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# IPhone Programming in Windows Phone7

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## Article info

## Abstract

In this article, we will discuss the uses ,applications and programming Iphone in operation system windows phone 7 . Also we will deal with Windows Phone 7 Silverlight applications in navigation between pages  Windows Phone 7 applications almost always consists of several pages, and all phones on Windows 7 has a button to return. This article represents a point of starting for all researchers  and programmers in C# language in the field of programming Iphone in operation system windows phone .As we know in the age of technology nowadays , people head to program Iphone ,so this subject of this article is actual.

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## Introduction

Microsoft. Smart phones operating system, is still under development, modernization of the company and Windows Phone 7. Although he was raised in works on multiple devices but specific languages are not including like Arabic language . Other was issued October 21, 2010 in Europe, Australia, New Zealand and November 8, 2010 in the U.S.A,  Canada and most recently in Asia at the beginning of 2011.

## Windows Phone 7 Silverlight applications in navigation between pages

This issue is important for two reasons. First of them , Windows Phone 7 applications almost consists of many pages, and second of them , all phones on Windows 7 has a button "to return." This allows the user to easily to return ,to Previous page. Navigate between the pages of the phone reminds us of Web applications when working with the phone, we have more control over the movement, but from the user's point of view the differences are scant. Windows 7 consists of a single page at least, while that Silverlight traditional applications consist of at least one user to control the inside frame (frame) to navigate between pages. Windows Phone Portrait Page to add a new page in the application, click the Project menu at the top and then add a new item in the dialog box, click on
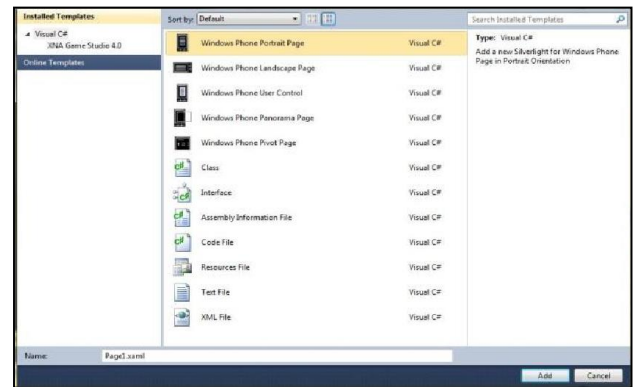


Fig.1. "Application" add a new page in the form

Responsible to fill our pages. Add three pages and change the title of each page so that the user is defined in any page there supports multi-touch input, and are usually located three buttons below the screen. Name these buttons in order fromleft                    to                    right:
- Return (Return) programs use this button to move, like a lot of the back button in your web browser. When used with Home .. Start (Start) This button allows the user to move the phone splash screen .. - - Find (search) operating system uses this key to start your search.



Figure 2. Toolbar buttons

Pixels. 320 * 480 as in the future will use a screen pixel size 800 * preliminary versions of Windows 7 that the screen size is 480
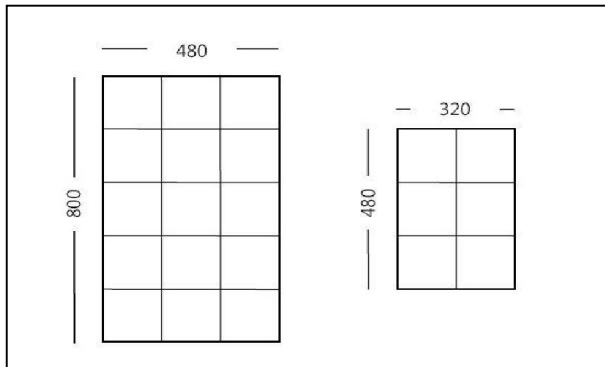
Figure 3. Monitors

We will have four pages:

Vegetables

Fruit

Meat

Dairy

Button link. Plus, this approach is that we do not need - "HyperlinkButton" to create links between pages, we can use many different methods. The first is to control. XAML to navigate between pages only, add a single line of C # code for his book On.  And add some vertical links and one after the other.

```
<StackPanel>
        <HyperlinkButton Content=" "
NavigateUri="/Page1.xaml"/>
        <HyperlinkButton Content=" "
NavigateUri="/Page2.xaml"/>
        <HyperlinkButton Content=""
NavigateUri="/Page3.xaml"/>
    </ StackPanel>
```
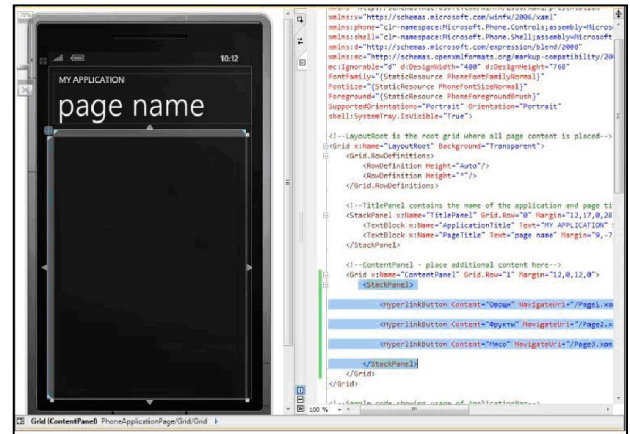


Figure 4. Add links to other pages

. C # can move on to other pages by writing some code in the "HyperlinkButton" instead of using the control

 <Button Content=" Молоко" /> Button add links on the home page button
private void Button_Click (object sender, RoutedEventArgs e)
NavigationService.Navigate (new Uri ("/ Page4.xaml", UriKind.Relative));
 By roads that make us control on movement: NavigationService kind of class here we use
GoBack1-
GoForward2-
Navigate3-
Refresh4-
StopLoading5-



Figure 5. Application in c# for Iphone

File-> new-> project->choose XNA Game Studio 4.0. In Visual C# chooseWindows Phone Game (4.0)->name_project.

```
  namespace XnaHelloPhone
{
   public class Game1:
Microsoft.Xna.Framework.Gamer
    {
      GraphicsDeviceManager graphics;
      SpriteBatchspriteBatch;
      string text = "Hello, World!";
      SpriteFont segoe14;
      Vector2 textPosition;
public Game1 ()
      {
         graphics = new GraphicsDeviceManager
(this);
         Content.RootDirectory = "Content";

               TargetElapsedTime =
TimeSpan.FromTicks (333333);
      }
protected override void Initialize ()
      {
         / / TODO: Add your initialization logic
here

         base.Initialize ();
      }
protected override void LoadContent ()
      {
         spriteBatch = new SpriteBatch
(GraphicsDevice);

         segoe14 =
this.Content.Load<SpriteFont> ("Segoe14");
         Vector2 textSize =
segoe14.MeasureString (text);
         Viewport viewport =
this.GraphicsDevice.Viewport;

textPosition = new Vector2 ((viewport.Width -
textSize.X) / 2, (viewport.Height - textSize.Y) /
2);
      }
```

```
protected override void Update
(GameTimegameTime)
      {
         if (GamePad.GetState
(PlayerIndex.One). Buttons.Back ==
ButtonState.Pressed)
            this.Exit ();

         base.Update (gameTime);
      }
protected override void Draw
(GameTimegameTime)
      {
         GraphicsDevice.Clear
(Color.CornflowerBlue);

         base.Draw (gameTime);
      }

protected override void Draw
(GameTimegameTime)
      {
GraphicsDevice.Clear (Color.Navy);

         spriteBatch.Begin ();
         spriteBatch.DrawString (segoe14, text,
textPosition, Color.White);
         spriteBatch.End ();
         base.Draw (gameTime);
      }
```



Figure 6. Test

Figure 7.Test

## Conclusions

This article represents a point of starting for all researchers  and programmers in C# language in the field of programming Iphone in operation system windows phone .

As we know in the age of technology nowadays , people head to program Iphone ,so this subject of this article is actual.

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