Summary

Longhorn Project: discovering and using the future Operating System of Microsoft.

Our goal during these three weeks was to use as much as we could the oportunities given by this new environment, and especially the graphical possibilities (offered by Avalon, the graphical part of Longhorn), that is to say the vectorial graphics and 3D controls.

Our soft is made to manage your Internet Explorer favorite websites (commonly called "Favorites"), by showing screenshots of these web pages in a friendly graphical way, and allowing to open this URLs on your favorite navigator.

We have used the novative and new technologies of Microsoft that won't be released to the public before the middle of next year. Therefore, we had a huge potential of learning and the possibility to make new generation Graphics User Interface.

But trying to use unsupported languages and runtimes was very difficult for simple students; we have to note that we used 100% english documentation.

We proposed our subject to Mr Stromboni at the end of May, and Mr Bond accepted at once to tutor us.

Our main aims where to create an standart Windows XP software (to have the possibility to compare it with Longhorn). This interface was quite easy to do (nowadays Integrated Development Environment are fully adapted to code these kind of interfaces). Therefore, we added several functionnalities to this soft. Yet, it remains very easy to use and quite beautiful.

But what was more difficult was to code a graphical interface using only a text editor. We used a language called XAML (which stands for eXtensible Applicatop Markup Language) that is made for describing Interfaces using real life words (as Button, List, Image, and so on…). The difficulty was enphasized by the fact that this language is not yet supported by Microsoft, and by the fact that every three months, there is a new version of this language out (fully incompatible with the former one). Therefore, the only possibility for us to learn was graping pieces of code on the net and trying to learn by ourselves.

Finally, we are happy to have made a good software we would like to share freely on the web, using brand new technologies for all of us (and that won't be used by the developpers' community until a few months). The work we've done during the project was pleasant, and we liked especially the atmosphere created by our team.

This was a brand new experience that we would be happy to reiterate as soon as possible.