

High-Performance Windows Store Apps (Developer Reference)



Understand what every developer should know about performance when building Windows Store apps. Not designed as a comprehensive reference, this book instead zeroes in on the essentials of planning for great performance and provides a solid starting point for building fast apps. This concise, performance-focused guide: Provides an introduction to the Windows platform from a performance point of view Describes how to set performance goals, establish tests to track performance, and covers tools to instrument code and analyze performance Explains why common techniques such as micro benchmarks and ad hoc testing often fall short in verifying performance Focuses on managed C#/XAML apps Although tools and techniques also apply to Visual Basic/XAML apps, all code examples use C# HTML5/JavaScript and C++/XAML are not covered

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