

# Windows Phone 7 Cheat Sheet

[Windows Phone Marketplace Terms of Use](#). (App Hub Website)

[The Application Provider Agreement](#). (Legal details about the Marketplace)

<http://www.dreamspark.com> Registration is first step in getting a free AppHub account for students. Free software downloads, community

<http://create.msdn.com> All Things Windows Phone 7; set up developer account, upload apps to marketplace, get learning content.

Windows Phone 7 Toolkit (SDK): [http://create.msdn.com/en-us/home/getting\\_started](http://create.msdn.com/en-us/home/getting_started)

Zune Client Software (need for testing apps on phone): <http://www.zune.net>

[WP7] Development for the Absolute Beginner (64-part video series):

<http://channel9.msdn.com/Series/Windows-Phone-7-Development-for-Absolute-Beginners>

Windows Phone 7 Training Kit (download): 13 scripted hands-on labs for learning Silverlight application development and XNA-based games for WP7 <http://msdn.microsoft.com/en-us/wp7trainingcourse.aspx>

50 open-source example of simple phone apps to modify and submit to the marketplace: [101 Windows Phone 7 Apps by Adam Nathan](#) (not a free book)

Programming Windows Phone 7 (free 1000 page e-textbook): <http://charlespetzold.com/phone/index.html>

[AppMakr](#): Online tool that helps make a super-easy “first” certifiable Windows Phone 7 app project

[MySchoolApp](#): A “second” Visual Studio-based certifiable Windows Phone 7 project students can put on the marketplace

Kenny Spade’s Blog (beginning game stuff): <http://blogs.msdn.com/kennyspade>

[Teaching Programming with XNA by Kelvin Sung](#): Free curriculum developed under a grant by Microsoft Research including some Windows Phone 7 examples

Windows Phone 7 Educational Catalog: more than 100 code samples and open source example projects <http://create.msdn.com/en-US/education/catalog/>

Rob Miles Windows Phone 7 Learning Materials:

<https://www.facultyresourcecenter.com/curriculum/pfv.aspx?ID=8729&Login=&wa=wsignin1.0>

[Windows Phone 7 in 7 minutes](#): A collection of 7 minute video tutorials to get you started on Windows Phone 7 app development

[Microsoft Platform Ready](#): free assistance in developing and marketing your Windows Phone 7 applications.

[Monetize Your Windows Phone 7 Apps](#): How to earn money by displaying tiny advertisements on your “free” Windows Phone 7 apps

Windows Phone 7 Certification Requirements: <http://go.microsoft.com/fwlink/?LinkID=183220>

UI Design and Interaction Guide for Windows Phone 7 <http://go.microsoft.com/fwlink/?LinkID=183218>

Push Notification Documentation Library for Windows Phone 7: [http://msdn.microsoft.com/en-us/library/ff402537\(v=VS.92\).aspx](http://msdn.microsoft.com/en-us/library/ff402537(v=VS.92).aspx)

Design Resources for Windows Phone 7, including design templates: [http://msdn.microsoft.com/en-us/library/ff637515\(VS.92\).aspx](http://msdn.microsoft.com/en-us/library/ff637515(VS.92).aspx)

+++++

**Notes:**

Windows Phone Apps are developed using Visual Studio 2010 and Expression Blend.

Visual Studio 2010 and Expression Blend have to run on the Windows Vista or Windows 7 operating systems, not Windows XP. Dual booting Windows on a Mac is supported.

In order to install apps locally on a physical phone you must install the Zune software first, and the phone must be “developer unlocked” using App Hub account credentials using the Developer Registration tool

The primary programming language is C#.net, VB.net and Silverlight. Games are created using the XNA framework. The Windows Phone 7 Tools include:

- Visual Studio 2010 Express Edition for Phone (or installs into Pro or Ultimate VS editions)
- Expression Blend 4 for Windows Phone 7
- XNA 4.0 templates (in Visual Studio)
- WP7 Device Registration Tool
- WP7 Application Deployment Tool
- WP7 Emulator

\*the use of the Internet Explorer web browser is always recommended when accessing any Microsoft web property.

Developers must be 18 years or older to submit apps to the marketplace. Students and hobbyists younger than 18 years old will need an adult to create and be responsible for the account.

Developers who submit paid apps or apps that have paid ads will be required to provide a SSN and bank-account for direct deposit of funds. Microsoft will report any earnings to the IRS.

The Windows Phone 7 emulator is a VM running the WP7 x86 kernel, and so getting a VM to run in a VM can be tricky if you are trying to work in a virtual environment. Windows Virtual PC does not seem to work. VMWare Fusion seems to work for some folks. XNA games are particularly resource-intensive and may require additional tweaking. Lots of processor and memory seem to help, but expect performance

degradation compared to a native installation. For more info see:

<http://stackoverflow.com/questions/2878307/windows-phone-7-emulator-on-a-vm>