Welcome

Welcome, Windows Phone 7 developers! This guide is designed to point you to all the resources you'll need to maximize your experience during Windows Phone 7 Jump Start. You'll want to start by making sure you've downloaded and installed the following:

- Windows Phone Developer Tools Beta
- Windows Phone 7 Training Kit for Developers – Beta Refresh

Next, you can find all course files on the "Class Resources" page. Included in these resources are several demo apps used throughout the course. We also have a blog for sharing announcements as well as a forum which we'll be monitoring regularly throughout the course. Feel free to post your questions there.

As part of this training, we will be providing you course materials in a number of formats. You choose what's best for you:

1) *PDF* (three slides to a page with lines for notes) – requires Adobe Reader
2) *OneNote* (each session is a separate notebook organized intuitively by learning modules, notes can be written directly on the page) – requires Microsoft OneNote 2010
3) *OneNote Web App* (same as OneNote version above but accessed through the Internet and allows for collaboration with other developers) - requires an Internet browser
    a. Click here to access the Session 1 online notebook directly (requires sign in with a "Live ID" such as a Hotmail or MSN email address)
    b. Click here to access the Session 2 online notebook directly (requires sign in with a "Live ID" such as a Hotmail or MSN email address)

Lastly, see below for an outline of session 1 and session 2 topics with links pointing you to the specific labs involved.

1. An Introduction to the Windows Phone Platform: 3 hours

1.1 Intro + Phone Overview

1.2 Getting Started with Windows Phone

Windows Phone Developer Site:

http://developer.windowsphone.com/

Lab 1: Hello Windows Phone 7:

http://channel9.msdn.com/learn/courses/WP7TrainingKit/WP7GettingStarted/HelloPhoneWP7Lab/

> Complete Exercise 1 Tasks 1 and 2

Comfort Break

1.3 Building a Silverlight Program

Hello Windows Phone 7:

http://channel9.msdn.com/learn/courses/WP7TrainingKit/WP7GettingStarted/HelloPhoneWP7Lab/

Complete Exercise 1 Tasks 3 and 4

Advanced Users can complete Task 5

Comfort Break

1.4 Creating a Silverlight UI on Windows Phone

Windows Phone Navigation and Controls:

http://channel9.msdn.com/learn/courses/WP7TrainingKit/WP7Silverlight/WindowsPhoneNavigationAndControlsLab/

Complete all three exercises

Wrap Up

2. Game Building on the Windows Phone Platform: 3 hours

2.1 Writing Silverlight Games

Building your First Windows Phone Application:

http://channel9.msdn.com/learn/courses/WP7TrainingKit/WP7GettingStarted/YourFirstWP7AppLab/

Complete exercises 1 and 2

2.2 Getting Started with XNA

Game Development with XNA:

http://channel9.msdn.com/learn/courses/WP7TrainingKit/WP7XNA/GameDevelopmentWithXNALab/

Complete the exercise

Comfort Break

2.3   Using Accelerometer Hardware

2.4   Playing Sound Effects

Comfort Break

2.5   Using the Touchscreen

2.6   Using the Guide for Text Input

Wrap Up