

Universal Windows Apps With Xaml And C

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XAML in a Nutshell - Lori A. MacVittie 2006

Provides information on XAML, a declarative language used to build user interfaces.

[Programming for the Internet of Things](#) - Dawid Borycki

2017-05-26

Rapidly implement Internet of Things solutions Creating programs for the Internet of Things offers you an opportunity to build and program custom devices whose functionality is limited only by your imagination. This book teaches you to do exactly that,

with solutions presented in a step-by-step format. When you read this book, you not only learn the fundamentals of device programming, you will also be ready to write code for revolutionizing devices and robots. You don't need to be an expert in low-level programming to benefit from this book. It explains basic concepts and programming techniques before diving into the more complicated topics. Each of the book's chapters and appendices contains a suitable level of detail to help

you quickly master device programming. MCP Dawid Borycki shows you how to: Build Universal Windows Platform (UWP) applications that target interconnected embedded devices Design and implement background apps for seamless integration with hardware components Use intrinsic UWP functionality to detect and track human faces Build artificial auditory, visual, and learning systems Process audio signals to blink LEDs to the rhythm of music Use OpenCV to develop custom image-processing algorithms Communicate with external devices by using serial, USB, Wi-Fi, and AllJoyn connectivity Design and implement applications to control DC, stepper, and servo motors for robotics Use Microsoft Cognitive Services to detect human emotions Build predictive analysis and preventive maintenance systems by using the Azure IoT Suite

Pro WPF 4.5 in C# - Matthew MacDonald 2013-02-01 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.

C# 10.0 All-in-One For Dummies - John Paul Mueller 2022-01-24

Look sharp—learn or refresh your C# skills with the latest

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version C# is one of the most popular programming languages, and frequent updates help it keep pace as the world of coding changes. You can keep pace too, thanks to C# 10.0 All-in-One For Dummies, where you'll learn the basics of the language itself, how to code in Visual Studio, and how to take advantage of the new features in the latest release. At every stage of your career, you'll need to know the cutting-edge trends and techniques that clients want. This book has your back, with info on object-oriented programming, writing secure code, building web applications, and more. The six standalone mini-books you'll find inside this all-in-one will take you through the changes to C# and the practical applications and dev tools that you need to know. New features covered include records, init only setters, top-level statements, pattern matching enhancements, fit and finish features, and a lot more. Plus, this version is packed with more examples

and code snippets, so you can sharply see C# in action! Learn the very basics of C# programming, even if you have no prior experience Refresh your knowledge of the language and learn how to use the new features in the 10.0 version release Read six mini-books on hot coding topics like object-oriented programming, Visual Studio, and Windows 10 development Enhance your employability and join the 6.5-million-strong community of C# developers You need an easy-to-read C# guide that will help you understand the incoming updates, and this For Dummies reference is it.

Exam Ref 70-354 Universal Windows Platform -- App Architecture and UX/UI -

Daren May 2016-01-18

Direct from Microsoft, this Exam Ref is the official study guide for the new Microsoft Exam 70-354 Universal Windows Platform - App Architecture and UX/UI certification exam. It offers professional-level preparation that helps candidates maximize their exam performance and

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sharpen their skills on the job. Microsoft Exam Ref publications stand apart from third-party study guides because they: Provide guidance from Microsoft, the creator of Microsoft certification exams Target IT professional-level exam candidates with content focused on their needs, not "one-size-fits-all content Streamline study by organizing material according to the exam's objective domain (OD), covering one functional group and its objectives in each chapter Feature Thought Experiments to guide candidates through a set of "what if?" scenarios, and prepare them more effectively for Pro-level style exam questions Explore big picture thinking around the planning and design aspects of the IT pro's job role Exam Ref 70-354 Universal Windows Platform - App Architecture and UX/UI focuses on the expertise measured by these objectives: Create the design specification for a mobile line-of-business (LOB) app Implement application lifecycle

management processes Develop an LOB app that supports windowing, adaptive layout, and in-app navigation Develop an LOB app that supports user input and user interactions Test and deploy an LOB app Universal Windows Platform - App Architecture and UX/UI About the Exam Exam 70-354 focuses on the skills and knowledge needed to plan the development of Universal Windows Platform apps, and design and implement a compelling user experience. Candidates for this exam should have one or more years of experience designing and implementing enterprise line-of-business apps with a focus on the user experience. Candidates should also have a minimum of one to two years of experience developing with C# and XAML. See full details at: microsoft.com/learning **Microsoft Visual Studio 2015 Unleashed** - Lars Powers 2015-08-07 Microsoft Visual Studio 2015 empowers you to write next-generation applications for any modern environment: mobile,

web, cloud, universal Windows 10/8.x, database, and beyond. This end-to-end deep dive will help working developers squeeze maximum productivity out of Microsoft's powerful new toolset. The authors combine authoritative and detailed information about Microsoft's latest IDE, with extensive insights and best practices drawn from decades of development experience. Developers will quickly get comfortable with Visual Studio 2015's updated interface, master its new capabilities, leverage its extensive new support for open standards, and discover multiple opportunities to leverage its .NET 4.6 platform and language improvements. By focusing entirely on Visual Studio 2015 Professional, the authors go deeper into Microsoft's core product than ever before. You'll find expert coverage of everything from debugging through deploying to Azure, IDE extension and automation through cross-platform mobile development. Throughout, this book's focus

is relentlessly practical: how to apply Microsoft's tools to build better software, faster. Detailed information on how to... Master Visual Studio 2015's updated interface and key tools: Solutions, Projects, Browsers, Explorers, Editors, and Designers to improve productivity Develop robust cross-platform mobile apps for Windows, iOS, and Android using Apache Cordova templates for Visual Studio Use the new ASP.NET 5 to build modern web solutions that run on Windows, Mac, or Linux Develop Single Page Applications (SPAs) based on HTML5 and rich client-side JavaScript frameworks such as Knockout, AngularJS, Bootstrap, and more Accelerate cloud development with the Azure SDK, QuickStart templates, and Azure management portal Create mobile service solutions using ASP.NET Web API and WCF Streamline data development across multiple platforms with Entity Framework 7 Develop modern Microsoft Office business applications Perform

robust, automated unit testing as you code, increasing your confidence in changes and refactoring Extend the VS 2015 IDE and Code Editor by creating custom, productivity-enhancing solutions Download all examples and source code presented in this book from informit.com/title/9780672337369 as they become available. [C# 7 and .NET Core: Modern Cross-Platform Development - Second Edition](#) - Mark J. Price 2017-04-28

Create powerful cross-platform applications using C# 7, .NET Core, and Visual Studio 2017 About This Book* Build modern, cross-platform applications with .NET Core* Get up to speed with C#, and up to date with all the latest features of C#* Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or a science, technology, engineering, or mathematics (STEM) background. If you want to gain a solid foundation with C#

and to be introduced to the types of applications you can build and know which types will work cross-platform on Windows, Linux, and macOS, this course is for you. What you will learn* Build cross-platform applications using C# 7 and .NET Core* Explore ASP.NET Core and learn how to create professional web applications* Improve your application's performance using multitasking* Use Entity Framework Core and find out how to build code-first databases* Master object-oriented programming with C# to increase code reuse and efficiency* Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML* Query and manipulate data using LINQ* Protect your data by using encryption and hashing In Detail C# has recently been made open source and now supports cross-platform development for Linux, macOS, and Windows. It can be used to create everything from business applications,

websites, and services to games for Android and iOS mobile phones and Xbox One. If you want to build powerful cross-platform applications with C# 7 and .Net Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, and out variables. We also look at the features of C# 6 such as string interpolation, exception filtering, and static class imports. We'll also cover both the full-feature, mature .NET framework and the newer, cross-platform .NET Core. After quickly taking you through C# and how .NET works, we'll dive into the internals of the .NET class libraries, covering topics such as performance, monitoring, debugging, serialization, and encryption. We'll look at managing your data with Entity Framework Core, developing code-first entity data models, and using LINQ to query and manipulate that data. The final section

demonstrates the major types of applications that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, and web services. Last, we'll help you build a complete application that can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core.

Professional C# 7 and .NET Core 2.0 - Christian Nagel
2018-03-21

The professional's guide to C# 7, with expert guidance on the newest features Professional C# 7 and .NET Core 2.0 provides experienced programmers with the information they need to work effectively with the world's leading programming language. The latest C# update added many new features that help you get more done in less time, and this book is your ideal guide for getting up to

speed quickly. C# 7 focuses on data consumption, code simplification, and performance, with new support for local functions, tuple types, record types, pattern matching, non-nullable reference types, immutable types, and better support for variables.

Improvements to Visual Studio will bring significant changes to the way C# developers interact with the space, bringing .NET to non-Microsoft platforms and incorporating tools from other platforms like Docker, Gulp, and NPM.

Guided by a leading .NET expert and steeped in real-world practicality, this guide is designed to get you up to date and back to work. With Microsoft speeding up its release cadence while offering more significant improvement with each update, it has never been more important to get a handle on new tools and features quickly. This book is designed to do just that, and more—everything you need to know about C# is right here, in the single-volume resource on every developer's shelf. Tour

the many new and enhanced features packed into C# 7 and .NET Core 2.0 Learn how the latest Visual Studio update makes developers' jobs easier Streamline your workflow with a new focus on code simplification and performance enhancement Delve into improvements made for localization, networking, diagnostics, deployments, and more Whether you're entirely new to C# or just transitioning to C# 7, having a solid grasp of the latest features allows you to exploit the language's full functionality to create robust, high-quality apps. Professional C# 7 and .NET Core 2.0 is the one-stop guide to everything you need to know.

XAML Unleashed - Adam Nathan 2014-12-22

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

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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

Windows 10 Development Recipes - Senthil Kumar 2015-12-30

This book is a practical guide to solving the everyday problems encountered when building apps for Windows 10 devices, including desktops,

laptops, tablets, and phones, using HTML5, CSS3 and JavaScript. Each recipe includes a concise statement of the problem and the approach you should take in order to solve it. A full code solution is also given, along with an in-depth explanation, so you can build on your development knowledge while you work on your application. The majority of recipes can be used with the Universal Windows app template, designed to help you build one consistent user experience across devices. These are supplemented with recipes for adapting your app to different devices, screen sizes and sensor availability. You'll also find out how to deploy and publish your apps in the Windows Store. Learn how to: Make use of the latest Universal Windows app features, alongside customizations for specific platforms and screen sizes. Bring your apps to life with live tiles, notifications, and sharing. Prepare your app to adapt to your users' different cultural and business environments

using globalization and localization APIs and best practices. Understand the certification process and publish your app to the Windows Store, with the option to pay once, install anywhere. This book is suitable for anyone developing for Windows and Windows Mobile. Readers should be comfortable working with HTML and JavaScript. No previous experience with Microsoft technologies or languages is needed in order to use this book.

[Creating Cross-Platform C# Applications with Uno Platform](#)

- Matt Lacey 2021-08-27

Discover how to leverage the Uno Platform to write single-codebase, cross-platform mobile, desktop, and web applications using C# and XAML Key Features Enhance your Windows apps by running them on all operating systems and browsers Use tools and APIs you already know to remain productive as you target new platforms Create realistic apps for various lines of business (LOBs) and consumer scenarios Book

Description Developers are increasingly being asked to build native applications that run on multiple operating systems and in the browser. In the past, this would have meant learning new technologies and making multiple copies of an application. But the Uno Platform allows you to use tools, languages, and APIs you already know from building Windows apps to develop apps that can also run on other platforms. This book will help you to create customer-facing as well as line-of-business apps that can be used on the device, browser, or operating system of your choice. This practical guide enables developers to put their C# and XAML knowledge to work by writing cross-platform apps using the Uno Platform. Packed with tips and practical examples, this book will help you to build applications for common scenarios. You'll begin by learning about the Uno Platform through step-by-step explanations of essential concepts, before moving on to

creating cross-platform apps for different lines of business. Throughout this book, you'll work with examples that will teach you how to combine your existing knowledge to manage common development environments and implement frequently needed functionality. By the end of this Uno development book, you will have learned how to write your own cross-platform apps with the Uno Platform and use additional tools and libraries to speed up your app development process. What you will learn Understand how and why Uno could be the right fit for your needs Set up your development environment for cross-platform app development with the Uno Platform and create your first Uno Platform app Find out how to create apps for different business scenarios Discover how to combine technologies and controls to accelerate development Go beyond the basics and create 'world-ready' applications Gain the confidence and experience to use Uno in your own

projects Who this book is for
This book is for developers who are familiar with app development for Windows and want to use their existing skills to build cross-platform apps. Basic knowledge of C# and XAML is required to get started with this book. Anyone with basic experience in app development using WPF, UWP, or WinUI will be able to learn how to create cross-platform applications with the Uno Platform.

Apps and Services with .NET

7 - Mark J. Price 2022-11-15
Bestselling author Mark Price is back to guide you through the coolest and most common technologies a .NET developer should know: Blazor, .NET MAUI, gRPC, GraphQL, SQL Server, Cosmos DB, OData, SignalR, Azure Functions, and more! Purchase of the print or Kindle book includes a free eBook in PDF format. Key Features Build services using a variety of technologies including Web API, OData, gRPC, GraphQL, SignalR, and Azure Functions Learn how to use specialized libraries to

improve all aspects of your applications, including performance and localization Leverage .NET MAUI to develop cross-platform desktop and mobile apps with ease Book Description Apps and Services with .NET 7 is for .NET 6 and .NET 7 developers who want to kick their C# and .NET understanding up a gear by learning the practical skills and knowledge they need to build real-world applications and services. It covers specialized libraries that will help you monitor and improve performance, secure your data and applications, and internationalize your code and apps. With chapters that put a variety of technologies into practice, including Web API, OData, gRPC, GraphQL, SignalR, and Azure Functions, this book will give you a broader scope of knowledge than other books that often focus on only a handful of .NET technologies. It covers the latest developments, libraries, and technologies that will help keep you up to date. You'll also leverage .NET MAUI to develop

mobile apps for iOS and Android as well as desktop apps for Windows and macOS. What you will learn Learn how to build more efficient, secure, and scalable apps and services Leverage specialized .NET libraries to improve your applications Implement popular third-party libraries like Serilog and FluentValidation Build cross-platform apps with .NET MAUI and integrate with native mobile features Get familiar with a variety of technologies for implementing services like gRPC and GraphQL Explore Blazor WebAssembly and use open-source Blazor component libraries Store and manage data locally and in the cloud with SQL Server and Cosmos DB Who this book is for This book is for .NET developers interested in exploring more specialized libraries and implementation fundamentals behind building services and apps. You'll need to know your way around .NET and C# quite well before you can dive in, so if you want to work your way up to this book, pick up Mark's

other .NET book, C# 11 and .NET 7 - Modern Cross-Platform Development Fundamentals, first. *Universal Windows Apps with XAML and C# Unleashed* - Adam Nathan 2015 With Microsoft new Universal Windows Apps tools, it's easy to share code between Windows 8.1 and Windows Phone 8.1 XAML apps. Now, developers can deliver beautiful end user experiences on all new Windows devices, with radically less cost and development effort. This means they can painlessly extend their conventional PC development work to fast-growing tablet and smartphone markets. In *Universal Windows Apps with XAML and C# Unleashed*, the world's #1 XAML expert shows Windows developers how to do all this, and more. Just as he did in previous best-sellers like *Windows Presentation Foundation Unleashed* and *Windows 8 Apps with XAML and C# Unleashed*, Adam Nathan delivers comprehensive coverage, accessible explanations, and plenty of

outstanding full-color code samples. Drawing on his unsurpassed experience with modern Windows mobile development, Nathan shows how to build the apps you want to build -- not just the apps Microsoft's SDK makes easy. You'll learn how to unify your Visual Studio code bases for assets ranging from user controls to styles, graphics, and animation. You'll even learn how to unify your monetization, delivering apps and in-app purchases on both Windows and Windows Phone through a single purchase.

Illustrated C# 7 - Daniel Solis
2018-02-19

Get to work quickly with C# with a uniquely succinct and visual format used to present the C# 7.0 language. Whether you're getting to grips with C# for the first time or working to deepen your understanding, you'll find this book to be a clear and refreshing take on each aspect of the language. Figures are of prime importance in this book. While teaching programming seminars, Daniel Solis found

that he could almost watch the light bulbs going on over the students' heads as he drew the figures on the whiteboard. In this text, he has distilled each important concept into simple but accurate illustrations. For this latest edition, Dan is joined by fellow experienced teacher and programmer, Cal Schrottenboer, to bring you the very latest C# language features, along with an understanding of the frameworks it most often lives in: .NET and the new .NET Core. For something as intricate and precise as a programming language, there must be text as well as figures. But rather than long, wordy explanations, the authors use short, concise descriptions and bullet lists to make each important piece of information visually distinct and memorable. What You'll Learn Start with an overview of C# programming and how the language works under the hood Put things in context with a little useful history of C# and .NET Know how .NET Core fits into the picture Understand

how C# handles types Benefit from clear, concise explanations of each language feature, from classes and inheritance to enumerators and iterators, and the new C# 7.0 tuples Quickly access material via this book's visual introduction to asynchronous programming with C# Who This Book Is For Novice to intermediate C# programmers, and more experienced programmers moving to C# from other languages

Professional Visual Studio

2015 - Bruce Johnson

2015-08-19

In-depth coverage of the major Visual Studio 2015 revamp Professional Visual Studio 2015 is the leading pro's guide to new and upgraded features of Microsoft Visual Studio. With a unique IDE-centric approach and deep dive into the software's many nooks and crannies, this book will bring you up to speed quickly on everything Visual Studio 2015 has to offer. Whether you're new to Visual Studio or just upgrading, you'll appreciate in-depth, professional explanation

of updates, features, and support. Visual Studio 2015 is packed with improvements that increase productivity, and this book walks you through each one in succession to help you smooth your workflow and get more accomplished. From customization and the interface to code snippets and debugging, the Visual Studio upgrade expands your options — and this book is your fast-track guide to getting on board quickly. The Visual Studios 2015 release fixes a number of issues that deterred many professionals from adopting VS 2013. Old products have been retooled, and new features are aimed at productivity enhancement and fixes to UI. Fully aligned with VS 2015, this guide walks you through the changes and helps you incorporate helpful new features into the way you work. Discover new options for themes, displays, and settings Learn the new workflow and shortcuts to ASP.NET code Master improved debugging and unit testing support capabilities Exploit changes to

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Windows STORE apps, phone apps, Azure, and SharePoint
Professional C# and .NET - Christian Nagel 2021-08-31
Get the latest coverage of the newest features in C#9 and .NET 5 In Professional C# and .NET: 2021 Edition, Microsoft MVP for Visual Studio and Development Technologies and veteran developer, Christian Nagel, delivers a comprehensive tour of the new features and capabilities of C#9 and .NET 5. Experienced programmers making the transition to C# will benefit from the author's in-depth explorations to create Web- and Windows applications using ASP.NET Core, Blazor, and WinUI using modern application patterns and new features offered by .NET including Microservices deployed to Docker images, GRPC, localization, asynchronous streaming, and much more. The book also offers: Discussions of the extension of .NET to non-Microsoft platforms like OSX and Linux Explanations of the newest features in C#9,

including support for record types, and enhanced support for tuples, pattern matching, and nullable reference types Integrating .NET applications with Microsoft Azure services such as Azure App Configuration, Azure Key Vault, Azure Functions, the Azure Active Directory, and others Downloadable code examples from wrox.com and github.com with online updates for C# 10 and .NET 6 Perfect for programmers with a background in C#, Visual Basic, Java, or C/C++, Professional C# and .NET: 2021 Edition will also earn a place in the libraries of software architects seeking an up-to-date and fulsome treatment of the latest C# and .NET releases.

Windows Application Development Cookbook - Marcin Jamro 2017-01-31
Over 100 solution-based recipes to help you build applications for desktops, smartphones, and tablets
About This Book* Learn to build applications for Windows 10, the latest Windows version*

Develop your applications to be cross-platform by making them compatible with desktops, smartphones, and tablets* This guide is packed with recipes covering major solutions to day-to-day problems faced by Windows programmersWho This Book Is ForThe book is dedicated to programmers with various experience of developing applications for Windows-based desktops, smartphones, and tablets-even beginners can find suitable content.What You Will Learn* Start developing different applications* Design user interface in the XAML language* Use the MVVM design pattern with data binding* Store data in files and in a database* Use multimedia content, 2D/3D graphics, and animations* Capture data from built-in sensors* Handle various Internet-based scenarios* Test and submit the application to the Windows StoreIn DetailThe book starts with recipes that will help you set up the integrated development environment before you go ahead and

design the user interface. You will learn how to use the MVVM design pattern together with data binding, as well as working with data in different file formats. Moving on, you will explore techniques to add animations and graphics to your application, and enable your solution to work efficiently with multimedia.You will also see how to use sensors, such as the accelerometer and gyroscope, to read data and recognize various user operations, such as swipe. You will make your application ready to work with Internet-based scenarios, such as sending e-mails or downloading files, before finally testing the project and submitting it to the Windows Store. By the end of the book, you will have a market-ready application compatible across different Windows devices, including desktops, smartphones, and tablets.

Programming Windows Store Apps with C# -

Matthew Baxter-Reynolds

2014-02-13

Annotation If you want to build

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Windows 8 applications for desktops and the forthcoming Microsoft Surface tablet PC, this book will show you how to work with the Metro design language and the Windows RT operating system. You'll learn this new landscape step-by-step, including the minute system details and design specifications necessary to innovate and build a variety of Windows 8 apps. It's ideal for .NET developers who use C#. Throughout the book, you'll follow one app from idea to the Windows Store to understand what's involved in every step of the process. You'll learn how to create in-app purchases, link with social networks, and incorporate the charm bar, which opens the Windows 8 start screen. Get a jump on developers looking to cash in on the demand for Windows 8 apps. Order your copy of *Programming Metro-Style Applications with C# today.*

C# 6 and .NET Core 1.0: Modern Cross-Platform Development - Mark J. Price
2016-03-29

Create powerful cross-platform

applications using C# 6, .NET Core 1.0, ASP.NET Core 1.0, and Visual Studio 2015 About This Book Build modern, cross-platform applications with .NET Core 1.0 Get up-to-speed with C#, and up-to-date with all the latest features of C# 6 Start creating professional web applications with ASP.NET Core 1.0 Who This Book Is For Are you struggling to get started with C#? Or maybe you're interested in the potential of the new cross-platform features that .NET Core can offer? If so, C# 6 and .NET Core 1.0 is the book for you. While you don't need to know any of the latest features of C# or .NET to get started, it would be beneficial if you have some programming experience. What You Will Learn Build cross-platform applications using C# 6 and .NET Core 1.0 Explore ASP.NET Core 1.0 and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core 1.0 and learn how to build Code-First

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databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption and hashing In Detail With the release of .NET Core 1.0, you can now create applications for Mac OS X and Linux, as well as Windows, using the development tools you know and love. C# 6 and .NET Core 1.0 has been divided into three high-impact sections to help start putting these new features to work. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 6 such as string interpolation for easier variable value output, exception filtering, and how to perform static class imports. We'll also cover both the full-feature, mature .NET Framework and the new, cross-platform .NET Core. After quickly taking you

through C# and how .NET works, we'll dive into the internals of the .NET class libraries, covering topics such as performance, monitoring, debugging, internationalization, serialization, and encryption. We'll look at Entity Framework Core 1.0 and how to develop Code-First entity data models, as well as how to use LINQ to query and manipulate that data. The final section will demonstrate the major types of applications that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, and web services. Lastly, we'll help you build a complete application that can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and

fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

XAML Developer Reference -

Ashish Ghoda 2011-12-15

Your expert guide to designing and building dynamic user interfaces Sharpen your application design and development skills using XAML—the declarative markup language used in Microsoft Silverlight and Windows Presentation Foundation (WPF). Led by two XAML experts, you'll learn practical ways to build rich, interactive user interfaces with data integration capabilities and support for multimedia, graphics, and animation. This hands-on guide is ideal for Microsoft .NET developers and web designers alike. Discover how to: Control UI behavior and implement business logic with code-behind solutions Manage UI element positioning with the XAML layout system Use templates to customize UI elements—without affecting

their functionality Apply different types of property and event systems in WPF and Silverlight Bind various kinds of data to your UI, and display them in the format you want Implement 2D and 3D vector graphics and animations Reuse control styles and properties to maintain consistency throughout your application *Professional C# 6 and .NET Core 1.0* - Christian Nagel 2016-04-11

A true professional's guide to C# 6 Professional C# 6 and .NET Core 1.0 provides complete coverage of the latest updates, features, and capabilities, giving you everything you need for C#. Get expert instruction on the latest changes to Visual Studio 2015, Windows Runtime, ADO.NET, ASP.NET, Windows Store Apps, Windows Workflow Foundation, and more, with clear explanations, no-nonsense pacing, and valuable expert insight. This incredibly useful guide serves as both tutorial and desk reference, providing a professional-level review of C# architecture and

its application in a number of areas. You'll gain a solid background in managed code and .NET constructs within the context of the 2015 release, so you can get acclimated quickly and get back to work. The new updates can actively streamline your workflow, with major changes including reimagined C# refactoring support, a new .NET Web app stack, and the .NET compiler platform that makes C# and Visual Basic compilers available as APIs. This book walks you through the changes with a comprehensive C# review. Explore the new Visual Studio templates for ASP.NET Core 1.0, Web Forms, and MVC Learn about the networking switch to HttpClient and ASP.NET Web API's replacement of WCF Data Services Work with the latest updates to the event log, Windows Runtime 2.0, and Windows 8.1 deployment and localization Dig deep into the new .NET 5.0 GC behaviors and the Migrations addition to ADO.NET Microsoft has stepped up both the cadence

and magnitude of their software releases. Professional C# 6 and .NET Core 1.0 shows you everything you need to know about working with C# in a real-world context.

Learn WinUI 3.0 - Alvin Ashcraft 2021-03-26

A beginner's guide to building Windows applications with WinUI for UWP and desktop applications Key Features Create modern Windows 10 applications and gain access to UI controls that were previously limited to UWP applications Discover how to modernize your existing Win32 apps with a modern Windows 10 UI Learn to embed a single page application (SPA) in a WinUI application with a web framework like Blazor Book Description WinUI 3.0 takes a whole new approach to delivering Windows UI components and controls, and is able to deliver the same features on more than one version of Windows 10. Learn WinUI 3.0 is a comprehensive introduction to WinUI and Windows apps for anyone who is new to WinUI, Universal

Windows Platform (UWP), and XAML applications. The book begins by helping you get to grips with the latest features in WinUI and shows you how XAML is used in UI development. You'll then set up a new Visual Studio environment and learn how to create a new UWP project. Next, you'll find out how to incorporate the Model-View-ViewModel (MVVM) pattern in a WinUI project and develop unit tests for ViewModel commands. Moving on, you'll cover the Windows Template Studio (WTS) new project wizard and WinUI libraries in a step-by-step way. As you advance, you'll discover how to leverage the Fluent Design system to create beautiful WinUI applications. You'll also explore the contents and capabilities of the Windows Community Toolkit and learn to create a new UWP user control. Toward the end, the book will teach you how to build, debug, unit test, deploy, and monitor apps in production. By the end of this book, you'll have learned how

to build WinUI applications from scratch and modernize existing WPF and WinForms applications using WinUI controls. What you will learnGet up and running with WinUI and discover how it fits into the landscape of Project Reunion and Windows UI developmentBuild new Windows apps quickly with robust templatesDevelop testable and maintainable apps using the MVVM patternModernize WPF and WinForms applications with WinUI and XAML IslandsDiscover how to build apps that can target Windows and leverage the power of the webInstall the XAML Controls Gallery sample app and explore available WinUI controlsWho this book is for This book is for anyone who wants to develop Windows applications with a modern user experience (UX). If you are familiar with UWP and WPF and are looking to enhance your knowledge of Windows development and modernize existing apps, you will find this book useful. Hands-on experience with C#

and .NET is expected but no prior knowledge of WinUI is required.

Microsoft Visual Basic 2013

Step by Step - Michael Halvorson 2013

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.

Visual Basic 2015

Unleashed - Alessandro Del Sole 2015-07-25

Using Visual Basic 2015, developers can build cutting-edge applications that run practically anywhere: on Windows desktops, new Windows 10 devices, in mobile and cloud environments, and beyond. Visual Basic 2015 Unleashed is the most comprehensive, practical reference to modern programming with VB 2015. Long-time Visual Basic MVP Alessandro Del Sole walks you through the latest version of the language, helping you thoroughly master its most

valuable features, most powerful programming techniques, and most effective development patterns. Next, he shows how to use Visual Basic 2015 to build robust, effective software in a wide range of environments. Extensively updated for Visual Basic 2015's major improvements, this guide covers both Visual Basic 2015 Professional Edition for professional developers and the free Community Edition for hobbyists, novices, and students. Del Sole has added detailed coverage of building new universal Windows apps for Windows 10 and using new Visual Studio 2015 capabilities to supercharge your productivity as a developer. If you want to leverage all of VB 2015's power, this is the book you need. Detailed information on how to... Understand the Visual Studio 2015 IDE, .NET Framework 4.6 and the new .NET Core 5, and the anatomy of a VB 2015 application Debug VB applications and implement error handling and exceptions Keep your code clean and well-organized with VB 2015's new

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refactoring tools Master modern VB object development: namespaces, modules, structures, enums, inheritance, interfaces, generics, delegates, events, collections, iterators, and more Share Visual Basic code with Portable Class Libraries and Shared Projects Access data with LINQ and ADO.NET Entity Framework Manipulate XML documents with LINQ and XML Literals Build and deploy applications to run in the Microsoft Azure cloud Develop universal Windows apps that run on any Windows 10 device Use advanced .NET 4.6 platform capabilities, including async and parallel programming, multithreading, assemblies, reflection, and coding attributes Leverage new compiler APIs to write custom domain-specific live code analysis rules Test code with unit tests and TDD Deploy apps efficiently with InstallShield for Visual Studio and ClickOnce

Mastering Visual Studio 2017 - Kunal Chowdhury 2017-07-27
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.

C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development - Mark J. Price
2017-11-30

C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development, Third Edition is a practical guide to creating powerful cross-platform applications with C# 7 and .NET Core 2.0. About This Book Build modern, cross-platform applications with

.NET Core 2.0 Get up to speed with C#, and up to date with all the latest features of C# 7.1 Start creating professional web applications with ASP.NET Core 2.0 Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7.1 and .NET Core 2.0 Explore ASP.NET Core 2.0 and learn how to create professional websites, services, and applications Improve your application's performance using multitasking Use Entity Framework Core and LINQ to query and manipulate data Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app

development using the Universal Windows Platform Protect and manage your files and data with encryption, streams, and serialization Get started with mobile app development using Xamarin.Forms Preview the nullable reference type feature of C# 8 In Detail C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development, Third Edition, is a practical guide to creating powerful cross-platform applications with C# 7.1 and .NET Core 2.0. It gives readers of any experience level a solid foundation in C# and .NET. The first part of the book runs you through the basics of C#, as well as debugging functions and object-oriented programming, before taking a quick tour through the latest features of C# 7.1 such as default literals, tuples, inferred tuple names, pattern matching, out variables, and more. After quickly taking you through C# and how .NET works, this book dives into the .NET Standard 2.0 class libraries, covering topics such as packaging and deploying your own libraries,

and using common libraries for working with collections, performance, monitoring, serialization, files, databases, and encryption. The final section of the book demonstrates the major types of application that you can build and deploy cross-device and cross-platform. In this section, you'll learn about websites, web applications, web services, Universal Windows Platform (UWP) apps, and mobile apps. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core 2.0.

Professional C# 6 and .NET Core 1.0 - Christian Nagel
2016-04-01

A true professional's guide to C# 6 Professional C# 6 and

.NET Core 1.0 provides complete coverage of the latest updates, features, and capabilities, giving you everything you need for C#. Get expert instruction on the latest changes to Visual Studio 2015, Windows Runtime, ADO.NET, ASP.NET, Windows Store Apps, Windows Workflow Foundation, and more, with clear explanations, no-nonsense pacing, and valuable expert insight. This incredibly useful guide serves as both tutorial and desk reference, providing a professional-level review of C# architecture and its application in a number of areas. You'll gain a solid background in managed code and .NET constructs within the context of the 2015 release, so you can get acclimated quickly and get back to work. The new updates can actively streamline your workflow, with major changes including reimagined C# refactoring support, a new .NET Web app stack, and the .NET compiler platform that makes C# and Visual Basic compilers available as APIs. This book walks you through

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the changes with a comprehensive C# review. Explore the new Visual Studio templates for ASP.NET Core 1.0, Web Forms, and MVC Learn about the networking switch to HttpClient and ASP.NET Web API's replacement of WCF Data Services Work with the latest updates to the event log, Windows Runtime 2.0, and Windows 8.1 deployment and localization Dig deep into the new .NET 5.0 GC behaviors and the Migrations addition to ADO.NET Microsoft has stepped up both the cadence and magnitude of their software releases. Professional C# 6 and .NET Core 1.0 shows you everything you need to know about working with C# in a real-world context.

Visual Studio 2015 Cookbook - Jeff Martin 2016-08-19

Over 50 new and improved recipes to put Visual Studio 2015 to work in your crucial development projects About This Book Get to grips with all the new Visual Studio 2015 features regardless of your preferred programming

language Apply Visual Studio to all areas of development: writing, debugging, and application lifecycle maintenance Straightforward and hands-on advice for building both Windows and Android apps Who This Book Is For If you are a developer excited about the new features introduced in Visual Studio 2015, then no matter what your programming language of choice is, Visual Studio 2015 Cookbook is for you. You should have a good knowledge of working with previous versions of Visual Studio to benefit from the recipes in this book. What You Will Learn Customize the editor's new abilities to fit your development style Create apps for Windows Use Visual Studio to debug parallel and concurrent programs Integrate .NET Framework 4.6 effectively Put TypeScript to work in your web applications Develop modern C++11 with Visual Studio 2015 Protect and manage your source code with Team Foundation Server In Detail Visual Studio 2015 is the

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premier tool for developers targeting the Microsoft platform. 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. Visual Studio 2015 is packed with improvements that increase productivity, and this book walks you through each one in succession to help you smooth your workflow and get more accomplished. From customization and the interface to code snippets and debugging, the Visual Studio upgrade expands your options — and this book is your fast-track guide to getting on board quickly. Visual Studio 2015 Cookbook will introduce you to all the new areas of Visual Studio and how they can quickly be put to use to improve your everyday development tasks. With this book, you will learn not only what VS2015 offers, but what it takes to put it to work for your projects. Style and approach This book is a practical guide to using Visual

Studio 2015 and will help you become familiar with the improvements made in previous versions. Each recipe provides a hands-on approach to the new features with step-by-step instructions on how to increase your productivity.

Creating Mobile Apps with Xamarin.Forms Preview Edition 2 - Charles Petzold
2015-04-11

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

C# 7 and .NET Core: Modern Cross-Platform Development - Mark J. Price
2017-03-24

Modern Cross-Platform Development About This Book Build modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest

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features of C# 7 Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and

manipulate data using LINQ Protect your data by using encryption and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section will demonstrate the major types of application that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all

of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

C# 9 and .NET 5 - Modern Cross-Platform Development

- Mark J. Price 2020-11-10
Publisher's Note: Microsoft will stop supporting .NET 5 in early May 2022. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022, as well as Visual Studio Code. Key Features • Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor • Strengthen your command of ASP.NET Core 5.0

and create professional websites and services • Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description In C# 9 and .NET 5 - Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform

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apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn

- Build your own types with object-oriented programming
- Query and manipulate data using LINQ
- Build websites and services using ASP.NET Core 5
- Create intelligent apps using machine learning
- Use Entity Framework Core and work

- with relational databases
- Discover Windows app development using the Universal Windows Platform and XAML
- Build rich web experiences using the Blazor framework
- Build mobile applications for iOS and Android using Xamarin.Forms

Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book.

Table of Contents

- Hello, C#!
- Welcome, .NET Core!
- Speaking C#
- Controlling Flow and Converting Types
- Writing, Debugging, and Testing Functions
- Building Your Own Types with Object-Oriented Programming
-

Implementing Interfaces and Inheriting Classes • Understanding and Packaging .NET Types • Working with Common .NET Types • Working with Files, Streams, and Serialization (N.B. Please use the Look Inside option to see further chapters) Review "Mark Price's extraordinary book covers every aspect of C# 9 and .NET 5. It is filled with step-by-step demonstrations and will be of tremendous value both to those who want to learn C# and to more experienced C# programmers making the transition to C# 9. Highly recommended!" -- Jesse Liberty - author of Programming C# and Learning C# (O'Reilly Media)

Building Apps for the Universal Windows Platform

- Ayan Chatterjee 2017-06-30 Develop Windows 10 applications faster and more efficiently using the Universal Windows Platform. You will use Xamarin to create apps for macOS, iOS, and Android devices. Building Apps for the Universal Windows Platform is a complete guide covering PCs,

tablets, phones, and other devices such as HoloLens. You will use Windows 10 to develop apps for desktop, mobile, holographic, wearable, and IoT devices. You will reuse code to easily create cross-platform apps. What You Will Learn Design and develop apps using Visual Studio and Blend Create Cortana-enabled apps for a hands-free experience Build IoT apps and apps for wearables such as the Microsoft HoloLens Monitor apps post-publication to gain insights from actionable data using Windows Store Analytics and Azure Who This Book Is For Professional developers working independently or in a team on Windows 10 applications, and students coming into the world of software development

Mobile App Development with Ionic, Revised Edition - Chris Griffith 2017-08-18

Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to

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use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve

issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

Developing Windows 10 Applications With C# - Sergii

Baidachnyi 2017-07-14

Microcontrollers like Arduino provide a great introduction to physical computing, allowing you to design: environment sensors and controls; visual and auditory alerts based on input; and devices comprising the Internet of Things. In Arduino, author Marko Svaljek explains the fundamentals of the Arduino Uno board and how it interacts with common components. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most

complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career & Business.

C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development - Mark J. Price
2019-10-31

Publisher's Note: Microsoft ceased support for .NET Core 3.0 in March 2020. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022, as well as Visual Studio Code. Key Features Build modern, cross-platform applications with .NET Core 3.0 Get up to speed with C#, and up to date with all the latest features of C# 8.0 Start creating professional web applications with ASP.NET Core 3.0 Book Description In C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to start programming C#

applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part 1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop applications including Windows Forms, Windows Presentation

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Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learnBuild cross-platform applications for Windows, macOS, Linux, iOS, and AndroidExplore application development with C# 8.0 and .NET Core 3.0Explore ASP.NET Core 3.0 and create professional web applicationsLearn object-oriented programming and C# multitaskingQuery and manipulate data using LINQUse Entity Framework Core and work with relational databasesDiscover Windows app development using the Universal Windows Platform and XAMLBuild mobile applications for iOS and Android using Xamarin.FormsWho this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0.

Real World Windows 10

Development - Edward Moemeka 2015-12-29 Emphasizing XAML and C#, this book provides readers with all the tools, ideas, and inspiration to begin Windows Universal App development for Windows 10. Real World Windows 10 Development addresses developers who want to break into this market by providing detailed explanations of the various aspects of Universal App development. Written by authors with deep knowledge in Windows 10 universal app development, you will learn how to make the most of the Windows 10 SDK to build applications that can be published on IoT devices, phones, tablets, laptops, desktops, Xbox, HoloLens, and the Surface Hub. Readers will learn how to: Extend the appeal of their native, web-based, or universal apps with media, shell integration, and inter-app communications Build adaptive user interfaces that scale to the screen dimensions they are displayed on Monetize your apps Introduce mapping What if you

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already have pre-existing software in the form of native win32 applications or a website? Real World Windows 10 Development tackles this by providing detailed tutorials on the approaches used to leverage your existing code investment. Finally, Real World Windows 10 Development provides a step-by-step walk through of the various approaches developers can use to distribute their universal apps. In this book, you'll get: Detailed descriptions of Windows 10 app development Samples emphasizing the use of XAML/C# Adherence to Windows 10 guidelines for successful app acceptance

Universal Apps for Windows 10 - Ashish Ghoda 2016-03-02

In Windows 10 Microsoft has created a single platform with a common runtime to enable development of single code-base applications running on various Windows devices. These applications are called Universal Windows Apps. With the introduction of the Universal App Platform (UAP), an integrated set of

development tools and APIs/SDKs for Windows 10, it is now truly possible to have "One Windows Platform" to develop Universal Apps. The Model-View-View-Model (MVVM) pattern is valued by many developers as an excellent way of creating sophisticated modern applications. Its clear separation of presentation and business logic produces a clean implementation that promotes speed, scalability and code reuse in applications with a complex UI. These characteristics are particularly valuable to WPF developers. This 200 page, information-rich, guide we will show you how MVVM works with both XAML (C#) and HTML5 (JavaScript) flavors of Windows 10 Universal Apps. Beginning with a brief recap of Windows 10 Universal Apps and Microsoft One Windows Platform and MVVM concepts under .NET (to provide a common frame of reference) the author then will then dive into the details of how MVVM can best be implemented for Windows 10 Universal Apps,

showing a working application framework in each case.

Programming for Mixed Reality with Windows 10, Unity, Vuforia, and UrhoSharp - Dawid Borycki
2018-08-30

Develop AI-powered apps and games for HoloLens and mixed reality headsets This is a complete guide to programming AI-powered mixed reality apps with the Windows Mixed Reality platform. Step by step, Dawid Borycki guides you through every type of mixed reality development, from simple 2D to cutting-edge apps for Microsoft HoloLens and immersive headsets. First, you'll learn to write UWP 2D apps that adapt for any Windows 10 device, transfer camera images to machine learning services, and use mobile sensor readings to control headset content. Then, building on these skills, you'll master every facet of building cross-platform 3D apps that link augmented reality content to real objects. Advanced Microsoft technology expert

Dawid Borycki shows how to:
Set up a mixed reality development environment with all the tools you'll need, including HoloLens and Mixed Reality simulators Write Universal Windows 2D apps for all Windows 10 devices, and adjust their views and capabilities to specific hardware Render media streams, acquire video from world-facing cameras, and detect human faces in those images Generate descriptions of what the user sees, and present them via text or speech Build AI-powered voice-controlled apps with Microsoft Cognitive Services (MCS) Master core concepts and techniques for building 3D mixed reality apps with Unity Format 3D objects with materials to create holograms Add interactions to holograms based on user input Integrate HoloLens capabilities, including air gestures, spatial sound, and mapping
C# 10 and .NET 6 - Modern Cross-Platform Development
- Mark J. Price 2021-11-09
A comprehensive guide for

beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code. Purchase of the print or Kindle book includes a free eBook in the PDF format.

Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android

Book Description Extensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with

the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies,

including gRPC and GraphQL
Build cross-platform apps using XAML
Who this book is for
Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

Windows Phone 8 Development Internals -

Andrew Whitechapel

2013-06-15

Build and optimize Windows Phone 8 apps for performance and security
Drill into Windows Phone 8 design and architecture, and learn best practices for building phone apps for consumers and the enterprise. Written by two senior members of the core Windows Phone Developer

Platform team, this hands-on book gets you up to speed on the Windows 8 core features and application model, and shows you how to build apps with managed code in C# and native code in C++. You'll also learn how to incorporate Windows Phone 8 features such as speech, the Wallet, and in-app purchase. Discover how to: Create UIs with unique layouts, controls, and gesture support
Manage databinding with the Model View ViewModel pattern
Build apps that target Windows Phone 8 and Windows Phone 7
Use built-in sensors, including the accelerometer and camera
Consume web services and connect to social media apps
Share code across Windows Phone 8 and Windows 8 apps
Build and deploy company hub apps for the enterprise
Start developing games using Direct3D
Test your app and submit it to the Windows Phone Store