Silverlight Tutorial Step By Guide

Pro Business Applications with Silverlight 5Beginning ASP.NET SecurityMastering Visual Studio 2017Microsoft Visual Basic 5 Step by StepMicrosoft Visual Basic 2013 Step by StepSilverlight 4Build Windows 8 Apps with Microsoft Visual C++ Step by StepBeginning Silverlight 4 in C#Microsoft Visual Basic 2010 Developer's HandbookTelerik WPF Controls TutorialLearning Web DesignMicrosoft Silverlight 5 and Windows Azure Enterprise IntegrationSams Teach Yourself WPF in 24 HoursIronPython in ActionCreating Vista GadgetsMicrosoft Silverlight 4 Step by StepLearning Flex 3Microsoft ASP.NET 2.0 Step by StepEssential Silverlight 3Windows 8. 1 Apps with XAML and C# UnleashedBuilding Websites with DotNetNuke 5Responsive Web Design by Example : Beginner's Guide - Second EditionBuilding a Web Application with PHP and MariaDB: A Reference GuideMicrosoft Visio 2010 Step by StepMicrosoft Silverlight 4 Data and Services CookbookXAML UnleashedFundamentals of Computer Programming with C#Build Windows 8 Apps with Microsoft Visual C# and Visual Basic Step by StepPro Silverlight 5 in C#Windows Presentation Foundation 4.5 CookbookXNA 4 3D Game Development by ExampleMicrosoft Expression Web 4 Step by StepBlend for Visual Studio 2012 by Example: Beginner's GuideWindows Presentation Foundation Development CookbookSilverlight 3 Programmer's ReferenceMicrosoft Expression Blend 4 Step by StepMVVM Survival Guide for Enterprise Architectures in Silverlight and WPFFoundation Expression Blend 3 with SilverlightComplete Guide to Test AutomationMicrosoft Visio 2016 Step By Step

Pro Business Applications with Silverlight 5

How soon can you learn Adobe Flex 3? With this book's unique hands-on approach, you will be able to tinker with examples right away, and create your own Rich Internet Applications with Flex within the first few chapters. As you progress, you learn how to build a layout, add interactivity, work with data, and deploy your applications to either the Web or the desktop. Learning Flex 3 offers step-by-step instructions that are clear and concise, along with tips and tricks that author Alaric Cole has gathered after years of using Flex and teaching it to fellow developers at Yahoo! You'll understand how Flex works, how to use the MXML markup language and work with ActionScript, how to deploy RIAs to the desktop using Adobe AIR, and much more. Whether you're a beginner, or an experienced web developer coming to Flex from another platform, Learning Flex 3 is the ideal way to learn how to: Set up your environment with FlexBuilder and Eclipse Create a new Flex project Use the different design views in Flex Write code with MXML Lay out your Flex application Embed images and graphics Build a user interface Add interactivity with ActionScript Handle user input Move, display, and collect data Add custom components with MXML Add sound effects, filters, and transitions Style your applications with CSS, skins, and themes Deploy applications to the Web, or to the desktop using Adobe AIR Also included are brief explanations of objects, classes, components, properties, methods, types, and other Flex attributes. You will find that Learning Flex 3 is not only the most complete tutorial for Flex, it's also the quickest way to get going with the latest version of this powerful framework.

Beginning ASP.NET Security

Over 100 advanced recipes to effectively and efficiently develop rich client applications on the Windows platform.

Mastering Visual Studio 2017

This valuable reference—in full color—explains the major new release of Silverlight 3 which is dramatically improved over previous versions and makes the development of powerful Rich Interactive Applications (RIAs) achievable for everyone. Packed with examples and written by a highly-seasoned team of developers and designers, this book guides you through the languages, tools, and techniques that are used to build applications on the Silverlight 3 platform (Build 40522). Each chapter provides a mini-tutorial on the respective topic, and the examples serve to both educate and inspire you. The information in this book is structured to help prepare you for the real-world challenges you may face when building applications on the Silverlight platform. By the end of the book, you'll have gained a thorough understanding of how Silverlight applications are architected, developed, and designed. This book covers: · XAML basics · Silverlight 3 Tools for Visual Studio 2008, Expression Blend 3 and Silverlight Runtime and SDK Transforming text with render transforms · Using graphics, visuals and adding media for a richer user experience · Building application, making it come alive and responding to user activity · Setting up a control project and using a custom control in an application

Microsoft Visual Basic 5 Step by Step

Microsoft Visual Basic 2013 Step by Step

Provides information on using the Microsoft Gadget platform to create single-purpose applications that reside on the Vista Desktop or Sidebar.

Silverlight 4

The smart way to learn Microsoft Expression Web 4 -- one step at a time! Experience learning made easy -- and quickly teach yourself how to create dynamic, standards-based Web sites. With Step by Step, you set the pace -- building and practicing the skills you need, just when you need them! Build your site with customizable templates -- or create your own Adjust settings in Expression Web 4 to create different sites Add Photoshop files, Microsoft Silverlight video, and .wmv files Use CSS, HTML, and XHTML to manage site style and accessibility Connect to servers using Microsoft ASP.NET and PHP Choose the right publishing method for your scenario Your Step by Step digital content includes: All the books practice files -- ready to download and put to work. Fully searchable online edition of this book -- with unlimited access on the Web. Video tutorials illustrating important procedures and concepts

Build Windows 8 Apps with Microsoft Visual C++ Step by Step

The smart way to learn Microsoft Expression Blend 4—one step at a time!

Experience learning made easy—and quickly teach yourself how to design rich user interfaces (UI) for Microsoft Silverlight-based applications using Expression Blend 4. With Step by Step, you set the pace—building and practicing the skills you need, just when you need them! Master the Expression Blend 4 core tools and features Use SketchFlow to design a UI prototype Create reusable skins for Silverlight 4 controls Implement interactive elements without writing code Add XAML and C# basics to your design skill set Design custom UI art with tools in Expression Design 4 Your Step by Step digital content includes: All the book's practice files—ready to download and put to work. Fully searchable online edition of this book—with unlimited access on the Web.

Beginning Silverlight 4 in C#

Teach yourself the fundamentals of ASP.NET 2.0—one step at a time. With this practical, learn-by-doing tutorial, you get the guidance you need to start creating components and working applications for the Web! Discover how to: Work in the Microsoft Visual Studio 2005 development environment Add standard, built-in controls, custom controls, and Web Parts to any page Use Master pages, themes, and skins to build a consistently styled user interface Manage access to your application Enable personalization capabilities Build custom handlers Use caching to help improve application performance Trace and debug applications Configure and manage session state Create and use Web services Compile and deploy applications CD features: Microsoft Visual C# code samples PLUS—Get Microsoft Visual Basic 2005 code samples on the Web A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to booktech@oreilly.com.

Microsoft Visual Basic 2010 Developer's Handbook

Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester's work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the "graveyard" of software projects. There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What

You'll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development team Leverage test automation to improve your organization's performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the content is also relevant for nonprogrammers.

Telerik WPF Controls Tutorial

A comprehensive, hands-on introduction to Microsoft's version of Python for the .NET framework. The book shows how to use IronPython with C♯, VB.NET, and ASP.NET applications. Readers will use IronPython as a Windows scripting tool, and see how it connects to PowerShell.

Learning Web Design

Full Color: Figures and code appear as they do in Visual Studio. If you want to write Windows apps with XAML, one person can help you more than anyone else: Adam Nathan. He has built a well-deserved reputation as the world's #1 expert on putting it to work. Now, he's written the definitive, practical XAML tutorial and reference: XAML Unleashed. Nathan answers the questions you're most likely to ask, walks through the tasks you're sure to perform, and helps you avoid problems as you use XAML. You'll learn how to create effective user interfaces for line-of-business apps, consumer apps, reusable controls, or anything else. These techniques will be invaluable whether you're creating universal Windows apps or working with Silverlight or WPF. XAML Unleashed is packed with C# and XAML code examples that are fully color-coded to match their appearance in Visual Studio--the same approach that has made Nathan's previous Unleashed books so popular. Detailed information on how to Understand and apply XAML's syntax, namespaces, and keywords Organize controls and other elements in a smooth and intuitive user interface Make the most of XAML's rich controls for content, items, images, text, and media Build exceptionally powerful user and custom controls Master reliable and efficient ways to mix XAML with procedural code Extend XAML with type converters, markup extensions, and other third-party desktop classes Use data binding to link and synchronize controls with in-memory representations of data Leverage XAML's support for binary and logical resources Use styles, templates, and visual states to radically redesign controls without sacrificing their built-in functionality Access the Windows animation library to create stunning theme transitions and animations Build custom panels to enforce consistency in unusual user interfaces Understand subtle changes in XAML's behavior across different

Microsoft UI frameworks

Microsoft Silverlight 5 and Windows Azure Enterprise Integration

Over 80 practical recipes for creating rich, data-driven business applications in Silverlight with this book and eBook.

Sams Teach Yourself WPF in 24 Hours

A step-by-step guide to using Microsoft Visual Basic, covering such topics as building and customizing the user interface, managing data, Visual Studio web development with ASP.NET 4, and working with Windows Phone SDK 8.0.

IronPython in Action

Silverlight 5 is the latest iteration of Microsoft's cross-browser technology for creating rich user experiences on the Web. Like its predecessor, it rides atop the .NET Framework for maximum ease of use and coding efficiency. The new technology carries forward much of the work that has been done before and augments it in many important respects, including support for H.264 video, major improvements to the graphics engine (including true 3D rendering), and much richer data-binding options for interfacing with other applications. Pro Silverlight 5 in C# is an invaluable reference for professional developers who want to discover the new features of Silverlight. Author Matthew MacDonald's expert advice guides you through creating rich media applications using Silverlight in the environment you're most productive in—no matter what the target platform. As you learn about the features that put Silverlight in direct competition with Adobe Flash, such as rich support for 2D and 3D drawing, animations, and media playback, you'll experience the plumbing of .NET and the design model of WPF through Silverlight—all of the same .NET technology that developers use to design next-generation Windows applications. Pro Silverlight 5 in C# is a comprehensive tutorial, written from professional developer to professional developer. Please note: the print version of this title is black & white; the eBook is full color.

Creating Vista Gadgets

Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to Use XAML to build user

interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take advantage of WPF's advanced printing capabilities Grow as a developer by improving your overall software design skills Introduction 1 Part I Getting Started 1 What WPF Is and Isn't 5 2 Understanding XAML 17 3 Introducing the Font Viewer 27 4 Handling Application Layout 41 5 Using Basic Controls 59 6 Introducing Data Binding 75 Part II Reaching the User 7 Designing an Application 93 8 Building a Text Document Editor 107 9 Getting a Handle on Events 121 10 Commands 145 11 Output 157 Part III Visualizing Data 12 Building a Contact Manager 177 13 Presenters and Views 193 14 Resources and Styles 211 15 Digging Deeper into Data Binding 229 16 Visualizing Lists 251 Part IV Creating Rich Experiences 17 Building a Media Viewer 267 18 Drawing with Shapes 291 19 Colors and Brushes 315 20 Transforms and Effects 331 21 Using Control Templates 347 22 Triggers 369 23 Animation 383 24 Best Practices 407 Part V Appendixes Appendix A: Tools and Resources 423 Appendix B: 3D Tutorial Using ZAM 3D 427 Appendix C: Project Source (downloadable) 437 Index 439

Microsoft Silverlight 4 Step by Step

Experience how easy is it is to build powerful Web sites using Silverlight. With this book, readers learn step by step how to build browser-delivered Rich Internet Applications using .NET.

Learning Flex 3

A guide to mastering Visual Studio 2017 About This Book Focus on coding with the new, improved, and powerful tools of VS 2017 Master improved debugging and unit testing support capabilities Accelerate cloud development with the built-in Azure tools Who This Book Is For .NET Developers who would like to master the new features of VS 2017, and would like to delve into newer areas such as cloud computing, would benefit from this book. Basic knowledge of previous versions of Visual Studio is assumed. What You Will Learn Learn what's new in the Visual Studio 2017 IDE, C# 7.0, and how it will help developers to improve their productivity Learn the workloads and components of the new installation wizard and how to use the online and offline installer Build stunning Windows apps using Windows Presentation Foundation (WPF) and Universal Windows Platform (UWP) tools Get familiar with .NET Core and learn how to build apps targeting this new framework Explore everything about NuGet packages Debug and test your applications using Visual Studio 2017 Accelerate cloud development with Microsoft Azure Integrate Visual Studio with most popular source control repositories, such as TFS and GitHub In Detail Visual Studio 2017 is the all-new IDE released by Microsoft for developers, targeting Microsoft and other platforms to build stunning Windows and web apps. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. With this book, you will learn not only what VS2017 offers, but also what it takes to put it to work for your projects. Visual Studio 2017 is packed with improvements that increase productivity, and this book

will get you started with the new features introduced in Visual Studio 2017 IDE and C# 7.0. Next, you will learn to use XAML tools to build classic WPF apps, and UWP tools to build apps targeting Windows 10. Later, you will learn about .NET Core and then explore NuGet, the package manager for the Microsoft development platform. Then, you will familiarize yourself with the debugging and live unit testing techniques that comes with the IDE. Finally, you'll adapt Microsoft's implementation of cloud computing with Azure, and the Visual Studio integration with Source Control repositories. Style and approach This comprehensive guide covers the advanced features of Visual Studio 2017, and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use it.

Microsoft ASP.NET 2.0 Step by Step

Programmers: protect and defend your Web apps against attack! You may know ASP.NET, but if you don't understand how to secure your applications, you need this book. This vital guide explores the often-overlooked topic of teaching programmers how to design ASP.NET Web applications so as to prevent online thefts and security breaches. You'll start with a thorough look at ASP.NET 3.5 basics and see happens when you don't implement security, including some amazing examples. The book then delves into the development of a Web application, walking you through the vulnerable points at every phase. Learn to factor security in from the ground up, discover a wealth of tips and industry best practices, and explore code libraries and more resources provided by Microsoft and others. Shows you step by step how to implement the very latest security techniques Reveals the secrets of secret-keeping—encryption, hashing, and not leaking information to begin with Delves into authentication, authorizing, and securing sessions Explains how to secure Web servers and Web services, including WCF and ASMX Walks you through threat modeling, so you can anticipate problems Offers best practices, techniques, and industry trends you can put to use right away Defend and secure your ASP.NET 3.5 framework Web sites with this must-have guide.

Essential Silverlight 3

This book follows a hands-on, example-based approach to demonstrate how to efficiently integrate Telerik RadControls within a WPF application. This book is for anyone who plans to use Telerik controls within a WPF application. The reader should have an existing knowledge of C#, SQL, and object-oriented design. The book will focus on the use of objects to populate the controls, so knowledge of object-oriented design is very important.

Windows 8. 1 Apps with XAML and C# Unleashed

Gain comprehensive insight into WPF mechanics and capabilities. Key Features Gain a strong foundation in WPF features and patterns Leverage the MVVM pattern to build decoupled, maintainable apps Increase efficiency through Performance tuning and UI automation Book Description Windows Presentation Foundation (WPF) is Microsoft's development tool for building rich Windows client user

experiences that incorporate UIs, media, and documents. With the updates in .NET 4.7, Visual Studio 2017, C# 7, and .NET Standard 2.0, WPF has taken giant strides and is now easier than ever for developers to use. If you want to get an in-depth view of WPF mechanics and capabilities, then this book is for you. The book begins by teaching you about the fundamentals of WPF and then quickly shows you the standard controls and the layout options. It teaches you about data bindings and how to utilize resources and the MVVM pattern to maintain a clean and reusable structure in your code. After this, you will explore the animation capabilities of WPF and see how they integrate with other mechanisms. Towards the end of the book, you will learn about WCF services and explore WPF's support for debugging and asynchronous operations. By the end of the book, you will have a deep understanding of WPF and will know how to build resilient applications. What you will learn Understand the fundamentals of WPF Explore the major controls and manage element layout Implement data binding Create custom elements that lead to a particular implementation path Customize controls, styles, and templates in XAML Leverage the MVVM pattern to maintain a clean and reusable structure in your code Master practical animations Integrate WCF services in a WPF application Implement WPFs support for debugging and asynchronous operations Who this book is for The book is intended for developers who are relatively new to WPF (Windows Presentation Foundation), or those who have been working with WPF for some time, but want to get a deeper understanding of its foundation and concepts to gain practical knowledge. Basic knowledge of C# and Visual Studio is assumed.

Building Websites with DotNetNuke 5

Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft Visual C++ Teach yourself how to build Windows 8 applications using the Visual C++ language—one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Responsive Web Design by Example : Beginner's Guide - Second Edition

Quickly build and deploy your own feature-rich website with DotNetNuke 5, VB.NET, and C♯

Building a Web Application with PHP and MariaDB: A Reference Guide

"The book you are holding contains the keys to writing great Silverlight 3 applications. Use them well!" –From the Foreword by Scott Guthrie, corporate vice president, Microsoft Developer Division Microsoft Silverlight is a leading cross-

platform, Rich Internet Application (RIA) technology that allows you to create more compelling and interactive Web experiences than are possible with simple HTML browser pages. Silverlight 3 includes significant improvements over previous versions, including "out-of-browser" operation, H.264 video, 3D graphics, and real-time effects. Essential Silverlight 3 is the definitive reference and insider's guide. It not only covers all the key features of the Silverlight 3 runtime and how to use them but, in Under the Hood sections, explains why each feature was developed and how each one works. These "insider" explanations often lead to concise, practical performance tips that can help you speed up your own Silverlight applications. Author Ashraf Michail is uniquely qualified to explain Silverlight 3. He is a Microsoft Silverlight architect who has guided Silverlight from its beginnings through the current version. In this book, he shows how to Integrate the principles and components of a Silverlight application, including XAP, XAML, and .NET code Use Silverlight vector graphics, bitmap images, and animation Display predictable and readable text across platforms and animate text elements Obtain mouse and keyboard input, including mouse wheel events Implement smooth animations to improve your user interface and make your application more pleasing to the user Use the Canvas, StackPanel, Grid, and Border elements to lay out your application and define custom layout elements Play high-quality, live, and on-demand video and audio Customize the built-in and toolkit controls and develop new custom Silverlight controls Connect to and synchronize with data using Silverlight Data Binding Use built-in real-time effects and define custom HLSL pixel shaders Enable GPU-accelerated rendering If you are a developer who is getting started with Silverlight or an expert Silverlight developer who is interested in understanding the inner workings of the Silverlight runtime, this book is for you.

Microsoft Visio 2010 Step by Step

This is the ideal reference for both new and existing web developers who want to be able to augment their skills and showcase their content in a truly professional manner.

Microsoft Silverlight 4 Data and Services Cookbook

Includes approximately nine hours of instruction accompanied by screen shots and illustrations, offering readers a thorough grounding of the basic functions of Visual Basic. Original. (All Users).

XAML Unleashed

The only real tool for developing cross-platform rich Internet applications (RIAs) for that last 11 years has been Flash; until now! Silverlight 3 allows you to develop cross-platform rich Internet applications in a fraction of the time because of the extensive and very powerful .NET 3.5 libraries, the powerful, design friendly Blend 3 IDE, and an enhanced workflow that allows designers and developers to work on the same set of files at the same time. Develop stunning RIAs in a short time. Learn some basic object-oriented programming principles. Get familiar with the Blend 3 development environment.

Fundamentals of Computer Programming with C#

Provides information on building touch-based applications for Windows 8.1 using C# and XAML.

Build Windows 8 Apps with Microsoft Visual C# and Visual Basic Step by Step

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Pro Silverlight 5 in C#

Creating applications with compelling graphics has been one of the main goals of client applications, and with the arrival of WPF, Silverlight, and HTML5 it is much easier than ever before to create interactive and rich user interfaces. Blend for Visual Studio 2012 by Example Beginner's Guide will give you a good grounding in creating Windows, Web, and Windows Phone applications. You will also look at the various layouts and controls available in Blend and how we can create animations and behaviors in Blend. Towards the end, you will be aware of the various capabilities that are available in Blend out of the box.

Windows Presentation Foundation 4.5 Cookbook

The quick way to learn Microsoft Visio 2016! This is learning made easy. Get more done quickly with Visio 2016. Jump in wherever you need answers--brisk lessons and colorful screenshots show you exactly what to do, step by step. Get results faster with starter diagrams Diagram processes, organizations, networks, and datacenters Add styles, colors, and themes Enhance diagrams with data-driven visualizations Link to external data sources, websites, and documents Add structure to diagrams with containers, lists, and callouts Validate flowchart, swimlane, and BPMN diagrams Collaborate and publish with Visio Services and Microsoft SharePoint 2016 Look up just the tasks and lessons you need

XNA 4 3D Game Development by Example

This book is a step-by-step tutorial that shows you how to obtain the necessary toolset to create and run Silverlight Enterprise Applications on Azure. The book also covers techniques, practical tips, hints, and tricks for Silverlight interactions with Azure. Each topic is written in an easy-to-read style, with a detailed explanation given and then practical step-by-step exercises with a strong emphasis on real-world relevance. If you are an application developer who wants to build and run Silverlight Enterprise applications using Azure storage, WCF Services, and ASP providers, then this book is for you. You should have a working knowledge of Silverlight and Expression Blend. However, knowledge of Azure is not required since the book covers how to integrate the two technologies in detail.

Microsoft Expression Web 4 Step by Step

Your hands-on, step-by-step guide to building Windows 8 apps with .NET Teach yourself how to build Windows 8 applications using Microsoft .NET Framework 4.5 with Microsoft Visual C# 2012 or Visual Basic 2012—one step at a time. Ideal for those with intermediate to advanced .NET development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that easily adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. C# examples are presented in the text; Visual Basic code examples are available online only. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Blend for Visual Studio 2012 by Example: Beginner's Guide

Eliminate unnecessary code by taking advantage of the MVVM pattern in Silverlight and WPF using this book and eBook ? less code, fewer bugs

Windows Presentation Foundation Development Cookbook

Create action-packed 3D games with the Microsoft XNA Framework.

Silverlight 3 Programmer's Reference

Experience learning made easy—and quickly teach yourself how to create professional-looking business and technical diagrams with Visio 2010. With Step by Step, you set the pace—building and practicing the skills you need, just when you need them! Build a variety of charts and diagrams with Visio templates Draw organization charts, floor plans, flowcharts, and more Apply color, text, and themes to your Visio diagrams Use Visio shapes to link to, store, and visualize data Collaborate on diagrams with Microsoft SharePoint 2010 Create custom diagrams with your own shapes and templates Your Step by Step digital content includes: All the book's practice files—ready to download and put to work. Fully searchable online edition of this book—with unlimited access on the Web. Free online account

required.

Microsoft Expression Blend 4 Step by Step

Your expert guide to building modern applications with Visual Basic 2010 Take control of Visual Basic 2010—for everything from basic Windows and web development to advanced multithreaded applications. Written by Visual Basic experts, this handbook provides an in-depth reference on language concepts and features, as well as scenario-based guidance for putting Visual Basic to work. It's ideal whether you're creating new applications with Visual Basic 2010 or upgrading projects built with an earlier version of the language. Discover how to: Use Visual Basic 2010 for Windows Forms and Windows Presentation Foundation projects Build robust code using object-oriented programming techniques, such as classes and types Work with events and delegates—and add your own events to custom classes Program arrays, collections, and other data structures in the Microsoft .NET Framework Solve problems quickly and easily using My namespace in Visual Basic Dive into Microsoft LINQ, including LINQ to XML and LINQ to Entities Tackle threading, multitasking, and multiprocessor development and debugging

MVVM Survival Guide for Enterprise Architectures in Silverlight and WPF

This is a step-by-step, tutorial guide designed to help readers transition from beginners to more experienced developers using clear explanations. The variety of examples will help readers build, secure, and host real-time web applications. If you are a developer who wants to use PHP and MariaDB to build web applications, this book is ideal for you. Beginners can use this book to start with the basics and learn how to build and host web applications. Seasoned PHP Developers can use this book to get familiar with the new features of PHP 5.4 and 5.5, unit testing, caching, security, and performance optimization.

Foundation Expression Blend 3 with Silverlight

Silverlight 5 has the potential to revolutionize the way we build business applications. With its flexibility, web deployment, cross-platform capabilities, rich .NET language support on the client, rich user interface control set, small runtime, and more, it comes close to the perfect platform on which to build business applications. It's a very powerful technology, and despite its youth, it's moving forward at a rapid pace and is gaining widespread popularity. This book guides you through the process of designing and developing enterprise-strength business applications in Silverlight 5 and C#. You'll learn how to take advantage of the power of Silverlight to develop rich and robust business applications—from getting started to deployment, and everything in between. In particular, this book will serve developers who want to learn how to design business applications. It will introduce the patterns you'll use, the issues you'll face, and how to resolve them. Author Chris Anderson, who has been building line-of-business applications for years, demonstrates his expertise through a candid presentation of how to tackle real-life issues, rather than just avoiding them. Developers will benefit from his hard-won expertise through business application design patterns that he shares

throughout the book. With this book in hand, you will: Create a fully-functional business application in Silverlight Discover how to satisfy the general requirements that most business applications need Develop a business application framework

Complete Guide to Test Automation

The growing popularity of Web 2.0 applications is increasing user expectations for high-quality web site design, presentation, and functionality. It is into this climate that Microsoft is releasing Silverlight 4, the third and latest iteration of its cross-browser web presentation technology. Beginning Sliverlight 4 in C# brings you to the cutting-edge of Web 2.0 application design and includes plenty of practical guidance to get you started straightaway. Silverlight design tools have important differences compared to those used to create Ajax and JavaScript functionality. Robert Lair takes you on a tour of all the tools, including: Microsoft Expression Design, which plays an important part in creating Silverlight assets. Microsoft Expression Blend, which is used to build user interaction for Silverlight elements. Microsoft Visual Studio, which manages the interaction between designers and developers, providing the coding environment for "nuts and bolts" wiring. Once you've mastered the basics, you'll move on to gaining a more in-depth knowledge of some of the new features introduced with Silverlight 4, including H.264 protected content, right-click event handling, a new printing API, and support for the Managed Extensibility Framework.

Microsoft Visio 2016 Step By Step

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and

mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

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