Building Apps for Windows Universal: Complete Solution for PCs, Tablets, Phones, Bots, HoloLens and Cross Platform Development for macOS, iOS, and Android with Xamarin

Ayan Chatterjee

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Building Apps for Windows Universal: Complete Solution for PCs, Tablets, Phones, Bots, HoloLens and Cross Platform Development for macOS, iOS, and Android with Xamarin Ayan Chatterjee Learn to create UWP apps from the ground up from intermediate to advanced applications with your prior elementary programming knowledge, along with some tricks of the trade to make your applications perform faster and more efficiently.

Windows 10 brings a gigantic (and perhaps the biggest yet) opportunity for developers, entrepreneurs, small and medium-sized businesses, enterprises, and even college students seeking to transition after school to maximize their reach with a fraction of the time, effort, and financial investment as compared to previous versions of Windows.

What you will learn:

- How to design and develop Apps with Visual Studio and Blend
- How to work with Cortana
- Cross Platform development with Xamarin
- Deployment to Windows, iOS, macOS, and Android markets
- IoT and building for wearables such as Microsoft HololensBots and anniversary update features for Windows 10

Who this book is for:

This book is for professional developers working independently or in a team on Windows 10 applications. The book also is for emerging developers and students coming into the world of software development.

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