00:00:00.00

00:00:00.08

00:00:18.00 And welcome back. This is module 6... 7?//-Seven. -Module 7.

00:00:23.11 - 이번엔 모듈 6인가요, 7인가요?//- 7이에요

00:00:23.16 We'll be talking about the core contracts in//Windows 8, tiles,

00:00:26.02 윈도우 8 안의//핵심 계약들과 타일들과

00:00:26.07 and notifications. -Sounds like a good plan.//-One more thing.

00:00:30.06 - 알림들에 대해 얘기해보죠//- 좋은 계획이네요

00:00:30.11 The code is available on//XAML.codeplex.com.

00:00:33.29 XAML.codeplex.com 에//코드가 있으니

00:00:34.05 If you want to follow along with//us, it's all there.

00:00:36.06 우리를 따라오고 싶은 분들은//거기에 가보세요

00:00:36.11 A lot of good reference code there.//-Absolutely. -Absolutely, indeed.

00:00:39.27 - 좋은 참조 코드가 많아요//- 그래요

00:00:40.02 Okay. All right. Let's go through the agenda//of what we'll talk through today.

00:00:43.15 오늘 얘기할 주제를 살펴보죠

00:00:44.01 Well, certainly this session anyway. -Just in//the next handful of seconds.

00:00:49.08 - 이번 수업 내용이군요//- 몇 초 만에 끝나요

00:00:49.15 Indeed. -All right. So we'll talk about the//Search Charm and the Search Contract...

00:00:53.08 검색 참과//검색 계약에 대해 얘기할 텐데

00:00:53.22 we talked about that slightly before,

00:00:55.08 전에 잠깐 얘기했었지만

00:00:55.13 but really go into the details from a//developer's point of view

00:00:57.20 개발자의 시각과//구현 방법의 시각에서

00:00:57.25 and how you implement it...//the share charm, the settings charm,

00:01:01.23 자세히 살펴볼 거고//공유 참과 설정 참이 있고

00:01:01.29 and tiles and notifications. -Yep. Sounds//good. Let's leap in.

00:01:06.12 - 타일들과 알림들이 있어요//- 좋아요, 들어가보죠

00:01:06.17 Yeah, no doubt about it. -Search. -All right.//We'll start with search.

00:01:09.13 그렇게 해야죠//검색으로 시작해보죠

00:01:09.18 And so, again, we were talking about the//charms on the right

00:01:12.11 전에 참은 운영 체제와//윈도우 8 앱 안의

00:01:12.16 are the single point or a common//single point of invocation

00:01:16.05 규칙적 작업을 위한//호출의 단일 지점이나

00:01:16.10 for regular tasks inside the operating system//and inside Windows 8 applications.

00:01:21.11 공통 단일 지점이라고 얘기했었고요

00:01:21.16 And so the first, of course, is the search.

00:01:23.15 먼저 검색을 호출하는데요

00:01:23.20 You invoke it manually. The user does it.//The developer, of course,

00:01:27.27 사용자가 하는 것이지만//물론 개발자도

00:01:28.02 can also help invoke it as it well. Do that//through the charm.

00:01:31.11 호출을 도울 수 있고//참을 통해서 하면 돼요

00:01:31.16 And you establish it first with//a contract.

00:01:35.01 먼저 계약으로 설정을 하는데요

00:01:35.06 The reason we say it's a contract is because//inside the application manifest

00:01:38.17 계약이라고 하는 이유는//앱 매니페스트 안에

00:01:38.22 we go in and we indicate that this//is going to be an application

00:01:41.29 우리가 들어가서 이것이//검색을 가능하게 하는 앱이라고

00:01:42.04 that enables search. You certainly cannot//search every single application.

00:01:46.06 표시하기 때문인데//모든 앱을 검색할 순 없고

00:01:46.12 You can only search those applications//that enable the search contract.

00:01:50.09 검색 계약이 가능한 앱들만//검색할 수 있어요

00:01:50.21 The calculator app, for example...//-Searching would be difficult.

00:01:54.05 - 예를 들어 계산기 앱은…//- 검색이 힘들겠죠

00:01:54.21 It would be interesting to understand how//that paradigm would work.

00:01:58.08 패러다임의 원리를 이해하면//흥미로울 거예요

00:01:58.14 Yeah, it's like I'm search for 8?//Oh, there it is . Found it. Right.

00:02:03.29 8을 검색해서//찾아냈다고 할 수 있죠

00:02:04.18 I bet you could abuse the search contract

00:02:07.13 검색 계약을 악용해서

00:02:07.18 and put an expression in there that it would//evaluate.

00:02:10.06 표현을 넣어서 수치를//구하게 할 수도 있을 거예요

00:02:11.25 Oh, and let that be the inputs? -Yeah. -Oh,//that's terrible.

00:02:14.17- 그걸 입력으로 하면 끔찍하겠군요//- 그래요

00:02:14.26 That's just terrible. -Do not do that. -Don't try//this at home, children.

00:02:18.04 - 하지 말아요//- 따라 하지 말아요, 어린이들

00:02:18.09 That's a bad idea all the way around. All//right. But, yes, you could.

00:02:21.09 아주 나쁜 생각이지만//가능하긴 하겠군요

00:02:21.14 Abuse was the right word to use. -Indeed.//-Okay.

00:02:23.27 - 악용이 적절한 표현이네요//- 그래요

00:02:24.14 So there's a couple ways to invoke search. I//think that's a good way to start.

00:02:28.14 검색을 호출하는 방법들이 있는데//좋은 시작이고요

00:02:28.20 Of course, you can use the Search Charm.//The other would be the search...

00:02:33.04 검색 참을 쓸 수도 있고//또 다른 방법은…

00:02:33.09 type to search. Type to search is really nice.

00:02:37.05 검색 내용을 입력하는 거예요

00:02:37.10 So we are used to it in the start menu.

00:02:39.08 시작 메뉴에서 익숙한 건데요

00:02:39.13 I open up the start menu and there are//all your apps.

00:02:41.18 시작 메뉴를 열면//모든 앱이 있고요

00:02:41.23 You can start typing and it searches all of//your apps for you, right?

00:02:44.27 입력을 하면//모든 앱을 검색해주죠

00:02:45.02 And so where your initial start menu may//only show a limited set,

00:02:47.28 처음 시작 메뉴는//일부만 보여주지만

00:02:48.03 as you start searching you search all of the//apps you have installed.

00:02:52.24 검색을 시작하면//설치한 모든 앱이 검색되고요

00:02:52.29 The same thing could be true in your//application.

00:02:54.25 앱 안에서도 똑같은데요

00:02:55.00 You show your app hub or you show a//section, let's say, you start to type,

00:02:59.20 앱 허브나 구역을 보여주고//입력을 시작하면

00:02:59.27 as you start to type, the search executes.

00:03:02.04 입력을 시작하며 검색이 실행돼요

00:03:02.09 Now, the search UI stays the same//and is nice and consistent.

00:03:05.13 검색 UI는 그대로//일관되게 유지되고

00:03:05.18 We do that through try set query text. What//that allows us to do

00:03:09.00 트라이세트 쿼리 텍스트를//이용하는데요

00:03:09.05 is take whatever the user is doing...

00:03:11.09 사용자가 하는 것을//가져가게 해주죠

00:03:11.16 oh, no, I'm sorry, we do that on show on//keyboard input,

00:03:14.09 그게 아니라//키보드 입력을 이용하고요

00:03:14.14 and that allows the user no matter what//they're typing for that type

00:03:17.25 사용자가 뭘 입력하든//곧바로 검색 상자로

00:03:18.00 to go directly into the search box. You don't//have to worry about them

00:03:21.15 가게 해주기 때문에//참으로 탐색해서 가서 열고

00:03:21.20 then navigating, getting to the charm, open it//up, selecting the right thing.

00:03:25.05 제대로 선택하는 걸//걱정할 필요가 없어요

00:03:25.10 No, they just start to type and they//start to see it

00:03:27.04 입력을 시작하며//보기 시작하는 거고요

00:03:27.09 and it swipes open so you can see. It's very//nice, very clean.

00:03:30.03 열리면 보이는 거라서//아주 깔끔하고요

00:03:30.08 It's a neat way of making the search pane//feel as if

00:03:32.28 검색 창이 앱의 기본 부분처럼//보이게 하는 방법인데

00:03:33.03 it's a native part of your app, which that's//what we want.

00:03:35.12 그게 우리가 원하는 거죠

00:03:35.17 It's that really lowering the impedence

00:03:38.06 시스템으로 통합되는 데

00:03:38.15 between their integration into the system.

00:03:41.09 방해되는 걸 줄여주는 거예요

00:03:41.16 Everything just behaves the same way.//-Yeah. And like all the guidelines,

00:03:45.05 - 모든 게 똑같이 유지되죠//- 모든 가이드라인처럼

00:03:45.10 these guidelines around search, say, don't//put at search on your canvas

00:03:49.18 검색 가이드라인들도//캔버스에 검색이 필요 없다면

00:03:49.23 unless you need a search on your canvas.//-Yeah.

00:03:52.08 - 검색을 놓지 말라고 하죠//- 그래요

00:03:52.13 If you've got an app that its sole primary//purpose

00:03:55.04 유일한 주요 목적이

00:03:55.09 is to facilitate searching of something, then it//would make sense

00:03:58.20 뭔가 검색하는 것을//용이하게 하는 앱이 있다면

00:03:58.25 that you had that search user interface//present on your application.

00:04:02.14 검색 사용자 인터페이스가//앱에 있어야 할 거예요

00:04:02.19 That's right. Should I run the Bing app right//now, I mean,

00:04:05.12 제가 빙 앱을 실행하는데

00:04:05.17 not having search in the Bing... it's crazy.//-Yeah. I mean,

00:04:07.24 - 검색이 없다면 말도 안 되죠//- 그래요

00:04:07.29 it would be a blank page with the Search//Charm scrolled in.

00:04:11.09 검색 참만 있는//빈 페이지가 될 텐데

00:04:11.16 Doesn't make an awful//lot of sense. -It's silly. It's very silly.

00:04:14.13 - 말이 되질 않죠//- 아주 바보 같죠

00:04:14.18 Another thing... so if you do have it in the//canvas like that

00:04:17.21 그리고 만약 캔버스 안에//검색이 있고

00:04:17.26 and you're showing it inside your application,//then you can use...

00:04:21.06 앱 안에서 검색을 보여준다면

00:04:21.14 then you can use try set query text. That's//where it really works.

00:04:24.14 그때 트라이세트 쿼리 텍스트를//이용하는 거죠

00:04:24.19 That's it. -And that's where on the code//behind

00:04:26.04 - 그렇죠//- 그때 뒤의 코드에서

00:04:26.09 you detected they have typed in a string.

00:04:28.16 문자열 안에 입력한 걸 감지하고

00:04:28.21 You push that up into the//search dialogue for them basically.

00:04:33.09 검색 대화 안으로//밀어 올리는 거예요

00:04:33.14 So they type it in in search, you do both//search

00:04:36.01 사용자가 입력해서 검색하면//검색도 하고

00:04:36.06 and put it up in the search bar for them.

00:04:38.23 검색 창 안에도 넣는 거죠

00:04:38.28 And so that's actually a handy way of//keeping everything in sync

00:04:41.22 그렇게 해서 모든 걸//동기화하는 거고요

00:04:41.27 and kind of reinforcing the metaphor or the//usage of the Search Charm.

00:04:46.16 검색 참의 메타포나//사용을 강화하는 거예요

00:04:47.03 Pretty nice. -It is. -So Find-in-Page, just to//talk about it,

00:04:52.03 - 아주 멋지죠//- 그래요

00:04:52.08 find in page is slightly different. Find in page//would be, you know,

00:04:55.07 페이지에서 찾기는 조금 다른데요

00:04:55.12 you're finding text that might be showing in//the current document.

00:04:58.16 현재 문서에서 보이는//문자를 찾는 거죠

00:04:58.21 Use Internet Explorer as an example.

00:05:01.00 인터넷 익스플로러를 예로 들어보죠

00:05:01.05 You want to search broadly across websites//is one thing,

00:05:06.18 웹사이트들에서 광범위하게//검색할 수도 있고요

00:05:06.23 but another one is just find//a specific piece of testing

00:05:09.05 문서 내에서//특정 문자를 찾은 다음에

00:05:09.10 within the document and scroll through it.//-Yeah. That's exactly right.

00:05:11.19 - 스크롤할 수도 있는 거예요//- 네, 그렇죠

00:05:11.24 And so if you do that, //you don't use the search pane

00:05:14.09 그럴 경우에는//검색 창을 쓰지 않는데요

00:05:14.14 because this is an incremental search inside//what you're looking at

00:05:17.12 열려 있는 문서 안의//증분 검색이기 때문에

00:05:17.17 inside the document that's open. //And so completely different.

00:05:20.08 그건 전혀 다른 거고요

00:05:20.13 The UI is going to be different. Don't use the//search pane for that is the goal.

00:05:23.12 UI도 다르고//검색 창을 쓰지 않아요

00:05:23.21 Then we also have some enhancements to//make search a better experience,

00:05:28.03 검색을 더 좋고//풍부하게 만들기 위한

00:05:28.08 a richer experience. We have...

00:05:30.06 개선점들도 있죠

00:05:30.11 It's one of those reverse integrations//in reality.

00:05:32.10 현실의 역통합인데요

00:05:32.15 It's allowing your application to reach back//into the operating system

00:05:35.19 앱이 운영 체제로//다시 들어가게 해줘서

00:05:35.24 to make that search feel part of your app.//-Yeah. That's exactly right.

00:05:39.03 - 검색이 앱의 일부로 느껴지죠//- 네, 맞아요

00:05:39.08 And so when they're in search,

00:05:40.25 그래서 검색을 할 때

00:05:41.01 not only does it enable them to have search,

00:05:43.09 검색을 하게 할 뿐 아니라

00:05:43.14 but it also has aspects of it that make it even//easier.

00:05:47.11 검색을 더 쉽게 만드는//측면들도 있는데요

00:05:47.16 So one of them is search... or query//suggestions. It allows us to say,

00:05:51.01 그 중 하나가 검색 혹은//쿼리 추천이고요

00:05:51.06 oh, based on the couple of strings that//you've typed,

00:05:54.09 입력한 문자열들에 기반해서

00:05:54.14 here are some suggestions for you.

00:05:56.19 추천을 보여주는 거예요

00:05:56.24 So in this little screen shot they've//typed in Word,

00:05:59.21 이 스크린샷에서는//‘Word’를 입력했고

00:05:59.26 and so Word amin HD and WordPress both//came up.

00:06:02.24 ‘Word amin HD’와// ‘WordPress’가 떴는데

00:06:02.29 That's because we're just saying we don't//know what you're searching for,

00:06:05.01 뭘 검색하는 건지는 몰라도

00:06:05.06 but maybe it's one of these two. -Yeah.

00:06:07.15 – 둘 중 하나라는 거죠//- 네

00:06:07.20 And also the clear thing that's//going on here is it scopes.

00:06:11.29 여기서는 범위 설정도 해서

00:06:12.04 So you're searching within the store//application.

00:06:13.23 스토어 앱 안에서 검색하게 되고요

00:06:13.28 So it's bringing up applications that//you could install. -Yeah.

00:06:17.10 설치할 수 있는 앱을//보여주기도 해요

00:06:17.15 That's right. And so in that placement//another thing we could add,

00:06:20.27 저 배치에 추가할 수 있는 것은

00:06:21.02 not only query suggestions,

00:06:22.19 쿼리 추천이 있고

00:06:22.24 which if you selected //that would take the string,

00:06:24.15 선택을 했다면 문자열을 가져가서

00:06:24.20 put it up into the query box and then click go//for you basically,

00:06:29.08 쿼리 상자에 넣고//이동을 클릭해줄 거고요

00:06:29.16 but we also have result suggestions. And so//these are more solid finds.

00:06:34.08 결과 추천도 있는데//이는 보다 확실한 찾기예요

00:06:34.13 So, again, the screen shot is perfect.

00:06:36.06 스크린샷이 아주 좋은데요

00:06:36.11 We've found that because you typed Word,

00:06:38.27 ‘Word’를 입력해서 찾은 거고요

00:06:39.02 it might be Word amin it might be//WordPress or here's a perfect find.

00:06:44.02 ‘Word amin’이나//‘WordPress’일 수 있는데

00:06:44.07 Word amin, starts with Word, we think//this may be what you want,

00:06:47.11 ‘Word ‘로 시작되는//‘Word amin’이 원하는 것이거나

00:06:47.16 this is maybe what you searched for before//or something like that,

00:06:50.03 전에 검색했던 것일 수도 있고요

00:06:50.08 maybe it's something we want to boil to the//top

00:06:52.00 아니면 관련성에 기반해서

00:06:52.05 based on relevance or something as well.

00:06:54.22 맨 위로 올리고 싶은//것일 수도 있어요

00:06:54.27 And so we can say here's a full fidelity piece.

00:06:58.07 충실성을 보여주는 거고요

00:06:58.12 So you can see it has both an icon and a//second line

00:07:02.01 아이콘도 있고//더 자세한 걸 넣을 수 있는

00:07:02.06 that you can put more detail if you want.//-That's perfect. Now.

00:07:05.07 – 두 번째 줄도 있어요//- 완벽하네요

00:07:05.14 So the big fundamental difference

00:07:07.28 근본적인 차이점은

00:07:08.03 is topping on the query suggestion //helps make the search execute.

00:07:12.13 쿼리 추천을 누르면//검색이 실행되는 거고요

00:07:12.18 Tapping on the result recommendation//takes you to that record. -Yes.

00:07:16.20 결과 추천을 누르면//기록으로 가는 거예요

00:07:16.25 Yeah. -One of the other things is the//limitation in only being able to show five.

00:07:21.18 5개만 보여줄 수 있는//제한도 있는데요

00:07:21.24 There's an interesting facet to the//that.

00:07:24.10 거기에는 흥미로운 면이 있고요

00:07:24.15 It's five total elements and when you...

00:07:27.11 5개의 요소인데요

00:07:27.16 if you look at the screen shots right now,

00:07:29.26 지금 스크린샷을 보면

00:07:30.01 you see recommendations with a line//through it.

00:07:31.25 줄이 그어져 있는 추천들이 있어요

00:07:32.00 That counts as one of the elements in this//list.

00:07:34.23 그게 이 목록의 한 요소예요

00:07:34.28 Yeah. So this is showing four elements.//There's room for one more.

00:07:37.18 네 요소가 있어서//한 요소가 더 있을 수 있고

00:07:37.23 You could add another line, you could add//another query,

00:07:40.00 줄을 추가할 수도 있고//쿼리를 추가할 수도 있고

00:07:40.05 or you could add another result suggestion.

00:07:42.05 결과 추천을 추가할 수도 있어요

00:07:42.10 But the maximum space you have available//is five.

00:07:44.29 하지만 최대로 주어지는//공간은 다섯이죠

00:07:45.04 Yeah. That could get the average developer.//-It could, yeah.

00:07:48.03 - 보통 개발자는 힘들 수 있어요//- 그럴 수 있죠

00:07:48.08 Now, pros would never make that mistake.//-Never. Never.

00:07:52.12 – 프로는 그런 실수를 안 해요//- 절대 안 하죠

00:07:52.17 But we would warn others. -We would. We//would share.

00:07:54.29 – 다른 사람들에겐 경고해야겠죠//- 그래야겠죠

00:07:55.04 If that had happened to us, we would share.//-Exactly. All right.

00:07:58.22 - 우리가 겪었다면 얘기했을 거예요//- 그래요

00:07:58.27 Well, now, sometimes searching in a single//box is just not enough.

00:08:03.25 가끔은 한 상자 안에서//검색하는 게 충분하지 않고요

00:08:04.00 Sometimes being able to search//requires two boxes, three boxes,

00:08:08.12 가끔 검색을 할 때는//상자가 2-3개 필요하고

00:08:08.17 a date picker, the ability to filter even further//down.

00:08:12.28 날짜를 선택하고//더 많이 필터링을 해야 하죠

00:08:13.03 That would be an advanced search//scenario, and it's not wrong, right?

00:08:16.29 그건 고급 검색이고//잘못된 게 아니에요

00:08:17.04 If a simple search scenario does not//work for your application, fine.

00:08:21.05 단순 검색 시나리오가//앱에 맞지 않는다면

00:08:21.10 You just don't implement the search//contract. But hopefully it does.

00:08:24.07 검색 계약을 구현하지 않겠지만//맞길 바라고

00:08:24.12 Hopefully you can find way to have//a simple search

00:08:26.15 단순 검색과 고급 검색을 넣을//방법을 찾아서

00:08:26.20 and then also an advanced search where//the user can see in the search results

00:08:30.13 사용자가 검색 결과를 보길 바라고요

00:08:30.18 whatever it is they have. You give//them the ability to filter

00:08:33.00 필터링을 할 능력과//피벗할 능력을 주면 되는데

00:08:33.05 and be able to pivot and sort. But//that not be enough.

00:08:35.15 그걸로 충분하지 않을 수 있고요

00:08:35.20 You also need to give them the ability for//another screen

00:08:37.27 다른 스크린에 고급 검색을 넣어서

00:08:38.02 to have advanced search so they can//do date ranges.

00:08:41.09 날짜 범위 검색을 하는 능력을//줘야 할 수도 있어요

00:08:41.14 Yeah, and in an ideal scenario you//navigate into advanced search

00:08:45.12 이상적 시나리오에서는//앱의 검색 결과에서

00:08:45.17 from your search results in your application.//-Yeah. That's right.

00:08:48.07 - 고급 검색으로 탐색하게 되죠//- 맞아요

00:08:48.12 That's right. So no problem with that.

00:08:50.10 그건 문제가 없고요

00:08:50.15 This certainly does not preclude the//existence of an advanced search.

00:08:53.16 고급 검색의 존재를//불가능하게 하진 않는데요

00:08:53.23 But it probably does handle 90 percent of the//use cases

00:08:57.15 앱 안에 검색이 포함된//사용 사례의

00:08:57.20 that include search in their application.//-Yeah.

00:08:59.27 – 90%는 처리할 거예요//- 그래요

00:09:00.04 Because the key thing is how you implement//search.

00:09:02.29 검색을 구현하는 방법이 중요한데요

00:09:03.04 You're being parsed in a text string,//then it's up to you to work out,

00:09:06.15 문자열 내에서 구문 분석이//된 후에는 자신에게 달렸고

00:09:06.20 okay, how do I establish those results and//how do I present them.

00:09:09.12 결과를 어떻게 설정하고//표시할 건지 결정해야 하고요

00:09:09.17 And so that's key as well is just don't...

00:09:11.15 그것 역시 중요해요

00:09:11.20 it's easy to make the assumption,

00:09:13.22 그냥 가정하기가 쉬운데요

00:09:13.27 oh, I'm just going to search the first part of//name of whatever element I have.

00:09:17.21 어떤 요소의 이름의//첫 부분을 검색하더라도

00:09:17.26 But think about, okay, I have multiple//elements.

00:09:19.21 여러 요소가 있을 수 있고요

00:09:19.26 Maybe I want to show a category of results//that these are the people,

00:09:23.09 결과의 카테고리를 보여주며//사람들을 보여주고

00:09:23.14 these are the companies, and these are...

00:09:24.27 회사들을 보여줄 수도 있고요

00:09:25.03 you know, you can do a lot more with it. -In//fact, I think it's worth saying

00:09:28.22 – 더 많은 걸 할 수 있어요//- 그러니까 윈도우 8이

00:09:28.27 that Windows 8 does not search your data//for you. -That is true.

00:09:32.20 –데이터를 검색해주진 않는 거죠//- 맞는 말이에요

00:09:32.25 I think sometimes the assumption//goes that direction, oh, okay,

00:09:35.29 가끔 그렇게 가정을 하며//검색 참이 있으니

00:09:36.04 so there's a Search Charm, I select//search, I search my application,

00:09:40.06 검색을 선택하고 앱을 검색하면//데이터를 검색할 줄 알지만

00:09:40.12 it will search my data. No. Windows8 has no//idea where your CRM database is.

00:09:43.27 윈도우 8은 CRM 데이터베이스가//어디 있는지 모르고

00:09:44.02 It has no idea how to search through your//SQL server.

00:09:46.10 SQL 서버에서 검색하는//방법을 모르고요

00:09:46.15 You are the one who knows how to//do that.

00:09:48.13 방법을 아는 건 자신이고요

00:09:48.18 All this is is a front end that leverages a//common UI for the user.

00:09:53.00 이 모든 건 사용자 공통 UI를//활용하는 프런트엔드예요

00:09:53.05 You are responsible to then find your data.

00:09:55.01 자신이 데이터를 찾아야 하고

00:09:55.06 You're responsible for showing your data.

00:09:56.23 자신이 데이터를 보여줘야 하고

00:09:56.28 Your search results page and my search//results page may not look the same

00:10:00.16 같은 것과 접한 게 아니라서/우리 둘의 검색 결과가

00:10:00.21 because we're not interacting with the same//data. So it's really up to you,

00:10:03.10 다를 수 있기 때문에//자신에게 달린 거고요

00:10:03.15 the developer, you, the designer, to decide//what it looks like,

00:10:06.00 개발자와 디자이너가//어떤 모습으로 보이게 할지

00:10:06.05 what it should look like, and go from there.

00:10:08.04 결정을 해야 하는 건데요

00:10:08.09 Certainly there are some commonalities//between search results,

00:10:10.21 검색 결과들 사이에//공통성이 있긴 하겠지만

00:10:10.26 but depending on the application,//it may be completely unique. -Yep.

00:10:14.00 - 앱에 따라 완전히 다를 거예요//- 그래요

00:10:14.06 And really this comes back to really viewing//your application

00:10:18.02 앱을 윈도우 8의 연장으로 보는

00:10:18.07 as an extension of the experience of//Windows8.

00:10:20.16 시각으로 돌아오게 되는데요

00:10:20.22 So lots of these capabilities. We've touched//on a lot of it today.

00:10:24.22 오늘 다룬 것처럼//많은 능력이 있고요

00:10:24.27 It's quite clear, I think, to anybody who's//really thinking about

00:10:28.07 앱을 만드는 것을//생각하는 사람이라면

00:10:28.13 building an application that there are a//number of scenarios

00:10:31.06 앱을 디자인할 때//여러 가지 시나리오를

00:10:31.11 you really need to consider when you're//design your app,

00:10:33.12 고려해봐야 하는 거고요

00:10:33.17 that it's not something that you're going to//throw together in 10 minutes

00:10:36.15 10분 만에//만들 수 있는 게 아닌데요

00:10:36.20 and say, hey, this is my app, this is my idea,

00:10:38.18 그냥 앱을 내놓고//내 아이디어라고 하며

00:10:38.23 these are all the features and so on and so//forth I'm going to have.

00:10:41.23 이런 특징들이 있다고//말할 수는 없는 거예요

00:10:41.28 You need to think about all these other touch//points

00:10:44.03 다른 접점들에 대해 생각하며

00:10:44.08 to really integrate it into this ecosystem

00:10:47.02 시스템에 통합시켜야 하고요

00:10:47.07 so it becomes a great and compelling//experience. -Yeah.

00:10:49.24 멋지고 흥미로운 경험이//되게 해야 해요

00:10:50.01 That's exactly right. All right.

00:10:51.08 맞는 말이에요

00:10:51.13 So let's talk about implementing search//contract.

00:10:53.03 이제 검색 계약 구현에 대해//얘기해보죠

00:10:53.08 So the first step for implementing search//contract

00:10:55.20 검색 계약 구현의 첫 단계는

00:10:55.25 is declaring inside your app manifest that the//search...

00:10:59.06 앱 매니페스트 안에서

00:10:59.18 that you're adding the declaration//of search.

00:11:02.25 검색 선언을 추가한다고//선언하는 거고요

00:11:03.00 So you can see in the screen shot there on//the right

00:11:06.26 스크린샷의 오른쪽을 보면

00:11:07.01 sort of nestled behind the dialogue I've//opened up my app manifest,

00:11:11.02 대화 뒤쪽에//제 앱 매니페스트를 열어놨고

00:11:11.08 gone to the declarations tab and selected//search. From that point...

00:11:15.00 선언 탭으로 가서//검색을 선택했는데요

00:11:15.05 and you click add as well. And from that//point forward you have search enabled.

00:11:20.07 그렇게 하며 검색이 가능해졌고요

00:11:20.12 It's that easy. You don't do this//and it's not going to work.

00:11:23.12 아주 쉽고//이렇게 안 하면 되지 않아요

00:11:23.21 It no worky. -Yeah. There's definitely code//still left to do.The next thing...

00:11:28.00 – 안 되죠//- 아직 코드가 남아 있는데요

00:11:28.05 Just one or two lines. -Right. Exactly.

00:11:30.09 – 한두 줄이죠//- 그래요

00:11:30.14 The next thing you can do is go to add new//items and select search contract

00:11:36.23 다음으로 새 아이템 추가로 가서//새 아이템 추가 대화에서

00:11:36.29 from the add new item dialogue.//Right? If you do that,

00:11:39.18 검색 계약을 선택하는데//그렇게 하면요

00:11:40.00 that gives you a template for a search result//page.

00:11:44.00 검색 결과 페이지의//템플릿이 주어져요

00:11:44.12 I think it's worth saying you do not have to//add the search contract this way.

00:11:48.22 이런 식으로 검색 계약을//추가하지 않아도 되고요

00:11:48.27 Nope. -This is just a template for you//to run with.

00:11:51.13 – 그렇죠//- 이건 템플릿에 불과하고요

00:11:51.18 You may add a blank page and just start//from scratch.

00:11:54.19 빈 페이지를 추가해서//처음부터 시작해도 되는데

00:11:54.24 That may actually be better depending on//what your scenario is.

00:11:57.10 시나리오에 따라//그게 나을 수도 있어요

00:11:57.18 It depends on whether you really...

00:12:00.05 경우에 따라 다르고요

00:12:00.17 you need to be inspired by an existing//implementation

00:12:03.05 현재 구현에 의해 영감을 받아서

00:12:03.10 to give you some guidelines and reference//on what you're going to do

00:12:05.13 하려는 일의 가이드라인과//참조를 만들어야 할 수 있는데요

00:12:05.18 and it may even be worth just adding//it just to get that baseline template

00:12:09.08 처음부터 시작하더라도//그냥 추가를 해서

00:12:09.13 even if you're going to start from scratch. //You can easily remove it thereafter.

00:12:12.04 기준 템플릿을 얻으면//후에 쉽게 제거할 수 있고

00:12:12.09 It's not something that's forced//to stay in your application.

00:12:14.20 그건 앱 안에 꼭//있어야 하는 게 아니에요

00:12:14.25 Yeah. That's right. Okay. //So once you have the page that's going

00:12:19.19 네, 그렇고요//검색 결과로 기능하는

00:12:19.24 to act as your search result,//then you can go into app.xaml.cs,

00:12:25.23 페이지가 생긴 다음에//app.xaml.cs로 들어가고

00:12:25.28 and that's where you start registering//for the activation. Remember,

00:12:29.10 거기서 활성화를 위한//등록을 하는데요

00:12:29.15 earlier we were talking about different//activation types.

00:12:31.22 활성화 형식들에 대해//전에 얘기했었고요

00:12:31.27 This is certainly a type of activation. On//search activated

00:12:35.29 이게 활성화 형식인데//활성화된 검색에

00:12:36.04 is the method that you want to override//inside your application,

00:12:40.06 앱 안의 app.xaml 안에서// 재정의하려는 메서드가 있고

00:12:40.11 inside your app.xaml, and from there//you can see the highlighted section below.

00:12:45.07 거기서 강조된 부분이 보이는데요

00:12:45.12 All you are really doing is navigating directly//to your search page.

00:12:49.10 사실 하는 것은 검색 페이지로//직접 탐색하는 거예요

00:12:49.15 So your application gets activated because//of search,

00:12:51.23 검색 때문에 앱이 활성화되고

00:12:51.28 immediately you want to take the user to the//search page.

00:12:55.02 곧바로 사용자를//검색 페이지로 데려가는 거고요

00:12:55.07 That's all that this is about. And make sure//they go to the right place.

00:12:57.28 적절한 곳으로 가게 하는 거예요

00:12:58.03 You don't want them to activate your//application and end up, I don't know,

00:13:00.26 앱을 활성화한 뒤//앱 허브에서 끝나면 안 되니까요

00:13:01.01 at the app hub. -Yeah. And, remember,

00:13:03.04 네, 그리고요

00:13:03.09 your application could already be running//when this occurs.

00:13:06.21 그러는 동안 앱이 이미//실행 중일 수 있고요

00:13:06.29 That would... or activating it would bring it to//the front,

00:13:09.05 활성화돼서 앞으로//올 수가 있는데요

00:13:09.10 which is why it's detecting to see whether//there's a root frame.

00:13:11.21 그래서 루트 프레임이 있는지//보는 거고요

00:13:11.27 It's going to use the existing one if//necessary, then it's going to navigate out.

00:13:15.16 필요하다면 있는 것을 쓰고//탐색해서 나갈 거예요

00:13:15.22 And if it's already there, then your search//page

00:13:18.14 이미 있다면 검색 페이지가

00:13:18.19 gets added to the navigation stack. So once//you've finished with the search,

00:13:22.21 탐색 스택에 추가되고//검색이 끝나면

00:13:22.29 you could just hit back and you're back to//where you were.

00:13:24.29 뒤로 가서//있던 곳으로 갈 수 있어요

00:13:25.05 Yeah, that's exactly right. -Which is key.//-There is...

00:13:28.06 – 네, 그렇죠//- 그게 핵심이에요

00:13:28.12 there are a couple things you need to//consider...

00:13:30.04 고려해야 할 게 몇 가지 있고요

00:13:30.09 not you, but you should too. There are a//couple things that you have to consider...

00:13:32.29 당신도 포함해서//고려해야 할 게 몇 가지 있는데요

00:13:33.04 I try. -when you're implementing search, and//one of them,

00:13:35.12 검색 구현을 할 때//고려해야 할 것이고요

00:13:35.17 if your application is starting for one of the//first times,

00:13:38.01 앱이 처음으로 시작될 때

00:13:38.06 it's launching, and search is what causes it,

00:13:40.19 검색이 시작하게 하는데요

00:13:40.24 most search results have a back button,

00:13:42.20 대부분의 검색 결과는//뒤로 단추가 있고

00:13:42.25 they're going back to something, and where//does that back button go?

00:13:46.01 뭔가로 뒤로 가는데//뒤로 단추는 어디로 갈까요?

00:13:46.08 You might be tempted, well, well//just get rid of the back button.

00:13:48.21 뒤로 단추를//없애고 싶을 수도 있지만

00:13:48.26 Well, that doesn't make sense either//because

00:13:50.23 그것도 말이 되지 않는데요

00:13:50.28 now where are the users going to go if they//don't find the results they want

00:13:53.10 사용자가 원하는 결과를//찾지 못하고 앱을 이용해서

00:13:53.15 and they want to use the application to do//navigation through your data?

00:13:56.06 데이터 탐색을 하고 싶어할 때//어디로 가야 할까요?

00:13:56.11 So you need to have that in your mind. If//there is nothing in the back stack,

00:14:00.23 그걸 염두에 둬야 하고//백스택에 아무 것도 없다면

00:14:00.28 the back button of your search results will go//to your hub.

00:14:05.04 검색 결과의 뒤로 단추는//허브로 갈 거고요

00:14:05.09 There's really nowhere else to go.//The hub is the start page anyway,

00:14:07.23 달리 갈 곳이 없는데//허브는 시작 페이지이고요

00:14:07.29 and that's where the user can go back to. Of//course,

00:14:10.09 사용자가 돌아가는 곳이에요

00:14:10.14 if it was activated and not launched,

00:14:12.00 활성화되고 시작되지 않았다면

00:14:12.05 then they would going back to whatever the//least recent one was.

00:14:16.01 가장 예전의 것으로//돌아갈 텐데요

00:14:16.06 Very important also, and I think this is a very//comfortable thing for users,

00:14:19.17 아주 중요한 점이고//사용자에게 편리한 점은

00:14:19.22 is if I search twice, I search for dog and then//I search for cat,

00:14:24.11 한 번은 개를 검색하고//한 번은 고양이를 검색했을 때

00:14:24.16 it's nice when the back button takes me from//cat back to dog.

00:14:27.20 뒤로 단추가 고양이에서//개로 다시 데려가 주는 거고요

00:14:27.26 I want to be able to navigate through//that as well.

00:14:30.00 탐색도 하게 해주는 거예요

00:14:30.05 And, again, it kind of depends on your data//and your application.

00:14:33.26 물론 데이터와 앱에 따라//다를 거고요

00:14:34.01 Maybe that's not the right workflow. Odds//are it is.

00:14:36.12 워크플로가 안 맞을 수 있지만//아마도 맞을 거고요

00:14:36.18 Odds are it's the expectation of the user.

00:14:38.08 그게 사용자의 기대인데요

00:14:38.13 I know that when go and do an internet//search and I search

00:14:40.23 인터넷 검색을 할 때//검색을 하고는

00:14:40.28 and I get the results, search again, get the//results, I like,

00:14:43.08 결과를 얻은 다음//다시 검색하고 결과를 얻고요

00:14:43.13 when I go back, to see my previous results.//-Yeah.

00:14:45.21 - 돌아가서 이전 결과들을 보죠//- 그래요

00:14:45.26 You just have to consider the use cases.

00:14:47.23 사용 사례들을 고려해야 하는데요

00:14:47.28 If somebody's going to keep staying there

00:14:49.16 누군가 계속 머무르며

00:14:49.21 and searching and searching and searching//many different terms,

00:14:52.07 여러 용어를 계속 검색하고

00:14:52.12 then when they hit back and they've got to go//back 20 times

00:14:55.25 뒤로 갈 때 20번씩 뒤로 가서

00:14:56.00 to get back to that page, that may not make//as much sense.

00:14:58.08 페이지로 돌아가면//말이 안 되고요

00:14:58.13 So really understand your app, understand//the usage.

00:15:00.10 앱을 이해하고//사용을 이해해야 해요

00:15:00.15 Yeah, that's right. I mean, it could get too//long as well. -Yeah.

00:15:03.12 - 너무 길어질 수도 있죠//- 네

00:15:03.17 Yeah. Absolutely. Okay. So that is what we//do to app.xaml.

00:15:07.19 app.xaml은 그 정도로 하고요

00:15:07.25 Then we go into the actual search page//itself and how it handles it.

00:15:11.23 이제 검색 페이지를 보고//어떻게 처리하는지 보죠

00:15:11.28 So the first part is to search suggestions. So//now we have

00:15:19.27 첫 부분은 검색 추천인데요

00:15:20.02 two different methods that we have or //that we need to attach to.

00:15:24.00 우리가 붙여야 할//두 메서드가 있어요

00:15:24.05 I went too far or I... out of view? Out of//range?

00:15:27.25 너무 멀리 가서 안 보이나요?

00:15:28.00 Out of... I didn't have that slide. There's a//missing little piece here.

00:15:31.27 이 슬라이드는 없었는데//빠진 부분이 있네요

00:15:32.26 Which one? The one we're showing? -No,//no. Let's see. Breathe. Breathe.

00:15:38.27 – 우리가 보여주는 거요?//- 아뇨, 보죠

00:15:39.11 Yeah, yeah. Okay. Well, anyway, so I//wanted the name of the event.

00:15:45.16 됐어요, 됐어요//제가 원한 건 이벤트 이름인데요

00:15:45.28 That's all I mean. It doesn't show//the name of the event. I wish it did.

00:15:48.15 이름이 보이지 않는데//이름이 보였으면 했어요

00:15:48.20 It's search suggestions requested, I//think is what it is. -Yes.

00:15:52.21 요청된 검색 추천들이라고//하면 될 것 같네요

00:15:53.02 And basically the user is typing//in and you can see on the right there

00:15:56.16 사용자가 입력을 하는데//오른쪽을 보면

00:15:56.23 that the user is starting to type blue, and as//they type blue,

00:16:00.06 사용자가 ‘blue’를 //입력하기 시작했고요

00:16:00.11 b l u, now they start finding things that match//b l u .

00:16:04.02 ‘blu’를 입력하자//‘blu’에 부합하는 것들이 나오는데

00:16:04.07 As soon as they start typing that, that's when//you started doing searches.

00:16:07.12 입력을 시작하자마자//검색이 시작되는 거고요

00:16:07.17 And this allows you to provide back those//suggestions.

00:16:10.08 추천들을 제공하게 해주는데요

00:16:10.13 And so there's two sections.

00:16:11.18 두 구역이 있어요

00:16:11.23 I can both provide the search or the query//suggestions

00:16:15.00 검색 추천이나 쿼리 추천을//제공할 수 있고

00:16:15.06 as well as the results suggestions. In this//case they're trying to find a color.

00:16:19.14 결과 추천도 제공할 수 있는데//이 경우 색을 찾는 거고요

00:16:19.19 You can see the three names as well as the//full colors that might match as well.

00:16:23.25 세 이름과 함께//부합하는 색들도 볼 수가 있어요

00:16:24.00 That's pretty handy. It's a simple//implementation.

00:16:26.09 아주 편리하고 단순한 구현이고요

00:16:26.14 And it really kind of begs the question of if it//is expensive

00:16:31.13 만약 데이터 쿼리를 하고//추천을 찾을 때

00:16:31.19 to query your data and to find these//suggestions,

00:16:34.04 비용이 많이 들어간다면

00:16:34.14 how frequently should I look for query//suggestions.

00:16:37.12 쿼리 추천을 얼마나 자주//찾을까 싶은데요

00:16:37.17 Because you're talking blue, b l u e.

00:16:40.07 여기서는 ‘blue’를 입력했고요

00:16:40.22 The event is raised for b l u and//e, right? B l u e.

00:16:45.18 ‘blue’의 이벤트가 발생했는데요

00:16:45.25 And I might be a very quick typer and there's//b l u e.

00:16:50.04 제가 빠른 속도로//‘blue’를 입력해서

00:16:50.09 That could register as four queries onto my//back-end system.

00:16:55.13 네 쿼리로 백엔드 시스템에//등록이 되는데

00:16:55.19 Each query takes 10 seconds, let's just say,//there's a 40-second delay.

00:16:59.10 각 쿼리가 10초씩 걸려서//40초나 지연되는 건

00:16:59.15 That's not what I want. -No. -No.

00:17:01.05 – 안 되는 일이죠//- 그렇죠

00:17:01.10 So you're going to need to decide what the//threshold is

00:17:04.05 그렇기 때문에//넘겨지는 문자열 크기와

00:17:04.11 both around the size of the string//that's being passed in

00:17:06.22 사용자 입력 지연과//관련된 임계값을

00:17:06.27 as well as the delay in the user's//typing.

00:17:09.03 결정해야 하는 거고요

00:17:09.08 If I were building the application and if I were//trying to handle that,

00:17:12.21 제가 만약 앱을 만들고//처리를 한다면

00:17:12.26 the easiest, the most straightforward way//and what I would say

00:17:16.00 가장 쉽고 간단한 방법은 말이죠

00:17:16.05 is the best way to do it is using re-...

00:17:18.21 최고의 방법은 바로…

00:17:18.26 Reactive extensions. -Thank you. Is using//reactive intentions. Exactly.

00:17:24.17 – 반응적 확장이죠//- 반응적 확장을 이용하는 거죠

00:17:24.22 Reactive intentions are basically a way of//listening to

00:17:28.05 반응적 확장은//코드로 오는 이벤트들을

00:17:28.10 and handling streams of events as they//come to your code.

00:17:32.10 듣고 처리하는 방법이에요

00:17:32.15 And so as all these events are occurring,//how close are they,

00:17:35.13 이벤트들이 일어날 때//거리가 얼마나 되고

00:17:35.18 how far apart, what's the total count, what's//the data inside them,

00:17:38.09 전체 수는 얼마이고//안의 데이터는 무엇인지 파악하는데

00:17:38.14 rather than the complex way of doing it by//hand.

00:17:41.18 복잡하게 손으로 하는 게 아니고요

00:17:41.23 Reactive extensions are a powerful way of...

00:17:43.25 반응적 확장은 좋은 방법이에요

00:17:44.00 A great way of implementing throttling

00:17:45.24 구현 제한의 좋은 방법인데요

00:17:45.29 so you can turn around and say I'm only//interested in an event once a second,

00:17:50.13 1초에 한 번의 이벤트에만//관심을 가질 수도 있고

00:17:50.19 I'm only interested in an event that contains x//number of...

00:17:54.14 특정 수의 정보가 포함된//이벤트에만 관심을 가질 수도 있죠

00:17:54.23 match of information. -Yeah. It doesn't solve//the problem

00:17:57.16 앱이 쿼리를 하는 데//10초가 걸리는

00:17:57.21 that your application may take 10 seconds to//do the query.

00:18:00.11 문제를 해결해주진 않는데요

00:18:00.16 The reality is if it takes 10 seconds to do the//query,

00:18:02.21 쿼리를 하는 데 10초가 걸린다면

00:18:02.26 then that may be... maybe query suggestions//are not for you.

00:18:05.29 쿼리 추천이 안 맞는 거예요

00:18:06.04 Yeah. Yeah. -Because that's really//burdening your system.

00:18:08.21 – 그래요//- 시스템에 부담을 주고요

00:18:08.26 They may never even hit search.

00:18:10.18 검색을 못 할 수도 있어요

00:18:10.23 Or they may never even view your//suggestions. -Right.

00:18:14.21 – 추천을 못 볼 수도 있죠//- 그래요

00:18:14.26 Because it didn't come fast enough.//-Exactly. -Yeah. Great point.

00:18:17.01 빨리 안 나왔기 때문일 텐데//좋은 지적이네요

00:18:17.06 That's a great point. All right.

00:18:18.12 좋은 지적이에요

00:18:18.17 So this is the code to actually add the//suggestions.

00:18:21.12 추천을 추가하는 코드인데요

00:18:21.17 When I add query suggestions it's just an//IEnumerable of string.

00:18:25.08 쿼리 추천을 추가할 때는// IEnumerable 문자열이고요

00:18:25.14 And when I add the results I add them//individually and they're at the bottom.

00:18:30.00 결과들을 개별적으로 추가하는데//밑에 나와 있고요

00:18:30.05 I add both the name which is a string, I add//another string,

00:18:33.16 문자열인 두 이름을 추가하고//또 다른 문자열을 추가하는데

00:18:33.21 which is that secondary line, so in this case//it's the hex value of the color,

00:18:37.15 두 번째 줄이고//이 경우 색의 16진수 값이고요

00:18:37.20 and then I add some sort of token, that//item.name. It's the third one.

00:18:41.13 그리고 토큰을 추가하는데//세 번째 줄의 item.name이고

00:18:41.18 Some sort of token that indicates a tag that I//can recognize it

00:18:46.17 사용자가 클릭할 때//알아볼 수 있는

00:18:46.22 when they do click it. And then the thumb is//the image.

00:18:50.07 태그를 표시하는 토큰이고//섬이 보여주는 이미지인데

00:18:50.12 So I can show the image. The image is//optional.

00:18:52.12 이미지는 선택적인 거고요

00:18:52.17 I can pass a null and not have an image.

00:18:55.06 널을 넘기고//이미지를 안 보여줄 수 있어요

00:18:55.18 And then string.empty//is the images's alt tag,

00:18:59.14 string.empty는 이미지의//알트 태그인데요

00:18:59.19 and that's used for accessibility for different//types of screen readers.

00:19:03.18 여러 화면 판독기에//접근하는 데 사용돼요

00:19:04.27 So it's pretty neat, really. I mean, really, it is//neat. -It is.

00:19:08.12 – 아주 깔끔하네요//- 그래요

00:19:08.17 You can make a search experience feel//pretty robust.

00:19:10.16 제대로 검색 경험을 하게//만들 수 있어요

00:19:10.23 You can wreck your whole application with it//too.

00:19:14.01 이걸로 앱을 망가뜨릴 수도 있죠

00:19:15.00 The latter strategy is not to be advised.//-Yeah, exactly.

00:19:19.15 – 후자의 전략은 권하지 않아요//- 네, 그래요

00:19:19.26 Don't do it that way, but, of course, you can.

00:19:21.23 할 수는 있지만 하지 마세요

00:19:21.28 All right. Search query submission//is the final. That's the key one,

00:19:26.21 검색 쿼리 전송이 마지막이고//핵심적인 건데요

00:19:26.26 right? Query submitted. //And this is how you get to it.

00:19:29.18 QuerySubmitted라는 거고//이렇게 접근하는 거예요

00:19:29.23 Windows.applicationmodel.search.searchpa//ne, that is the name space.

00:19:34.13 Windows.applicationmodel.// search.searchpane이

00:19:34.18 And then you can say .get for current//view.

00:19:37.23 명칭 공간이고//현재 뷰는.get라고 말하는데

00:19:37.28 That static method returns the search pane//that you...

00:19:40.17 정적 메서드가//사용자가 앱에서 검색하며

00:19:40.29 the user is or will eventually use to search//your application.

00:19:46.12 사용하게 될 검색 창을//반환하게 되고요

00:19:46.20 It has then an event called QuerySubmitted,

00:19:48.27 QuerySubmitted//이벤트가 발생하는데요

00:19:49.02 that QuerySubmitted event is where//you handle all the filtering.

00:19:52.04 QuerySubmitted는//모든 필터링을 다루는 곳이에요

00:19:52.09 This is a simple one where all I do//is filter the name of the color,

00:19:57.21 여기서 색의 명칭만//필터링하면 되는데요

00:19:57.27 but you, of course, here would have to make//some sort of maybe a web call,

00:20:02.26 웹 호출을 해야 하기도 하고요

00:20:03.01 maybe a call to data you have in memory,

00:20:04.26 메모리의 데이터를//호출해야 하기도 하고요

00:20:05.01 maybe if you're using a local database//like SQLite

00:20:07.25 SQLite같은 데이터베이스를//사용하고 있다면

00:20:08.00 you would do your query here, return it, and//something like I did

00:20:11.21 쿼리를 하고//반환을 하기도 하고요

00:20:11.26 in matches and set the data context of your...

00:20:14.25 데이터 컨텍스트를 설정하거나

00:20:15.00 or update the view model, either way,

00:20:17.01 결과 페이지의//뷰 모델을 업데이트하고

00:20:17.06 of your results page and just go from there.

00:20:20.03 거기서 시작하는 거예요

00:20:20.12 Again, every results page is slightly//different.

00:20:22.19 물론 모든 결과 페이지는//약간씩 다르고

00:20:22.24 This is not sample code on how to write a//results page.

00:20:25.03 이건 결과 페이지를 쓰는//샘플 코드가 아니고요

00:20:25.08 That's up to you. It is based on your data.//-Sounds good.

00:20:29.00 - 여러분의 데이터에 달린 거예요//- 좋아요

00:20:29.09 All right. Excellent. Excellent. Excellent.

00:20:33.14 좋아요, 훌륭해요, 훌륭해요

00:20:33.19 What else do you want to share?

00:20:37.03 또 뭘 나누고 싶나요?

00:20:37.28 All right. So, again,//two applications can't talk to each other.

00:20:41.11 두 앱은 서로 말을 못 하는데요

00:20:41.16 That's because we protect the user,//we protect the environment.

00:20:44.19 우리가 사용자를 보호하고//환경을 보호하기 때문이고요

00:20:44.25 And so we allow for the share charm.//Remember, we showed that earlier.

00:20:47.28 공유 참을 쓰는데 이미 봤다시피

00:20:48.03 The share charm is the swipe from the right,//the second one from the top.

00:20:50.18 공유 참은 오른쪽에서 와서//위에서 두 번째에 있는 거고

00:20:50.23 It allows me to raise an event inside the//current application.

00:20:54.16 현재 앱 안의 이벤트를//발생시키게 해주고요

00:20:54.21 When that event is raised, it generates a//payload,

00:20:57.08 이벤트가 발생하면//페이로드를 만들고

00:20:57.13 takes that payload and hands it off to//Windows8.

00:20:59.16 페이로드를 가져가서//윈도우 8에 넘기는데요

00:20:59.21 From that point forward it has no idea what's//going on.

00:21:01.29 그 후로는 무슨 일이//일어나는지 모르게 돼요

00:21:02.04 The reality is the user has selected where//target is,

00:21:06.12 사용자가 대상의 위치를 선택하고

00:21:06.26 and the operating system takes//that payload,

00:21:08.25 운영 체제가 페이로드를 가져가서

00:21:09.00 hands it off to the target application. So I'm//able

00:21:12.08 대상 앱에 넘기게 되는데요

00:21:12.13 to transfer that payload then from one//application to another,

00:21:15.20 한 앱에서 다른 앱으로//페이로드를 옮기게 되고요

00:21:15.25 leveraging the operating system as the//broker

00:21:17.29 브로커로서 운영 체제를 활용해서

00:21:18.04 to make sure no funny business goes on.

00:21:20.09 수상한 일이 일어나지 않게//하는 거예요

00:21:20.14 And so you as the developer actually//have quite a bit of flexibility

00:21:23.27 개발자는 대상과 소스로서//사용자에게 멋진 경험을

00:21:24.02 to make a pretty neat experience for the user//both as the target and as the source.

00:21:29.15 만들어줄 수 있는 유연성을//가지게 되는데요

00:21:29.20 So you can provide a payload.

00:21:32.16 페이로드를 제공할 수 있고요

00:21:32.21 And what's interesting is there are quite a//few types.

00:21:37.20 흥미로운 점은//여러 형식이 있는 건데요

00:21:37.25 Jump to the next slide just for a second.

00:21:39.12 다음 슬라이드로 넘어가보죠

00:21:39.17 There are quite a few types of... that you can//share.

00:21:42.00 공유할 수 있는 형식이//많이 있는데요

00:21:42.05 You can share just simple text, you can//share links, html, images,

00:21:46.11 문자나 링크나 html이나//이미지를 공유할 수 있고

00:21:46.16 files, and blank, right? So when you see//schema,

00:21:50.04 파일을 공유할 수 있는데//스키마의 경우는

00:21:50.09 that's might be ability to be able to go in and//say I have something.

00:21:53.03 들어가서 뭔가 가지고 있다고//말할 수 있는 능력이고요

00:21:53.08 This payload, maybe it's all in binary, maybe//it's all in xml,

00:21:55.27 페이로드는 이진값일 수 있고//xml로 돼 있을 수 있고

00:21:56.02 and whatever it is is specified by a specific//schema

00:21:58.19 뭐가 됐든//특정 스키마에 의해 지정되고

00:21:58.24 that allows the operating system

00:22:00.03 스키마는 운영 체제가

00:22:00.08 to filter all of the share targets out of the list.//So, for example,

00:22:07.04 목록의 공유 대상들을//필터링하게 해줘요

00:22:07.09 by schema I might indicate an invoice//schema

00:22:10.06 예를 들어 송장 스키마가 있고

00:22:10.11 where the billing system is what I want to//receive. And so I specify

00:22:13.28 청구 시스템을 받고 싶을 경우에는

00:22:14.03 that this is an invoice schema,//I'm ready to share it out.

00:22:16.24 송장 스키마라고 지정하고//공유할 준비를 하고요

00:22:16.29 As soon as I do, the operating system//automatically filters away

00:22:20.13 그렇게 하면 운영 체제가//자동으로 받는 것을

00:22:20.18 what can be received there.

00:22:23.05 필터링하게 돼요

00:22:23.10 Then the very last one is probably the//coolest of all, the delegate function.

00:22:27.14 마지막은 가장 멋진//대리자 기능이란 거예요

00:22:27.19 A delegate function allows me, instead of//sharing a payload,

00:22:30.15 대리자 기능은//페이로드를 공유하는 대신

00:22:30.20 sharing kind of a string back to my//application to ask for the payload.

00:22:35.26 앱과 문자열을 공유하며 //페이로드를 요청하게 해주죠

00:22:36.01 Let's say building that payload costs me 10//seconds in order to build,

00:22:40.20 페이로드를 만드는 데//10초가 걸릴 경우에

00:22:40.25 let's just say, a query out to my service

00:22:43.26 쿼리와 함께 다른 것들이 있고

00:22:44.01 as well as something else//and I assemble it,

00:22:46.01 조합을 하면//오래 걸릴 수 있는데요

00:22:46.06 it could take a lot, and your receiving//application may not use it.

00:22:49.05 그걸 받는 앱은//사용을 안 할 수도 있어요

00:22:49.10 So instead of assembling it and handing//it off to the operating system

00:22:51.26 조합을 해서//운영 체제에 넘기는 것은

00:22:52.01 which could be expensive, you may have hit//share by mistake, instead I say,

00:22:55.23 비용이 많이 드니//실수로 공유할 수가 있는데요

00:22:55.28 okay, oh, you want it? Here is a delegate//function delegate function.

00:22:58.06 원할 경우에 대리자 기능을 쓰면

00:22:58.13 It goes to the receiving target, the target then//says, hey, where is it,

00:23:01.29 받는 대상에게 가고//대상이 어디 있냐고 물으면

00:23:02.04 invoke, my application then generates the//payload and hands it off, again,

00:23:05.28 앱이 페이로드를 만들어서//운영 체제에 넘기는데

00:23:06.03 through the operating system, but in a//delayed fashion

00:23:08.22 지연된 방식으로 넘길 거고요

00:23:08.27 so that I don't have to if it's not actually...

00:23:10.19 만일의 경우를 대비하는 건데요

00:23:10.24 So you're not blocking the UI, basically.

00:23:12.08 UI를 차단하지 않는 거죠

00:23:12.13 And certainly I'm not blocking the UI.//Absolutely.

00:23:14.23 UI를 차단하지 않는 거죠

00:23:14.28 Or I'm not running the operation//when it's not necessary as well.

00:23:17.27 혹은 필요하지 않을 때//작업 실행을 안 하는 거죠

00:23:18.03 Yeah, a lot of interesting-ness there.//Go back one to share contract.

00:23:23.08 흥미로운 점이 많은데//공유 계약으로 돌아가보죠

00:23:23.13 I did want to talk about report started and//report data retrieved.

00:23:27.08 시작된 보고서와 검색된//보고서 데이터를 얘기하고 싶었는데

00:23:27.13 These are properties and methods...//and fail with display text.

00:23:32.21 속성들과 메서드들이고//텍스트 표시 실패이고요

00:23:32.26 These are properties and methods//for you to be able

00:23:34.26 사용자가 앱을 선택하기 전에

00:23:35.01 to update the share UI even before the user//selects your application.

00:23:40.15 공유 UI를 업데이트하게 해주는//속성들과 메서드들이에요

00:23:40.20 And so you're about to share, and//I'm able to... so see the first one,

00:23:45.10 공유를 할 경우//첫 번째 것을 보면요

00:23:45.15 you can email to David, you can email to//Charlie, you can post on a wall,

00:23:49.19 데이빗과 찰리에게 이메일을//보내고 벽에 올릴 수 있는데요

00:23:49.24 all these different ones that basically are//saying,

00:23:52.16 이 모든 것들이 말하는 건

00:23:52.21 oh, these are quick links that I'm//able to put up there

00:23:55.13 빠른 링크들이라는 거고

00:23:55.18 to say these are what you selected last.

00:23:57.15 지난 번에//선택한 것들이라는 거예요

00:23:57.20 I want to make sure these are quick and//easy for you, my application.

00:24:00.14 앱이 빠르고 쉽다는 걸//보여주는 거고요

00:24:00.19 Then bubbles to the top because you//selected it recently,

00:24:03.16 최근에 선택한 것이//위에 올라와 있는데요

00:24:03.21 and I'm able to add that to the list.//It's really a nice way to make it

00:24:06.18 그걸 목록에 추가할 수 있어서//아주 좋고요

00:24:06.23 so the user doesn't have to then select your//application,

00:24:09.09 사용자가 앱을//선택하지 않아도 되고

00:24:09.14 then select something inside of it. You made//it even easier.

00:24:11.26 앱 안의 것을//선택하지 않아도 돼서 더 쉬운데요

00:24:12.01 Because if I were to email to David, I would//first have to select share with mail,

00:24:16.05 데이빗에게 이메일을 보낸다면//먼저 이메일 공유를 하고

00:24:16.10 then I would have to select David and say//go. Right?

00:24:19.02 데이빗을 선택하고//보내라고 하면 되고요

00:24:19.07 This is my way of creating an almost type of//deep link really,

00:24:22.27 딥 링크를 만드는 것과 같은데요

00:24:23.02 but it allows me to pass even more//information as the user selects it.

00:24:27.00 사용자가 선택하며//더 많은 정보를 넘길 수 있어요

00:24:27.05 So it's easier. Also, you can see on the one//on the right little dot, dot, dot,

00:24:31.21 그리고 오른쪽을 보면//작은 세 점이 있는데요

00:24:31.26 there that indicates that sharing is not yet//enabled.

00:24:34.28 공유가 아직//사용되지 않은 거고요

00:24:35.03 So the dot, dot, dot says the source or the//provider of the payload

00:24:40.09 세 점의 뜻은//페이로드의 소스나 제공자가

00:24:40.14 hasn't yet assembled all of the information.

00:24:43.09 정보를 조합하지 않은 거고요

00:24:43.14 It's going to take just a second. Or the goes//the other way,

00:24:45.15 단 1초가 걸릴 수도 있는데//그게 아니라면

00:24:45.20 the receiver or the target that's about to//receive it

00:24:48.07 정보를 받는 수신자나 대상이

00:24:48.12 hasn't spun up and been able to check the//payload yet.

00:24:51.07 아직 페이로드를//확인하지 않은 것일 수 있어요

00:24:51.12 And then even cooler is I'm able to feed back//directly to the user...

00:24:55.28 그리고 직접 사용자에게//피드백을 할 수도 있고요

00:24:56.03 you can see the one in the middle...

00:24:57.11 가운데서 볼 수 있는데요

00:24:57.16 and say the payload you're about to share//you just shared.

00:25:01.00 공유하려는 페이로드가//막 공유한 것이라서

00:25:01.11 You're repeating this and you don't//need to. Or if you go another way,

00:25:04.09 다시 공유할 필요가//없을 수도 있고요

00:25:04.14 they could be invalid or something//like that

00:25:06.19 잘못된 것일 수도 있는데요

00:25:06.24 you could do some sort of check and//communicate with the user

00:25:09.08 전체 과정을 거치지 않고//확인을 해서

00:25:09.13 without having to go through the entire//process.

00:25:11.13 사용자와 소통할 수 있어요

00:25:11.18 Another way of just adding fidelity to this//experience

00:25:14.13 경험에 충실성을 더하는//또 다른 방법인데

00:25:14.18 that is a common action that users do//between apps.

00:25:19.03 앱들 사이에서 사용자들이//흔히 하는 행동이죠

00:25:20.04 Cool. Okay. So let's pretend you are a share//source.

00:25:23.22 여러분이 공유 소스라고 해보죠

00:25:23.27 If you're a share source, then all//that you really have to do...

00:25:27.01 여러분이 공유 소스라면//해야 할 것은 간단하고

00:25:27.06 it's easy to be a share source. It's//the share target that's hard.

00:25:29.15 공유 소스가 되기는 쉽고//공유 대상이 어려운 거예요

00:25:29.20 I say hard, but what do I mean? -Relatively//speaking.

00:25:32.18 – 어렵다고 했는데 무슨 뜻이죠?//- 비교하면 그렇단 거죠

00:25:32.23 Yeah. Well, compared to share source for//sure. -Yeah.

00:25:35.02 - 공유 소스에 비하면 그렇죠//- 네

00:25:35.07 A shared source, all you have to do is listen//for the data requested event.

00:25:38.11 공유 소스는 요청된//데이터 이벤트만 들으면 돼요

00:25:38.16 Once the data requested event has been//raised,

00:25:41.01 요청된 데이터 이벤트가 발생하면

00:25:41.06 been all that you have to do from that point//forward is take the event orgs

00:25:45.01 그 후로는 넘겨받은//이벤트 조직들을 가져가서

00:25:45.06 that are handed to you and populate them.

00:25:47.17 채우기만 하면 돼요

00:25:47.22 So you can see here where I fetched the//data.

00:25:49.29 여기 보면 데이터를 가져왔고요

00:25:50.04 In this case I call get data, whatever that is,

00:25:53.08 이 경우에는 데이터를//획득한다고 말하는데요

00:25:53.13 that's going to be unique//to every application,

00:25:55.08 그건 앱에 따라 다를 거예요

00:25:55.13 it fills in the data and then sets up... you can//just see down in share,

00:25:59.11 데이터를 채우고//밑에서 보다시피 설정하는데요

00:25:59.16 sets up all the different pieces. In this case//setting it as html format

00:26:04.20 여러 조각들을 설정하고//이 경우 html 포맷으로 설정하고요

00:26:04.25 explicitly saying the type of payload it is

00:26:07.13 정확히는 스키마를 표시하지 않고

00:26:07.18 without having to indicate the schema. -The//interesting thing is

00:26:09.26 - 페이로드 형식을 말하는 거예요//- 흥미로운 점은 말이죠

00:26:10.01 that obviously this is being fired in your//application

00:26:12.18 이미 정보를 보여주며

00:26:12.23 as it's already showing information.

00:26:14.04 앱 안에서 실행돼서

00:26:14.09 So you may not actually need to go and//get the data.

00:26:16.11 가서 데이터를 획득할 필요 없이

00:26:16.16 You may already have it already populated.

00:26:18.15 이미 데이터가//채워져 있을 수 있어요

00:26:18.20 And so there are a couple of different//scenarios.

00:26:20.22 여러 시나리오가 있는데요

00:26:20.27 So, again, as we've sort of stressed//throughout,

00:26:23.01 우리가 내내 강조했던 것처럼

00:26:23.06 think about the scenarios in which these are//going to be used.

00:26:26.08 이것들이 사용될//시나리오들을 생각해야 해요

00:26:26.13 If you've already populated the data,

00:26:28.07 이미 데이터를 채웠다면

00:26:28.12 it doesn't make sense to go and get it again.//-That's a great point.

00:26:31.01 - 가서 다시 획득할 필요가 없어요//- 좋은 지적인데요

00:26:31.06 I might be looking at an invoice, I say share,

00:26:33.09 송장을 보며 공유를 한다면

00:26:33.14 I don't need to go get the invoice, just//package up the one I'm looking at.

00:26:36.05 송장을 획득할 필요 없이//보고 있는 걸 묶기만 하면 되죠

00:26:36.10 Exactly. -Yeah, you definitely want to share//within the current context anyway.

00:26:39.20 현재 컨텍스트 안에서//공유하고 싶을 테니

00:26:39.25 Odds are you've described a 99 percent//case anyway.

00:26:42.19 99%의 경우는 설명했을 거예요

00:26:42.24 Yeah, that's perfect. And I'll just dial you up a//little bit

00:26:47.11 완벽하고요, 이제 더 나아가서요

00:26:47.16 just on that code block there to//fail,

00:26:50.16 실패 코드 블록을 다룰 텐데

00:26:50.23 and it's your ability to say fail with display//text.

00:26:54.05 텍스트 표시 실패를//말할 능력이고요

00:26:54.10 That is when, for whatever reason, the//invoice can't be packaged.

00:26:58.21 무슨 이유에서든//송장이 패키지화되지 않거나

00:26:58.26 And perhaps based on your security//credentials we won't package it.

00:27:03.13 보안 자격 때문에//패키지화가 안 될 수 있고요

00:27:03.18 Or based on limited information for some//reason it didn't work correctly.

00:27:06.23 제한된 정보 때문에//제대로 안 됐을 수 있고요

00:27:06.28 Or you could just be on a screen where you//need to specify

00:27:10.02 아니면 표시하고 싶은//송장을 지정해야 하는

00:27:10.07 the invoice that you want to display,

00:27:12.12 화면에 와 있는데

00:27:12.18 but you haven't actually searched and//retrieved anything yet,

00:27:14.24 아직 검색하고 검색되지 않아서

00:27:14.29 so it doesn't make any sense to display that//screen.

00:27:17.03 화면에 표시하지 않는//것일 수도 있어요

00:27:17.08 That's right. You can still listen//to the data requested

00:27:19.19 아무 것도 선택되지 않았다 해도

00:27:19.24 even though nothing is selected and provide//this failure to the user

00:27:23.00 요청된 데이터를 들을 수 있고//사용자에게 실패를 제공해서

00:27:23.05 so that they know we do support share.

00:27:26.23 공유를 지원하는 걸 알리고요

00:27:26.28 You just need to do a little bit more//inside the app.

00:27:29.10 앱 안에서 더 할 게//있다고 알리는 거죠

00:27:29.15 Yeah, choose something that you want to//share. Dopey.

00:27:31.17 멍청이한테 공유하고 싶은 걸//선택하라고 말하는 거죠

00:27:31.22 That's fascinating. It hadn't planned//on saying that,

00:27:33.15 저는 그렇게 말할 생각은 없었는데

00:27:33.20 but that's a really good little takeaway. Okay.

00:27:37.27 아주 좋은 표현이네요

00:27:38.02 Then there is the share target. And this//works just like the search contract.

00:27:42.18 그리고 공유 대상이 있는데//검색 계약과 같은 식이고요

00:27:42.25 You can add share target contract//from the new item,

00:27:47.08 새 아이템에서//공유 대상 계약을 추가하는데요

00:27:47.14 but just like the search contract, this is just//the template

00:27:50.10 검색 계약과 마찬가지로//사용하거나 사용하지 않는

00:27:50.15 for you to use and you don't have to use it at//all.

00:27:52.14 템플릿에 불과하고요

00:27:52.19 You can use your own and build from//scratch if that's what you want to do.

00:27:55.24 원한다면 처음부터//자신만의 것을 만들어도 돼요

00:27:55.29 This is nice because there is quite a bit//inside it

00:27:58.00 이런 게 안에 많이 있고요

00:27:58.05 and it does help you quite a bit. Again, you//receive the payload,

00:28:01.22 도움이 많이 되는데//역시 페이로드를 받고요

00:28:01.27 you handle the payload, you show what you//can do with it. It's a special UI.

00:28:06.07 페이로드를 처리하고//능력을 보여주는데

00:28:06.12 It doesn't take up the full screen.//It just slides over so that you can see

00:28:09.02 특수 UI이고//전체 화면을 차지하지는 않고요

00:28:09.07 that you're still inside the original sharing//source,

00:28:12.01 원래 공유 소스 안에//있다는 걸 볼 수 있고

00:28:12.07 but you can interact with it there//and kind of go and close.

00:28:15.24 상호 작용을 하고//나가서 닫을 수도 있어요

00:28:15.29 All of the operations are right there//inside that small dialogue,

00:28:18.24 작은 대화 안에//모든 작업이 있고요

00:28:18.29 and usually you don't go back to main//application from that dialogue,

00:28:23.15 보통은 대화에서//메인 앱으로 돌아가지 않지만

00:28:23.20 but, again, it depends on your use case.

00:28:25.20 역시 사용 사례에 따라 다르죠

00:28:25.27 Depends on what you're trying to do. -Yeah.//Okay.

00:28:28.17 – 하려는 것에 따라 다르죠//- 그래요

00:28:28.22 So now on to the Play To contract. The Play//To contract is the third charm.

00:28:32.23 이제 재생 계약인데//재생 계약은 세 번째 참이고요

00:28:32.28 How to implement the Play To contract is//easy enough. Right?

00:28:37.16 재생 계약 구현 방법은//아주 간단해요

00:28:37.22 It's definitely one of the cooler things.

00:28:39.12 아주 멋진 것이죠

00:28:39.17 So I have the ability to share audio,//video, and images.

00:28:42.27 오디오, 비디오, 이미지를//공유할 능력이 있는데요

00:28:43.02 As easy as an image tag in XAML, as easy//as a media element in XAML.

00:28:48.10 XAML의 이미지 태그만큼 쉽고//XAML의 미디어 요소만큼 쉽고

00:28:48.16 That's how I show video, that's how//I show images and play sound.

00:28:52.26 그런 식으로 비디오와 이미지를//보여주고 소리를 재생하고요

00:28:53.01 That's all it is. Any of those can be mapped//directly out to Play To

00:28:56.13 모든 것이 곧바로//재생으로 쉽게 매핑되고요

00:28:56.18 that easily. The hard thing is to have DLNA//device on my network. -Exactly.

00:29:00.20 DLNA 장치가//네트워크에 있는 게 힘들죠

00:29:00.25 As long as you've got that, you're in good//shape.

00:29:02.28 이것만 있으면 아주 좋아요

00:29:03.03 And that's beyond the scope of coding your//app. -Yes, no doubt about it.

00:29:07.09 - 게다가 앱 코딩 범위를 넘어서죠//- 그렇죠

00:29:07.14 I mean, honestly, how many years ago did//TVs not have an Ethernet cable

00:29:11.16 얼마 전까지만 해도 TV에는//이더넷 케이블과 플러그가 없었는데

00:29:11.21 or Ethernet plug and today how many TVs//don't, right?

00:29:15.10 요즘 TV에는 많이 있잖아요

00:29:15.15 It's funny how these things go in dramatic//ways very quickly

00:29:19.00 아주 빠르고 극적으로//변화한 게 재미있고요

00:29:19.05 and suddenly we just expect them to be that//way.

00:29:21.07 우리는 갑자기 기대를 하게 됐죠

00:29:21.12 The new DLNA standard is coming. I can//kind of explain how it goes together.

00:29:25.11 새 DLNA 기준이 나오고 있고//어떻게 되는 건지 설명하자면

00:29:25.16 If you implement the DLNA specification, it//doesn't matter.

00:29:30.00 DLNA 사양을 구현한다 해도//상관이 없고요

00:29:30.05 That doesn't qualify you to be a Windows 8//Play To DLNA target.

00:29:34.10 윈도우 8 재생 DLNA 대상이//되는 게 아닌데요

00:29:34.15 Now, there is a certification from the DLNA//group itself.

00:29:38.08 DLNA 그룹 자체의//인증이 있고요

00:29:38.13 So you can be DLNA certified.

00:29:40.06 DLNA 인증을 받는 건데요

00:29:40.11 That means you've implemented//according to the specification.

00:29:42.23 사양에 맞춰서 구현을 하는 거고요

00:29:42.28 That is the first step, but, again,

00:29:44.13 그게 첫 단계인데요

00:29:44.18 does not make you a Play To target for//Windows 8.

00:29:46.24 그래도 윈도우 8의//재생 대상이 되진 않아요

00:29:46.29 And the reason is if you were, and let's say...

00:29:48.28 그 이유는 말이죠

00:29:49.03 not all developers are created equal,//Daren.

00:29:51.26 모든 개발자가 똑같진 않잖아요

00:29:52.01 Some do better jobs than others.

00:29:53.18 일부는 더 뛰어나기도 하죠

00:29:53.23 And just because you implement a spec //doesn't mean you did a good job.

00:29:56.21 사양을 구현한다고 해서//잘한 건 아니고요

00:29:56.26 Doesn't mean it's a nice experience for the//user.

00:29:58.19 사용자에게 더 좋은 경험이라고//할 수 없어요

00:29:58.24 And so if you are DLNA certified//for the specification, great.

00:30:02.17 사양에 맞춰서//DLNA 인증을 받은 건 좋고

00:30:02.22 That means the specification is//right,

00:30:04.08 사양이 맞는 것이긴 하지만

00:30:04.13 but the user experience may be bad. Right?

00:30:06.07 사용자 경험은 나쁠 수도 있어요

00:30:06.12 I am sharing to one of those devices from//Windows 8,

00:30:09.20 윈도우 8의 장치들을 공유하는데

00:30:09.25 the experience is bad... -Yeah, basically you//want to have

00:30:12.10 – 경험이 나쁘다면…//- 그래요, 윈도우 8의 경험이

00:30:12.15 some sort of guarantee that your experience//from Windows8

00:30:15.27 이상적일 것이라는 보장을//원하게 되죠

00:30:16.02 is going to be ideal. -That's right. Because//who gets blamed?

00:30:18.21 그래요, 누가 비난을 받겠어요?

00:30:18.26 The application you're trying to share it to.//-That's right.

00:30:21.20 - 공유하려는 앱이죠//- 그래요

00:30:21.25 And why have your application be blamed//when the reality is

00:30:24.16 TV의 코딩이 잘못됐을 때//왜 앱이 비난을 받겠어요?

00:30:24.21 the TV is just coded poorly, right?//So now we have one additional step.

00:30:28.12 그래서 추가 단계가 있는 건데요

00:30:28.17 It's the Windows 8 certified Play to target//or...

00:30:31.20 윈도우 8 인증 재생 대상인가요?

00:30:31.25 I don't remember what it's called, but//something real similar to that.

00:30:33.23 뭐라고 부르는지 모르겠지만//그와 비슷한 거고요

00:30:33.28 It's a smaller list that say not only did you do//the specification properly

00:30:38.02 사양에 맞췄을 뿐 아니라//좋은 사용자 경험을 위해

00:30:38.07 but you also did this extra level to make the//user experience excellent,

00:30:41.17 추가로 한 것이 있다고 말하는//작은 목록인데요

00:30:41.22 an error goes or whatever, an extra dialogue,

00:30:43.26 오류 처리든 추가 대화든

00:30:44.01 all those things are contained in consistent.

00:30:46.00 모든 것이 일관되게 포함돼 있죠

00:30:46.05 And so once you're on that list and common//brands,

00:30:52.22 일단 그 목록에 올라가서//공통 브랜드가 되면

00:30:52.27 they're going to be certified//devices because, frankly,

00:30:55.27 인증된 장치가 되는 건데요

00:30:56.02 with 1.3 billion Windows devices it's a//motivator.

00:30:59.07 13억 윈도우 장치가 있으니//동기 부여가 될 거예요

00:30:59.12 It would be rude not to. -It would be rude and//imprudent.

00:31:02.18 – 안 그런다면 무례한 거죠//- 무례하고 경솔한 거죠

00:31:02.24 I might say. -Yeah, they chose poorly.//-That's exactly right.

00:31:07.03 – 잘못 선택한 거죠//- 그래요

00:31:07.21 And so these certified devices would include//potentially televisions,

00:31:12.05 인증된 장치들에는//텔레비전이 있고요

00:31:12.10 receivers, speakers, things like that, as well//as Windows Media Player.

00:31:16.14 수신기, 스피커 등도 있고//윈도우 미디어 플레이어도 있는데요

00:31:16.21 You have it today, a DLNA target that you//can run on your computer

00:31:22.11 DLNA 대상으로서//컴퓨터에서 실행할 수 있고요

00:31:22.16 and your computer suddenly becomes a//DLNA target. That's pretty awesome.

00:31:25.17 갑자기 컴퓨터가//DLNA 대상이 돼버렸는데요

00:31:25.22 As well as XBox. -XBox. Who doesn't have a//XBox? -I don't think...

00:31:29.25 – 엑스박스도 있죠//- 엑스박스 없는 사람은 없죠

00:31:30.00 I think everybody does. -I don't. -Well, Barry.//Well, Barry.

00:31:34.05 – 다 있을걸요//- 배리, 배리

00:31:34.20 What can we say? -This explains a lot .

00:31:36.26 많은 게 설명되네요

00:31:39.03 Nonetheless, so there are a lot of options.

00:31:41.01 많은 옵션이 있는데요

00:31:41.06 And XBox is actually an interesting//one. It probably is very, very common.

00:31:44.19 엑스박스는 흥미롭고//아주 흔한 거고요

00:31:44.24 You could have a TV that is not a//DLNA-compliant device,

00:31:47.18 DLNA 규격이 아닌//TV가 있을 수도 있지만

00:31:47.23 but your XBox is, and now all of a sudden//you can do it.

00:31:50.05 엑스박스가 있으면 가능해지고요

00:31:50.10 It's a cool thing to be able to//have your app be looking at a picture,

00:31:54.17 그림을 보고 소리를 듣는//앱이 있는 건 멋진 거고요

00:31:54.23 listening to a sound or whatever it is and be//able to immediately share that out.

00:31:58.16 그걸 곧바로//공유할 수 있는 것도 멋져요

00:31:58.21 And we'd known that this screen that was//going to be here was DLNA

00:32:01.17 여기 있을 화면이//DLNA라는 걸 알았다면

00:32:01.22 we could have probably done something to//push to it. -Oh, yeah.

00:32:04.17 - 뭔가 할 수 있었을 거예요//- 그렇네요

00:32:04.22 Wouldn't that have been sweet? -That would//have been awesome.

00:32:06.11 – 좋았겠죠?//- 멋졌을 거예요

00:32:06.17 Oh, yeah, definitely we could have done that.//-Exactly.

00:32:10.09 – 할 수 있었겠군요//- 그래요

00:32:10.27 Oh, that's cool. Yeah. -Next time on our//session we will be doing that.

00:32:15.13 – 멋지네요//- 다음 시간에 해보죠

00:32:15.18 It's a nice new TV, by the way.//It wasn't here our last session.

00:32:18.00 지난 시간에는 없었는데//멋진 새 TV네요

00:32:18.05 Exactly. -They don't like for us to touch it.//-No, they don't. No.

00:32:20.06 – 만지면 싫어하겠죠//- 싫어할 거예요

00:32:21.03 I don't like it when you touch it because then//it falls on me,

00:32:23.07 저한테 뭐라고 할까 봐//저도 싫네요

00:32:23.12 but other than that... -Okay. Here is the code//for the Play To contract.

00:32:29.04 이제 재생 계약 코드로 넘어가죠

00:32:29.28 How much does it actually take? Well, first//the section here

00:32:32.22 시간이 얼마나 걸릴까요?

00:32:32.27 shows the media element. The media//element in this case is loading

00:32:36.12 첫 구역이 미디어 요소를 보여주고//이 경우의 미디어 요소는

00:32:36.17 for server.comfilemp4. Whatever. It just//loading it up.

00:32:40.03 server.comfilemp4를//위한 로딩이에요

00:32:40.24 And on navigated to, we make sure//that the source requested is

00:32:46.17 탐색을 하며 요청된 소스가…

00:32:49.27 handled... Handled. -What's the//word there? Attached? No

00:32:52.27 처리돼야 하는데요//붙여진다고 해야 하나요?

00:32:53.15 Yeah, so you're unsubscribing//and then subscribing.

00:32:55.14 네, 등록을 하는 거죠

00:32:55.19 Yes. You subscribe to and handled//there in source requested method.

00:32:59.20 요청된 소스 메서드 안에서//등록하고 처리하는 거죠

00:32:59.25 And then you can see it's one line.//It's beautiful how nice it is.

00:33:03.07 보다시피 한 줄로 끝나고요

00:33:03.12 You just say to the event orgs that are//passed in sourcerequest.setsource

00:33:07.20 이벤트 조직들에 sourcerequest.//setsource라고 말하고

00:33:07.27 and you pass in your media element.//Really it is that straightforward.

00:33:10.17 미디어 요소를 넘기면 끝이고요

00:33:10.22 The rest is handled by the operating//system...

00:33:12.13 나머지는 운영 체제가 처리해요

00:33:12.18 And I love to see the enterprise-grade//exception handling is there.

00:33:15.28 저는 엔터프라이즈급의//예외 처리를 보고 싶어요

00:33:16.03 Well, why did you ever try to catch anyway?//-Exactly.

00:33:21.18 – 왜 잡아내려고 하겠어요?//- 그래요

00:33:22.04 We get paid by the line, man. -I know, I//know.

00:33:24.08 - 줄로 돈을 받는데 말이죠//- 그러게요

00:33:24.13 Well, should have been a couple//of new lines there . -Throw a new one...

00:33:28.24 새 줄이 몇 개 있었어야 해요

00:33:28.29 forget it. We're getting kind of... -That's just//Paul.

00:33:32.19 – 이제 그만 하죠//- 폴이 그런 거예요

00:33:32.24 All right. Anyway, that's the Play To contract.

00:33:35.29 어쨌든 그게 재생 계약이고요

00:33:36.04 That's what the devices tab is for. //It's an easy implementation for developers,

00:33:39.16 그래서 장치 탭이 있는데//개발자에게 쉬운 구현이에요

00:33:39.21 especially if you've got some sort of media...//-And if they had told us

00:33:42.22 – 특히 미디어가 있다면 말이죠//- 우리한테 말해줬다면

00:33:42.27 we'd have done something on that screen.//-That's right. I blame Danny .

00:33:45.23 - 화면에 뭔가 했을 거예요//- 맞아요, 대니 탓이에요

00:33:50.04 Down to the settings charm. Earlier//we had talked about, again,

00:33:53.15 설정 참으로 갈 텐데//전에 얘기를 했었고요

00:33:53.20 the charms are a single point of invocation//for common tasks

00:33:55.22 참은 운영 체제와 앱 안의//공통 작업들의

00:33:55.27 inside the operating system and//your application.

00:33:58.04 호출의 단일 지점이고요

00:33:58.09 The settings charm, definitely one of them.//We have settings options,

00:34:02.00 설정 참도 그 중 하나인데//설정 옵션이 있고

00:34:02.05 preferences, personalization, of course,

00:34:03.21 기본 설정과 개인 설정이 있고요

00:34:03.26 it's hard to find in many applications. That's//what we're solving.

00:34:06.02 많은 앱에서 보기 힘들어서//우리가 해결한 거고요

00:34:06.07 Breathe, breathe, breathe, breathe. -That's//what we're solving.

00:34:08.03 – 숨을 쉬어요, 숨을 쉬어요//- 우리가 해결한 거예요

00:34:08.08 I'm breathing like crazy. I breathe in between//words. -Uh-huh.

00:34:10.21 저는 단어들 사이에//미친 듯이 숨을 쉬고 있어요

00:34:11.05 And a single... so what's important//is that

00:34:16.15 그리고 중요한 건 말이죠

00:34:17.00 even though the charm is the way to invoke//settings,

00:34:19.17 참이 설정을 호출하는 방법이지만

00:34:19.22 sometimes it's appropriate inside your//application

00:34:22.05 가끔은 앱 안에서

00:34:22.10 to go directly into the settings without going//to the charms.

00:34:24.28 참으로 가지 않고//직접 설정으로 가는 게 좋아요

00:34:25.03 An error occurred because your password is//wrong.

00:34:27.27 비밀번호가 틀려서//오류가 일어났다면

00:34:28.02 Where are you going to go?//Well, please swipe and then click...

00:34:30.08 어디로 가겠어요?//밀고 클릭하겠어요?

00:34:30.13 no, no, no. You don't want to do that.

00:34:31.23 그러진 않을 거고요

00:34:31.28 You want to take them directly to where they//need to go.

00:34:33.08 가야 할 곳으로//가져가고 싶을 거예요

00:34:33.13 Again, user experience. -User experience.//User experience.

00:34:36.11 – 사용자 경험이 중요해요//- 사용자 경험이 중요하죠

00:34:36.16 That's exactly right. And there's this idea of//light-dismiss.

00:34:41.03 맞는 말이고요//라이트디스미스가 있는데요

00:34:41.08 And I think this is an important thing to say.

00:34:43.08 저는 이게 중요한 것 같아요

00:34:43.27 The flyout used to create a settings dialogue//is not a control native to XAML.

00:34:53.26 설정 대화를 만드는 플라이아웃은//XAML 고유 컨트롤이 아니에요

00:34:54.18 It is what it is. Certainly it uses the pop-up//control

00:35:00.03 그런 거라서//팝업 컨트롤을 이용하고요

00:35:00.11 and has a lot of things around it. And so if//you're a developer

00:35:03.22 주변에 많은 게 있기 때문에//여러분이 개발자이고

00:35:03.27 and you're looking for the flyout control,

00:35:05.14 플라이아웃 컨트롤을 찾는다면

00:35:05.19 you're not going to find it. So my blog is//jerrynixon.com.

00:35:09.11 찾지 못할 텐데//제 블로그 jerrynixon.com에

00:35:09.16 I have the settings helper which handles this//for you

00:35:12.08 이걸 처리해주고//몇 줄로 만들어주는

00:35:12.13 and creates one behind the scenes for a//handful of lines

00:35:14.20 설정 도우미가 있고요

00:35:14.26 that you might do. However, there's also the//costo library

00:35:19.09 기트허브의 휴어 라이브러리에 있는

00:35:19.14 that's in Heur's library up on GitHub that you//can get that handles it as well.

00:35:24.07 코스토 라이브러리에도//역시 처리해주는 것이 있는데

00:35:24.12 It's a nice little wrapper and handles//it. It's really nice.

00:35:27.14 처리를 해주는 아주 좋은 래퍼이고

00:35:27.25 Probably better than mine, to be honest.

00:35:29.16 솔직히 제 것보다 좋을 거예요

00:35:29.27 But that's hard to say out loud.

00:35:31.19 큰소리로 얘기하기는 힘드네요

00:35:33.08 He's crossing his fingers when he says it.//-I've got to process that.

00:35:35.24 – 얘기하면서 손가락을 꼬네요//- 생각을 처리해야 했어요

00:35:36.28 But that is nice because it does sort of//side-step the effort

00:35:41.29 개발자가 플라이아웃을//만들기 위해 해야 하는

00:35:42.04 that a developer might have to go through to//create the flyout.

00:35:44.11 노력을 대신해줄 수 있는 거고요

00:35:44.16 How is a setting dialogue created?//It is with a pop-up with an animation

00:35:49.06 설정 대화가 만들어지는 것은//애니메이션 팝업으로 이뤄지고

00:35:49.19 and then some... a light-dismiss on it.

00:35:51.25 라이트디스미스가 있는데요

00:35:52.00 A light-dismiss is a property of the pop-up.

00:35:53.29 라이트디스미스는 팝업 속성이고

00:35:54.04 Light-dismiss basically says show a pop-up,

00:35:55.25 라이트디스미스가 팝업을//보여주라고 말하는데

00:35:56.00 and a pop-up in XAML is not like a pop-up in//a browser.

00:35:58.14 XAML의 팝업은//브라우저의 팝업과는 달리

00:35:58.19 It's just a control that shows. And when you//tap off of it,

00:36:02.18 보이는 컨트롤이고요//두드리기만 하면

00:36:02.23 light-dismiss causes it to be invisible. It's//very nice.

00:36:05.28 라이트디스미스가 안 보이게 해줘요

00:36:06.08 And you dock it to the right//and all that sort of business as well.

00:36:09.03 그러면 오른쪽에//고정할 수 있는 거예요

00:36:11.04 So light-dismiss is the way to get rid of it.//You don't...

00:36:13.14 라이트디스미스는 없애는 방법이고요

00:36:13.19 usually you would have a back button,//right?

00:36:15.19 보통은 뒤로 단추가 있는데요

00:36:15.24 This setting doesn't have a back button from//SkyDrive.

00:36:17.28 이 설정은 스카이드라이브의//뒤로 단추가 없고요

00:36:18.03 Often it does, and that takes you back to... or//I'm not in the options yet.

00:36:21.26 종종 있긴 하지만//아직 옵션 안에 있진 않고요

00:36:22.01 This is just the info pane. If I went into//options,

00:36:26.19 이건 정보 창인데//옵션으로 들어가면

00:36:26.24 it would ask me whatever and have a back//button that takes me back to the...

00:36:30.09 저한테 물어볼 거고//뒤로 단추가 있을 거예요

00:36:30.14 yeah, the root charm is a neat way to say it,//but the info pane.

00:36:32.29 루트 참이라고 할 수 있겠는데//이건 정보 창이죠

00:36:33.04 Exactly. Okay. So now what goes in//settings?

00:36:38.12 설정은 어떻게 될까요?

00:36:38.17 Here we go. Oh, boy. Again,//this is all around recommendations

00:36:42.01 이건 역시 추천들이고요

00:36:42.06 and certainly a set of guidelines that you//want to follow

00:36:44.12 따라야 하는 가이드라인들인데요

00:36:44.17 but don't necessarily have to. -It's subjective.//-That's right.

00:36:47.08 – 꼭 따를 필요는 없어요//- 주관적인 거죠

00:36:47.13 And I think the key thing that we've//expressed

00:36:49.14 우리가 말했던 핵심은

00:36:49.19 is it's what makes sense//for your app. -Right.

00:36:52.15 – 앱에 맞게 하는 거였어요//- 그래요

00:36:52.20 A setting is something that would change//occasionally.

00:36:54.27 설정은 가끔씩 바뀌는 건데요

00:36:55.03 If you want to go settings... if you're writing a//painting application

00:37:00.07 만약 그림 앱을 작성하고 있고요

00:37:00.12 where you can finger paint, let's say, Daren,//and you want to change the color,

00:37:04.02 – 손가락 그림 앱이라면요//- 색을 바꿔야 하겠죠

00:37:04.07 you put that in the settings pane. -No. -No,//absolutely not,

00:37:08.13 – 설정 창에 그걸 넣을까요?//- 아뇨, 아니죠

00:37:08.18 because that's a normal workflow that you//change

00:37:10.08 가끔 바뀌지 않고//자주 바뀌는 워크플로라서

00:37:10.13 not occasionally but regularly. You want to//have that in your command bar

00:37:13.28 명령 모음이나//캔버스에 넣어야 해요

00:37:14.03 or somewhere in your canvas. -Exactly.//-Absolutely.

00:37:17.01 – 그렇죠//- 그래요

00:37:17.07 So these are things that you change//occasionally

00:37:18.27 이것들은 가끔 바뀌는 것들이고

00:37:19.02 and aren't part//of your applications workflow.

00:37:22.05 앱 워크플로의 일부가 아니에요

00:37:22.10 And they could be things like default search//filters.

00:37:24.21 기본 검색 필터 같은 건데요

00:37:24.26 You may put them in there, they're going to//be pretty much stationary.

00:37:28.08 안에 넣으면 거의 고정돼 있고요

00:37:28.13 You don't want to have it you're on a search//page and you want to facility by name

00:37:33.14 검색 페이지에 있으며//이름으로 필터링하거나

00:37:33.24 or search by name or order by//name,

00:37:35.12 이름으로 검색하거나//이름으로 명령한다면

00:37:35.19 you don't want to have to navigate all the//way through settings just to set that.

00:37:38.01 그걸 설정하기 위해//설정까지 가기는 싫을 거예요

00:37:38.06 Right. The commanding inside your//application

00:37:39.27 앱 안의 명령은

00:37:40.02 still needs to be in those app bars that we//talked about in previous modules.

00:37:43.05 이전 모듈들에서 얘기한//앱 바들 안에 있어야 하죠

00:37:43.10 Absolutely right. It is also important that...

00:37:45.25 그리고 또 중요한 것은요…

00:37:46.00 it might be that users don't ever go into your//settings

00:37:49.21 사용자가 아예 설정에//안 갈 수도 있는데요

00:37:49.26 because you as a developer have thought it//through and you've done

00:37:52.00 개발자로서 생각을 충분히 해서

00:37:52.06 a really great job of defaults and for the most//part the 99 percent case

00:37:56.09 기본값을 잘 정해놨다면//99%의 경우는

00:37:56.14 is taken care of by all the defaults.

00:37:58.04 기본값에 의해 처리되고요

00:37:58.10 Thinking through your defaults really can just//build a better user experience,

00:38:02.09 기본값을 잘 생각하면 더 나은//사용자 경험을 만들 수 있는데요

00:38:02.14 but allowing customization is also nice too.

00:38:04.20 사용자 지정을//하게 하는 것도 좋죠

00:38:04.26 If you think about a scenario where//maybe you have to authenticate

00:38:08.24 외부 서비스 인증을//해야 하는 경우이고

00:38:08.29 to an external service and you already have//a user account

00:38:12.18 이미 외부 서비스의//사용자 계정이 있어서

00:38:12.23 on that external service and so you//have a log-on UI,

00:38:15.16 로그온 UI가 있다면요

00:38:15.22 you're not going to use the settings pane to//present your log-on UI.

00:38:18.29 로그온 UI를 표시하기 위해//설정 창을 쓰지 않을 거고요

00:38:19.05 You're going to have an inherent view in your//application that does that.

00:38:21.25 그걸 해주는 뷰가//앱 안에 있을 거예요

00:38:22.01 However, if you want to edit your log-on//credentials somewhere down the line,

00:38:26.25 하지만 로그온 자격 증명을//편집해야 한다면

00:38:27.00 that's where you're going to go to your//settings pane. -That's right.

00:38:30.11 – 설정 창으로 갈 거예요//- 그렇죠

00:38:30.16 So you're going to cache them,//put them in there.

00:38:32.00 캐시를 하고 안에 넣을 거예요

00:38:32.05 So think about those different flows. -That's//right. The words that you use,

00:38:37.19 – 다른 흐름을 생각해야 하죠//- 맞아요

00:38:37.24 the actual labels in the kind of link button//that shows up over there,

00:38:42.01 나타나는 연결 단추 안에//레이블들이 있는데요

00:38:42.08 the guideline is that you try//and minimize that as much as possible

00:38:45.25 그 수를 최대한 최소화해서

00:38:46.00 so that it is sort of a glance-and-go//experience.

00:38:48.08 한 눈에 보는 경험으로//만드는 게 좋고요

00:38:48.13 The user can swipe that over and see//exactly where to go

00:38:50.11 사용자가 밀어서//어디로 갈지 보게 해야 해요

00:38:50.18 without having to read your thesis of what//they're supposed to link on.

00:38:53.24 연결하는 것의 주제를//읽지 않고도 말이죠

00:38:54.05 So in this case it's as little as one word//where you might have account settings,

00:38:58.06 이 경우에는 한 단어에//계정 설정이 있고요

00:38:58.16 just change that to account. You're in the//settings pane, for Pete's sake.

00:39:01.20 그걸 계정으로 바꾸면//설정 창에 들어가는 거예요

00:39:01.25 All right. If you happen to be linking out,

00:39:05.10 그리고 연결을 할 경우

00:39:05.15 which those link buttons with cause you to//link out to a website,

00:39:07.25 연결 단추가 웹사이트로 연결한다면

00:39:08.00 if that is what you're doing, just put online

00:39:10.16 그냥 온라인을 넣어서

00:39:10.21 so the users isn't surprised when they click//it. -Yeah. -Yeah.

00:39:13.06 - 사용자가 놀라지 않게 하면 되죠//- 그래요

00:39:13.11 Sounds good. -Easy recommendations.//Really about usability.

00:39:16.00 – 좋아요//- 쉽고 유용성을 중시한 추천이에요

00:39:17.01 Okay. So now tiles. Back to tiles. Man, I do//love tiles.

00:39:22.29 이제 타일로 돌아가볼 텐데//저는 타일이 좋아요

00:39:23.07 Huge differentiator, right? My wife has a//Windows Phone just like I do,

00:39:28.17 제 아내도 저처럼//윈도우 폰을 가지고 있는데요

00:39:29.06 and a friend of hers has another type of//phone. There are others out there,

00:39:33.26 아내 친구는//다른 종류의 전화를 가지고 있어요

00:39:34.01 as it turns out. -I don't believe it. -I know.

00:39:35.28 –믿겨지지 않아요//- 그러게요

00:39:36.05 I don't see any so I'm surprised. -Exactly.//

00:39:38.05 – 저는 다른 건 안 보여요//- 그래요

00:39:42.12 Because I live in Redmond.

00:39:44.01 저는 레드먼드에 살거든요

00:39:44.21 Barry... . -Mr. Bowmer is actually//following this . -Talk to Barry.

00:39:52.03 - 보머 씨가 이걸 보고 있어요//- 배리한테 말하세요

00:39:52.28 All right. Oh, my goodness . -And there//leaves Barry.

00:39:58.16 - 좋아요, 맙소사//- 배리가 떠나게 됐군요

00:39:59.21 We have to learn the new guy's name . -Hey,//not Barry. -But she has that,

00:40:06.03 - 새 사람의 이름을 익혀야겠군요//- 배리는 아니에요

00:40:06.08 and she loves those live tiles as well.

00:40:07.25 아내는 윈도우 폰의//라이브 타일을 좋아하는데요

00:40:08.00 She looks at her friend's phone who is just//playing and showing her something

00:40:10.29 친구가 전화로//뭔가를 보여주기에 봤더니

00:40:11.04 and she couldn't figure out why she didn't//have live tiles.

00:40:13.23 라이브 타일이 없는 게//이해가 안 됐다고 하고요

00:40:13.28 She really thought everybody had it

00:40:15.05 아내는 모두에게 있다고 생각했대요

00:40:15.10 because it just seems like one of those just//naturally useful things.

00:40:19.01 아주 유용한 것으로 보였으니까요

00:40:19.10 And it's a great differentiator//for the Windows Phone.

00:40:21.24 그게 윈도우 폰의 다른 점이고

00:40:22.01 Definitely for Windows 8 as well.

00:40:23.15 윈도우 8도 마찬가지인데요

00:40:23.20 These live tiles//that just bring the information up

00:40:25.15 정보를 가져오는 라이브 타일은

00:40:25.20 create a personal dashboard for you in a lot//of ways.

00:40:27.19 많은 면에서//개인 대시보드를 만들죠

00:40:27.24 So we have large and small tiles or wide and//square tiles where the large tile...

00:40:32.15 크고 작은 타일이 있고//넓고 사각인 타일이 있는데요

00:40:32.20 or the square tile is certainly the one for tiles//that aren't live.

00:40:35.16 큰 타일이나 사각 타일은//라이브 타일이 아닐 수 있고요

00:40:35.21 We talked about that. If you're not going to//put content, don't take up space.

00:40:38.06 콘텐츠를 넣지 않는다면//공간을 차지할 필요가 없죠

00:40:38.11 And then you could use square or large for//live tiles, whichever is right for you.

00:40:42.23 사각이나 큰 타일이//라이브 타일일 수도 있는데요

00:40:42.28 You can queue up five different pieces//of content

00:40:45.02 다섯 콘텐츠 조각을//큐에 넣을 수 있고요

00:40:45.10 as well as you can especially see that in the//bottom sample.

00:40:47.25 특히 밑의 샘플에서 볼 수 있듯이

00:40:48.00 You can add glyphs. And so you can see the//little smily face.

00:40:50.24 문자 모양을 추가할 수 있어서//웃는 얼굴을 볼 수 있고요

00:40:50.29 You can add a glyph there.//Or that little circle with the red dot,

00:40:54.13 아니면 빨간 점이 있는//작은 원이 있는데

00:40:54.18 that is a glyph you can add... that's the glyph//actually.

00:40:58.14 그런 게 추가할 수 있는//문자 모양이죠

00:40:58.19 The little smily face is the icon. Sorry.

00:41:00.07 웃는 얼굴이 아이콘이에요

00:41:00.12 The little glyph there of the circle

00:41:01.24 문자 모양 안에는

00:41:01.29 that we have 99 different glyphs//that you can pick from,

00:41:04.02 선택할 수 있는 문자 모양이//99가지 있고요

00:41:04.08 as well as just swap that out to be a number

00:41:06.03 그걸 숫자로 바꿔서

00:41:06.08 if you want to show a number//from 1 to 99 as well.

00:41:09.07 1부터 99까지 숫자를//보여줄 수도 있어요

00:41:09.12 Yeah. So I think it's key to point//out that there are templates

00:41:11.29 프레젠테이션을 위해//활용하는 템플릿들이

00:41:12.10 that you're leveraging for these//presentations.

00:41:14.18 있다는 게 중요하고요

00:41:14.24 They're banked into the OS, but there are a//very large number of them.

00:41:18.24 운영 체제 안에 들어가 있지만//많은 수가 있어요

00:41:19.17 Yeah, there are. There's... I think it's a//handful of slides down,

00:41:23.24 여기는 슬라이드 몇 개지만

00:41:24.00 but there's 40-some that you can//pick from. It's not willy-nilly.

00:41:26.27 고를 수 있는 게 40개는 있고//막무가내가 아닌데요

00:41:27.02 It's certainly not something that... you//wouldn't want it to be willy-nilly.

00:41:30.18 막무가내이기를 원하진 않을 거고요

00:41:30.23 You want some sort of structure so that//when you open up your start menu

00:41:33.01 구조가 있어서//시작 메뉴를 열었을 때

00:41:33.06 it's not totally confusing. -Yeah. -You do//have a little bit of flexibility

00:41:37.02 혼란스럽지 않을 텐데요//이미지를 만들어가면서

00:41:37.07 if you can generate images on the fly

00:41:39.11 특정 방식으로//놓여지기를 원할 경우에는

00:41:39.16 if you really need it to be laid out a certain//way.

00:41:41.14 약간의 유연성도 가질 수가 있어요

00:41:41.19 But think of using that very, very carefully//because, again,

00:41:44.28 하지만 아주 조심스럽게//사용해야 하는데요

00:41:45.03 you're trying to create this consistent//experience with everybody,

00:41:47.28 모두에게 일정한 경험을//만들어주려고 하는데

00:41:48.03 and if you suddenly invent some new//communication paradigm

00:41:50.21 새로운 소통 패러다임을//갑자기 만들면

00:41:50.28 and so on and so forth, it's just going to be//jarring.

00:41:53.08 삐걱거리게 될 거고요

00:41:53.13 It's not going to integrate with the rest of the//experience.

00:41:55.01 나머지 경험과//통합되지 못할 거예요

00:41:55.07 Yeah. And once you have invested into your//tile you're going to want

00:41:59.04 타일에 투자를 하고 나면//업데이트를 해서

00:41:59.09 to update it to make it live. There are//different ways that you can update it.

00:42:02.06 라이브로 만들고 싶을 거고//업데이트 방법은 많은데요

00:42:02.11 The first way that you can update is from the//app itself

00:42:04.08 먼저 앱 자체에서//업데이트를 할 수 있고

00:42:04.13 while the app is running. It goes out to your//tile

00:42:06.16 앱이 실행되는 동안 타일로 가서

00:42:06.21 and makes sure that it's up to date//or pushes fresh content out to it.

00:42:09.17 최신인지 확인하거나//새로운 콘텐츠를 보내고요

00:42:09.22 Then again, you might want to do that from a//background task.

00:42:12.21 백그라운드 작업에서//할 수도 있는데요

00:42:12.26 A background task collection some sort of//piece of data,

00:42:15.18 백그라운드 작업이//데이터 조각을 확인하고

00:42:15.23 takes that data and updates your tile as well.

00:42:17.18 데이터를 가져가서//타일을 업데이트하는 거예요

00:42:17.23 The tile itself can reach out to a website.

00:42:19.28 타일 자체가 웹사이트로//갈 수 있는데요

00:42:20.03 You can post an xml block somewhere on//the web

00:42:22.22 xml 블록을 웹에 올릴 수 있고

00:42:22.27 and there's a period of time that passes, it//goes to make sure

00:42:26.02 일정 시간이 지나면 타일이

00:42:26.08 that that xml has or hasn't changed //and can refresh it as well.

00:42:29.10 xml이 바뀌었는지 확인해서//새롭게 만들 수가 있어요

00:42:29.15 You can also push tile updates through push//notifications,

00:42:32.12 푸시 알림을 통해서도//타일 업데이트가 가능한데요

00:42:32.17 Windows notification services that we talked//about before

00:42:34.27 전에 얘기했던//윈도우 알림 서비스이고요

00:42:35.02 that you can take Windows notification//services,

00:42:37.02 윈도우 알림 서비스를 이용해서

00:42:37.07 push that update and those tiles are...

00:42:39.23 업데이트를 누르면 타일들이

00:42:39.28 will reflect those changes as well. Very//powerful.

00:42:42.01 변화들을 반영할 텐데요

00:42:42.06 There's a lot of ways to change it without//your application loading,

00:42:44.07 앱 로딩 없이도//바꾸는 방법이 많고요

00:42:44.12 a lot of ways to make sure that tile is up to//date and live and useful.

00:42:48.26 타일이 최신이고 라이브이고//유용한지 확인하는 방법이 많아요

00:42:49.01 There's just no excuse not to, right? -There's//no excuse not to.

00:42:52.02 – 하지 않을 이유가 없죠//- 하지 않을 이유가 없죠

00:42:52.07 Calculator is the only gimme. If that's not up//to date...

00:42:57.12 최신이 아니면//계산기는 속임수 장치에 불과해요

00:42:57.18 If that's not up to date... -It would be cool

00:42:59.00 최신이 아니면 그렇죠

00:42:59.05 if it cycled through the last operations. -No.//-No, probably not

00:43:03.27 - 마지막 작업이 반복되면 멋지겠죠?//- 아뇨, 안 그럴 거예요

00:43:05.02 Just the totals. -Exactly.

00:43:06.27 – 총계만 나와야 하는군요//- 그렇죠

00:43:07.14 Random numbers being presented. Oh,//what's that? Not so useful.

00:43:12.12 무작위 숫자들이 나오기만 하면//유용하지가 않죠

00:43:12.17 You know what? That's a good point. //There is a useless way to have a live tile,

00:43:15.21 좋은 지적인데//라이브 타일은 쓸모 없기도 하고요

00:43:15.27 but you can also make your live tile not//representative of your app as well.

00:43:21.08 라이브 타일이 자신의 앱을//나타내지 않기도 하는데요

00:43:21.13 I mean, I've got into my live tiles sometimes//and not known

00:43:24.10 저도 라이브 타일에 들어갔다가

00:43:24.15 which tile is the tile I really am looking for.

00:43:27.01 찾는 타일이 뭔지 모르기도 해요

00:43:27.07 This is one of the interesting things.

00:43:28.12 이게 흥미로운 건데요

00:43:28.17 If you end up using a template that's just full//imagery and so on,

00:43:31.14 이미지로 가득한//템플릿을 쓰게 될 때

00:43:31.19 you don't know what app it is sometimes.

00:43:34.05 가끔은 무슨 앱인지//알 수가 없어요

00:43:34.11 You see those really badly designed ones...//-You've got to read the title.

00:43:37.06 – 잘못 디자인된 것들이 있죠//- 제목을 읽어야 하는데요

00:43:37.11 And you can say not to put the title on.//-Yeah. Yeah. And it's like, okay,

00:43:41.22 – 제목이 붙지 않은 거예요//- 그래요

00:43:41.27 there's a picture, but which out of these 17//tiles that's showing pictures?

00:43:45.05 17개 타일 중에 그림을//보여주는 게 뭔지 알 수 없는데

00:43:45.10 So think about that as well. You want to be//able to understand what the app is.

00:43:50.13 무슨 앱인지//이해할 수 있어야 하고요

00:43:50.23 If you've chosen to hide the label or//whatever,

00:43:53.13 레이블을 숨기기로 했다면

00:43:53.18 put something else that's identifiable//on there. -That's right.

00:43:56.02 - 인식 가능한 다른 걸 붙이세요//- 그래요

00:43:56.07 So that somebody's not just looking at it//going I'm not sure what that app is.

00:43:59.24 보면서 무슨 앱인지 모르게//하지 말고요

00:44:00.22 That's right.//Let's look at some code snippets

00:44:02.23 이제 코드 조각들을 보며

00:44:02.28 on how you do some of this cool stuff. The//first would be the secondary tile.

00:44:06.09 멋진 것을 하는 걸 볼 텐데//첫 번째는 보조 타일이에요

00:44:06.14 The secondary tile... -The first would be the//secondary? -The first...

00:44:09.00 – 첫 번째는 보조 타일인데요//- 첫 번째요?

00:44:09.21 yeah, you're right. Let me take that back.

00:44:11.04 맞아요, 정정할게요

00:44:11.09 The first would be the secondary tile that//we're going to look at.

00:44:13.11 첫 번째는 우리가 볼//보조 타일인데요

00:44:13.16 The secondary tile is a...//it's actually a sibling of the parent,

00:44:19.03 보조 타일은 부모의 형제와 같고요

00:44:19.08 if you can imagine such a thing. The primary//tile is there.

00:44:21.13 주 타일이 거기 있고요

00:44:21.18 That's the main link into your application.

00:44:23.06 앱으로 연결되는 주 링크인데요

00:44:23.11 Secondary would go to some subsection. In//this case is goes to a details view

00:44:28.08 보조는 하위 구역으로 가고//이 경우는 자세히 보기로 가는데

00:44:28.13 and you might go to, I don't know, a specific//invoice, let's say.

00:44:32.13 특정 송장 등으로 갈 수 있겠죠

00:44:32.19 Say, for example, you've got an Amazon//Kindle app.

00:44:34.27 아마존 킨들 앱이 있다고 해보죠

00:44:35.06 You've got your library of books that have//downloaded,

00:44:38.08 다운로드한 책들의//라이브러리가 있고

00:44:38.13 there's a book that you're reading currently,

00:44:40.09 현재 읽는 책이 있다면

00:44:40.14 you want to create a secondary tile that goes//directly to that novel

00:44:43.19 소설로 바로 가는//보조 타일을 만들고 싶을 거고

00:44:43.24 and opens it in the location you're at. -Yeah.

00:44:46.00 현재 위치에서 열고 싶을 거예요

00:44:46.06 Rather than going to the main screen and//then navigating through it,

00:44:48.12 메인 화면으로 가서 탐색을 하면

00:44:48.17 uselessly wasting time. -Exactly. -What's//even better about that,

00:44:51.26 - 시간을 낭비하게 되죠//- 그렇죠

00:44:52.01 a secondary tile can have live content as//well.

00:44:54.10 보조 타일에는//라이브 콘텐츠도 들어가는데요

00:44:54.15 So now I can see live content on, say, my//novel or whatever.

00:44:58.15 소설에서 라이브 콘텐츠를//볼 수도 있고요

00:44:58.20 Book cover, perhaps percentage read//through the book and so on and so forth.

00:45:02.07 책 표지나//읽은 퍼센트 등이 있을 수 있죠

00:45:02.12 So there's a lot of opportunity to really think//about,

00:45:04.17 생각할 기회가 많은 거예요

00:45:04.22 okay, how do I extend this experience.//-Yeah. Yeah. Absolutely.

00:45:09.24 – 경험을 확장시킬 방법을 말이죠//- 그래요, 그래요

00:45:09.29 All right. So here's the code. So what you do//is you create a new secondary tile.

00:45:14.04 여기 코드가 있고//새 보조 타일을 만드는데요

00:45:14.20 The secondary tile comes from the... //what's the name space for it?

00:45:17.26 보조 타일은 어디서 올까요?

00:45:18.03 Startscreen.secondarytile//is where it comes from.

00:45:20.19 보조 타일은 Startscreen.//secondarytile에서 오고요

00:45:20.25 And you create it with all the properties that//you need.

00:45:24.05 필요한 속성들을 가지고 만드는데요

00:45:24.10 So in this case it has an ID of its own as well//as arguments.

00:45:27.22 이 경우에 고유의 ID와//인수들이 있고요

00:45:27.28 So these arguments is how you would//recognize them individually.

00:45:30.24 인수들은 개별적으로//인식하는 방법인데요

00:45:30.29 So let's say this was to a book. The ID might//be the book ID,

00:45:34.11 이게 책과 관련된 거라면//ID는 책 ID여서

00:45:34.17 so you can tell which one it was. You knew//from the title ID

00:45:37.07 어느 책인지 알 수 있고//제목 ID를 보고는

00:45:37.12 that it was for a book and then//the arguments will tell you which book it is.

00:45:39.25 책의 제목인 걸 알고//인수들이 책에 대해 알려줄 거예요

00:45:40.00 The shortened display name are depending//on the size of the tile,

00:45:42.16 축소된 표시 이름은//제목 크기에 따라 달라지고요

00:45:42.21 and they show the title on it. You certainly//don't want to leave that blank

00:45:46.14 제목을 보여주는데//사용자가 알 수 있는 게 아니라면

00:45:46.19 unless it's obvious to the user. Then you can//manipulate the colors as well,

00:45:50.09 빈 채로 두면 안 되고//색들도 조작을 하고

00:45:50.14 including a logo that goes behind it, and then//the tile options.

00:45:55.09 뒤의 로고와//타일 옵션도 조작을 하는데요

00:45:55.15 Now, I'll point out... tile options//whether or not they show the name.

00:45:58.24 이름을 보여주든 아니든//타일 옵션을 조작하죠

00:45:59.20 There's no template here. Earlier we were//talking about a template.

00:46:03.29 여기에 템플릿은 없는데//템플릿에 대해 얘기했었고요

00:46:04.05 And the reason there's no template here is//because this is the first tile.

00:46:07.06 템플릿이 없는 이유는//이게 첫 타일이기 때문이고요

00:46:07.12 It's the queued up tiles under it that use the//templates.

00:46:11.00 밑의 큐에 넣은 타일들이//템플릿을 사용해요

00:46:11.05 So the first tile looks like this. That//way there is some consistency around it.

00:46:14.14 첫 타일은 이렇게 생겼고//일정한 일관성이 있고요

00:46:14.21 And then as we add these queued up ones//which we call notifications,

00:46:18.02 그리고 큐에 넣은 타일들을//추가하는데 알림이라고 부르고요

00:46:18.07 they are using the templates that show all of//the additional rich content.

00:46:21.28 추가 콘텐츠를 보여주는//템플릿을 사용해요

00:46:22.03 Anyway, you create the secondary tile and//call request create a sync.

00:46:26.09 어쨌든 보조 타일을 만들면//호출 요청이 동기화를 만들죠

00:46:26.19 And hand it over to the operating//system and it does its thing.

00:46:29.08 그리고 운영 체제에 넘기면//알아서 해주죠

00:46:29.13 Yeah. That's right. At that moment the//operating system

00:46:31.15 그래요, 그때 운영 체제는

00:46:31.20 actually prompts the user and says do you//want to create this secondary tile,

00:46:35.05 사용자에게 보조 타일을//만들길 원하냐고 묻는데요

00:46:35.10 and they say yes, hopefully. -Hopefully.//-That's right.

00:46:38.26 –그렇다고 하길 바라요//- 그렇길 바라요

00:46:39.02 You can have a large full or I guess//stretched across the whole screen request

00:46:45.18 더 크게 늘려서//전체 화면 요청을 하거나

00:46:45.23 or you can indicate exactly where in your app//to make it more custom.

00:46:51.09 앱 안의 위치를 표시하며//사용자 지정을 할 수도 있어요

00:46:51.14 More custom of where that request takes//place.

00:46:53.17 요청이 일어나는 위치를//지정하는 거죠

00:46:53.25 Okay. So the next thing we can do is go find

00:46:55.27 그리고 다음 과정은

00:46:56.03 all the secondary tiles//inside your application.

00:46:58.20 앱 안의 모든 보조 타일을//찾는 건데요

00:46:58.25 So we do that in the same name space,//secondarytile.,

00:47:01.12 똑같이 secondarytile.에서//하는 거고요

00:47:01.17 and then we can into a static method//that returns find all a sync,

00:47:05.16 정적 메서드에 들어가면//모두 동기화돼 있고

00:47:05.21 returns a list of all the secondary//tiles in your application.

00:47:08.25 앱 안의 모든 보조 타일//목록을 반환하는데요

00:47:09.00 And, of course, you would tell the//different ones

00:47:10.17 물론 타일 ID나 인수에 기반해

00:47:10.22 based on either the tile ID or the arguments.

00:47:13.04 다른 것들을 말할 수 있고요

00:47:13.09 It's up to you and the tricks that you have//done.

00:47:15.25 자신이 해놓은 것에 따라 달라져요

00:47:16.01 And so in this case it finds a tile ID//that is the details view

00:47:19.21 이 경우에는 자세히 보기의//타일 ID를 찾고요

00:47:19.26 and it finds a specific argument that was//passed into this method.

00:47:22.28 메서드에 넘겨진//특정 인수를 찾는 거예요

00:47:23.03 Once you have that, it updates the short//name and the display name

00:47:25.29 그러면 짧은 이름과 표시 이름을

00:47:26.04 with whatever else was passed into this//method and then updates it.

00:47:29.11 메서드에 넘겨진 것으로//업데이트하게 돼요

00:47:29.21 Update doesn't have to be approved//because it's already there.

00:47:31.23 이미 있는 것이라서//업데이트는 승인되지 않아도 되고

00:47:31.28 We're just playing it fresh. -Sounds good.

00:47:33.24 - 그냥 새롭게 만드는 거예요//- 좋아요

00:47:34.04 Yeah. So this method could show//up in your application

00:47:36.19 메서드가 앱 안에서//나타날 수도 있고요

00:47:36.24 or it could show up in your background task//because it has the same references.

00:47:41.26 같은 참조이니 백그라운드 작업에서//나타날 수도 있어요

00:47:42.04 So now we also have the badge. So//remember that's where that glyph was.

00:47:45.17 배지도 있는데//문자 모양이 있었던 곳이고요

00:47:45.23 In this case I'm going to be updating the//number.

00:47:49.20 이 경우에는//숫자를 업데이트할 건데요

00:47:49.25 See where it says 12 right now?//And so all I do now

00:47:53.27 12라고 나와 있는 곳 있죠?

00:47:54.02 is I create a specific type of what I'm going to//update.

00:47:57.14 이제 업데이트할 것의//특정 형식을 만들 거고요

00:47:57.19 This allows me to constrain what I change//inside the tile.

00:48:00.29 이게 타일 안에서 바꾸는 것을//제한하게 해줘요

00:48:01.04 It's a badge notification,//and when I pass that badge notification

00:48:04.16 배지 알림이란 거고//어떤 숫자이든 간에

00:48:04.21 with whatever number it is, you can see it's//just set attribute...

00:48:07.11 배지 알림을 넘기면//특성을 설정하는데요

00:48:07.16 actually, let me back up a second. -Yeah.//-When I create this type,

00:48:11.23 잠깐 보충을 해보면요//제가 이 형식을 만들면

00:48:11.28 it's really pulling back a xml document.

00:48:14.03 xml 문서를 끌어오는데요

00:48:14.11 You were talking about templates.//This really is a template.

00:48:17.04 템플릿 얘기를 했는데//이게 템플릿이고요

00:48:17.09 Those templates really are xml documents.

00:48:19.11 템플릿이 xml 문서예요

00:48:19.16 So now instead of saying template.property,

00:48:22.03 template.property라고//말하는 대신

00:48:22.08 what I really get back is a xml document.

00:48:25.00 xml 문서를 가져오는데요

00:48:25.05 So I have to say//xmldocument.element.value. Right?

00:48:28.25 xmldocument.element.//value라고 말해야 하고요

00:48:29.00 Something like that at least.//So I can use link to SQL to do it

00:48:32.01 그러기 위해//SQL 링크를 사용하는데요

00:48:32.06 or I can use... in fact, you don't//use link to SQL. Or you could.

00:48:35.13 SQL 링크를 쓸 수도 있고//아닐 수도 있어요

00:48:35.19 Yeah. -In this case it's a xml document//where you can say set attribute

00:48:40.12 이 경우 xml 문서에서//특성 설정을 할 수 있고요

00:48:40.17 and it's the value of the badge tag. -

00:48:45.05 배지 xml 태그의 값이에요

00:48:45.10 And there's some frameworks out there that//hide that behind

00:48:48.13 그걸 뒤로 숨기는//프레임워크가 있어서

00:48:48.18 that you could basically pass the//xml document into a class

00:48:51.16 xml 문서를 클래스로 넘겨서

00:48:51.21 and then just use types. -In fact,

00:48:53.26 형식들을 이용할 수 있어요

00:48:54.02 in a second we're going to show the//Windows 8 SDK sample.

00:48:58.20 잠시 뒤에 윈도우 8//SDK 샘플을 보여줄 거고

00:48:58.25 And I think it's worth showing for//a couple reasons.

00:49:00.28 보여주는 이유들이 있는데요

00:49:01.03 One, it's a great sample. And the other is...//-And, two,

00:49:03.16 우선 좋은 샘플이기도 하고요

00:49:03.21 you didn't have to write it. -Two, I didn't have//to write it.

00:49:05.16 – 작성할 필요가 없었죠//- 작성할 필요가 없었죠

00:49:05.21 Yeah. Three... I mean, I would have written//the same thing.

00:49:08.18 똑같은 걸 작성했을 거예요

00:49:08.23 I would have written it basically the same//way. -Exactly.

00:49:10.09 - 똑같은 식으로 작성했을 거예요//- 그래요

00:49:10.14 Probably better, but who's saying. -Yeah,//you know.

00:49:12.22 – 더 나았을지도 모르죠//- 그래요

00:49:12.28 Can you get a wide shot to get his head in?//-Pull back? Pull back.

00:49:17.25 - 머리를 넣어서 와이드샷을 잡아줘요//- 뒤로 당겨요, 뒤로 당겨요

00:49:21.25 That's good . -Anyway, so now I can interact//with the xml...

00:49:27.19 좋고요, 이제 xml과//상호 작용할 수 있는데요

00:49:27.24 oh, the SDK has that framework that you//were talking about

00:49:30.21 SDK에 당신이 얘기했던//프레임워크가 있고요

00:49:30.26 where I can interact with it as if it's a class,//but it's really xml.

00:49:33.22 xml인데 클래스인 것처럼//상호 작용할 수가 있어요

00:49:34.04 Anyway, so that's how I interact with it as the//xml document,

00:49:37.03 그렇게 xml 문서와//상호 작용을 하고

00:49:37.08 pass it to the notification class,//it handles the rest.

00:49:40.21 알림 클래스에 넘기면//나머지는 알아서 해주죠

00:49:44.19 All right. So here are some of the... you can//just see it there.

00:49:49.09 여기 보면 나와 있고요

00:49:49.14 Here are the notifications for the...

00:49:51.15 알림들이 있는데요

00:49:51.20 or here are the templates for the//notifications.

00:49:53.21 알림들을 위한 템플릿들이에요

00:49:53.28 Those are the ones we would queue behind//a tile.

00:49:58.05 타일 뒤에서 큐에 넣는 것들이고요

00:49:58.12 I would need both the templates for square//and for wide

00:50:01.19 모든 사용 사례를//처리하기 위해서는

00:50:01.24 in order to really handle every use//case.

00:50:03.15 사각과 넓은 타일의//템플릿이 필요한데요

00:50:03.20 So it's worth remembering//how you want it to go.

00:50:05.28 그래서 어떤 식을 원하는지//기억하는 게 중요하고요

00:50:06.03 Definitely don't skew your images, but if it//works so it's wider...

00:50:09.19 이미지가 왜곡되면 안 될 텐데요

00:50:09.24 your app, by the way, doesn't have to have a//small tile,

00:50:12.09 앱에 작은 타일이//있을 필요는 없고

00:50:12.14 doesn't have to have a wide tile. It could be//one or the other or both.

00:50:15.23 넓은 타일이 있을 필요도 없고//어느 것이든 상관없고요

00:50:15.28 It's really up to you. But here you can see

00:50:17.22 자신에게 달린 거예요

00:50:17.27 the template really is just a xml block

00:50:20.04 보다시피 템플릿은 xml 블록이고

00:50:20.09 and you are interacting with the xml directly.

00:50:22.21 xml과 직접 상호 작용하고 있죠

00:50:23.16 So here is how you would create the//notifications. All of these...

00:50:27.24 이렇게 알림들을 만드는데요

00:50:28.00 I'm going to skip past this one because//there's quite a bit there.

00:50:31.02 많은 양이 있어서//이건 그냥 넘길 거고요

00:50:31.07 Again, it's just interaction with the xml where//you are setting the values.

00:50:34.23 역시 값을 설정하는//xml과의 상호 작용이에요

00:50:34.28 But what do you is say tilenotification.update

00:50:38.15 tilenotification.//update라고 말하면 되고

00:50:38.20 and you pass in that notification. It//appends to the queue.

00:50:41.21 알림을 넘기면 큐에 붙여지고요

00:50:41.26 If it's the sixth out of five, it's last in wins,

00:50:44.06 5개 중 6개째라면//마지막에 들어온 것이 이기고

00:50:44.11 and the first one gets rolled off that way.

00:50:46.10 첫 번째 것은 밀려나게 돼서

00:50:46.15 So you don't have to worry about it. -Yeah.//-Okay.

00:50:49.08 - 걱정할 필요가 없어요//- 그래요

00:50:49.13 So Toast is magically similar to tiles. -It's//amazing.

00:50:53.04 – 토스트는 타일과 비슷하죠//- 놀랍죠

00:50:53.11 It's just presented in a different place. -It//really is.

00:50:55.26 – 다른 곳에 있을 뿐이에요//- 정말 그래요

00:50:56.01 It's a tile that floats. It's a good way to think//about it.

00:50:58.09 떠 있는 타일이라고//생각하면 되고요

00:50:58.14 It uses the templates... not the same//templates, but it uses templates

00:51:02.12 같은 템플릿은 아니지만//같은 방식으로 템플릿을 사용하는데

00:51:02.17 in very much the same way. It's transient, so//it goes away,

00:51:05.03 임시라서 사라질 수 있어서

00:51:05.09 and the user can obviously disable//notifications if they want to.

00:51:08.13 사용자가 원하지 않으면//알림을 사용하지 않을 수 있고요

00:51:08.24 But you can make them sticky. -Huh? -You//can make your Toast sticky.

00:51:14.13 스티커형으로 만들 수 있어요//스키커형으로 말이에요

00:51:15.02 What? -So they can be dismissed. -What?//-Yeah. Carry on.

00:51:19.28 – 뭐요?//- 해제할 수 있게요, 계속해요

00:51:20.18 How do you do that? -You set a sticky//property. -Oh, my gosh.

00:51:23.22 – 어떻게 하는 거죠?// - 스티커형 속성을 설정해요

00:51:23.27 Then you have to go to the X? -Uh-huh.//-Brilliant. And the...

00:51:27.22 맙소사, 그리고 X로 가나요?//훌륭하군요

00:51:28.05 I tell you what. You learn something every//day. -Yeah?

00:51:30.26 – 매일 뭔가 배우게 되네요//- 그래요?

00:51:31.01 I'm so glad you're here. -He doesn't mean//that, viewers .

00:51:34.29 – 당신이 있어서 기쁘네요//- 진심이 아니에요

00:51:40.27 What are we talking about?

00:51:41.29 무슨 얘기 중이었죠?

00:51:42.05 Oh, yeah. So just like a tile can be updated//from many different places,

00:51:44.29 타일이 여러 곳에서//업데이트될 수 있는 것처럼

00:51:45.05 a Toast can be rendered from many different//places,

00:51:47.25 토스트도 여러 곳에서//렌더링이 되고요

00:51:48.01 including the app background task and push//notifications as well.

00:51:50.23 앱 백그라운드 작업과//푸시 알림이 포함돼요

00:51:50.29 So a bad storm is coming, you can cause//Toast notification to pop up,

00:51:55.11 심한 폭풍이 오고 있다면//토스트 알림이 뜨게 할 수 있고

00:51:55.16 and it can be a deep link into your//application. It's very nice.

00:51:59.02 그게 앱으로 연결되는//딥 링크가 될 수 있어요

00:51:59.07 Easily implemented. In fact, let's...

00:52:02.21 구현이 아주 쉬운데요

00:52:03.06 well, the only thing I want to//get out of this slide is...

00:52:07.01 이 슬라이드에서 볼 것은 말이죠

00:52:07.08 not because we've said everything//already..

00:52:09.05 이미 전부 얘기하긴 했는데요

00:52:09.11 is there on right where you go into the//application manifest

00:52:11.28 오른쪽에서 앱 매니페스트에//들어가고요

00:52:12.03 and you set the ability to... you enable Toast//through Toast capable yes.

00:52:19.15 토스트 가능을 통해서//토스트를 사용하는데요

00:52:19.20 If you don't do that, it's not going to work.

00:52:21.08 그렇게 하지 않으면 되지 않아요

00:52:21.17 The other interesting thing on here//is you can attach sound

00:52:24.06 여기서 또 흥미로운 점은//소리를 붙일 수 있는 거고요

00:52:24.12 and you can make sound looping so it's//really, really annoying.

00:52:27.05 소리가 반복되게 할 수 있어서//아주 짜증나요

00:52:27.10 Yeah. So you might have an alert that's an//alarm. Right?

00:52:31.06 경보 같은 경고가 되는 거죠

00:52:31.11 Which is where you might use a sticky one//as well

00:52:34.00 스티커형을 쓸 수도 있고

00:52:34.05 so you can go directly into your//appointments.

00:52:36.03 곧바로 약속에 갈 수 있고요

00:52:36.08 And having a one-time sound might be neat.

00:52:40.06 소리 한 번도 좋을 텐데요

00:52:40.11 You know, I just got a text message. //But you may have an alarm

00:52:43.13 문자 메시지를 받을 때 그렇고요

00:52:43.18 and it's important that you go into your//appointment or whatever

00:52:45.14 약속에 가는 게 중요하다면//경보가 반복될 수 있는데요

00:52:45.19 and it continues to loop. Now, you can't pick//any sound.

00:52:49.08 아무 소리나 택할 순 없어요

00:52:49.21 You pick from a list of sounds that the//operating system provides.

00:52:52.29 운영 체제가 제공하는//소리 목록에서 택해야 하고요

00:52:53.05 Those can be set by the user, but you pick//from a list nonetheless.

00:52:58.11 사용자가 설정은 하겠지만//목록에서 택해야 하죠

00:52:58.18 Not just any sound. -No fart apps on there.

00:53:01.26 – 아무 소리나 안 되죠//- 방귀 앱은 없어요

00:53:02.26 Yeah, the user can make the whole//operating system an fart app.

00:53:06.00 사용자가 운영 체제 전체를//방귀 앱으로 만들 수도 있죠

00:53:06.05 One giant multibillion dollar fart app .//All right.

00:53:11.13 수십억 달러 방귀 앱이요

00:53:11.19 So we also have Toast notifications there//that use the same template.

00:53:15.00 같은 템플릿을 사용하는//토스트 알림들이 있고요

00:53:15.07 Here's how you show it. Just look at the last//line, notifier.show,

00:53:18.27 이렇게 하는 거고 마지막 줄에//notifier.show가 있고요

00:53:19.02 you pass in the template, and it goes, right?//Immediately shows.

00:53:22.00 템플릿을 넘기면 곧바로 보이는데요

00:53:22.05 Doesn't have to immediately show. I could//also schedule it for a certain time.

00:53:26.07 꼭 곧바로일 필요는 없고//특정 시간을 정할 수도 있어요

00:53:26.13 That's when it shows. Pretty nice.//-Awesome. -Was it? -I think so.

00:53:31.02 - 아주 멋지죠?//- 그런 것 같아요

00:53:31.16 Great. Great. So let me pull up the//SDK and just show a couple things.

00:53:35.23 좋아요, SDK를 가져와서//몇 가지를 보여주죠

00:53:35.28 I know we're right on time here so... -Right//on time which is code for oops.

00:53:40.12 – 시간이 다 된 걸 아는데요//- 시간이 다 됐죠

00:53:41.21 Yeah, it's still worth showing.

00:53:43.01 보여줄 가치가 있고요

00:53:43.06 Let me show just the Toast because the//Toast is the fun one.

00:53:45.18 토스트가 재미있으니//토스트만 보여줄게요

00:53:45.23 So if you have downloaded our apps, they//are... if you look in...

00:53:51.15 앱을 다운로드했을 때 안을 보면…

00:53:51.27 where did we put the SDK ones? Oh, right//here in the SDK. I get it.

00:53:55.16 SDK를 어디에 놨죠?//여기 SDK가 있네요

00:53:56.13 It's magic. -I'm so glad you're here.//Did I already say that? -Uh-huh.

00:53:59.00 당신이 있는 게 기쁜데//이미 얘기했었나요?

00:53:59.05 Great. -Yeah. -Great. -Awesome. -Great.

00:54:01.29 – 좋아요, 좋아요//- 멋져요

00:54:02.06 Notification extensions//could not be...

00:54:03.23 알림 확장들은…

00:54:03.28 great. That is great. -Did you... -Well, there's//nothing to install.

00:54:09.19 좋아요, 좋아요//설치할 게 없네요

00:54:10.11 Uh-huh. -Great . Great. All right. No,//I haven't given up yet.

00:54:18.21 좋아요, 좋아요//아직 포기하지 않았어요

00:54:18.27 Are you kidding me? App tiles badges at//notification sample.

00:54:21.26 알림 샘플의 앱 타일들이네요

00:54:22.12 Shazaam, shazaam. Don't forget you can//download the SDK from MSDN.

00:54:25.23 MSDN에서 SDK를//다운로드할 수 있고요

00:54:25.29 Don't rely on us to do it. -Exactly. Because//apparently we're not that good.

00:54:30.04 우리한테 의지하지 마세요//우리는 잘하지 못해요

00:54:30.13 Clearly. Oh, I deleted from this as well. All//right.

00:54:32.17 여기서도 삭제를 해버렸네요

00:54:32.22 Forget the whole thing. I'm not going to show//the sample.

00:54:35.00 그냥 관두고//샘플은 보여주지 않을게요

00:54:35.05 But don't take this wrong. You can//easily download it yourself.

00:54:38.16 하지만 오해하진 마세요//쉽게 다운로드할 수 있어요

00:54:38.21 You completely broke it. -Thanks for... looks//like you broke it.

00:54:43.21 – 완전히 망가뜨렸군요//- 당신이 망가뜨린 것 같네요

00:54:44.16 Great job, Daren. Yeah, freakin' Barry .

00:54:47.01 잘했어요, 대런//망할 배리

00:54:53.21 All right. Let's do a quick recap. We don't//have to show a Toast.

00:54:57.10 이제 요약을 해볼 텐데요//토스트를 보여줄 필요는 없어요

00:54:57.15 We know what a Toast is. -It's unfortunate//we can't show the SDK,

00:55:00.15 – 토스트가 뭔지 아니까요//- SDK를 보여주진 못하지만

00:55:00.20 but it's down there. It shows you every//possible scenario

00:55:03.28 SDK가 모든 시나리오를//보여주고 있고요

00:55:04.03 you could leverage for both tiles, Toasts,//notifications. It's great.

00:55:09.15 타일, 토스트, 알림들에//활용할 수가 있어요

00:55:09.21 It's why the SDK really is cool, because it//shows every possible thing.

00:55:12.21 SDK가 가능한 모든 걸//보여줘서 멋진데요

00:55:12.26 And it may not be the way//you implement it in the end

00:55:15.05 방식이 꽤 복잡한 편이어서

00:55:15.10 because it's pretty complicated the way they//do it in my opinion.

00:55:17.12 결국 구현을 안 할 수도 있고요

00:55:17.18 Your scenario probably only uses one or two//templates

00:55:19.28 한두 개의 템플릿만//사용할 텐데요

00:55:20.03 so you don't have to have the entire...//-Plethora implemented.

00:55:23.13 – 전부 있을 필요는 없어요//- 전부 구현할 필요는 없죠

00:55:23.19 Exactly. -Inspired by. That's good. -So as far//as contracts,

00:55:28.03 – 영감을 얻으세요//- 계약을 얘기하자면요

00:55:28.09 there's the search contract and the way that//you can interact

00:55:31.09 검색 계약이 있고요

00:55:31.14 with the search contract to make it even//more valuable to the user

00:55:34.04 사용자에게 더 가치 있도록//검색 계약과 상호 작용하는 방법과

00:55:34.09 and of course the way that you leverage//inside your application

00:55:36.21 고급 검색과//보여주는 결과들을 위해

00:55:36.27 for advanced search and the results that you//show,

00:55:38.27 앱 안에서 활용하는//방법이 있고요

00:55:39.02 as well as the share charm and the way that//you...

00:55:42.00 공유 참도 있고

00:55:42.05 again, you can interact with the operating//system

00:55:43.20 공유 경험에 충실성이 더 커지며

00:55:43.25 to make this share experience have//a higher fidelity

00:55:46.22 시간이 오래 걸리는 것들을//처리할 수 있도록

00:55:46.27 so that you can handle things that may//take a long time.

00:55:49.27 운영 체제와 상호 작용하는//방법도 있어요

00:55:50.03 And then the settings charm as well.

00:55:52.11 설정 참도 있는데요

00:55:52.16 The settings charm for that commonality of//user interface

00:55:55.04 사용자 인터페이스의//공통성을 위한 것이고

00:55:55.10 as well as the reality that you might need to//jump into that.

00:55:58.11 현실성을 위한 것이기도 하고요

00:55:58.16 We talked just a bit about Calisto and my//own website

00:56:01.07 칼리스토와//제 웹사이트에 대해 얘기했는데

00:56:01.12 that has the helper to build it out,

00:56:02.21 만드는 걸 도와주는 게 있고요

00:56:02.26 or you might want to just build it//from scratch.

00:56:04.08 처음부터 새로 만들어도 되는데요

00:56:04.13 Go for it. But don't look for the flyout control//because it's not there.

00:56:07.15 플라이아웃 컨트롤은 없을 거예요

00:56:07.20 There's a lot of other helpers//on your website as well.

00:56:09.17 당신 웹사이트에//도움이 되는 것들이 많잖아요

00:56:09.22 There really are. There's a lot of little pieces//like this

00:56:12.14 이와 비슷한 것들이 많고요

00:56:12.19 where I take several lines and bring it down//to just a few.

00:56:17.07 제가 여러 줄을//몇 줄로 줄여놨어요

00:56:17.12 But, yeah, there's a lot of resources//on my blog.

00:56:20.09 어쨌든 제 블로그에는//리소스가 많고요

00:56:20.14 I'm glad you brought that up because it's//true.

00:56:22.07 얘기를 해줘서 기쁘네요

00:56:22.17 And then we have a tiles, both primary and//secondary tiles,

00:56:25.29 그리고 주 타일과//보조 타일이 있었는데

00:56:26.04 that can use those templates that can deep//link into your application

00:56:28.19 앱으로 딥 링크를 해주는//템플릿들을 사용하고요

00:56:28.24 that can be really, really valuable as well as//queueing them up

00:56:32.11 아주 가치가 있고//템플릿을 큐에 넣어주기도 해요

00:56:32.16 and the same implication with Toast,

00:56:35.12 토스트의 구현도 똑같은데요

00:56:35.18 that you can push even from the internet//itself to draw users into your application.

00:56:39.19 사용자들을 인터넷에서 앱으로//끌어올 수도 있어요

00:56:39.24 Very nice. -Yep. That's great. Good job.

00:56:42.00 – 아주 좋죠//- 좋아요, 잘했고요

00:56:42.05 We're going to take a 10-minute break and//we'll be back with the final deck.

00:56:45.04 10분 쉬었다가//마지막 내용을 가지고 돌아오죠

00:56:45.13 With the grand finale.//See you in 10 minutes.

00:56:47.25 피날레와 함께 10분 후에 보죠