



Connect your world to live music

Working with Windows Phone & Windows Azure

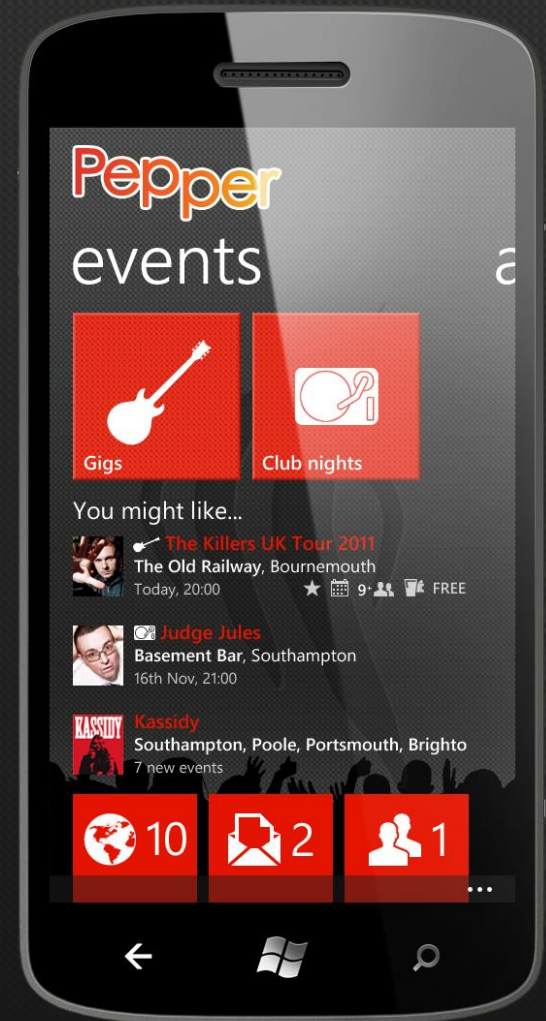
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@daveh101



FUNDAMENTALS

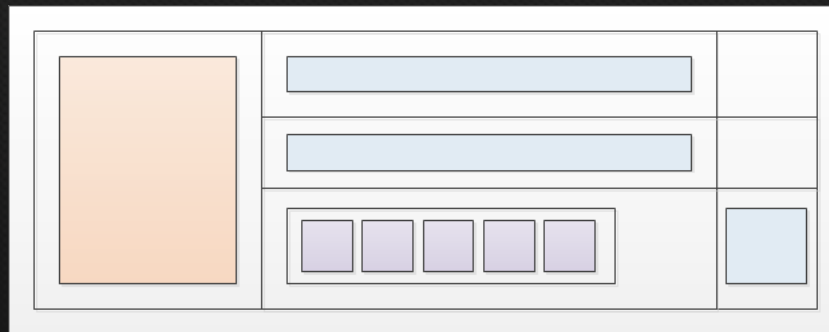
- User Experience comes first
 - Metro
 - Non-Blocking UI / Smooth Transitions
 - Phone specific features
- Connected App
 - Real-time information at fingertips
 - Always available





CHALLENGES

- Metro
 - Grids – 12 pixels (6 if needed)
 - Minimise Xaml
 - Re-template controls
 - Reduce use of Stackpanels
- Lists
 - Choose correct type – Items Control / Listbox etc
 - Virtualising Stackpanel vs. Standard
 - Reduce Converters





CHALLENGES

- Quick Loading
 - Minimum of 2 Projects
 - Splash Page
 - Everything else
- Minimal work in Constructor & OnNavigatedTo
- Use Page.Loaded event.
- Use Background threads, not UI thread
- Database is slow



CHALLENGES

- Mobile Networks
 - Coverage with good internet is poor
- App must always feel connected
 - No Network
 - Low Bandwidth
 - Loss of Connection
 - Change of connection type
- Data charges
- Think of web design in the mid 90s



WINDOWS AZURE

- Simple – Windows Azure Toolkit for Windows Phone

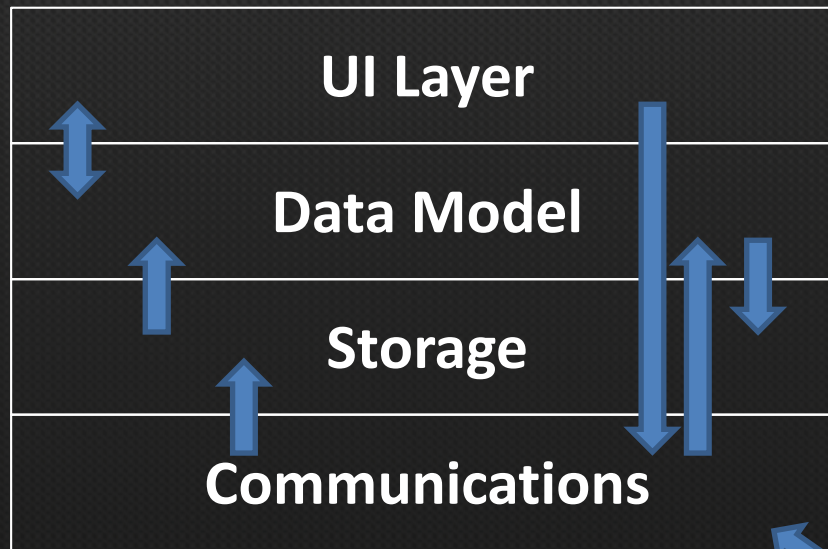
<http://watwp.codeplex.com>

However.....



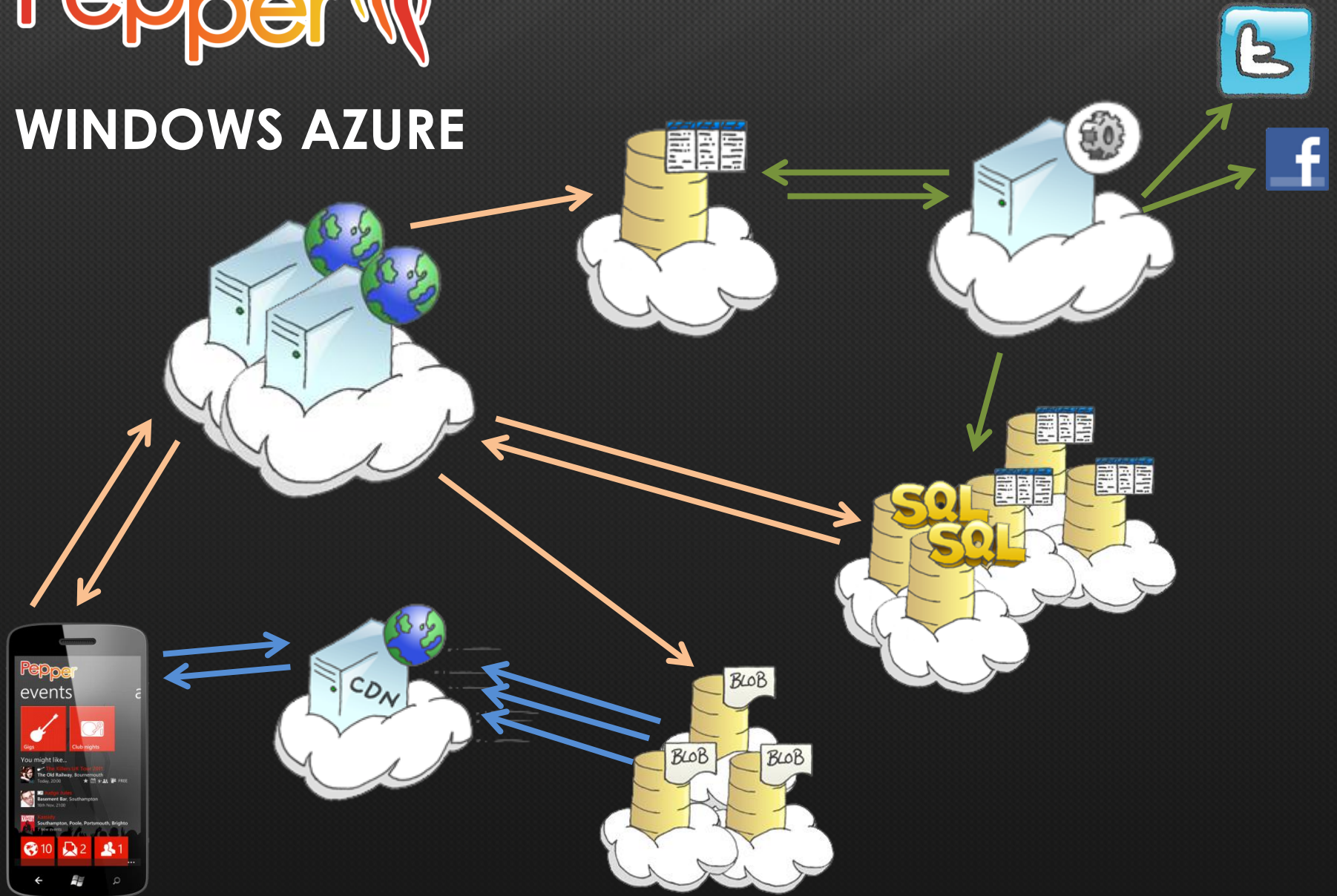
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- Phone Structure



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AZURE MUST HAVE'S

- Project 31-A: Running multiple threads on Azure

<http://www.31a2ba2a-b718-11dc-8314-0800200c9a66.com/2010/12/running-multiple-threads-on-windows.html>

- Enterprise Library 5.0 Integration Pack for WA
 - Auto Scaling
 - Transient Fault Handling

<http://www.microsoft.com/en-us/download/details.aspx?id=28189>

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Please ask for a demo



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