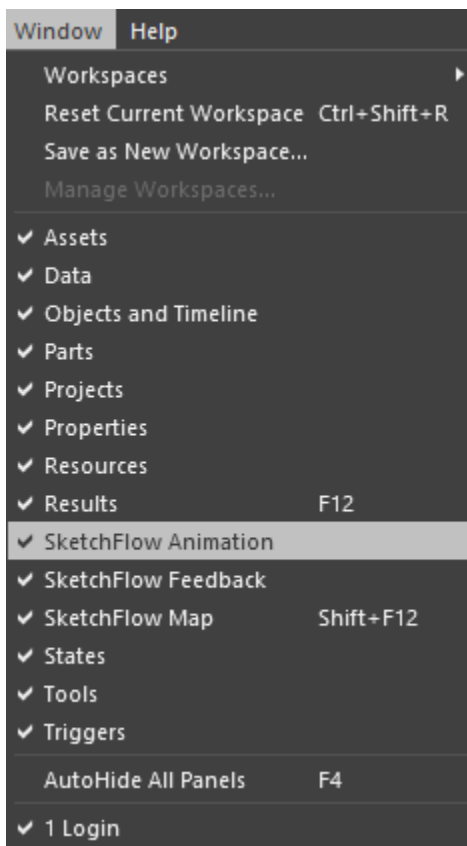
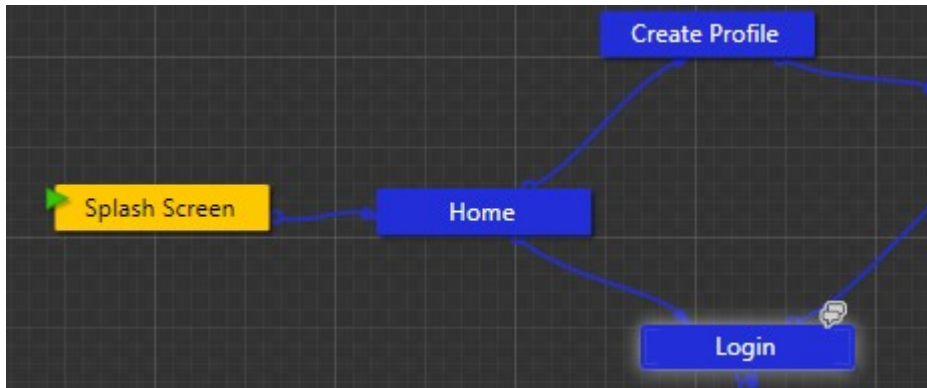
Welcome to Spec selection



Small







SketchFlow Animation

Base 0.5 s

1

SketchFlowAnimati...

Login (Login.xaml)\* X

Nothing selected

SketchFlowAnimation Frame 1 recording is on

Welcome to Spec selection

Username

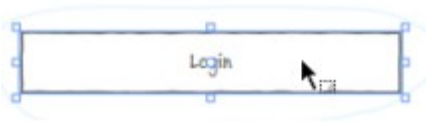
.....

Login

Register

Small

→ Login



Brush

Background

BorderBrush

Foreground

OpacityMask No brush

Editor

Color resources

R 22

G 211

B 3

A 100%

#FF16D303

Appearance

Common

Layout

Text

Transform

RenderTransform

X 0.9 Y 0.9

Use relative values Apply

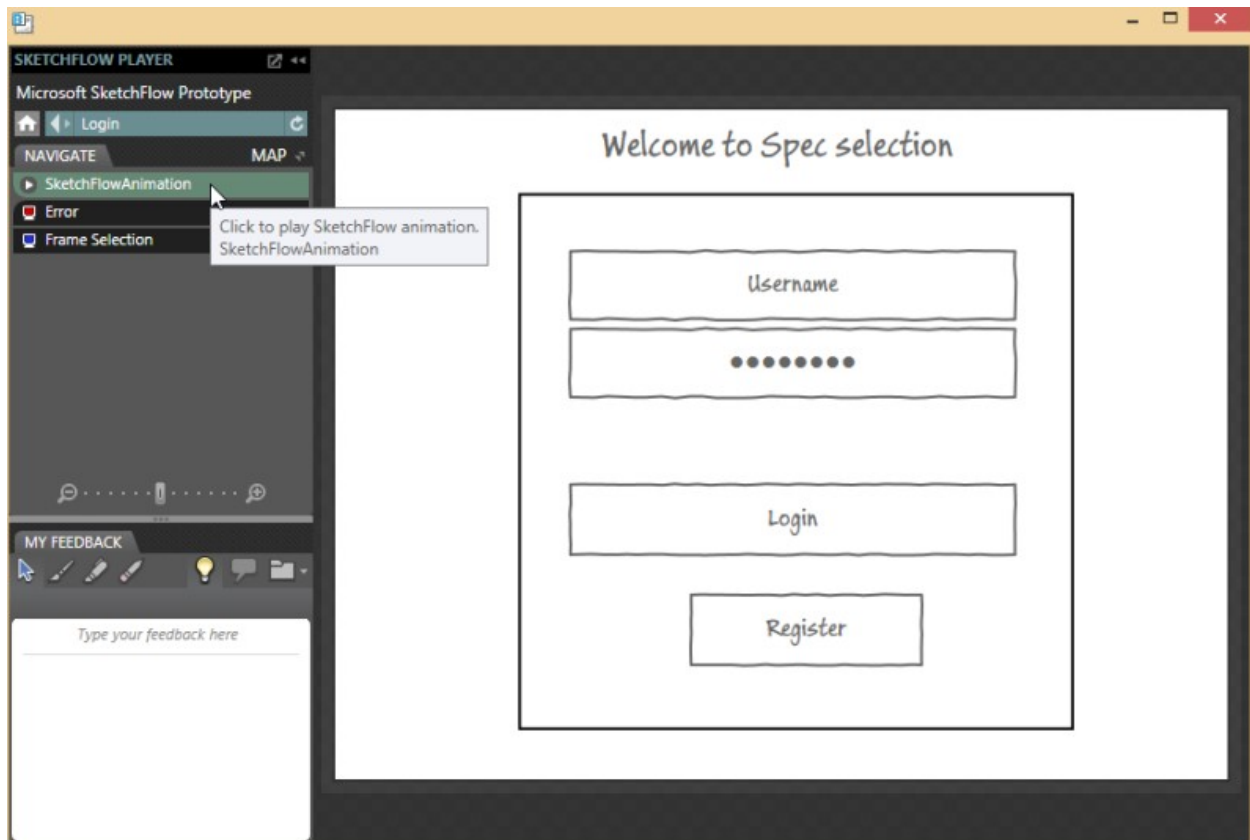
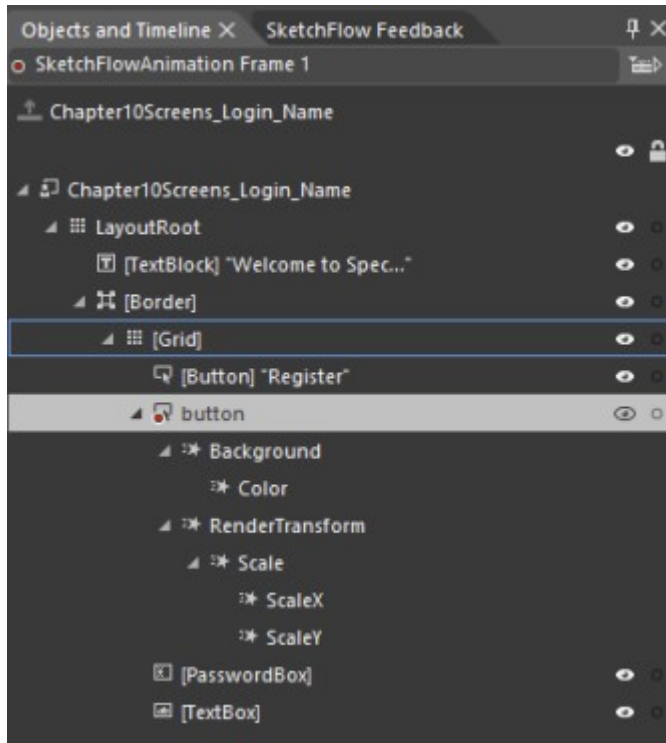
SketchFlow Animation

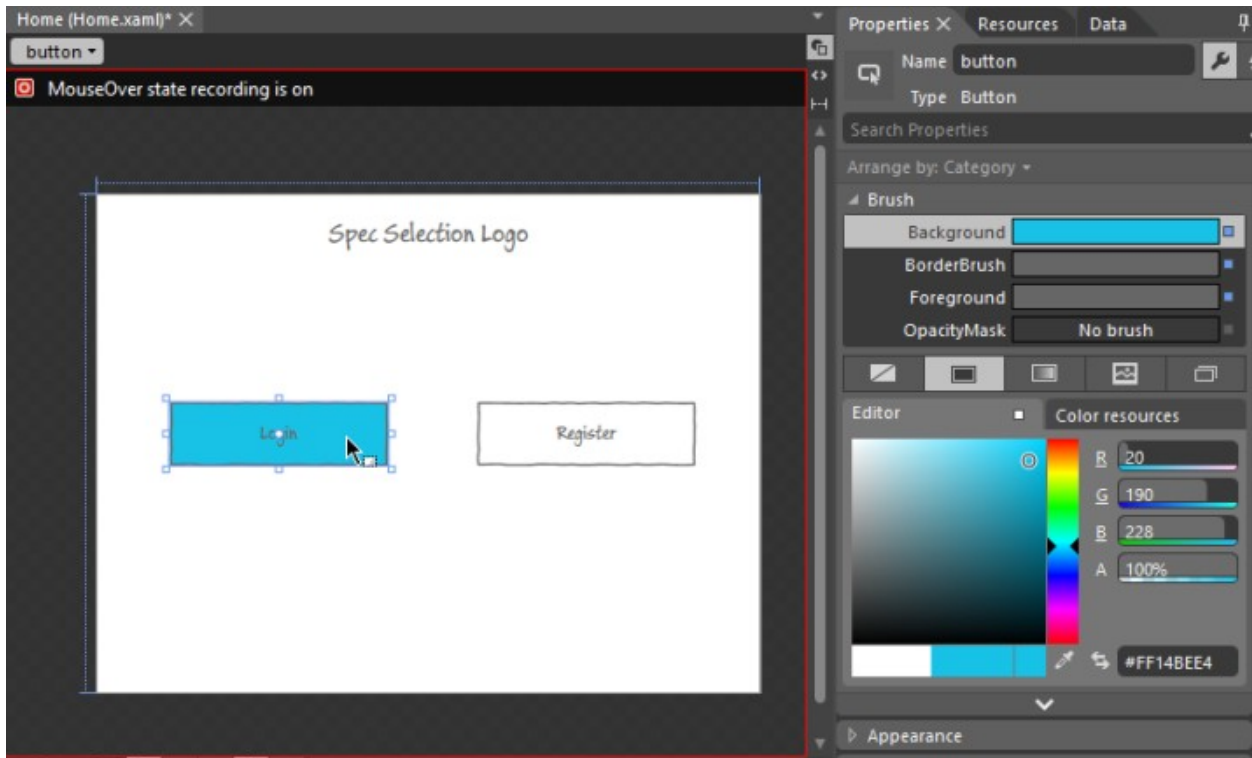
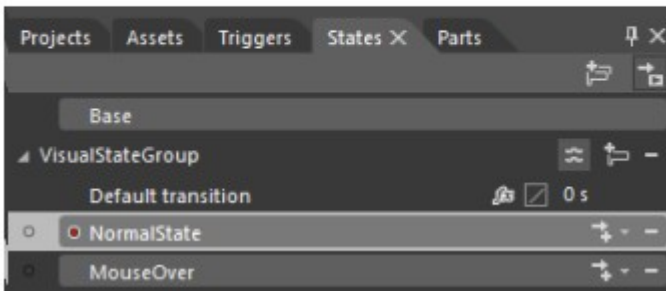
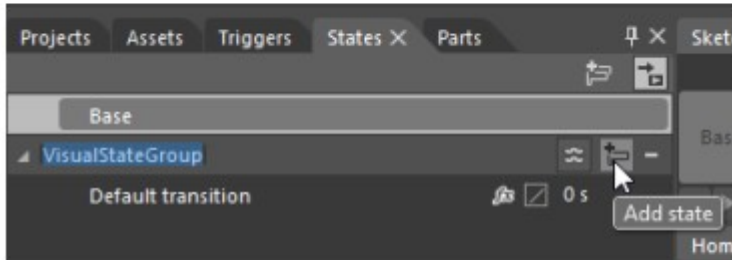
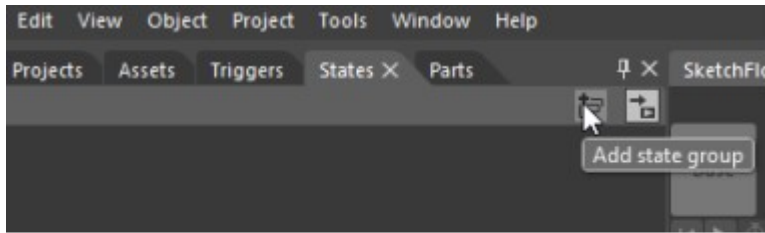
Base 0.5 s

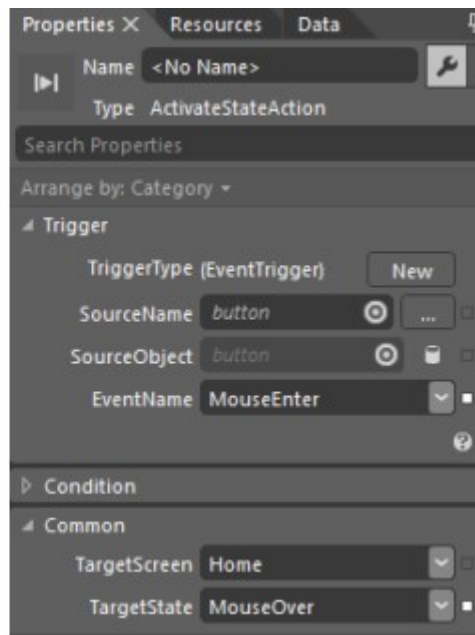
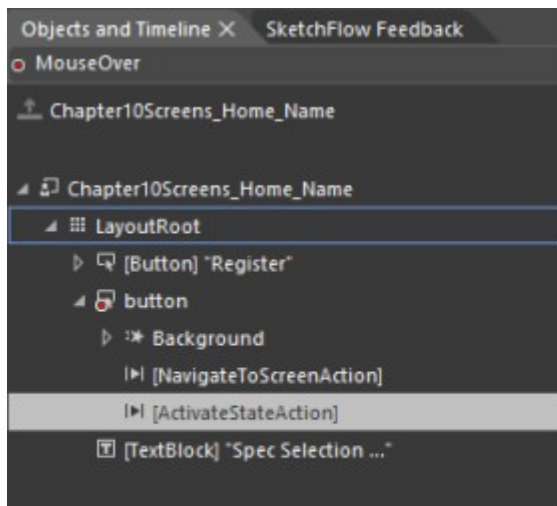
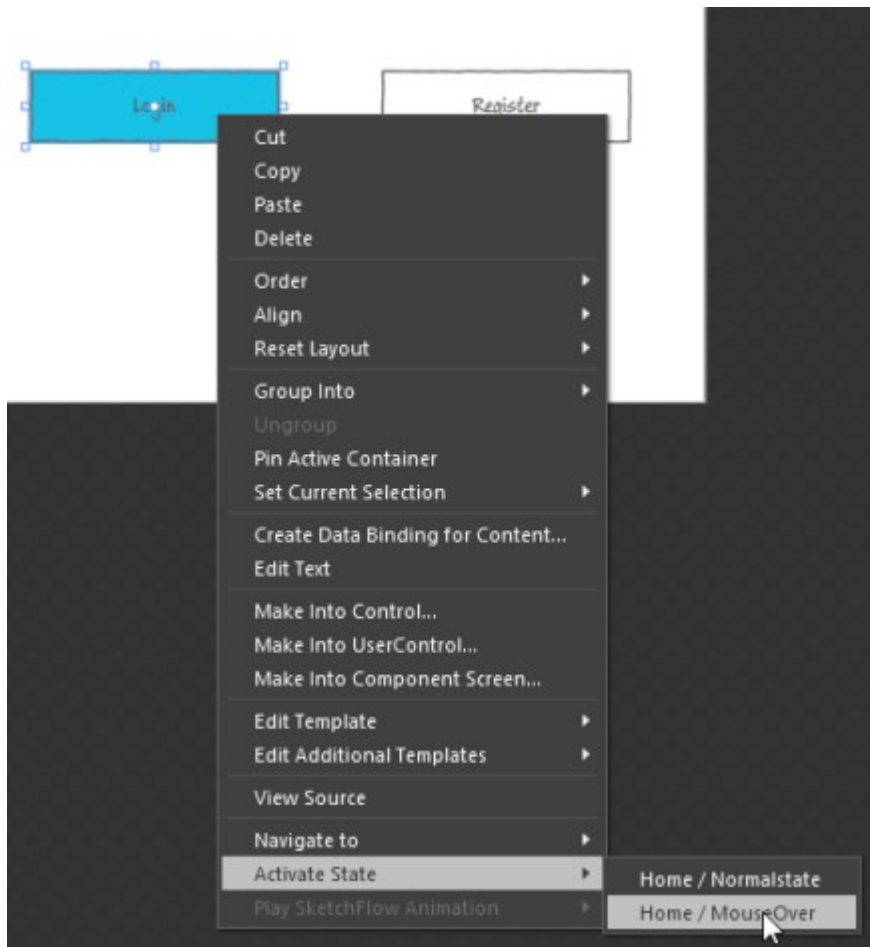
SketchFlowAnimati...

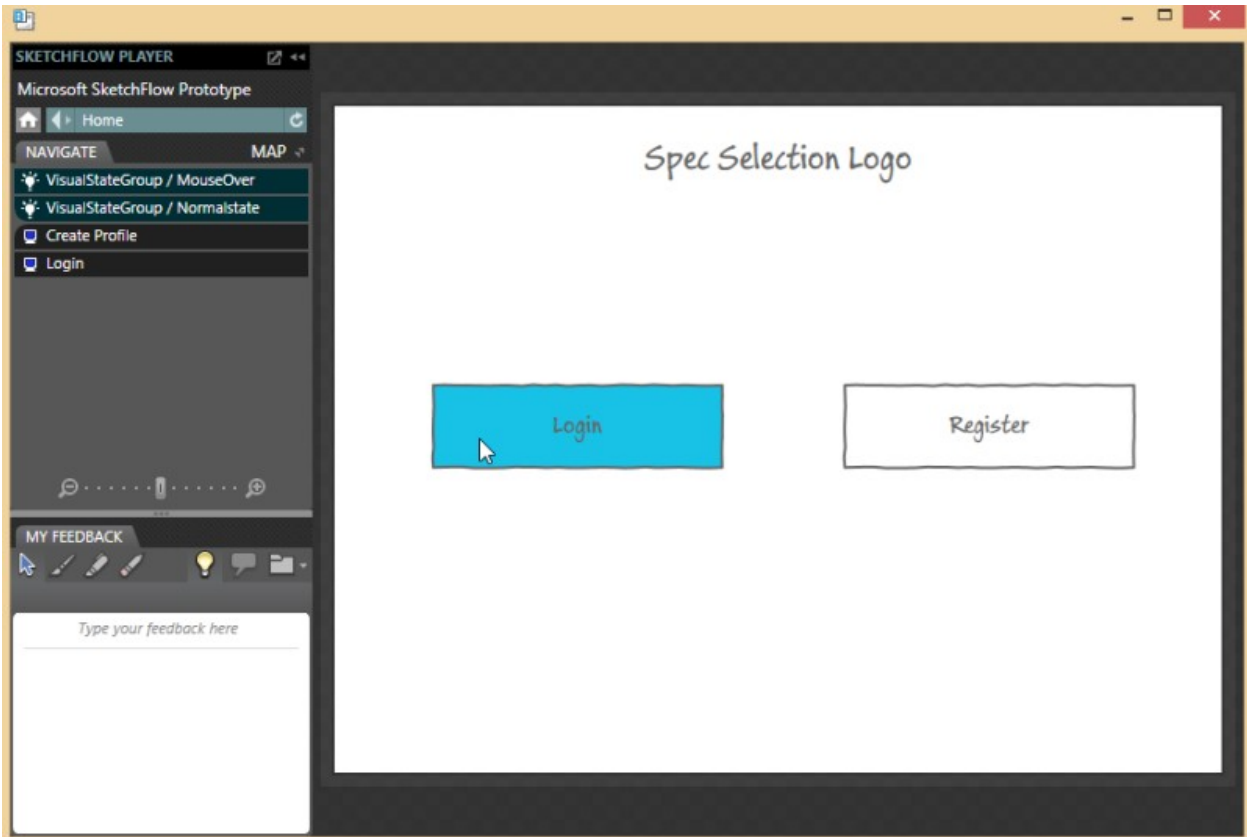
Play SketchFlow animation

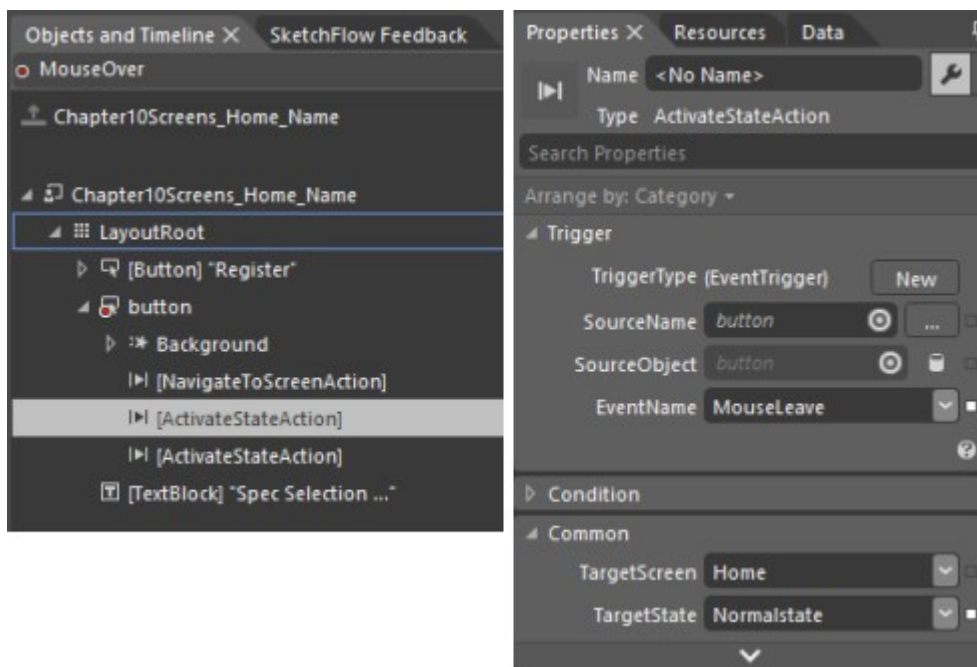
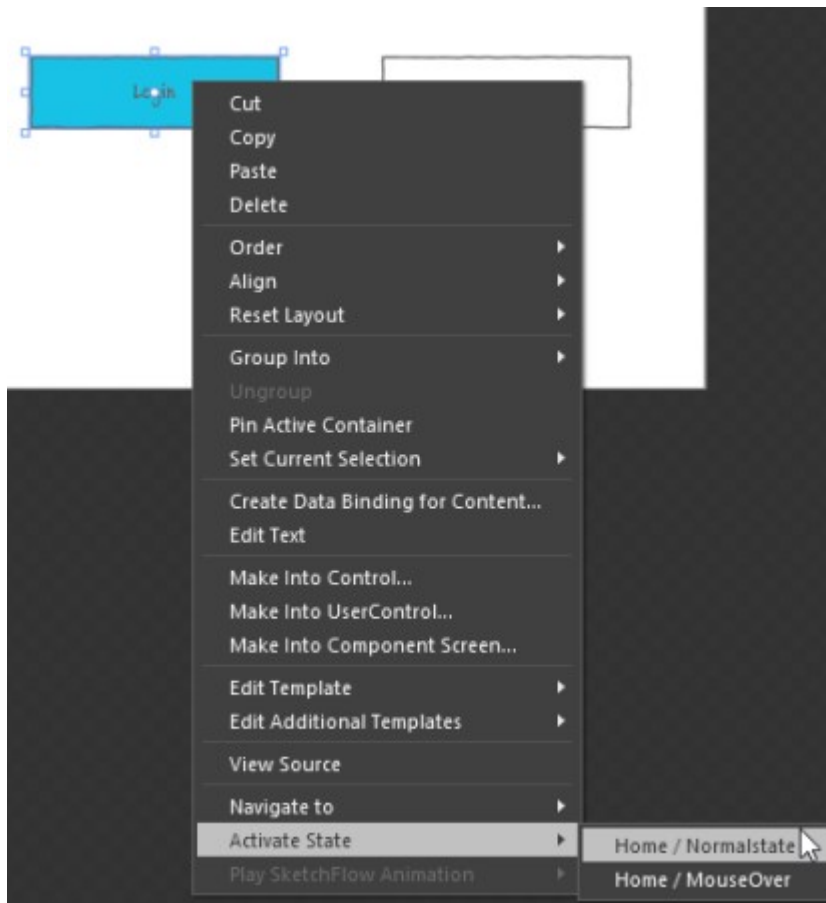












Frame Selection

