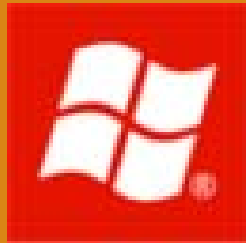


Kommunikation

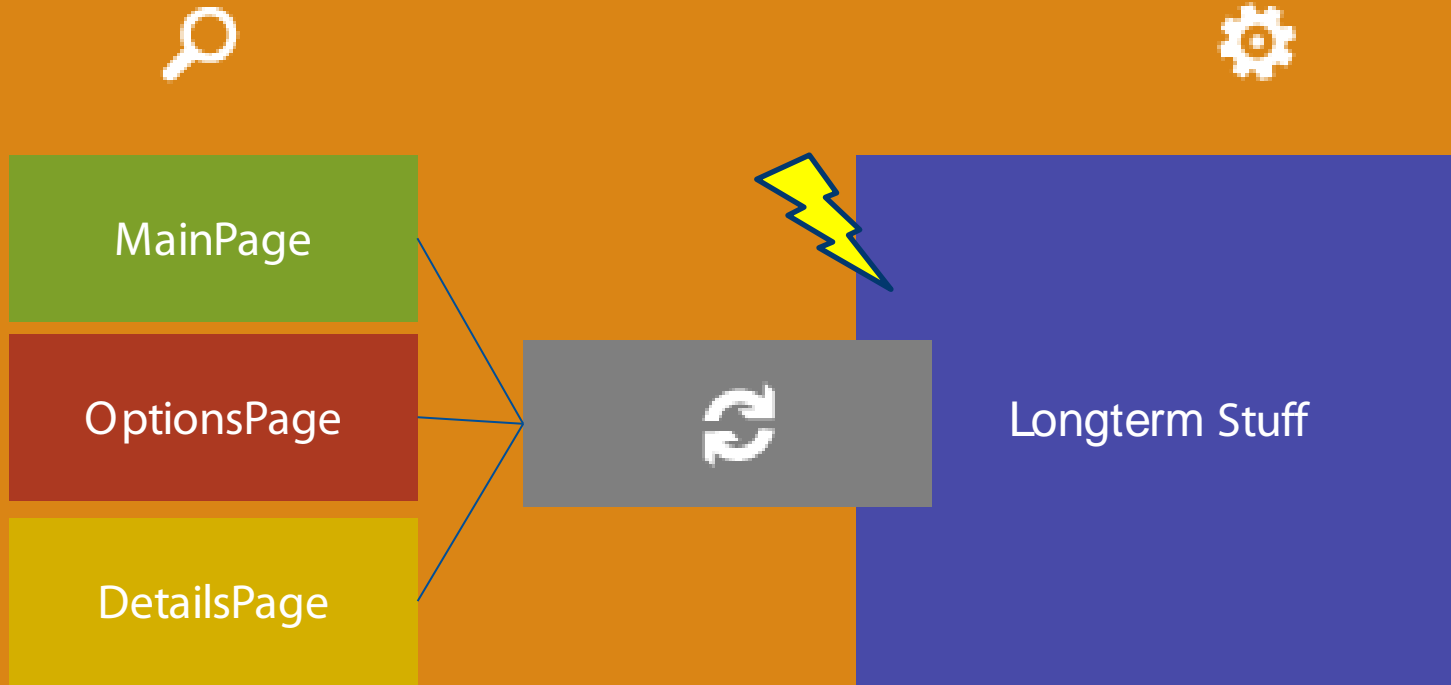
Tom Wendel (tom.wendel@ microsoft.com)

Developer Evangelist @ Microsoft

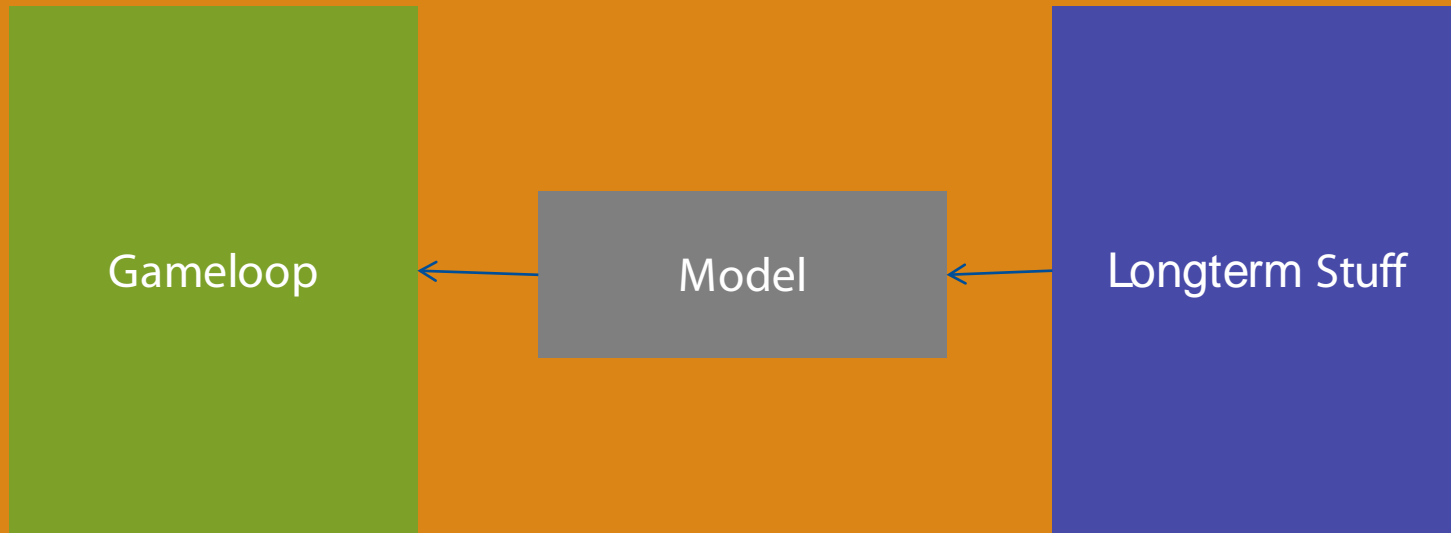


Client /
Frontend

MVVM und Async



Gameloop





Hosting / Communication

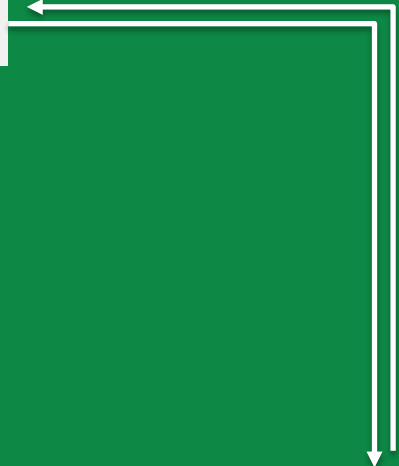
Ways to go...

Browser	Webbased	Native
<ul style="list-style-type: none">- Website- Mobile Web	<ul style="list-style-type: none">- Webservice- Json- oData (REST)	<ul style="list-style-type: none">- Sockets



Client

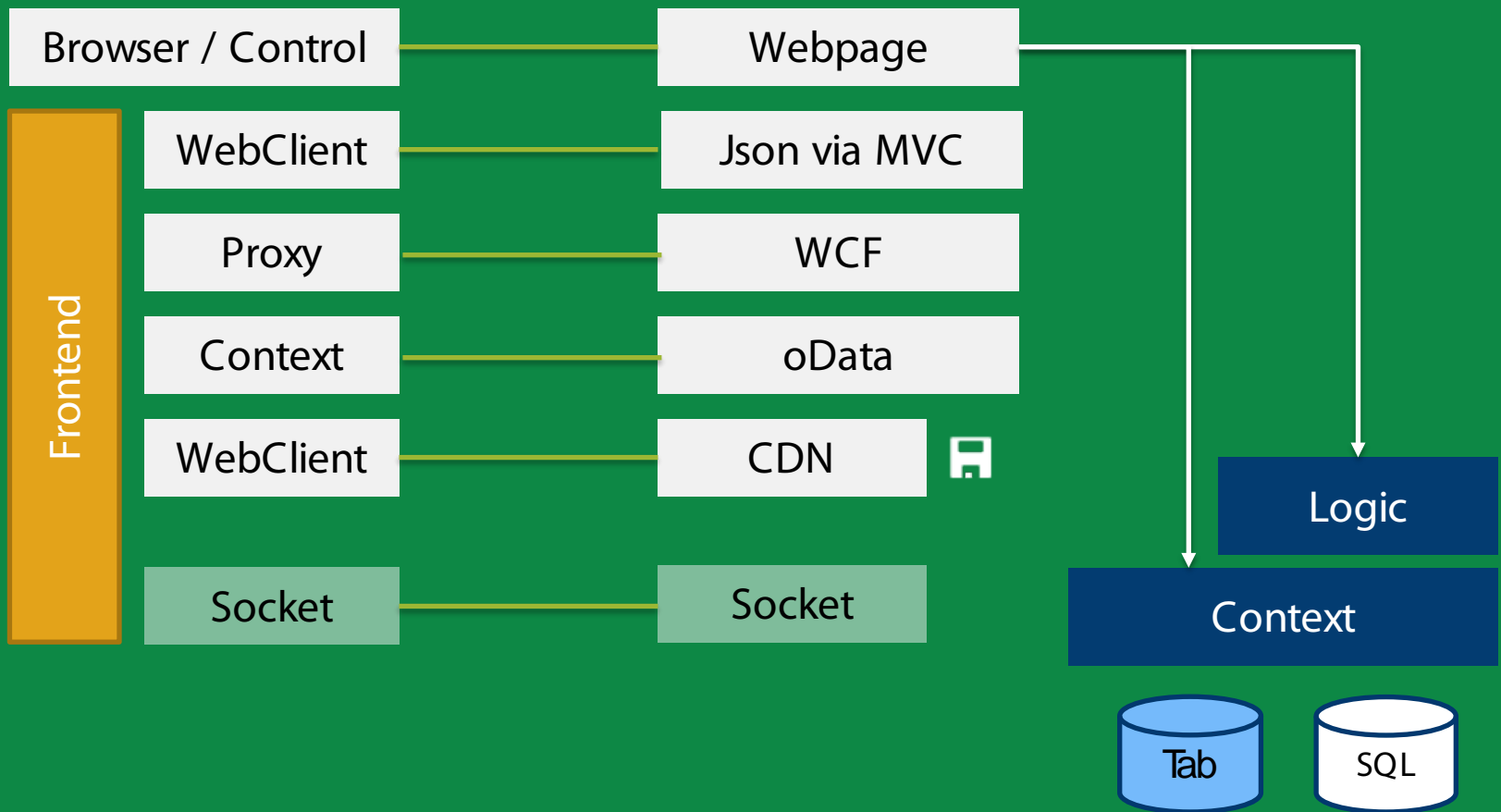
Service

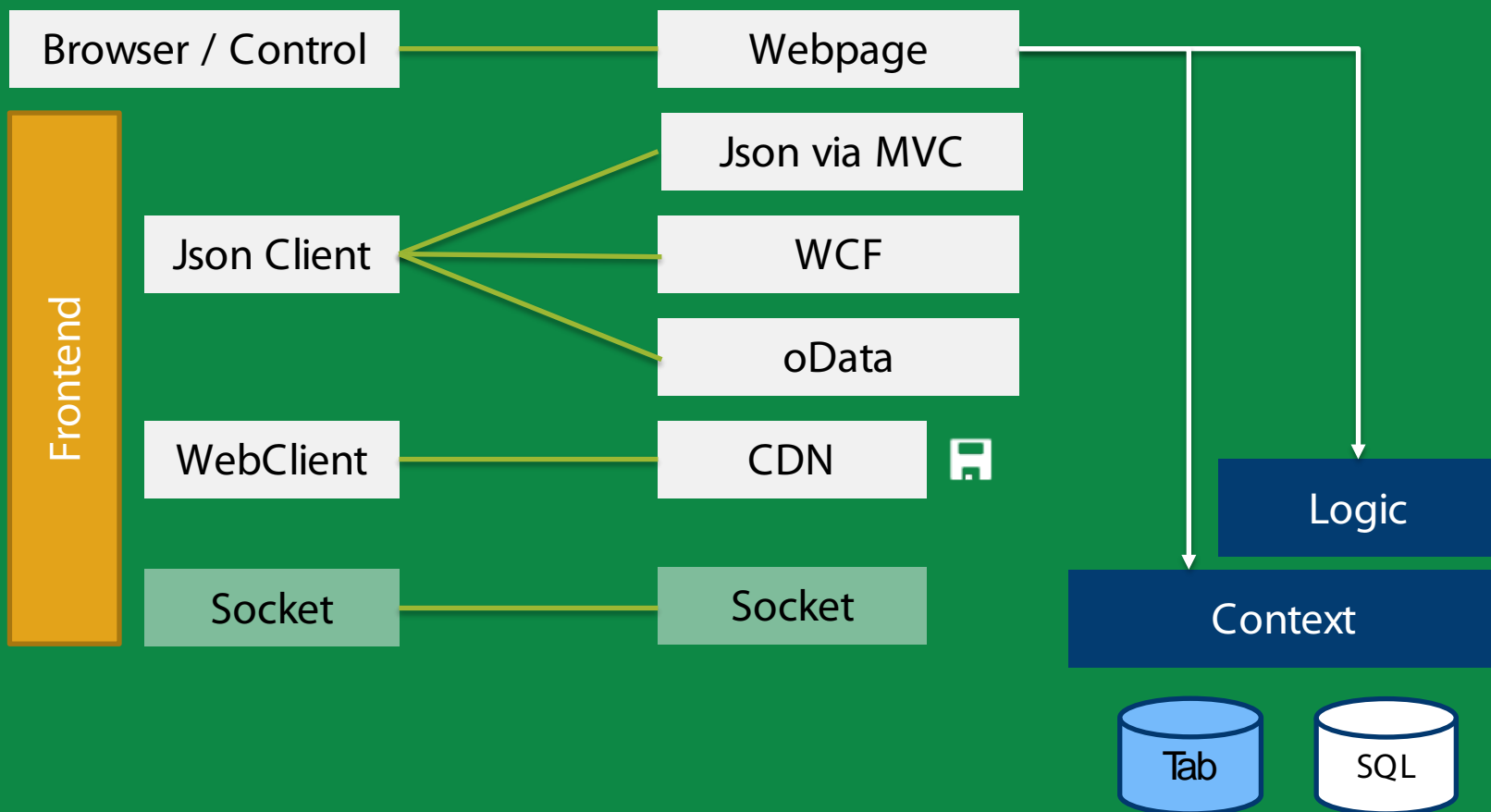


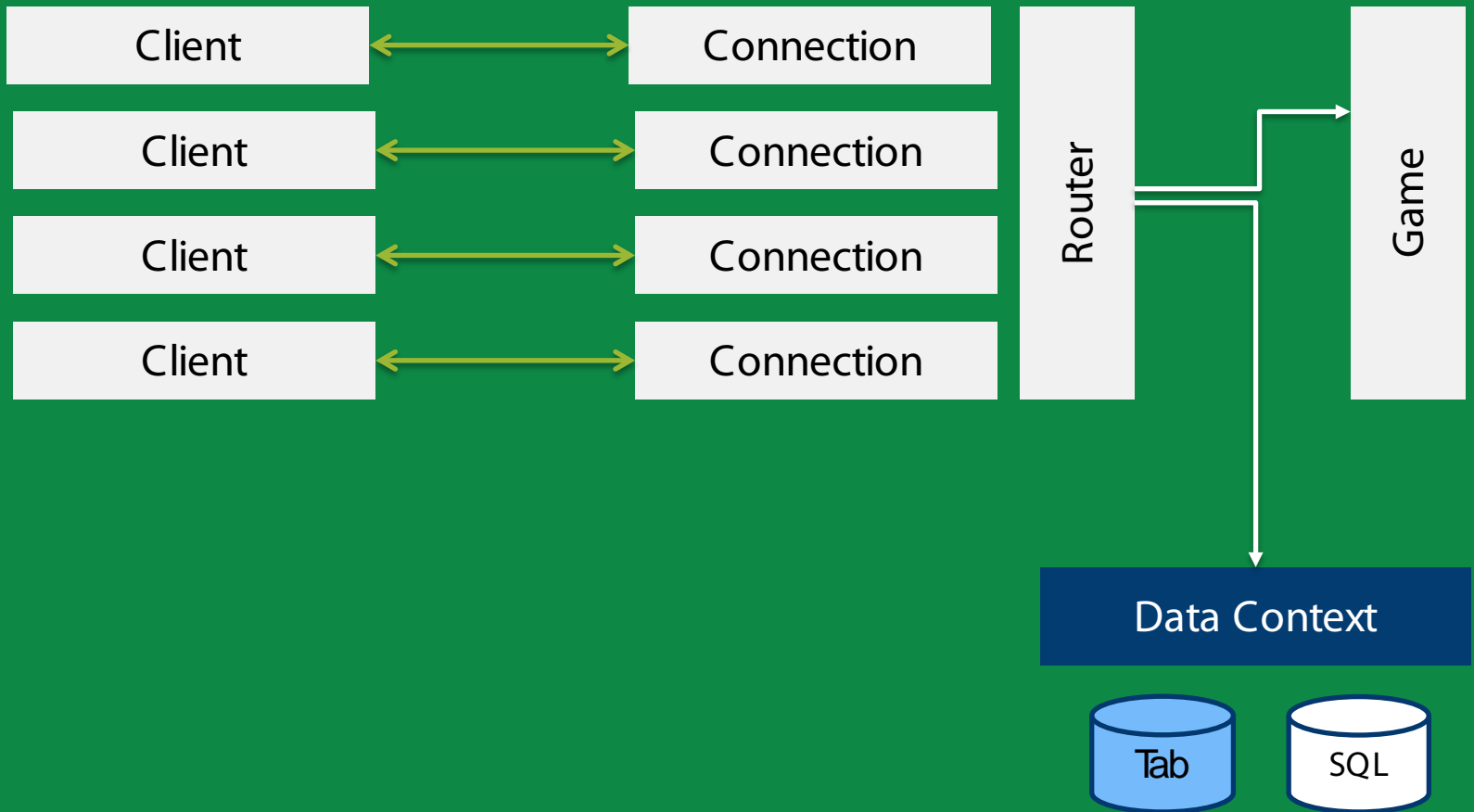
Logic

Context









Tom Wendel

Tom.wendel@microsoft.com

<http://blogs.msdn.com/twendel>

<http://facebook.com/tom.wendel>

@Bobstriker on Twitter

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