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VANG WARREN

Pro ASP.NET MVC 2 Framework Apress
Microsoft Visual Studio
LightSwitch 2011 is a rapid application deployment tool that lets power users and administrators build data-centric business applications for the desktop, cloud, and Web in just a few clicks, with no code required. But more advanced developers and business users will hunger for more: how do you design complex screens? How do you query data using LINQ and other syntax structures? How do you secure your application?
Pro Visual Studio LightSwitch 2011 Development answers these questions and more as authors Tim Leung and Yann Duran—both awarded Microsoft 2011 Community Contributor Awards for their

LightSwitch expertise—cover this breakthrough product and its operations and structure under the covers. For serious developers building, enhancing and deploying advanced business applications using LightSwitch, Pro Visual Studio LightSwitch 2011 Development is the guide for going beyond the "click-and-you're-done" interface, while still maintaining the elegance and convenience of rapid application development.
Pro Django Apress
If you use Entity Framework in Visual Studio 2008 and .NET 3.5, this is the book you want. Programming Entity Framework, 1st Edition offers experienced developers a thorough introduction to Microsoft's core framework for modeling and interacting with data in .NET applications. This hands-on tour provides a deep understanding of Entity Framework's architecture and APIs, and explains how to use the framework in a variety of applications built with Visual Studio

2008 and .NET 3.5. From the Entity Data Model (EDM) and Object Services to EntityClient and the Metadata Workspace, this highly acclaimed first edition covers it all. Understand the core concepts you need to make the best use of the Entity Framework (EF) in your applications Learn to query your data, using either LINQ to Entities or Entity SQL Create Windows Forms, WPF, and ASP.NET applications Build ASMX web services and WCF services Use Object Services to work directly with your entity objects Delve into model customization, relationship management, change tracking, data concurrency, and more One important note: while many of the lessons from this book will continue to be valuable as you move to .NET 4, the thoroughly revised second edition of Programming Entity Framework (August 2010) specifically targets Visual Studio 2010 and .NET 4 -- where there have been many advancements and additions to the framework.

Learn WPF MVVM - XAML, C# and the MVVM pattern
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This essential classic title provides a comprehensive foundation in the C# programming language and the frameworks it lives in. Now in its 8th edition, you'll find all the very latest C# 7.1 and .NET 4.7 features here, along with four brand new chapters on Microsoft's lightweight, cross-platform framework, .NET Core, up to and including .NET Core 2.0. Coverage of ASP.NET Core, Entity Framework (EF) Core, and more, sits alongside the latest updates to .NET, including Windows Presentation Foundation (WPF), Windows Communication Foundation (WCF), and ASP.NET MVC. Dive in and discover why Pro C# has been a favorite of C# developers worldwide for over 15 years. Gain a solid foundation in object-oriented development techniques, attributes and reflection, generics and collections as well as numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). With the help of this book you'll have the confidence to put C# into practice and explore the .NET

universe on your own terms. What You Will Learn Discover the latest C# 7.1 features, from tuples to pattern matching Hit the ground running with Microsoft's lightweight, open source .NET Core platform, including ASP.NET Core MVC, ASP.NET Core web services, and Entity Framework Core Find complete coverage of XAML, .NET 4.7, and Visual Studio 2017 Understand the philosophy behind .NET and the new, cross-platform alternative, .NET Core
Mastering Windows Presentation Foundation
Packt Publishing Ltd
This book is for WPF and Silverlight developers looking to take their Model-View-ViewModel skills to the next level. It reviews how the MVVM design pattern was used to create a fun and addictive game that provides an elegant user experience. Read this book to gain insights from Josh Smith, an industry recognized expert in WPF, Silverlight, and MVVM, on how to properly design complex View and ViewModel architectures. Learn how to support unlimited undo, coordinate animated transitions, control modal

dialog boxes from a ViewModel, and much more.
C# 6.0 and the .NET 4.6 Framework Apress
Microsoft's Windows Presentation Foundation (WPF) provides you with a development framework for building high-quality user experiences for the Windows operating system. It blends together rich content from a wide range of sources and allows you unparalleled access to the processing power of your Windows computer. Pro WPF 4.5 in C# provides a thorough, authoritative guide to how WPF really works. Packed with no-nonsense examples and practical advice you'll learn everything you need to know in order to use WPF in a professional setting. The book begins by building a firm foundation of elementary concepts, using your existing C# skills as a frame of reference, before moving on to discuss advanced concepts and demonstrate them in a hands-on way that emphasizes the time and effort savings that can be gained.
Mastering Windows Presentation Foundation
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Gain the expertise you need to build custom

application frameworks and responsive and visually appealing user interfaces with WPF, C#, and .NET Key Features Discover a smarter way of working with WPF using the MVVM software architectural pattern Create your own lightweight application framework to build your future applications upon Understand data binding and learn how to use it in an application Book Description Microsoft Windows Presentation Foundation (WPF) provides several libraries and APIs for developers to create engaging user experiences. This book features a wide range of simple through to complex examples to demonstrate how to develop enterprise-grade applications for Windows desktop with WPF. This updated second edition of Mastering Windows Presentation Foundation starts by covering the benefits of using the Model-View-ViewModel (MVVM) software architectural pattern with WPF, before guiding you through debugging your WPF apps. The book will then take you through the application architecture and building the foundation layer for your

apps. As you advance, you'll get to grips with data binding, explore the various built-in WPF controls, and customize them to suit your requirements. You'll learn how to create custom controls to meet your needs when the built-in functionality is not enough. You'll also learn how to enhance your applications using practical animations, stunning visuals, and responsive data validation. To ensure that your app is not only interactive but also efficient, you'll focus on improving application performance, and finally, discover the different methods for deploying your applications. By the end of this book, you'll be proficient in using WPF for developing efficient yet robust user interfaces. What you will learn Discover MVVM and how it assists development with WPF Implement your own custom application framework Become proficient with Data Binding Understand how to adapt the built-in controls Get up to speed with animations Implement responsive data validation Create visually appealing user

interfaces Improve application performance Learn how to deploy your applications Who this book is for This Windows book is for developers with basic to intermediate-level knowledge of Windows Presentation Foundation and for those interested in simply enhancing their WPF skills. If you're looking to learn more about application architecture and designing user interfaces in a visually appealing manner, you'll find this book useful.

Programming Entity Framework Apress

If you want to build applications that take full advantage of Windows Vista's new user interface capabilities, you need to learn Microsoft's Windows Presentation Foundation (WPF). This new edition, fully updated for the official release of .NET 3.0, is designed to get you up to speed on this technology quickly. By page 2, you'll be writing a simple WPF application. By the end of Chapter 1, you'll have taken a complete tour of WPF and its major elements. WPF is the new presentation framework for Windows Vista that also works with Windows XP. It's a cornucopia of new

technologies, which includes a new graphics engine that supports 3-D graphics, animation, and more; an XML-based markup language, called XAML, for declaring the structure of your Windows UI; and a radical new model for controls. This second edition includes new chapters on printing, XPS, 3-D, navigation, text and documents, along with a new appendix that covers Microsoft's new WPF/E platform for delivering richer UI through standard web browsers -- much like Adobe Flash. Content from the first edition has been significantly expanded and modified. Programming WPF includes: Scores of C# and XAML examples that show you what it takes to get a WPF application up and running, from a simple "Hello, Avalon" program to a tic-tac-toe game. Insightful discussions of the powerful new programming styles that WPF brings to Windows development, especially its new model for controls. A color insert to better illustrate WPF support for 3-D, color, and other graphics effects. A tutorial on XAML, the new HTML-like markup language for declaring Windows UI. An

explanation and comparison of the features that support interoperability with Windows Forms and other Windows legacy applications. WPF represents the best of the control-based Windows world and the content-based web world. Programming WPF helps you bring it all together.

Pro Business Applications with Silverlight 5 Sams Publishing

Introducing Silverlight 4 brings you up to speed with version 4 of Silverlight quickly and efficiently. The book builds off your understanding of the basics of .NET coding and WPF, allowing your journey to Silverlight 4 proficiency to be as quick and painless as possible. The text highlights where coding techniques are similar to other, more established areas of the .NET framework. Likewise, when your existing coding habits lead you to a syntax or conceptual 'gotcha,' the text points that out, too. This book provides you with fast-track coverage of all the most important elements of the Silverlight 4 technology ranging from XAML to standard controls, from dealing

with media to networking, from testing to deployment. It also reveals features introduced with Silverlight 4 and offers guidance on how to best utilize them. The book concludes with a pair of fully worked sample applications for you to follow through, because nothing reinforces your understanding of how concepts fit together as much as looking at finished code. It is assumed that readers are already comfortable with the workings of the .NET framework. Knowledge of Expression Blend is useful, but not mandatory: you'll learn the Blend techniques that you need to know as you go through the book. By the end, you will have followed a sound, concise path to mastery of Silverlight 4.

XAML Developer Reference Pearson Education

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

Programming Reactive Extensions and LINQ Packt Publishing Ltd

Silverlight 4 is Microsoft's cross-browser technology for creating rich user experiences on the Web.

Like its predecessor, Silverlight 3, 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 4 in C# is an invaluable reference for professional developers wanting to discover the features of Silverlight 4. 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. Matthew MacDonald provides a comprehensive tutorial written from professional developer to professional developer, complete with full-color graphics and screenshots.

Windows Presentation Foundation Unleashed

Apress
This new 7th edition of Pro C# 6.0 and the .NET 4.6 Platform has been completely revised and rewritten to reflect the latest changes to the C# language specification and new advances in the .NET Framework. You'll find new chapters covering all the important new features that make .NET 4.6 the most comprehensive release yet, including: A Refined ADO.NET Entity Framework Programming Model Numerous IDE and MVVM Enhancements for WPF Desktop Development Numerous updates to the ASP.NET Web APIs This comes on top of award winning coverage of core C# features, both old and new, that have made the previous editions of this book so popular. Readers will gain a solid foundation of object-oriented development techniques, attributes and reflection, generics and

collections as well as numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). The mission of this book is to provide you with a comprehensive foundation in the C# programming language and the core aspects of the .NET platform plus overviews of technologies built on top of C# and .NET (ADO.NET and Entity Framework, Windows Communication Foundation (WCF), Windows Presentation Foundation (WPF), ASP.NET (WebForms, MVC, WebAPI).). Once you digest the information presented in these chapters, you'll be in a perfect position to apply this knowledge to your specific programming assignments, and you'll be well equipped to explore the .NET universe on your own terms. What You Will Learn: Be the first to understand the .NET 4.6 platform and C# 6. Discover the ins and outs of the leading .NET technology. Learn from an award-winning author who has been teaching the .NET world since version 1.0. Find complete coverage of XAML, .NET 4.6 and Visual Studio 2015 together with

discussion of the new Windows Runtime.

Pro C# 7 Apress 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 *Microsoft .NET - Architecting Applications for the Enterprise* "O'Reilly Media, Inc." 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. *Windows 8 MVVM Patterns Revealed* Apress The Windows Phone 7

platform, now recently updated, provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. *Pro Windows Phone 7 Development, Second Edition* helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplace—including using new features like copy-and-paste and API improvements in the NoDo and Mango update waves. For developers new to the Windows Phone platform—whether .NET, iPhone, or Android developers—this book starts by introducing the features and specifications of the Windows Phone series, and then leads you through the complete application development process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the device's sensors with the location service, accelerometer, and touch, how to make your apps location-aware

using GPS data, how to utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial on how to publish and sell your application through the Windows Phone Marketplace. And in this second edition, learn quickly and easily how to take advantage of new API capabilities and HTML5 support right in your browser.

Windows Presentation Foundation

Development

Cookbook Apress
Pro Expression Blend 4 is for .NET developers and graphical artists who want to learn the ins and outs of the Expression Blend integrated development environment. You may know already that this tool can be used to build Windows Presentation Foundation (WPF), Silverlight, and Windows Phone 7 applications; however, this book will take you well beyond the basics and provide you with a detailed examination of key Blend topics, including workspace customization, graphics, layout, styles, themes, data binding, and the use of SketchFlow, giving you an excellent understanding of the Blend product and what it

can do for you. Over the course of these eight chapters, you will learn numerous techniques to simplify the authoring of XAML using Blend. These include: Transforming a vector graphic into a custom control template with a few clicks of the mouse
 Generating complex animations using an integrated timeline editor
 Visually designing interactive data templates
 Creating prototypes (via SketchFlow) that can be transformed into production-level code
 Throughout *Pro Expression Blend 4*, you'll work with both Blend and .NET code to finalize fully-functional projects that will provide both valuable insights and a sound foundation for your future WPF and Silverlight projects. Each chapter will give you ample opportunity to build .NET software using Blend. However, this is not a programming book, per se. While some examples will require a manageable amount of C# code, this book is squarely focused on helping you gain mastery over the numerous tools, editors, designers, and wizards of the Microsoft Expression Blend IDE.

Advanced Mvvm Packt Publishing Ltd

Silverlight 5 is the latest iteration of Microsoft's cross-browser technology for creating rich user experiences on the Web. Like its predecessor, Silverlight 4, 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 VB is an invaluable reference for professional developers wanting 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. MacDonald provides a comprehensive tutorial written from professional developer to professional developer.

Pro Visual Studio LightSwitch 2011

Development Apress Silverlight is Microsoft's cross-browser technology for creating rich user experiences on the Web. Like its predecessor, Silverlight 4 rides atop the .NET framework for maximum ease of use and coding efficiency. The 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 4 in VB is an invaluable reference for professional developers who want to discover the 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. In this book, MacDonald provides a comprehensive tutorial written from professional developer to professional developer. *Programming WPF* Apress Author Steven Sanderson has seen the ASP.NET MVC Framework mature from the start, so his experience, combined with comprehensive coverage of all the new features, including those in the official MVC development toolkit, offers the clearest understanding of how this exciting new framework can improve your coding efficiency. With this book, you'll gain invaluable up-to-date knowledge of security, deployment, and interoperability

challenges. The ASP.NET MVC 2 Framework introduces a radical high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility, combined with all the benefits of ASP.NET 3.5. In this book, the core model-view-controller (MVC) architectural concepts are not simply explained or discussed in isolation, but are demonstrated in action. You'll work through an extended tutorial to create a working e-commerce web application that combines ASP.NET MVC with C# language features and unit-testing best practices. By gaining this invaluable, practical experience, you'll discover MVC's strengths and weaknesses for yourself—and put your best-learned theory into practice.

Pro Windows Phone 7 Development Lulu.com
The ASP.NET MVC 3 Framework is the latest evolution of Microsoft's ASP.NET web platform. It provides a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility, combined with all the benefits of ASP.NET 4. In

this third edition, the core model-view-controller (MVC) architectural concepts are not simply explained or discussed in isolation, but are demonstrated in action. You'll work through an extended tutorial to create a working e-commerce web application that combines ASP.NET MVC with the latest C# language features and unit-testing best practices. By gaining this invaluable, practical experience, you'll discover MVC's strengths and weaknesses for yourself—and put your best-learned theory into practice. The book's authors Steve Sanderson and Adam Freeman have both watched the growth of ASP.NET MVC since its first release. Steve is a well-known blogger on the MVC Framework and a member of the Microsoft Web Platform and Tools team. Adam started designing and building web applications 15 years ago and has been responsible for some of the world's largest and most ambitious projects. You can be sure you are in safe hands.

Pro Silverlight 5 in VB "O'Reilly Media, Inc."
Master the art of building modern desktop applications on Windows

About This Book Learn how to use the MVVM software architectural pattern and see the benefits of using it with Windows Presentation Fountain (WPF) Explore various ways to enhance efficiency through performance tuning and UI automation Obtain a deep understanding of data validation and understand various methods that suit different situations Who This Book Is For This book is for working developers with a moderate level of knowledge about Windows Presentation Foundation. It will also be of special interest to ambitious individuals who want to know more about application architecture. It is also suitable for those who just want to learn how to build visually stunning user interfaces. What You Will Learn Use MVVM to improve workflow Create visually stunning user interfaces Perform data binds proficiently Implement advanced data validation Locate and resolve errors quickly Master practical animations Improve your applications' performance In Detail Windows Presentation Foundation is rich in possibilities when it comes to delivering an excellent

user experience. This book will show you how to build professional-grade applications that look great and work smoothly. We start by providing you with a foundation of knowledge to improve your workflow - this includes teaching you how to build the base layer of the application, which will support all that comes after it. We'll also cover

the useful details of data binding. Next, we cover the user interface and show you how to get the most out of the built-in and custom WPF controls. The final section of the book demonstrates ways to polish your applications, from adding practical animations and data validation to improving application performance. The book

ends with a tutorial on how to deploy your applications and outlines potential ways to apply your new-found knowledge so you can put it to use right away. Style and approach Filled with intriguing and practical examples, this book delineates concepts that will help you take your WPF skills to the next level.

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