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Get Learn HTML(5) - Microsoft Store

I want to create a basic JS Windows Store app, and i have already place in my code a <webview> element. But now i want to inject a script (that change the background color to red). But the code doesn't work here below:

Summary: Take advantage of your existing JavaScript and HTML skills to build apps for Windows 8.1 and add them to the Windows Store. This book guides you through using Microsoft's WinJS 2.0 library to develop apps for Windows 8.1, learning how to use JavaScript templates, controls, and data binding. It covers everything from displaying data with a ListView control to supporting SkyDrive cloud storage, creating games to using IndexedDB and HTML5 forms. Extensively updated for the release of Windows 8.1, this book covers all of the new features of the WinJS 2.0 library such as the Repeater, SearchBox, WebView, and NavBar controls and the new WinJS Scheduler. It has been updated with a new sample app that demonstrates how to build a Windows Store app that interacts with Windows Azure Mobile Services.

Fully updated! Prepare for Microsoft Exam 70-481 - and help demonstrate your real-world mastery of Windows Store app development using HTML5 and JavaScript. Designed for experienced developers ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the MCS5 level. Focus on the expertise measured by these objectives: Design Windows Store apps Develop Windows Store apps Create the user interface Program user interaction Manage security and data This Microsoft Exam Ref: Is fully updated for Windows 8.1 and Visual Studio 2013 Organizes its coverage by objectives for Exam 70-481 Features strategic, what-if scenarios to challenge you Requires a minimum of two to five years of experience developing HTML, CSS, and JavaScript applications, including one or more years developing applications that conform to the Windows Store app guidelines

This book is the perfect introduction for anyone wanting to create sophisticated Windows 8 apps for the first time. Assuming only a basic knowledge of HTML and CSS we'll walk you through the development process using C# and VB. The book will familiarize you with the tools you'll need to use in order to make the most of Windows' stunning new features. You'll discover how to take advantage of the built-in functionality to create high quality user experiences.

This 88-page primer unveils the key features of Microsoft's eagerly anticipated Windows 8 operating system. Windows 8 contains Microsoft's revolutionary new application framework for building dynamic and responsive touch-enabled applications that target both desktops and mobile devices. Experienced author Adam Freeman invites you to take a crash course in Windows 8 development. Using the open standards of HTML5 and JavaScript, he ensures you understand the changes that are being made to Windows development practices and puts you on the right course to creating innovative and elegant applications for this latest evolution of the world's most successful operating system.

Ready to learn Windows 8 programming? Start Here! Learn the fundamentals of Windows 8 programming—and begin creating apps for desktops, laptops, tablets, and other devices. If you have previous experience with HTML5 and JavaScript—simply start here! This book introduces must-know concepts and getting-started techniques through easy-to-follow explanations, examples, and exercises. Here's where you start learning Windows 8 app development Build on your knowledge of HTML5, CSS, and JavaScript Create photo and media galleries with built-in HTML widgets Interact with the system through live tiles, contracts, and view state detection Store and access data on the local device and via the Internet Access webcam, GPS, and other sensors embedded in the device Create your first programs and publish them to the Windows Store

Full Color: Figures and code appear as they do in Visual Studio. Universal Windows apps are a total game-changer. You can now write once and deploy your app to any modern PC, tablet, phone, or other Windows device. Suddenly, it's quick and easy to serve new devices and form factors, sharing unified assets ranging from code to styles to user controls. It has never been easier to reach multiple-device markets! Now, the world's #1 expert on Microsoft XAML brings together all the knowledge Windows developers need to build universal apps that adapt smoothly for any device running Windows 8.1, Windows Phone 8.1, or their successors. Drawing on his unsurpassed personal experience and direct input from Microsoft's Windows and Visual Studio teams, Adam Nathan illuminates core development concepts, answers your most important questions, and candidly assesses the technology's strengths and limitations. This full-color guide walks you through every key task involved in building a universal Windows app: layout and input, working with the app model, using advanced controls, leveraging XAML's powerful rich media features, and much more. Detailed information on how to... Quickly build universal, localized apps that exploit the vast global scale of the Windows Store Size, position, and transform elements within layouts that gracefully adapt to different devices Handle input from touch, mouse, pen, keyboard, and any sensor Monetize apps with Windows Store sales, in-app purchases, and advertising Make the most of controls for managing content, items, text, images, media, speech, and more Create efficient 2D vector graphics and animations Use styles, templates, and visual states to redesign controls without losing functionality Bind data sources to simplify data presentation and updates Easily integrate data from apps, users, and networks Support Windows app commands: Search, Share, Print, Play, Project, Settings Use contracts to build apps that cooperate to perform complex tasks Improve the user experience even when your app isn't running

Windows 8 presents an incredible opportunity for distributing and monetizing HTML5 games, and this guide shows how you can profit from it. You'll learn everything you need to know about porting your original web-based JavaScript game to the new "touch-first" version of Windows, as well as several options for selling your game in Windows Store. Windows 8 is a big leap forward for developers because it treats HTML5 as a first-class citizen, alongside C# and C++. Interactive development expert Jesse Freeman explains how Windows 8 works, gets you started with Visual Studio Express (it's free!), and uses a case study to show you how to port an HTML5 game with ease. Learn which games and JavaScript libraries work best on Windows 8 Adjust artwork for different screen resolutions and Windows 8 features Accommodate mouse, keyboard, touch, and other game controls Optimize your game to run well on any Windows 8 device Understand the steps for publishing your game to Windows Store Explore fixed price, trial mode, ad support, and in-app purchase options Use a web-first workflow to ensure your game runs on many other platforms

Since Microsoft introduced System Center 2012 Configuration Manager, it has released two sets of important changes and improvements: Service Pack 1 and R2. This comprehensive reference and technical guide focuses specifically on those enhancements. It offers 300+ pages of all-new "in the trenches" guidance for applying Configuration Manager 2012's newest features to improve user and IT productivity across all corporate, consumer, and mobile devices. An authoring team of world-class System Center consultants thoroughly cover System Center integration with Microsoft Intune and its mobile device management capabilities. They fully address Microsoft's increased support for cross-platform devices, enhanced profiles, changes to application management, operating system deployment, as well as improvements to performance, security, usability, and mobile device management. The essential follow-up to System Center 2012 R2 Configuration Manager Unleashed, this new supplement joins Sams' market-leading series of books on Microsoft System Center. • Use ConfigMgr 2012 R2 with Windows Intune to deliver people-centric management to any user, any device, anywhere • Simplify BYOD registration and enrollment, and enable consistent access to corporate resources • Integrate new mobile device management capabilities into the Configuration Manager console without service packs, hot fixes, or major releases • Provision authentication certificates for managed devices via certificate profiles • Automate repetitive software- and device-related tasks with PowerShell cmdlets • Centrally control roaming profiles, certificates, Wi-Fi profiles, and VPN configuration • Configure User Data and Profiles to manage folder redirection, offline files/folders, and roaming profiles for Windows 8.x users • Enable users to access data in Virtual Desktop Infrastructure (VDI) environments • Manage devices running OS X, UNIX, Linux, Windows Phone 8, WinRT, iOS, and Android • Understand the new cross-platform agent introduced in ConfigMgr 2012 R2 • Automate Windows setup with OSD • Prepare for, configure, install, and verify successful installation of the Windows Intune connector role • Respond to emerging challenges in mobile device management

Provides an in-depth reference to Microsoft System Center 2012 Service Manager, pairing technical information about this system with information on other products and technologies on which System Center Server Manager's features and components depend. Original.

The fast and easy guide for creating Windows 8 apps using popular technologies! This book offers a primer for building HTML5, CSS3 and JavaScript applications for Windows 8. It includes an up-to-date guide for dusting off an aging HTML skill set and adapting to the Windows 8 apps and provides a reference for Windows and .NET programmers not familiar with HTML5. The overall design principles of MetroUI (the new design paradigm for Windows) are discussed. The book also addresses visual design with HTML and CSS, which are the visual design languages to bring MetroUI applications to the screen. Finally, there is a section on using JavaScript for inter- and intra-functional components. Contains the design principles for MetroUI, the new design paradigm for Windows The author is an enterprise architect, seasoned programmer and web developer who specializes in implementing Microsoft solutions at his client sites Shows how to develop HTML5, CSS3, and JavaScript applications for Windows 8 This is the ideal resource for current Microsoft developers who need a primer or refresher for developing in HTML and JavaScript for Windows.

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