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Recipe App For Windows

ML Yell



Recipe App For Windows:

Windows 10 Development Recipes Senthil Kumar,Lohith Goudagere Nagaraj,Pathik Rawal,Pryank Rohilla,2015-12-30

This book is a practical guide to solving the everyday problems encountered when building apps for Windows 10 devices including desktops laptops tablets and phones using HTML5 CSS3 and JavaScript Each recipe includes a concise statement of the problem and the approach you should take in order to solve it A full code solution is also given along with an in depth explanation so you can build on your development knowledge while you work on your application The majority of recipes can be used with the Universal Windows app template designed to help you build one consistent user experience across devices These are supplemented with recipes for adapting your app to different devices screen sizes and sensor availability You ll also find out how to deploy and publish your apps in the Windows Store Learn how to Make use of the latest Universal Windows app features alongside customizations for specific platforms and screen sizes Bring your apps to life with live tiles notifications and sharing Prepare your app to adapt to your users different cultural and business environments using globalization and localization APIs and best practices Understand the certification process and publish your app to the Windows Store with the option to pay once install anywhere This book is suitable for anyone developing for Windows and Windows Mobile Readers should be comfortable working with HTML and JavaScript No previous experience with Microsoft technologies or languages is needed in order to use this book *Windows Phone 8 Recipes* Lori Lalonde,David R.

Totzke,2013-09-30 *Windows Phone 8 Recipes* is a problem solution based guide to the Windows Phone 8 platform Recipes are grouped according to features of the platform and ways of interacting with the device Solutions are given in C and XAML so you can take your existing NET skills and apply them to this exciting new venture Not sure how to get started No need to worry there s a recipe for that Always wondered what it takes to add cool features like gesture support maps integration or speech recognition into your app We ve got it covered Already have a portfolio of Windows Phone 7 apps that needs to be upgraded We have a recipe for that too The book starts by guiding you through the setup of your development environment including links to useful tools and resources Core chapters range from coding live tiles and notifications to interacting with the camera and location sensor Later chapters cover external services including Windows Azure Mobile Services the Live SDK and the Microsoft Advertising SDK so you can take your app to a professional level Finally you ll find out how to publish and maintain your app in the Windows Phone Store Whether you re migrating from Windows Phone 7 or starting from scratch *Windows Phone 8 Recipes* has the code you need to bring your app idea to life Windows Phone 7 Recipes Fabio Claudio Ferracchiati,Emanuele Garofalo,2011-07-21 Developers are racing to discover how to develop for Windows Phone 7 and there is no quicker resource to help you get up to speed than *Windows Phone 7 Recipes* This book covers all aspects of development configuration testing and distribution with detailed code samples and rapid walkthroughs to support you every step of the way You ll find recipes that unlock advanced user interface development data storage and retrieval integration

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Windows Application Development Cookbook Marcin Jamro, 2016-12-21 Discover over 125 solution based recipes to help you build applications for smartphones tablets and desktops Key Features Learn to build applications for Windows 10 the latest Windows version Develop your applications to be compatible with smartphones tablets and desktops This guide is packed with recipes covering major solutions to day to day problems faced by Windows programmers Book Description Need to ensure you can always create the best Windows apps regardless of platform What you need are solutions to the biggest issues you can face so you can always ensure you re making the right choices and creating the best apps you can The book starts with recipes that will help you set up the integrated development environment before you go ahead and design the user interface You will learn how to use the MVVM design pattern together with data binding as well as how to work with data in different file formats Moving on you will explore techniques to add animations and graphics to your application and enable your solution to work with multimedia content You will also see how to use sensors such as an accelerometer and a compass as well as obtain the current GPS location You will make your application ready to work with Internet based scenarios such as composing e mails or downloading files before finally testing the project and submitting it to the Windows Store By the end of the book you will have a market ready application compatible across different Windows devices including smartphones tablets and desktops What you will learn Start developing universal applications for Windows 10 Design user interface in the XAML language Use the MVVM design pattern with data binding Store data in files and in a database Use multimedia content and animations Capture data from built in sensors Handle various Internet based scenarios Test the application and submit it to the Windows Store Who this book is for The book is dedicated to programmers with various experience of developing applications for Windows based smartphones tablets and desktops even beginners can find suitable content

Windows Phone Recipes Fabio Claudio Ferracchiati, Emanuele Garofalo, 2012-02-02 Windows Phone 7 5 code named Mango marks a significant upgrade to Microsoft s smartphone products Packed with sophisticated new features and functionality the device is a NET developer s dream easily programmable using Silverlight XNA and C Windows Phone Recipes utilizes a proven problem solution approach providing a concise guide to all the phone s features in recipe book format First the problem you re facing is identified Then a clear explanation of the solution is given supported by a fully worked code sample that demonstrates the feature in action All aspects of development configuration testing and distribution are covered You ll find recipes that unlock advanced user interface features deal with data storage integrate with cloud services add media and location services and much more It s everything you ll need to put a professional polish on your Windows Phone 7 5 applications

Cucumber Recipes Ian Dees, Matt Wynne, Aslak Hellesoy, 2013-02-12 You can test just

about anything with Cucumber We certainly have and in Cucumber Recipes we ll show you how to apply our hard won field experience to your own projects Once you ve mastered the basics this book will show you how to get the most out of Cucumber from specific situations to advanced test writing advice With over forty practical recipes you ll test desktop web mobile and server applications across a variety of platforms This book gives you tools that you can use today to automate any system that you encounter and do it well The Cucumber Book showed you how your team can work together to write executable specifications documents that tell a clear story and also happen to be working test code We ll arm you with ready rolled solutions to real world problems your tests will run faster read more clearly and work in any environment Our first tips will help you fit Cucumber into your workflow Powerful filters will tame tables full of test data transforming them into the format your application needs IPS output formatters will generate reports for any occasion Continuous Integration servers will run your Cucumber tests every time the code changes Next you ll find recipes tailored to the platform you re running on Ever wanted to know how to test a Grails app from Cucumber Need to put a Windows program through its paces How about a mobile app running on Android or iOS We ll show you how to do all of these Throughout the book you ll see how to make Cucumber sing as you interoperate with different platforms languages and environments From embedded circuits to Python and PHP web apps Cucumber has something for you What You Need You ll need basic working knowledge of Cucumber and Ruby Individual recipes may have additional requirements for example a recipe on Windows automation might pull in an open source GUI driver We ve written the recipes for compatibility with Ruby 1 9 3 and 1 8 7 plus Cucumber 1 1 4 Other versions may work as well but these are the ones we test with

Silverlight Recipes Rob Cameron, Jit Ghosh, 2010-01-12

Silverlight Recipes A Problem Solution Approach is your practical companion to developing rich interactive web applications with Microsoft s latest technology This book tackles common problems and scenarios that on the job developers face every day by revealing code and detailed solutions You ll quickly be able to integrate real world functioning code into your applications and save hours of coding time The recipes included in Silverlight Recipes A Problem Solution Approach have been carefully selected and tested with the professional developer in mind You ll find problems stated clearly and succinctly artful solutions explored and ample discussion of the code and context so you re immediately clear how the solution will support your project Enjoy practical coverage of Silverlight development in many projects and contexts including Designing complete rich interactive user experiences Manipulating content and the runtime environment through the Silverlight Plug in Runtime API Consuming transforming and displaying content in your Silverlight web application through XML LINQ based data access and isolated storage Building custom controls for your Silverlight project Integrating rich media including audio and video to create a very dynamic user interface and experience Using new Silverlight features including NET Framework integration the use of dynamic languages like Python and Ruby in Silverlight development and digital rights management support Find instant solutions comprehensive Silverlight coverage and time saving expert advice all in Silverlight Recipes A

Problem Solution Approach *Adobe AIR 1.5 Cookbook* David Tucker,Marco Casario,Koen De Weggheleire,Rich Tretola,2008-11-17 Thoroughly vetted by Adobe s AIR development team Adobe AIR 1 5 Cookbook addresses fundamentals best practices and topics that web developers and application designers inquire about most The hands on recipes in this cookbook help you solve a variety of tasks and scenarios you may encounter using Adobe AIR to build Rich Internet Applications for the desktop It s an ideal way to learn the nuances of Adobe AIR with practical solutions you can use right away and detailed explanations of why and how they work These recipes will help you Build an AIR application with Flex Flash or HTML and Ajax Create a database and connect it to your application Put together native menus for PCs and Macs Work with the Service Monitor Framework Utilize the Adobe AIR Update Framework Create branded desktop experiences with custom chrome and custom application icons Distribute your AIR application with the Seamless Install Badge And more Adobe AIR 1 5 Cookbook includes dozens of recipes from rising stars in the AIR development community David Tucker Rich Tretola Marco Casario and Koen De Weggheleire along with the best solutions posted by visitors to the Adobe AIR Cookbook community website hosted by Adobe and O Reilly www.adobe.com/go/air_cookbook If you re ready to expand your skill set with Adobe AIR this is the book you ve been waiting for [Silverlight 2 Recipes](#) Jit Ghosh,Rob Cameron,2009-01-29 Microsoft NET architect evangelist Jit Ghosh presents a practical companion guide to developing rich interactive web applications with Silverlight 2 Common problems issues and every day scenarios are tackled with a detailed discussion of the solution and ready made code recipes that will save you hours of coding time The recipes included in Silverlight 2 Recipes A Problem Solution Approach have been carefully selected and tested with the professional developer in mind You ll find clearly and succinctly stated problems well architected solutions and ample discussion of the code and context so you can see immediately how the solution will support your project Enjoy practical coverage of Silverlight development in many projects and contexts including Designing complete rich interactive user experiences Manipulating content and the runtime environment through the Silverlight Plugin Runtime API Consuming transforming and displaying content in your Silverlight web application through XML LINQ based data access and isolated storage Building custom controls for your Silverlight project Integrating rich media including audio and video to create a very dynamic user interface and experience Using new Silverlight 2 features including NET Framework integration the use of dynamic languages like Python and Ruby in Silverlight development and digital rights management support Find instant solutions comprehensive Silverlight 2 coverage and time saving expert advice all in Silverlight 2 Recipes A Problem Solution Approach [Visual Studio 2015 Cookbook](#) Jeff Martin,2016-08-19 Over 50 new and improved recipes to put Visual Studio 2015 to work in your crucial development projects About This Book Get to grips with all the new Visual Studio 2015 features regardless of your preferred programming language Apply Visual Studio to all areas of development writing debugging and application lifecycle maintenance Straightforward and hands on advice for building both Windows and Android apps Who This Book Is For If you are a

developer excited about the new features introduced in Visual Studio 2015 then no matter what your programming language of choice is Visual Studio 2015 Cookbook is for you You should have a good knowledge of working with previous versions of Visual Studio to benefit from the recipes in this book What You Will Learn Customize the editor s new abilities to fit your development style Create apps for Windows Use Visual Studio to debug parallel and concurrent programs Integrate NET Framework 4.6 effectively Put TypeScript to work in your web applications Develop modern C# 11 with Visual Studio 2015 Protect and manage your source code with Team Foundation Server In Detail Visual Studio 2015 is the premier tool for developers targeting the Microsoft platform Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks allowing you more time to focus on your project Visual Studio 2015 is packed with improvements that increase productivity and this book walks you through each one in succession to help you smooth your workflow and get more accomplished From customization and the interface to code snippets and debugging the Visual Studio upgrade expands your options and this book is your fast track guide to getting on board quickly Visual Studio 2015 Cookbook will introduce you to all the new areas of Visual Studio and how they can quickly be put to use to improve your everyday development tasks With this book you will learn not only what VS2015 offers but what it takes to put it to work for your projects Style and approach This book is a practical guide to using Visual Studio 2015 and will help you become familiar with the improvements made in previous versions Each recipe provides a hands on approach to the new features with step by step instructions on how to increase your productivity

Visual Studio 2013 Cookbook Jeff Martin, Richard Banks, 2014-03-17 This book is a practical guide to using Visual Studio 2013 that will help you become familiar with the improvements made over previous versions Each recipe provides a hands on approach to the new features with step by step instructions on how to increase your productivity If you are a developer excited about the new features introduced in Visual Studio 2013 then no matter what your programming language of choice is Visual Studio 2013 Cookbook is for you You should have a good knowledge of working with previous versions of Visual Studio to enjoy the recipes in this book This book provides practical examples to help you use Visual Studio 2013 more effectively

[Silverlight Recipes](#) Jit Ghosh, Rob Cameron, 2010-11-03 Silverlight Recipes A Problem Solution Approach Second Edition is your practical companion to developing rich interactive web applications with Microsoft s latest technology This book tackles common problems and scenarios that on the job developers face every day by revealing code and detailed solutions You ll quickly be able to integrate real world functioning code into your applications and save hours of coding time The recipes included in Silverlight Recipes have been carefully selected and tested with the professional developer in mind You ll find problems stated clearly and succinctly artful solutions explored and ample discussion of the code and context so you re immediately clear how the solution will support your project You ll also discover the innovations presented in Silverlight 4 and how to effectively employ them Enjoy practical coverage of Silverlight development in many projects and contexts including Designing complete rich interactive user experiences

Manipulating content and the runtime environment through the Silverlight Plug in Runtime API Consuming transforming and displaying content in your Silverlight web application through XML LINQ based data access and isolated storage Building custom controls for your Silverlight project Integrating rich media including audio and video to create a very dynamic user interface and experience Using new Silverlight features including NET Framework integration the use of dynamic languages like Python and Ruby in Silverlight development and digital rights management support Find instant solutions comprehensive Silverlight coverage and time saving expert advice all in one book **Flutter Cookbook** Simone Alessandria,2023-05-31

Write test and publish your web desktop and embedded apps with this most up to date book on Flutter using the Dart programming language Key Features Thoroughly updated to cover the latest features in Flutter 3 10 x and Dart 3 x Practical recipes to publish responsive multi platform apps from a single database Covers not just the hows but the whys of Flutter s features with examples Book Description Are you ready to tap into the immense potential of Flutter With over 1 000 new mobile apps published every day on the Apple and Google Play stores Flutter is transforming the landscape of app development It s time for you to join the revolution Introducing the second edition of Flutter Cookbook a step by step guide designed exclusively for you Whether you re a seasoned developer or just starting your coding journey this book is your ultimate companion Dive into the latest features of Flutter 3 10 and unlock the secrets to building professional grade cross platform applications With our recipe based approach we ll not only show you how to implement Flutter s features but also explain why they work Through practical examples and real world execution you ll gain a deeper understanding of Flutter s inner workings From crafting stunning UI UX with widgets to leveraging hot reload and restart techniques we ll equip you with best practices and invaluable knowledge As you progress you ll learn to efficiently manage data add interactivity and animations and integrate essential Flutter plugins like maps camera voice recognition and more And let s not forget the dedicated chapter on implementing MLkit powered by TensorFlow Lite We ll guide you through building custom machine learning solutions expanding the capabilities of your apps By the time you reach the end of this comprehensive Flutter book you ll have the skills and confidence to write and deliver fully functional apps What you will learn Familiarize yourself with Dart fundamentals and set up your development environment Efficiently track and eliminate code errors with proper tools Create various screens using multiple widgets to effectively manage data Craft interactive and responsive apps by incorporating routing page navigation and input field text reading Design and implement a reusable architecture suitable for any app Maintain control of your codebase through automated testing and developer tooling Develop engaging animations using the necessary tools Enhance your apps with ML features using Firebase MLKit and TensorFlow Lite Successfully publish your app on the Google Play Store and the Apple App Store Who this book is for Developers who are familiar with the OOP language and prefer learning by doing will get the most out of this book If you have some experience building apps on Flutter or have been playing around with the framework for some time now and have set eyes on developing mobile apps

using Dart then this book is for you **Recipes for Coding Success** Arif Khan,2025-06-16 Code Kitchen is a playful and engaging coding guidebook designed like a cookbook It serves up beginner friendly programming recipes that introduce young learners to coding concepts through fun step by step activities Each chapter presents a coding concept as a recipe starting with a list of ingredients tools skills commands followed by clear hands on instructions to cook up real code projects

Android Recipes Jeff Friesen,Dave Smith,2011-08-04 Android continues to be one of the leading mobile OS and development platforms driving today s mobile innovations and the apps ecosystem Android appears complex but offers a variety of organized development kits to those coming into Android with differing programming language skill sets Android Recipes A Problem Solution Approach guides you step by step through a wide range of useful topics using complete and real world working code examples In this book you ll start off with a recap of Android architecture and app fundamentals and then get down to business and build an app with Google s Android SDK at the command line and Eclipse Next you ll learn how to accomplish practical tasks pertaining to the user interface communications with the cloud device hardware data persistence communications between applications and interacting with Android itself Finally you ll learn how to leverage various libraries and Scripting Layer for Android SL4A to help you perform tasks more quickly how to use the Android NDK to boost app performance and how to design apps for performance responsiveness seamlessness and more Instead of abstract descriptions of complex concepts in Android Recipes you ll find live code examples When you start a new project you can consider copying and pasting the code and configuration files from this book then modifying them for your own customization needs This can save you a great deal of work over creating a project from scratch [Kivy Cookbook](#) Hugo Solis,2015-08-21 Enhance your skills in developing multi touch applications with Kivy About This Book Create most diverse apps and learn how to distribute them with the help of the Kivy framework Explore Kivy API to develop user interfaces and control multi touch events Step by step recipes that provide deeper understanding of the Kivy 1 9 0 framework Build and use your own events widgets and gestures using features and tools in Kivy Who This Book Is For This book is intended for developers who want to use features of the Kivy framework and develop multi touch applications Prior experience with Kivy is not required although familiarity with Python is expected What You Will Learn Access widgets defined inside Kv language in your Python code Handle Kivy events to control widgets touches the mouse the keyboard and animations Recognize touch shapes and detecting multi tapping Create custom events and declare properties Organizing your layouts while working with the ActionBar Store and retrieve the coordinate space context Create your own shader and render in a framebuffer Leverage Factory objects multi touch in iOS and multi touch in Android In Detail Kivy is an open source Python library for rapid development of applications that make use of innovative user interfaces such as multi touch apps It is a promising Python framework to develop UI and UX apps in a cross platform environment under the Python philosophy Kivy Cookbook is a practical book that will guide you through the Kivy framework to develop apps and get your apps ready for distribution in

App Store and Android devices You will start off with installing Kivy and building your interfaces You will learn how to work the accelerometer and create custom events Then you will understand how to use the basics buttons labels and text inputs and manipulate the widget tree Next you will be able to work with manipulating instructions create an atlas and layouts Moving on you will learn packing for Windows and packing for iOS and use TestDrive By the end of the book you will have learnt in detail the relevant features and tools in Kivy and how to create portable packages to distribute your apps in the most used platforms Style and approach This is an easy to follow practical guide packed with graspable recipes that cover important tasks to be performed while developing multi touch applications with Kivy All the code used in each recipe is explained in detail

Windows Phone 7 XNA Cookbook Zheng Yang,2012-02-16 This is a practical hands on book with clear instructions and lot of code examples It takes a simple approach guiding you through different architectural topics using realistic sample projects

Microsoft Application Virtualization Cookbook James Preston,2015-08-17 Over 55 hands on recipes covering the key aspects of a successful App V deployment About This Book Deploy a resilient App V infrastructure Combine App V with Remote Desktop Services Citrix XenDesktop and System Center Configuration Manager Discover Shared Content Store Mode Scripting and Connection Groups to extend your deployment Who This Book Is For If you have some experience with App V but are overwhelmed by the range of features on offer then this book is for you A basic understanding of App V and common Windows Server technologies Active Directory Group Policy PowerShell is necessary What You Will Learn Deploy a full App V infrastructure Deploy App V clients and prerequisites Leverage connection groups to combine App V packages Reduce hardware requirements for your Remote Desktop Session Hosts Extend the use of your investments in Microsoft System Center Configuration Manager Discover which applications your users are running Resolve issues with your deployment quickly Customize App V packages to your needs Scale out your App V infrastructure to accommodate increasing requirements In Detail With an ever increasing number of applications being deployed in the workplace Microsoft App V 5 enables administrators to abstract these applications from clients in turn reducing the time taken to complete the software deployment lifecycle Part of the Microsoft Desktop Optimization Pack App V 5 centralizes the management of applications with a variety of deployment methods to suit each environment With this hands on Cookbook you will learn how best to utilize features of App V that you may already be familiar with as well as gain insights into features only recently introduced such as the enhanced Connection Groups and Shared Content Store Mode The book starts with the deployment of a scalable App V infrastructure and progresses to cover the sequencing of common applications as well as how you can take advantage of the new Office 2013 and Office 365 deployment methods In later chapters you will discover integrations with Microsoft Remote Desktop Services Citrix XenDesktop and Microsoft System Centre Configuration Manager Finally you will learn to leverage the App V reporting server Microsoft Excel and pivot tables to gain insights into which applications are being used along with how to troubleshoot issues with your deployment Style and approach A

practical Cookbook full of task based recipes complete with screenshots and explanations to supplement **Windows Presentation Foundation Development Cookbook** Kunal Chowdhury, 2018-02-23 Gain comprehensive insight into WPF mechanics and capabilities Key Features Gain a strong foundation in WPF features and patterns Leverage the MVVM pattern to build decoupled maintainable apps Increase efficiency through Performance tuning and UI automation Book Description Windows Presentation Foundation WPF is Microsoft's development tool for building rich Windows client user experiences that incorporate UIs media and documents With the updates in NET 4.7 Visual Studio 2017 C# 7 and NET Standard 2.0 WPF has taken giant strides and is now easier than ever for developers to use If you want to get an in depth view of WPF mechanics and capabilities then this book is for you The book begins by teaching you about the fundamentals of WPF and then quickly shows you the standard controls and the layout options It teaches you about data bindings and how to utilize resources and the MVVM pattern to maintain a clean and reusable structure in your code After this you will explore the animation capabilities of WPF and see how they integrate with other mechanisms Towards the end of the book you will learn about WCF services and explore WPF's support for debugging and asynchronous operations By the end of the book you will have a deep understanding of WPF and will know how to build resilient applications What you will learn Understand the fundamentals of WPF Explore the major controls and manage element layout Implement data binding Create custom elements that lead to a particular implementation path Customize controls styles and templates in XAML Leverage the MVVM pattern to maintain a clean and reusable structure in your code Master practical animations Integrate WCF services in a WPF application Implement WPF's support for debugging and asynchronous operations Who this book is for The book is intended for developers who are relatively new to WPF Windows Presentation Foundation or those who have been working with WPF for some time but want to get a deeper understanding of its foundation and concepts to gain practical knowledge Basic knowledge of C# and Visual Studio is assumed **Appcelerator Titanium Smartphone App Development Cookbook** Jason Kneen, 2015-11-30 Over 100 recipes to help you develop cross platform native applications in JavaScript About This Book Leverage your JavaScript skills to write mobile applications using Titanium Studio tools with the native advantage Deploy your application on the App Store and Google Play Add your own iOS native modules in objective C in an easy to follow step by step format Who This Book Is For This book is an essential for any developer learning or using JavaScript who wants to write native UI applications for iOS and Android No knowledge of Objective C Swift and Java is required and you'll quickly be developing native cross platform apps in JavaScript What You Will Learn Transfer data between applications with URL schemes and make your application accessible to other mobile applications and services Connect with remote services using JSON Work with Google Maps and Apple Maps GPS and annotate routes Create animations and special effects Integrate notifications and connect with social media services such as Facebook and Twitter Build applications with Alloy MVC a rapid application development framework Design native APIs and use local databases In

Detail The mobile web has paved the way but many users want to have native applications installed Using Appcelerator as a platform it s now possible to write iOS Android and Windows phone applications in JavaScript It allows developers to develop fully native UI applications using Appcelerator studio tools without any knowledge of Objective C Swift or Java This book will take you through the process of building cross platform native UI applications for the mobile from scratch You will learn how to develop apps how to use GPS cameras and photos and how to build socially connected apps You will also learn how to package them for submission to the App Store and Google Play This cookbook takes a pragmatic approach to creating applications in JavaScript from putting together basic UIs to handling events and implementation of third party services such as Twitter Facebook and Push notifications The book shows you how to integrate datasources and server APIs and how to use local databases The topics covered will guide you to use Appcelerator Studio tools for all the mobile features such as Geolocation Accelerometer animation and more You ll also learn about Alloy the Appcelerator MVC framework for rapid app development and how to transfer data between applications using URLSchemes enabling other developers to access and launch specific parts of your app Finally you will learn how to register developer accounts and publish your very own applications on the App Store and Google Play Style and approach This book offers a set of practical recipes with a step by step approach for building native applications for both the iOS and Android using JavaScript This hands on guide shows you exactly how to use the Appcelerator platform to rapidly develop cross platform native apps

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Recipe App For Windows Introduction

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