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windows-phone-8.1

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**#windows-
phone-8.1**

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About

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Chapter 1: Getting started with windows-phone-8.1

Remarks

This section provides an overview of what windows-phone-8.1 is, and why a developer might want to use it.

It should also mention any large subjects within windows-phone-8.1, and link out to the related topics. Since the Documentation for windows-phone-8.1 is new, you may need to create initial versions of those related topics.

Examples

Installation or Setup

Windows Phone 8.1 SDK requires Visual Studio. Either check "SDK" when installing Visual Studio or install the SDK directly [here](#).

Read [Getting started with windows-phone-8.1](#) online: <https://riptutorial.com/windows-phone-8-1/topic/3595/getting-started-with-windows-phone-8-1>

Chapter 2: Application Lifecycle

Examples

Application LifeCycle Events and Methods (App.cs)

Every Windows Phone project contains App.cs class:

```
public sealed partial class App : Application
```

This class is your global application context.

General **Application** class usage:

1. App entry point, particularly for various activation contracts.
2. Application lifecycle management.
3. Application global resources/services initialization.
4. Unhandled exception detection.

Application Life Cycle Events

In **App.cs** you can subscribe to life cycle events: Suspending, Resuming

Suspending

Raised when your application state changed to Suspending state. Suspending state means that your app isn't visible by the user (occurs when user switches to another app), **it's the only indication that you get before your app is terminated**. That's why this is where you'll want to save your session state, such as movie position that currently played, or some other valuable state information).

- **Application termination isn't deterministic**, the OS can shut down suspended application at any time.

Resuming

Raised while when your application is back from Suspending mode. The OS restores the app state automatically (your page that you've been on when application Suspended), this is where you should restore your application state that could be changed by the time your app was suspended.

- You should handle the Resuming event if you need to refresh any displayed content that might have changed while the app was suspended.

Application virtual methods

Also you have two virtual methods that you can override:

```
protected virtual void OnActivated(IActivatedEventArgs args);  
protected virtual void OnLaunched(LaunchActivatedEventArgs args);
```

OnActivated

Called when the application is activated somehow (not normal launching). You won't get here if you simply launch the app by clicking a tile. For example, you'll get here when another app launches your app. (You can use the **IActivatedEventArgs.Kind** for activation reason).

OnLaunched

Invoked when the application is launched. This method will be called every time your application is launched. Generally used as the main point for application initialization.

Read Application Lifecycle online: <https://riptutorial.com/windows-phone-8-1/topic/4894/application-lifecycle>

Credits

S. No	Chapters	Contributors
1	Getting started with windows-phone-8.1	4444 , Anonymous , Community
2	Application Lifecycle	Pavel Durov