How to terminate a Windows Phone app

This article explains how to terminate a Windows Phone app programmatically.

Introduction

The Windows Phone app lifecyle is such that apps are typically terminated by the user pressing the back button, or pushed into a dormant state (and perhaps later tombstoned) if the user activates another app from the start screen.

Even though it is not common practice, at times, one may want to terminate the application programmatically. There are a number of cases where this is necessary - for example where the app has had an exception and you cannot guarantee that it is in a "safe" state you may wish to terminate after logging the issue. Other use cases might include security applications where you don't want the user to be able to enter further data/continue using the app.

Windows Phone 8

To terminate the application completely, you just have to call the following API:

```
Application.Current.Terminate();
```

This will terminate the running application completely. The place to call this API may vary depending upon your requirement.

Tip: Make sure to save important data before calling this API. No lifecycle events will be fired following termination

Windows Phone 7

The Game::Exit() method (from **Microsoft.Xna.Framework** namespace) can be used to programmatically exit an app on WP7. This can be used even in non-XNA apps.

Warning: An alternative is to raise an exception which your app does not handle. This approach is *not recommended* because app crashes affect your App Store ranking, and because it may lead to certification issues.

Cross-version method for terminating an app on WP7 and WP8

Unfortunately neither approach compiles on both versions, so to get the same code to work on both platforms requires reflection. The code below compiles and works on both Windows Phone 7 and Windows Phone 8.

Tip: If you already know that your app will only be targeting WP8 it is better to use `Application.Current.Terminate()` directly.

```
        private static void Terminate()
        {
            if (Environment.OSVersion.Version.Major < 8)//try to load XNA assemblies
(only working on WP7)
            {
                System.Reflection.Assembly asmb =
System.Reflection.Assembly.Load("Microsoft.Xna.Framework, Version=4.0.0.0,
Culture=neutral, PublicKeyToken=842cf8be1de50553");
                asmb = System.Reflection.Assembly.Load("Microsoft.Xna.Framework.Game,
Version=4.0.0.0, Culture=neutral, PublicKeyToken=842cf8be1de50553");
                Type type = asmb.GetType("Microsoft.Xna.Framework.Game");
                object obj = type.GetConstructor(new Type[] { }).Invoke(new object[] {
});
                type.GetMethod("Exit").Invoke(obj, new object[] { });
```


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```
            }
            else// => WP8
            {
                Type type = Application.Current.GetType();
                type.GetMethod("Terminate").Invoke(Application.Current, new object[] {
});
            }
        }
```

Related Links

Confirming that the user wants to leave the app

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