

# IN-CLASS STUDENT ACTIVITY 1.4: PUBLISH AN APPLICATION TO A STORE

## Lesson Objective 1.4:

Publish an application to a store. *Topics include:* third-party stores.

## Resources, software, and additional files needed for this lesson:

1. Microsoft® Expression® Design

## Guiding questions:

1. Prior to publishing, how can you ensure that your application works as expected?
2. List the steps necessary to publish an application.
3. What is the purpose of a launcher icon?

## Student activity:

### Directions to the student:

Read the following scenario and answer the questions. Verify your answers with the instructor.

### Scenario:

Dana Birkby is an entry-level developer and tester at Tailspin Toys. The company has created a new Windows® game application called Hangwoman to rival the existing hangman game. Dana has thoroughly tested the application, and her supervisor has asked her to prepare a launcher icon to accompany her game for submission to the Android Market.

### Content:

1. This application was created for an Android operating system. What tool can Dana use to test the application's capabilities?
2. Why is it important to create an application icon that accurately portrays the application?
3. Use Expression Design to create a new launcher icon for a new game or application. Save the image to the location specified by your instructor.
  - a. Open Expression Design.
  - b. Create a custom image size for your icon (72 px by 72 px).
  - c. Use the Expression Design tools to create an icon.
  - d. Ask a peer to review your design and provide feedback:
    - Does it convey the purpose of the application?
    - Is it designed to work with various backgrounds?
    - Is the information too cluttered for the space available? Hint: pictures can sometimes reveal more information than text.