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The #1 WPF Book--Now Updated for WPF 4.5! Thorough, authoritative coverage, practical examples, clear writing, and full-color presentation make this one of the most widely acclaimed programming books of the last decade. Windows Presentation Foundation (WPF) is the recommended technology for creating modern Windows desktop apps.

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Whether you want to develop traditional user interfaces or integrate 3D graphics, audio/video, animation, dynamic skinning, touch, rich document support, speech recognition, or more, WPF enables you to do so in a seamless, resolution-independent manner that scales from small tablets to large TVs. WPF 4.5 Unleashed is the authoritative book that covers it all, in a practical and approachable fashion, authored by WPF guru and Microsoft architect Adam Nathan. Covers everything you need to know about Extensible

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Application Markup Language (XAML)
Examines the WPF feature areas in incredible depth: controls, layout, resources, data binding, styling, graphics, animation, and more Delves into topics that aren't covered by most books: 3D, speech, audio/video, documents, effects Shows how to create popular UI elements and leverage built-in controls such as the new Office-style Ribbon Demonstrates how to create sophisticated UI mechanisms, such as Visual Studio-like collapsible/dockable panes Explains how to

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create first-class custom controls for WPF
Demonstrates how to create hybrid WPF
software that leverages Windows Forms,
DirectX, ActiveX, or other non-WPF
technologies Explains how to exploit desktop
features, such as Jump Lists and taskbar
customizations, and the same toast
notifications used by Windows Store apps
An advanced guide to creating powerful high-
performance GUIs for modern, media-rich
applications in various domains such as
business and game development Key

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Features Gain comprehensive knowledge of Python GUI development using PyQt

5.12 Explore advanced topics including multithreaded programming, 3D animation, and SQL databases Build cross-platform GUIs for Windows, macOS, Linux, and Raspberry Pi

Book Description PyQt5 has long been the most powerful and comprehensive GUI framework available for Python, yet there is a lack of cohesive resources available to teach Python programmers how to use it. This book aims to remedy the problem by providing

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comprehensive coverage of GUI development with PyQt5. You will get started with an introduction to PyQt5, before going on to develop stunning GUIs with modern features. You will then learn how to build forms using QWidgets and learn about important aspects of GUI development such as layouts, size policies, and event-driven programming. Moving ahead, you'll discover PyQt5's most powerful features through chapters on audio-visual programming with QtMultimedia, database-driven software with QtSQL, and

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web browsing with QtWebEngine. Next, in-depth coverage of multithreading and asynchronous programming will help you run tasks asynchronously and build high-concurrency processes with ease. In later chapters, you'll gain insights into QOpenGLWidget, along with mastering techniques for creating 2D graphics with QPainter. You'll also explore PyQt on a Raspberry Pi and interface it with remote systems using QtNetwork. Finally, you will learn how to distribute your applications

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using setuptools and PyInstaller. By the end of this book, you will have the skills you need to develop robust GUI applications using PyQt. What you will learn
Get to grips with the inner workings of PyQt5
Learn how elements in a GUI application communicate with signals and slots
Learn techniques for styling an application
Explore database-driven applications with the QtSQL module
Create 2D graphics with QPainter
Delve into 3D graphics with QOpenGLWidget
Build network and web-aware applications with QtNetwork and

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QtWebEngineWho this book is for This book is for programmers who want to create attractive, functional, and powerful GUIs using the Python language. You'll also find this book useful if you are a student, professional, or anyone who wants to start exploring GUIs or take your skills to the next level. Although prior knowledge of the Python language is assumed, experience with PyQt, Qt, or GUI programming is not required. The Windows Presentation Foundation (WPF) is a next generation graphics platform that is

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part of .NET 3.0 and .NET 3.5. It allows you to build advanced user interfaces that incorporate documents, media, 2D and 3D graphics, animations, and web-like characteristics. "Practical WPF Graphics Programming" provides all the tools you need to develop professional graphics applications using WPF and C#. This book will be useful for WPF and C# programmers of all skill levels. It provides a complete and comprehensive explanation of the WPF graphics capability, and pays special attention

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to the details of code implementation. The book shows you how to create a variety of graphics ranging from simple 2D shapes to complex 3D surfaces and interactive 3D models. It includes over 120 code examples, which cover broad array of topics on WPF graphics programming. You will learn how to create a full range of 2D and 3D graphics applications and how to implement custom 3D geometries and shapes that can be reused in your WPF projects. Please visit the author's website for more information about this book

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at www.authors.unicadpublish.com/jack_xu. This book provides comprehensive details of developing ultra-modern, responsive single-page applications (SPA) for quantitative finance using ASP.NET Core and Angular. It pays special attention to create distributed web SPA applications and reusable libraries that can be directly used to solve real-world problems in quantitative finance. The book contains: Overview of ASP.NET Core and Angular, which is necessary to create SPA for quantitative finance. Step-by-step approaches

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to create a variety of Angular compatible real-time stock charts and technical indicators using ECharts and TA-Lib. Introduction to access market data from online data sources using .NET Web API and Angular service, including EOD, intraday, real-time stock quotes, interest rates. Detailed procedures to price equity options and fixed-income instruments using QuantLib, including European/American/Barrier/Bermudan options, bonds, CDS, as well as related topics such as cash flows, term structures, yield

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curves, discount factors, and zero-coupon bonds. Detailed explanation to linear analysis and machine learning in finance, which covers linear regression, PCA, KNN, SVM, and neural networks. In-depth descriptions of trading strategy development and back-testing for crossover and z-score based trading signals.

Building Modern Multiple-Page Web Applications using ASP.NET Core Razor Pages, Angular Elements, WebPack, RxJS, and Mini-SPAs

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Pro WPF 4.5 in C#

Three-dimensional Graphics Programming for the Windows Presentation Foundation

Practical C# and WPF For Financial Markets

Windows Presentation Foundation in .NET 4

Beginner's Guide

Windows Presentation Foundation with C#

2010 and .NET 4

Visual Basic 2008 Black Book Is The Most Comprehensive Book That You Will Find On Visual Basic.Net. It Contains Useful Material On All The Concepts Of

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Visual Basic 2008, And At The Same Time, Teaches You How To Implement These Concepts Programmatically By Providing Appropriate Examples Along-With Detailed Explanations. This Edition Of The Book Particularly Deals With Some New And Advanced Topics: Such As Wpf, Wcf, Wf, Asp.Net, Ajax, Silverlight, And Linq. This Unique Book On Visual Basic 2008 Has Extensive Coverage Of The Language; No Doubt, Every Aspect Of The Book Is Worth Its

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Forms Controls - I Chapter 8: Windows

Forms Controls- Ii Chapter 9: Windows

Forms Controls - Iii Chapter 10:

Windows Forms Controls - Iv Chapter 11:

Windows Forms Controls - V Chapter 12:

Introducing Windows Presentation

Foundation Chapter 13: Working With Wpf

3.5 Controls, Resources, Styles,

Templates, And Commands Chapter 14:

Using Graphics And Multimedia In

Windows Forms And Wpf Part Iv - Asp.Net

3.5 Chapter 15: Introducing Asp.Net 3.5

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And Web Forms Chapter 16: Standard Web Server Controls Chapter 17: Navigation Controls In Asp.Net 3.5 Chapter 18: Login And Web Parts Controls In Asp.Net 3.5 Chapter 19: Enhancing Web Applications With Silverlight Part V - Services And Deployment Chapter 20: Asp.Net 3.5 Web Services Chapter 21: Introducing Windows Communication Foundation Chapter 22: Deploying Windows And Web Applications Part Vi - Ado.Net And Linq Chapter 23: Data

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Access With Ado.Net Chapter 24: Data Binding In Windows Forms And Wpf Applications Chapter 25: Data Binding In Asp.Net Applications Chapter 26: Working With Linq Part Vii - Advanced Topics Chapter 27: Working With Windows Workflow Foundation Chapter 28: Threading In Visual Basic 2008 Chapter 29: Collections And Generics Chapter 30: Working With Xml And .Net Chapter 31: The My Object Chapter 32: .Net Assemblies Chapter 33: Developing

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Windows Mobile Applications Chapter 34:
Security And Cryptography In .Net
Chapter 35: .Net Remoting In Visual
Basic 2008 Chapter 36: Human Resources
Management System

This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book. It includes a detailed discussion of APIs with step-by-step explanation of development of a real-world sample application. The

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purpose of this book is to explain how to develop applications using the Kinect for Windows SDK. If you are a beginner and looking to start developing applications using the Kinect for Windows SDK, and if you want to build motion-sensing, speech-recognizing applications with Kinect, this book is for you. This book uses C# and WPF (Windows P. Printed entirely in color, with helpful figures and syntax coloring to make

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code samples appear as they do in Visual Studio. Windows Presentation Foundation (WPF) is a key component of the .NET Framework 3.0, giving you the power to create richer and more compelling applications than you dreamed possible. Whether you want to develop traditional user interfaces or integrate 3D graphics, audio/video, animation, dynamic skinning, rich document support, speech recognition, or more, WPF enables you to do so in a

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seamless, resolution-independent manner. Windows Presentation Foundation Unleashed is the authoritative book that covers it all, in a practical and approachable fashion, authored by .NET guru and Microsoft developer Adam Nathan.

- Covers everything you need to know about Extensible Application Markup Language (XAML)
- Examines the WPF feature areas in incredible depth: controls, layout, resources, data binding, styling, graphics, animation,

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and more · Features a chapter on 3D graphics by Daniel Lehenbauer, lead developer responsible for WPF 3D · Delves into non-mainstream topics: speech, audio/video, documents, bitmap effects, and more · Shows how to create popular UI elements, such as features introduced in the 2007 Microsoft Office System: Galleries, ScreenTips, custom control layouts, and more · Demonstrates how to create sophisticated UI mechanisms, such as

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Visual Studio-like collapsible/dockable panes · Explains how to develop and deploy all types of applications, including navigation-based applications, applications hosted in a Web browser, and applications with great-looking non-rectangular windows · Explains how to create first-class custom controls for WPF · Demonstrates how to create hybrid WPF software that leverages Windows Forms, ActiveX, or other non-WPF technologies · Explains

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how to exploit new Windows Vista features in WPF applications
Windows Professional Foundation (WPF) offers amazing opportunities to .NET programmers in terms of the user interfaces they can deliver to their customers. But this significant technological advance comes with a steep learning curve, requiring the programmer to learn new classes, new syntax, and an entirely new approach to user interface development. Although

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WPF has been generally available since 2008, commercial take-up has been relatively slow, and the publicly available body of knowledge has been weak in terms of real-world examples and best-practice information. Using *WPF Recipes in C# 2008*, you'll find a simple and straightforward approach to solving the problems you face every day. Each solution contains a complete, working example that demonstrates how to make the best use of WPF. You can

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use the example as a template to solve your own problem or as a base on which to build a solution tailored to your specific needs. Packed with well-structured and documented solutions to a broad range of common WPF problems, this book, will be a valuable addition to any C# programmer's reference library. Examples included provide you with a rich source of information as you begin to learn and will be an invaluable

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quick-reference guide once you're a proficient WPF programmer. The emphasis on solving the day-to-day WPF problems that all programmers face frees you from needing to trawl through weighty programming tomes or sift through API documentation, allowing you to focus on the more interesting and innovative aspects of your project.

WPF 4.5 Unleashed

Windows 8 and Windows Phone 8 Game Development

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An Introduction to Windows Presentation Foundation

The Bulgarian C# Book

Advanced Chart and Graphics Programming for Real-World .NET Applications

WPF Control Development Unleashed

Pro WPF in C# 2010

The book "Practical C# Charts and Graphics (Second Edition) - Advanced Chart and Graphics Programming for Real-World .NET Applications" provides all the tools you need to create professional C# chart and graphics applications

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for .NET developers. The book "Practical C# Charts and Graphics " is a perfect guide to learning all the basics for creating your advanced chart and graphics applications in C#. The book clearly explains practical chart and graphics methods and their underlying algorithms. The book contains: - Overview of GDI+ graphics capabilities and mathematical basics of computer charting and graphics - Step-by-step procedures to create a variety of 2D and 3D charts and graphics with complete ready-to-run C# code for each application. - Powerful 2D

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and 3D chart packages and user controls that can be directly used in your C# applications or can be easily modified to create your own sophisticated chart and graphics packages. - Detailed procedures to embed JavaScript charting library into your Windows Forms applications. - Introductions to embed Gincker Graphics into your C# applications and demonstration how to use Gincker Graphics to create a variety charts and graphics without the need to write a single line of code.

WPF 3dThree-Dimensional Graphics with WPF

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and C#

This book explains how WPF works from the ground up. It is one of the first books available, and also one of the most detailed. It follows on from the author's previous and highly successful books covering Windows Forms. It is a one-stop shop in Apress' proven 'Pro' style that leaves readers with a deep understanding of the technology and able to take the concepts away and apply them for themselves. The book is written by Matthew MacDonald, author of two highly successful books on WPF's predecessor

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technology and with a proven track record of explaining breaking technologies clearly and precisely.

Demonstrates how games that will run on all Windows 8 devices can be developed using C# and XAML. Covers the whole game development experience from initial setup and game design through to user interface design, coding, and deployment to the Windows Store. Intended for users who are already familiar with programming one of the two main managed Visual Studio languages, C# or Visual Basic.NET.

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Become an Expert C# Programmer by Solving Interesting Programming Problems

Become an expert C# programmer by solving interesting programming problems

Professional ASP.NET 4, Professional C# 4, VB 2010 Programmer's Ref, WPF Programmer's Ref, Professional Visual Studio 2010

3D Programming for Windows

Programming WPF

3D Game Development with Microsoft Silverlight

3

Essential Algorithms

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Revised ed. of: Computer graphics / James D. Foley ... [et al.]. -- 2nd ed. -- Reading, Mass.: Addison-Wesley, 1995.

Build effective user interfaces with Windows Presentation Foundation Windows Presentation Foundation (WPF) is included with the Windows operating system and provides a programming model for building applications that provide a clear separation between the UI and business logic. Written by a leading expert on Microsoft graphics programming, this richly illustrated book

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provides an introduction to WPF development and explains fundamental WPF concepts. Packed with helpful examples, this reference progresses through a range of topics that gradually increase in their complexity. You'll quickly start building applications while you learn how to use both Expression Blend and Visual Studio to build UIs. In addition, the book addresses the needs of programmer who write the code behind the UI and shows you how operations can be performed using both XAML and C#. Topics Covered: Overview of WPF

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WPF in Visual Studio Expression Blend
Common Properties Content Controls Layout
Controls User Interaction Controls Two-
Dimensional Drawing Controls Properties Pens
and Brushes Events and Code-Behind
Resources Styles and Property Triggers Event
Triggers and Animation Templates Themes
and Skins Printing Data Binding Commanding
Transformations and Effects Documents
Navigation-Based Applications Three-
Dimensional Drawing Silverlight Even if you
only have a minimal amount of experience, by

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the end of the book, you will be able to build dynamic and responsive user interfaces with WPF.

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

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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.

The second edition of this book builds all the

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code example within a single project by incorporating new advancements in C# .NET technology and open-source math libraries. It also uses C# Interactive Window to test numerical computations without compiling or running the complete project code. The second edition includes three new chapters, including "Plotting", "Fourier Analysis" and "Math Expression Parser". As in the first edition, this book presents an in-depth exposition of the various numerical methods used in real-world scientific and engineering

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computations. It emphasizes the practical aspects of C# numerical methods and mathematical functions programming, and discusses various techniques in details to enable you to implement these numerical methods in your .NET application. Ideal for scientists, engineers, and students who would like to become more adept at numerical methods, the second edition of this book covers the following content: - Overview of C# programming. - The mathematical background and fundamentals of numerical methods. -

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plotting the computation results using a 3D chart control. - Math libraries for complex numbers and functions, real and complex vector and matrix operations, and special functions. - Numerical methods for generating random numbers and random distribution functions. - Various numerical methods for solving linear and nonlinear equations. - Numerical differentiation and integration. - Interpolations and curve fitting. - Optimization of single-variable and multi-variable functions with a variety of techniques, including

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advanced simulated annealing and evolutionary algorithms. - Numerical techniques for solving ordinary differential equations. - Numerical methods for solving boundary value problems. - Eigenvalue problems. - Fourier analysis. - mathematical expression parser and evaluator. In addition, this book provides testing examples for every math function and numerical method to show you how to use these functions and methods in your own .NET applications in a manageable and step-by-step fashion. Please

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visit the author's website for more information about this book at <https://drxudotnet.com> <https://drxudotnet.com> and <https://gincker.com>.

Visual Basic 2008 Programming Black Book, Platinum Edition (With Cd)

Foundations of WPF

XAML Unleashed

Windows Presentation Foundation

Development Cookbook

Windows Presentation Foundation in .NET 3.0

Practical WPF Graphics Programming

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Advanced .NET Graphics Development with the Windows Presentation Foundation

Windows Presentation Foundations (WPF), formerly code-named Avalon, is part of a suite of new technologies collectively known as 'The WinFX stack'. The suite, coupled with ancillary technologies such as XAML and LINQ provides a powerful addition to the .NET 2.0 Framework for creating applications for Windows Vista, and WinFX-enabled Windows XP computers. This book explains what WPF is, how it can be used and how it fits into the wider picture of new WinFX technologies. Readers get quickly up to speed with new coding techniques and processes needed for successful WPF coding, and receive a thorough practical grounding in how the technologies can be used.

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The books included in this set are: 9780470502204 Professional ASP.NET 4: in C# and VB: Written by three highly recognized and regarded ASP.NET experts, this book provides comprehensive coverage on ASP.NET 4 with a unique approach featuring examples in both C# and VB, as is the incomparable coverage of core ASP.NET. After a fast-paced refresher on essentials such as server controls, the book delves into expert coverage of all the latest capabilities of ASP.NET 4. 9780470502259 Professional C# 4 and .NET 4: After a quick refresher on C# basics, the author dream team moves on to provide you with details of language and framework features including LINQ, LINQ to SQL, LINQ to XML, WCF, WPF, Workflow, and Generics. Coverage also spans ASP.NET programming with C#, working in Visual Studio 2010 with C#, and more. With this book, you'll quickly get up to date on

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all the newest capabilities of C# 4. 9780470548653 Professional Visual Studio 2010: This book gets you quickly up to speed on what you can expect from Visual Studio 2010. Packed with helpful examples, this comprehensive guide explains examines the features of Visual Studio 2010, which allows you to create and manage programming projects for the Windows platform. It walks you through every facet of the Integrated Development Environment (IDE), from common tasks and functions to its powerful tools 9780470499832 Visual Basic 2010 Programmer's Reference: This reference guide provides you with a broad, solid understanding of essential Visual Basic 2010 topics and clearly explains how to use this powerful programming language to perform a variety of tasks. As a tutorial, the book describes the Visual Basic language and covers essential Visual Basic topics. The material presents

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categorized information regarding specific operations and reveals useful tips, tricks, and tidbits to help you make the most of the new Visual Basic 2010. 9780470477229 WPF Programmer's Reference: Windows Presentation Foundation with C# 2010 and .NET 4: Written by a leading expert on Microsoft graphics programming, this richly illustrated book provides an introduction to WPF development and explains fundamental WPF concepts. It is packed with helpful examples and progresses through a range of topics that gradually increase in their complexity. 9780470257029 Professional SQL Server 2008 Programming: This expanded best-seller includes new coverage of SQL Server 2008's new datatypes, new indexing structures, manageability features, and advanced time-zone handling. As an added bonus, also includes Professional SQL Server 2005 Programmers for .NET 4 developers still working in a

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SQL Server 2005 setting.

Microsoft's Windows Presentation Foundation (WPF) provides the foundation for building applications and high-quality user experiences for the Windows operating system. It blends the application user interface, documents, and media content, while exploiting the full power of your computer's operating system. Its functionality extends to the support for tablet PCs and other forms of input device, and provides a more modern imaging and printing pipeline, accessibility and user interface automation infrastructure, data-driven user interface and visualization, and integration points for weaving the application experience into the Windows shell. This book shows you how WPF really works. It provides you with the no-nonsense, practical advice that you need in order to build high-quality WPF applications quickly and easily. Having built a firm

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foundation, it goes on to explore more advanced aspects of WPF and how they relate to the others elements of the .NET 4.0 platform and associated technologies such as Silverlight.

A friendly introduction to the most useful algorithms written in simple, intuitive English The revised and updated second edition of Essential Algorithms, offers an accessible introduction to computer algorithms. The book contains a description of important classical algorithms and explains when each is appropriate. The author shows how to analyze algorithms in order to understand their behavior and teaches techniques that the can be used to create new algorithms to meet future needs. The text includes useful algorithms such as: methods for manipulating common data structures, advanced data structures, network algorithms, and numerical algorithms. It also offers a variety of general problem-solving

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techniques. In addition to describing algorithms and approaches, the author offers details on how to analyze the performance of algorithms. The book is filled with exercises that can be used to explore ways to modify the algorithms in order to apply them to new situations. This updated edition of Essential Algorithms: Contains explanations of algorithms in simple terms, rather than complicated math Steps through powerful algorithms that can be used to solve difficult programming problems Helps prepare for programming job interviews that typically include algorithmic questions Offers methods can be applied to any programming language Includes exercises and solutions useful to both professionals and students Provides code examples updated and written in Python and C# Essential Algorithms has been updated and revised and offers professionals and students a hands-on guide to analyzing

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algorithms as well as the techniques and applications. The book also includes a collection of questions that may appear in a job interview. The book's website will include reference implementations in Python and C# (which can be easily applied to Java and C++).

Three-Dimensional Graphics with WPF and C#

WPF Programmer's Reference

Pro WPF

Practical WPF Charts and Graphics

C# 2008 for Programmers

OpenGL 4.0 Shading Language Cookbook

C# 2008 Programming: Covers .Net 3.5 Black Book, Platinum Ed

Learn advanced C# concepts and techniques such as building caches, cryptography, and

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parallel programming by solving interesting programming challenges Key Features Gain useful insights on advanced C# programming topics and APIs Use locking and cached values to solve parallel problems Take advantage of .NET's cryptographic tools to encrypt and decrypt strings Book Description C# is a multi-paradigm programming language. The Modern C# Challenge covers with aspects of the .NET Framework such as the Task Parallel Library (TPL) and CryptoAPI. It also encourages you to explore important programming trade-offs such as time versus space or simplicity. There may be many ways to solve a problem and there is often

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no single right way, but some solutions are definitely better than others. This book has combined these solutions to help you solve real-world problems with C#. In addition to describing programming trade-offs, The Modern C# Challenge will help you build a useful toolkit of techniques such as value caching, statistical analysis, and geometric algorithms. By the end of this book, you will have walked through challenges in C# and explored the .NET Framework in order to develop program logic for real-world applications. What you will learn Perform statistical calculations such as finding the standard deviation Find combinations and

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permutations Search directories for files matching patterns using LINQ and PLINQ Find areas of polygons using geometric operations Randomize arrays and lists with extension methods Explore the filesystem to find duplicate files Simulate complex systems and implement equality in a class Use cryptographic techniques to encrypt and decrypt strings and files Who this book is for The Modern C# Challenge is for all C# developers of different abilities wanting to solve real-world problems. There are problems for everyone at any level of expertise in C#

If you want to build applications that take full

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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-

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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

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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.

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WPF Control Development Unleashed Building Advanced User Experiences In this book, two leading Windows Presentation Foundation experts give developers everything they need to build next-generation WPF applications—software that is more robust, usable, and compelling. Drawing on their close ties with Microsoft's WPF development team, Pavan Podila and Kevin Hoffman give you a clear, robust, and practical understanding of WPF, its underpinnings, its overall architecture, and its design philosophy. Podila and Hoffman introduce never-before-published WPF design patterns and support them with robust, real-

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world code examples—all presented in full color, just as they appear in Visual Studio. The authors begin by explaining how to “think in WPF,” and then introduce powerful new techniques for everything from handling 3D layouts to creating game-like physics effects. Along the way, they offer in-depth coverage of data binding, building interactivity, and control development: three of WPF’s most challenging concepts. You’ll learn how to choose the right WPF features for every programming challenge, and use those features far more creatively and effectively. If you want to build truly outstanding WPF applications, this is the book

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that will get you there. Master the patterns and techniques you need to build state-of-the-art WPF applications Write more powerful and effective applications that reflect a deep understanding of WPF's design philosophy Learn how WPF has evolved, and take full advantage of its growing sophistication Make the most of advanced declarative programming techniques Leverage IScrollInfo, virtualization, control theming, and other complex features Build more powerful interactivity into your WPF applications Create more visual software with 3D elements, custom animations, and shader effects Optimize WPF application performance

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in real-world environments Master design patterns for organizing your controls more effectively Category: .NET Programming / WPF Covers: Windows Presentation Foundation User Level: Intermediate—Advanced Microsoft's Windows Presentation Foundation (WPF) provides the foundation for building applications and high-quality user experiences for the Windows operating system. It blends the application user interface, documents, and media content, while exploiting the full power of your computer's operating system. Its functionality extends to the support for tablet PCs and other forms of input device, and it

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provides a more modern imaging and printing pipeline, accessibility and UI automation infrastructure, data-driven user interfaces and visualization, and integration points for weaving the application experience into the Windows shell. This book shows you how WPF really works. It provides you with the no-nonsense, practical advice that you need in order to build high-quality WPF applications quickly and easily. After giving you a firm foundation, it goes on to explore the more advance aspects of WPF and how they relate to the others elements of the .NET 4.0 platform and associated technologies such as Silverlight.

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A Practical Approach to Computer Algorithms Using Python and C#

This book provides all the tools you need to develop ultra-modern multiple-page applications (MPAs)

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using ASP.NET Core Razor Pages, Angular elements, WebPack, RxJS, and mini-SPAs (Single-Page Applications). It will be useful for web programmers, business developers, and students of all skill levels who are interested in web-application developments. This book teaches you how to build a modern web site/application using a hybrid approach – the simplest being host one or more mini-SPAs within a larger multiple-page web application. It shows how to split a web application into functional parts, and convert each functional part into its own SPA. These mini-SPAs together form a complete

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multiple-page application. For each mini SPA, we use a simple JavaScript routing system to organize the states of the application and switch between different views by watching changes on the URL. The technical stack for backend consists of operating system, web server, database, and programming logic. This book chooses ASP.NET Core Razor Pages and SQL Server as the backend framework. A Razor page consists of a Razor view and a code behind file. Each Razor page is self-contained with its own view and code organized together, resulting in a simpler app, which makes coding page-focused

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scenarios easier and more productive. The front-end components enable the user's interaction with the web application. In this book, we choose TypeScript, npm, WebPack, RxJS, and Angular as our front-end technical stack. TypeScript is a modern JavaScript development language that provides optional static type checking, classes, and interfaces. It also offers advanced Intellisense, auto-completion, navigation, and refactoring, which makes code easier to read and understand. WebPack is a bundler and it comes in handy when you need to pack multiple assets together into a dependency graph. There is a rising

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tendency to use WebPack because it can fulfil nearly all tasks that you would perform through a task runner. RxJS is a library for reactive programming using observables, which make it easier to compose asynchronous or callback-based code. This book will explain how to use all of these technologies together to create a modern web application. Angular is a popular front-end JavaScript framework. Even though it is used for SPA development, we can still take advantage of this framework in building modern multiple-page web applications, i.e., we can use Angular in a non-SPA way via Angular elements.

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Angular elements are Angular components packaged as custom elements, a web standard for defining new HTML elements in a framework-agnostic way. This book shows how to embed Angular elements into our modern MPA project without having to migrate an entire application to Angular. This book also includes the other selected topics, including how to use Microsoft ML.NET to solve machine learning problems, such as classification, regression, and clustering; how to create various charts and graphics using ECharts; how to use SignalR to add real-time features to your

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web apps; how to use dependency injection, and how to create custom tag helpers and Razor Class Libraries in Razor Pages.

The professional programmer's Deitel® guide to C# and the powerful Microsoft® .NET Framework
Written for programmers with a background in C++, Java or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and .NET Framework 3.5 in depth. The book is updated for Visual Studio® 2008 and C# 3.0, and presents C# concepts in the context of fully tested

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programs, complete with syntax shading, code highlighting, line-by-line code descriptions, and program outputs. The book features 200+ C# applications with about 20,000 lines of proven C# code, and hundreds of tips that will help you build robust applications. Start with a concise introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including the .NET Framework 3.5, LINQ, WPF, ASP.NET AJAX, WCF web services and Silverlight™. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML™ ATM

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case study, including a complete C# implementation. When you're finished, you'll have everything you need to build next-generation Windows applications, web applications and web services. TheDeitel® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development, and more. Practical, example-rich coverage of: .Net Framework 3.5 Types, Arrays, LINQ to Objects Exception Handling LINQ, Object/Collection Initializers OOP: Classes,

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Over 60 highly focused, practical recipes to maximize your OpenGL Shading language use. A practical guide to creating real-time responsive online 3D games in Silverlight 3 using C#, XBAP WPF, XAML, Balder, and Farseer Physics Engine. Principles and Practice

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Building Advanced User Experiences

A Problem-Solution Approach

Windows Presentation Foundation 4.5 Cookbook

Practical C# Charts and Graphics (Second Edition)

Fundamentals of Computer Programming with C#

Practical Quantitative Finance with ASP.NET Core and Angular

Provides information on programming 3D graphics using Windows Presentation Foundation 3D API.

Creating 2D and 3D charts is one of the most common uses of computer graphics. Such charts can have wide applications in representing

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mathematical, physical, and economic functions in your daily life. Whether you are an engineer, a quantitative analyst, a teacher, or a student, you will end up dealing with charting applications to some degree. Windows Presentation Foundation (WPF) is a next-generation graphics platform that enables you to build advanced user interfaces incorporating documents, media, 2D and 3D graphics, and animations. It is an ideal development tool that allows you to not only generate data, but also easily represent data graphically. Practical WPF Charts and Graphics provides all the tools you will need

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to develop professional chart and graphics applications in WPF and C#. This book will be useful for WPF and C# programmers of all skill levels, providing a complete and comprehensive explanation of WPF's graphics capability and the creation of various charts, and paying special attention to the details of code implementation.

*This easy-to-read guide provides everything you need to know to get started writing striking 3D graphics programming with WPF and C#. The book's three parts describe 3D basics, building many different shapes, and advanced topics. Specific topics include: **

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*The lights, cameras, materials, texture coordinates, and other details that you need to create a 3D scene * Orthographic, perspective, and other projections that emphasize different aspects of a scene * Special material treatments such as specular reflection, wireframes, and solid and translucent materials * Examples of many shapes including flat polygons, boxes, Platonic solids, spheres, tori, cones, and more * Advanced objects such as parametric surfaces, surfaces of transformation, fractal surfaces, and 2D and 3D text * Higher-level scene management to let users select and move*

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*objects * Advanced techniques such as loading models created in other applications and using skeletons*

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral

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systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio

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to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master

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the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13:

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properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733 100 recipes to build rich desktop client applications on Windows Develop impressive cross-platform GUI

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Windows Presentation Foundation in .NET 4.5

CUDA by Example

Kinect for Windows SDK Programming Guide

Windows Presentation Foundation Unleashed

A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software. Over 100 advanced recipes to effectively and efficiently develop rich client applications on the Windows platform.

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

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With the updates in .NET 4.7, Visual Studio 2017, C# 7, and .NET Standard 2.0, WPF has taken giant strides and is now easier than ever for developers to use. If you want to get an in-depth view of WPF mechanics and capabilities, then this book is for you. The book begins by teaching you about the fundamentals of WPF and then quickly shows you the standard controls and the layout options. It teaches you about data bindings and how to utilize resources

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and the MVVM pattern to maintain a clean and reusable structure in your code. After this, you will explore the animation capabilities of WPF and see how they integrate with other mechanisms. Towards the end of the book, you will learn about WCF services and explore WPF's support for debugging and asynchronous operations. By the end of the book, you will have a deep understanding of WPF and will know how to build resilient applications.

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What you will learn Understand the fundamentals of WPF Explore the major controls and manage element layout Implement data binding Create custom elements that lead to a particular implementation path Customize controls, styles, and templates in XAML Leverage the MVVM pattern to maintain a clean and reusable structure in your code Master practical animations Integrate WCF services in a WPF application Implement WPFs support for debugging

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and asynchronous operations Who this book is for The book is intended for developers who are relatively new to WPF (Windows Presentation Foundation), or those who have been working with WPF for some time, but want to get a deeper understanding of its foundation and concepts to gain practical knowledge. Basic knowledge of C# and Visual Studio is assumed. Looks at the features and functions of Windows Presentation Foundation,

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covering such topics as XAML, creating an application object, content controls, pages and navigation, commands, data binding, and data templates.

Mastering GUI Programming with Python

The The Modern C# Challenge

Computer Graphics

WPF Recipes in C# 2008

The the Modern C# Challenge

Pro WPF in VB 2010

CUDA is a computing architecture designed to facilitate the development of parallel

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programs. In conjunction with a comprehensive software platform, the CUDA Architecture enables programmers to draw on the immense power of graphics processing units (GPUs) when building high-performance applications. GPUs, of course, have long been available for demanding graphics and game applications. CUDA now brings this valuable resource to programmers working on applications in other domains, including science, engineering, and finance. No knowledge of graphics programming is required—just the ability to program in a modestly extended version of C. CUDA by Example, written by two senior members of the

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CUDA software platform team, shows programmers how to employ this new technology. The authors introduce each area of CUDA development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the book details the techniques and trade-offs associated with each key CUDA feature. You'll discover when to use each CUDA C extension and how to write CUDA software that delivers truly outstanding performance. Major topics covered include

*Parallel programming Thread cooperation
Constant memory and events Texture memory*

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*Graphics interoperability Atomics Streams
CUDA C on multiple GPUs Advanced atomics
Additional CUDA resources All the CUDA
software tools you'll need are freely
available for download from NVIDIA. [http://de
veloper.nvidia.com/object/cuda-by-
example.html](http://developer.nvidia.com/object/cuda-by-example.html)*

*Learn advanced C# concepts and techniques
such as building caches, cryptography, and
parallel programming by solving interesting
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useful insights on advanced C# programming
topics and APIsUse locking and cached values
to solve parallel problemsTake advantage of*

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.NET's cryptographic tools to encrypt and decrypt strings
Book Description C# is a multi-paradigm programming language. The Modern C# Challenge covers with aspects of the .NET Framework such as the Task Parallel Library (TPL) and CryptoAPI. It also encourages you to explore important programming trade-offs such as time versus space or simplicity. There may be many ways to solve a problem and there is often no single right way, but some solutions are definitely better than others. This book has combined these solutions to help you solve real-world problems with C#. In addition to describing programming trade-

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offs, The Modern C# Challenge will help you build a useful toolkit of techniques such as value caching, statistical analysis, and geometric algorithms. By the end of this book, you will have walked through challenges in C# and explored the .NET Framework in order to develop program logic for real-world applications. What you will learnPerform statistical calculations such as finding the standard deviationFind combinations and permutationsSearch directories for files matching patterns using LINQ and PLINQFind areas of polygons using geometric operationsRandomize arrays and lists with

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extension methods Explore the filesystem to find duplicate files
Simulate complex systems and implement equality in a class
Use cryptographic techniques to encrypt and decrypt strings and files
Who this book is for
The Modern C# Challenge is for all C# developers of different abilities wanting to solve real-world problems. There are problems for everyone at any level of expertise in C#
Practical C# and WPF for Financial Markets provides a complete explanation of .NET programming in quantitative finance. It demonstrates how to implement quant models and back-test trading strategies. It pays

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special attention to creating business applications and reusable C# libraries that can be directly used to solve real-world problems in quantitative finance. The book contains:

- Overview of C#, WPF programming, data binding, and MVVM pattern, which is necessary to create MVVM compatible .NET financial applications.*
- Step-by-step approaches to create a variety of MVVM compatible 2D/3D charts, stock charts, and technical indicators using my own chart package and Microsoft chart control.*
- Introduction to free market data retrieval from online data sources using .NET*

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interfaces. These data include EOD, real-time intraday, interest rate, foreign exchange rate, and option chain data. • Detailed procedures to price equity options and fixed-income instruments, including European/American/Barrier options, bonds, and CDS, as well as discussions on related topics such as cash flows, term structures, yield curves, discount factors, and zero-coupon bonds. • Introduction to linear analysis, time series analysis, and machine learning in finance, which covers linear regression, PCA, SVM, and neural networks. • In-depth descriptions of trading strategy development

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and back-testing, including strategies for single stock trading, stock pairs trading, and trading for multi-asset portfolios.

A guide for the XAML declarative markup language covers such topics as how to apply XAML's syntax, namespaces, and keywords; mix XAML with procedural code; and use styles, templates, and visual states to redesign controls.