

Advanced Mvvm Using Contoso Cookbook

Provides information on designing and building effective enterprise solutions, covering such topics as UML, the business layer, the service layer, and the data access layer. In just 24 sessions of one hour or less, you'll learn how to build advanced web sites and applications with ASP.NET Ajax--and upgrade existing pages to deliver more power and business value. Using a straightforward, step-by-step approach, each lesson equips you with sufficient information and guides you to mastery of Ajax in real-world applications. One step at a time, you'll discover how to make the most of the Microsoft Ajax Library and Ajax Server Extensions. You'll develop secure, reliable Web services and applications that solve real problems--including a complete sample e-commerce application. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Quizzes help you build and test your knowledge. Notes, tips, and cautions point out shortcuts, solutions, and potential problems to avoid. New terms are clearly defined and explained. Learn how to... Incorporate ASP.NET Ajax into any new or existing web site or application Use ASP.NET architecture, key concepts, and client-side scripting techniques Design and build a complete e-commerce application Use ASP.NET Ajax to create higher-performance web applications Use all the key Ajax Server Extensions, including the Ajax Control Toolkit Work with the ASP.NET Ajax authentication and profile services Extend the Microsoft Ajax Library Efficiently debug and trace ASP.NET Ajax code Leverage the benefits of Ajax by implementing a sample application

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by Microsoft as an ASP.NET MVP, writes frequently on ASP.NET and other .NET technologies for web sites such as www.asptoday.com, www.devx.com, www.aspalliance.com, and www.aspnetpro.com. He is currently lead architect for a consulting company based in Hyderabad, India. He has designed and architected solutions for various domains. Sriram Putrevu, lead developer for a consulting company in Hyderabad, specializes in Microsoft .NET technologies. He has extensive experience developing large-scale applications in healthcare, supply chain/logistics, EAI, and e-commerce. This book takes you through the most important tasks for working with the ASP.NET data presentation controls. Packed with example code and clear explanations, this book will make you a master of these controls in no time. This book is for ASP.NET developers who want to display or manage data in ASP.NET applications. The code examples are in C#.

Framework Design Guidelines

Programming Microsoft ASP.NET 2.0 Core Reference

The Complete Reference

Leverage the power of WinUI, the future of native Windows application development

Fully updated for ASP.NET MVC 3. Delve into the features, principles, and pillars of the ASP.NET MVC framework—deftly guided by web development luminary Dino Esposito. ASP.NET MVC forces developers to think in terms of distinct components—Model, View, Controller—that make it easier to manage application complexity, while allowing strict control over the markup. Plunge into the framework's internal mechanics and gain perspectives on how to use this programming model versus Web Forms, and begin building your own MVC-based applications quickly.

Know the fundamentals of creating and deploying

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microservices using .NET 6 and gain insight from prescriptive guidance in this book on the when and why to incorporate them. The microservices architecture is a way of distributing process workloads to independent applications. This distribution allows for the independent applications to scale and evolve separately. It also enables developers to dismantle large applications into smaller, easier-to-maintain, scalable parts. While the return is valuable and the concept straightforward, applying it to an application is far more complicated. Where do you start? How do you find the optimal dividing point for your app, and strategically, how should your app be parceled out into separate services? Pro Microservices in .NET 6 will introduce you to all that and more. The authors get you started with an overview of microservices, .NET 6, event storming, and domain-driven design. You will use that foundational information to build a reference application throughout the book. From there, you will create your first microservice using .NET 6 that you can deploy into Docker and Azure Kubernetes Service. You will also learn about communication styles, decentralizing data, and testing microservices. Finally, you will learn about logging, metrics, tracing, and use that information for debugging.

What You Will Learn

- Build a foundation of basic microservices architecture design
- Follow an example of using event storming and domain-driven design to understand the monolithic application modified for microservices
- Understand, via detailed commands, how Docker is used to containerize applications
- Get an overview of creating microservices from a monolithic application
- Call microservices using RPC and messaging communication styles with MassTransit
- Comprehend decentralizing data and handling distributed transactions
- Use Azure Kubernetes Service to host and scale your microservices
- Know the methods to make your microservices more robust
- Discover testing techniques for

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RPC and messaging communication styles Apply the applications you build for actual use Practice cross-cutting concerns such as logging, metrics, and tracing Who This Book Is For Developers and software architects. Readers should have basic familiarity with Visual Studio and experience with .NET, ASP.NET Core, and C#.

This is the eBook version of the print title, Framework Design Guidelines, Second Edition . Access to all the samples, applications, and content on the DVD is available through the product catalog page www.informit.com/title/9780321545619 Navigate to the “Downloads” tab and click on the “DVD Contents” links - see instructions in back pages of your eBook. Framework Design Guidelines, Second Edition, teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework. Expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and practitioners of the .NET Framework, providing a lively discussion of the reasons for the guidelines as well as examples of when to break those guidelines. Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting – and guidelines for ensuring – extensibility How (and how not) to design exceptions Guidelines for – and examples of – common framework design patterns Guidelines in this book are

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presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. A companion DVD includes the Designing .NET Class Libraries video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful resources and tools are also included.

ASP.NET Data Presentation Controls Essentials
And Other True Cases

Programming Microsoft ASP.NET MVC

ASP.NET 4.0 Programming

A comprehensive guide to the Entity Framework with insight into its latest features and optimizations for responsive data access in your projects About This Book Create Entity data models from your database and use them in your applications Learn about the Entity Client data provider and write statements in Entity SQL to perform CRUD operations Explore ADO.NET Data Services and how they work with the Entity Framework Who This Book Is For If you are a C# developer who wants to learn a new way of querying data and utilizing it in applications efficiently for data binding or other operations, then this book is for you. Basic knowledge of ADO.NET is

assumed. What You Will Learn Explore the features of the ADO.NET Entity Framework Understand the concepts of entities and their relationships Create an Entity Data Model using the ADO.NET Entity Data Model Designer and the EdmGen tool Extend existing Entity Types to create your own Entity Types Write programs against the Entity Data Model to perform CRUD operations Discover ADO.NET Data Services and learn how they can be used with the Entity Framework Familiarize yourself with WCF Data Services (formerly ADO.NET Data Services) Apply Code First, Model First and Database First approaches In Detail The ADO.NET Entity Framework from Microsoft is a new ADO.NET development framework that provides a level of abstraction for data access strategies and solves the impedance mismatch issues that exist between different data models. This book explores Microsoft's Entity Framework and explains how it can be used to build enterprise level applications. It will also teach you how you can work with RESTful Services and Google's Protocol Buffers with Entity Framework and WCF. You will explore how to use Entity Framework with ASP.NET Web API and also how to consume the data exposed by Entity Framework from client applications of varying types, i.e., ASP.NET MVC, WPF and Silverlight. You will familiarize yourself with the new features and improvements introduced in Entity Framework including enhanced POCO support, template-based code generation, tooling consolidation and

connection resiliency. By the end of the book, you will be able to successfully extend the new functionalities of Entity framework into your project. Style and approach This book is a step-by-step tutorial providing hands-on code examples with detailed explanations. The book aims to explain the concepts of the Entity Framework and illustrate how you can use these in applications with a tutorial based approach.

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 learn

Get up and running with WinUI and discover how it fits into the landscape of Project Reunion and Windows UI development

Build new Windows apps quickly with robust templates

Develop testable and maintainable apps using the MVVM pattern

Modernize WPF and WinForms applications with WinUI and XAML Islands

Discover how to build apps that can target Windows and leverage the power of the web

Install the XAML Controls Gallery sample app and explore available WinUI controls

Who 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.

Written from the perspective of the professional Visual Basic developer, this second edition is intended to explore all the possibilities open to a developer using VB as his or her primary client/server development tool. The CD-ROM contains sample code and valuable utilities developed and tested by the authors.

Advanced Microsoft Visual Basic 6.0

With Examples Using ASP.NET Core 6, MassTransit, and Kubernetes

Creating Cross-Platform C# Applications with Uno Platform

Programming Microsoft ASP.NET 4

Meg and Mog meet a new friend - a Roman who is in need of help! But will Meg's spell get him to London? Find out in this colourful new adventure and find out more about what Romans were really like... The Meg and Mog books have been entertaining children for nearly forty-five years; with their vibrant and unique artwork - they are perfect for sharing together, reading alone, and exploring the colours, shapes and characters in the pictures.

Learn iOS Design Patterns! Design patterns are reusable solutions to common development problems. They aren't project specific, so you can adapt and use them in countless apps. By learning design patterns, you'll become a better developer, save time and work less. Design Patterns by Tutorials is here to help! This book is the easiest and fastest way to get hands-on experience with the iOS design patterns you need to know. Who This Book Is For Whether you're a

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beginner, intermediate or advanced iOS developer, this book is for you. You can either read this book from cover to cover, or skip around to just the patterns you want to learn. Topics Covered in Design Patterns by Tutorials Getting Started: You'll first learn about how design patterns work and how they can help you build better, cleaner apps. Fundamental Patterns: You'll progress onto fundamental design patterns, such as MVC, Delegation, and Strategy, which you're likely to use on every iOS app. Intermediate Patterns: You'll then learn about intermediate design patterns, such as MVVM, Factory, and Adapter, which are less common than fundamental patterns but still very useful for most apps. You'll finish off by learning about advanced design patterns, including Flyweight, Mediator and Command. You likely won't use these on every app, but they may be just what you need to solve a difficult problem. One thing you can count on: after reading this book, you'll be well-prepared to use design patterns in your own apps!

Completely reengineered for ASP.NET 4—this definitive guide deftly illuminates the core architecture and programming features of ASP.NET 4 in a single, pragmatic volume. Web development expert Dino Esposito provides essential, architectural-level guidance, along with the in-depth technical insights designed to take you—and your solutions—to the next level. The book covers Dynamic Data, AJAX, Microsoft Silverlight, ASP.NET MVC, Web forms, LINQ, and security strategies—and features extensive code samples in Microsoft Visual C#(R) 2010.

Design Patterns by Tutorials (Third Edition): Learning Design Patterns in Swift

Meg and the Romans

Pro Microservices in .NET 6

In the Fifth Edition, Advanced Visual Basic 2010 helps those who are familiar with the fundamentals of Visual Basic 2010 programming harness its power for more advanced uses. Coverage of sophisticated tools and techniques used in the industry today include various database, ASP.NET, LINQ, WPF and Web Services topics. After studying the book and completing the programming exercises, students should be able to create small- to medium-sized Windows and Web applications that use databases. They will also gain essential concepts in object-oriented programming, event-driven programming, and test-driven development. Each subject is presented in an understandable style that makes this book a leader in the field. This guide is a comprehensive reference for Web developers at all levels. Code samples are mainly in VisualBasic.NET but, where appropriate, there are examples in C#. A special reference section covers the .NET framework. Get a thorough introduction to ADO.NET Entity Framework 4 -- Microsoft's core framework for modeling and interacting with data in .NET applications. The second edition of this acclaimed guide provides a hands-on tour of the framework latest version in Visual Studio 2010 and .NET Framework 4. Not only will you learn how to use EF4 in a variety of applications, you'll also gain a deep understanding of its architecture and APIs. Written by Julia Lerman,

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the leading independent authority on the framework, Programming Entity Framework covers it all -- from the Entity Data Model and Object Services to WCF Services, MVC Apps, and unit testing. This book highlights important changes for experienced developers familiar with the earlier version. Understand the core concepts you need to make the best use of the EF4 in your applications Learn to query your data, using either LINQ to Entities or Entity SQL Create Windows Forms, WPF, ASP.NET Web Forms, and ASP.NET MVC applications Build and consume WCF Services, WCF Data Services, and WCF RIA Services Use Object Services to work directly with your entity objects Create persistent ignorant entities, repositories, and write unit tests Delve into model customization, relationship management, change tracking, data concurrency, and more Get scores of reusable examples -- written in C# (with notes on Visual Basic syntax) -- that you can implement right away

WPF Programmer's Reference

ASP.NET

Life-Changing Bible Verses You Should Know

Programming Visual Basic .NET

After Erwin Lutzer, senior pastor of the Moody Church, and his wife, Rebecca, realized that memorizing Scripture has nearly become a lost pursuit today, they decided to create this practical, relevant resource filled with

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powerful verses and insightful explanations to help stimulate a spiritual hunger in readers' own lives. With more than 35 topics and questions for reflection and further study, readers will discover how God's Word will: sustain them in times of need comfort them in seasons of sorrow strengthen their hearts in times and areas of weakness direct their steps and decisions toward God's will These handpicked verses provide a foundation of wisdom and hope to show readers who God is and what He has done for them, as well as who they are and how they can successfully live the Christian life.

Build your expertise as you move beyond the basics--and delve into the core topics of programming with ASP.NET 2.0. Useful to both experienced developers and those developing new skills, this ultimate reference is packed with expert guidance, hands-on programming instruction, and practical examples to help you advance your mastery of developing applications for the Web. Discover how to: Author rich, visually consistent pages and manage layout with themes and Master pages Create personalized pages that persist user preferences Retrieve, modify, and manage data with Microsoft ADO.NET Configure the HTTP pipeline to serve ASP.NET 2.0 pages Control program flow by tracing and handling exceptions Design caching layers and learn state management techniques to optimize application performance Manage users with membership control, registration, and

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authentication capabilities Build real-world data access layers using common design patterns Use custom collections with data source controls Learn the internals of grid controls PLUS--Get code samples on the Web This groundbreaking anthology is a collection of accounts from leaders in mathematical outreach initiatives. The experiences range from prison education programs to alternative urban and Indian reservation classrooms across the United States, traversing the planet from the Americas to Africa, Asia, and the Indian subcontinent. Their common theme is the need to share meaningful and beautiful mathematics with disenfranchised communities across the globe. Through these stories, the authors share their educational philosophy, personal experiences, and student outcomes. They incorporate anecdotal vignettes since research articles in mathematics education often exclude them. The inclusion of these stories is an element that adds immeasurable value to the larger narratives they tell.

Learn WinUI 3.0

Mathematical Outreach: Explorations In Social Justice Around The Globe

Programming Entity Framework

Building Data Centric Apps with the ADO.NET Entity Framework

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

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

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

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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.

Explores cases of people killed by trusted spouses, lovers, family members, or helpful strangers who turned on them, including the murder of Chuck Leonard, a middle school counselor who was an odd mix of family man and wild man.

Build apps with C# and XAML that run on Windows, macOS, iOS, Android, and WebAssembly

Microsoft Silverlight 4 Data and Services Cookbook

Sams Teach Yourself ASP.NET Ajax in 24 Hours

Handbook of Toxicology

**Design Patterns by Tutorials (Third Edition):
Learning Design Patterns in Swift**

This is a programmer's complete guide to Visual Basic .NET. Starting with a sample application and a high-level map, the book jumps right into showing how the parts of .NET fit with VB .NET. Topics include the common language runtime, Windows Forms, ASP.NET, Web Forms, Web Services, ADO.NET, transactional applications, internationalization, security, and debugging. A software architect's digest of core practices, pragmatically applied Designing effective architecture is your best strategy for managing project complexity-and improving your results. But the principles and practices of software architecting-what the authors call the "science of hard decisions"-have been evolving for cloud, mobile, and other shifts. Now fully revised and updated, this book shares the knowledge and real-world perspectives that enable you to design for success-and deliver more successful solutions. In this fully updated Second Edition, you will: Learn how only a deep understanding of domain can lead to appropriate architecture Examine domain-driven design in both theory and implementation Shift your approach to code first, model later-including multilayer architecture Capture the benefits of prioritizing software maintainability See how readability, testability, and extensibility lead to code quality Take a user experience (UX) first approach, rather than

designing for data Review patterns for organizing business logic Use event sourcing and CQRS together to model complex business domains more effectively Delve inside the persistence layer, including patterns and implementation. Microsoft .NET - Architecting Applications for the Enterprise

Windows Presentation Foundation with C# 2010 and .NET 4

Advanced Visual Basic 2010

Architecting Microsoft .NET Solutions for the Enterprise

Over 80 practical recipes for creating rich, data-driven business applications in Silverlight with this book and eBook. The new features in ASP.NET 3.5 make it easier than ever to build standards-based, next-generation websites Foreword by Scott Barnes, Microsoft Corporation Author frequently speaks at industry conferences

The Handbook of Toxicology, Third Edition provides an updated practical reference source for practicing toxicologists in the pharmaceutical and chemical industries, contract laboratories, regulatory agencies, and academia. Written by experts in their specific toxicology fields, the chapters provide both fundamental and applied information. Topics r

But I Trusted You

Entity Framework Tutorial

The Black Truth

Conventions, Idioms, and Patterns for Reusable .NET

Libraries