

Learn Wpf Mvvm Xaml C And The Mvvm Pattern Be Ready For Coding Away Next Week Using Wpf And Mvvm

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

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.

Summary Windows Store App Development introduces C# developers to working with Windows Store apps. It provides full coverage of XAML, and addresses both app design and development. Following numerous carefully crafted examples, you'll learn about new Windows 8 features, the WinRT API, and .NET 4.5. Along the way, you'll pick up tips for deploying apps, including sale through the Windows Store. And, of course, you'll find the same deep and unique insights Pete provides in his Silverlight books. About the Technology The Windows Store provides an amazing array of productivity tools, games, and other apps directly to the millions of customers already using Windows 8.x or Surface. Windows Store apps boast new features like touch and pen input, standardized app-to-app communication, and tight integration with the web. And, you can build Windows Store apps using the tools you already know: C# and XAML. About this Book Windows Store App Development introduces the Windows 8.x app model to readers familiar with traditional desktop development. You'll explore dozens of carefully crafted examples as you master Windows features, the Windows Runtime, and the best practices of app design. Along the way, you'll pick up tips for deploying apps, including selling through the Windows Store. This book requires some knowledge of C#. No experience with Windows 8 is needed. What's Inside Designing, creating, and selling Windows Store apps Developing touch and sensor-centric apps Working C# examples, from feature-level techniques to complete app design Making apps that talk to each other Mixing in C++ for even more features About the Author Pete Brown is a Developer Evangelist at Microsoft and author of Silverlight 4 in Action and Silverlight 5 in Action. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Table of Contents Hello, Modern Windows The Modern UI The Windows Runtime and .NET XAML Layout Panels Brushes, graphics, styles, and resources Displaying beautiful text Controls, binding, and MVVM View controls, Semantic Zoom, and navigation The app bar The splash screen, app tile, and notifications View states Contracts: playing nicely with others Working with files Asynchronous everywhere Networking with SOAP and RESTful services A chat app using sockets A little UI work: user controls and Blend Networking player location Keyboards, mice, touch, accelerometers, and gamepads App settings and suspend/resume Deploying and selling your app

Learn WPF MVVM - XAML, C# and the MVVM patternLulu.com

C# and XAML

Building Advanced User Experiences

Refactoring to Patterns

Sams Teach Yourself WPF in 24 Hours

Build apps, websites, and services with ASP.NET Core 6, Blazor, and EF Core 6 using Visual Studio 2022 and Visual Studio Code

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

Create rich, flexible, and maintainable line-of-business applications with the MVVM design pattern Simplify and improve business application development by applying the MVVM pattern to Windows Presentation Foundation (WPF) and Microsoft(R) Silverlight(R) 4. With this hands-on guide, you'll use MVVM with data binding, commands, and behaviors to create user interfaces loosely coupled to business logic. MVVM is ideal for .NET developers working with WPF and Silverlight--whether or not you have experience building enterprise applications. Discover how to: Dive deep into MVVM--and learn how it differs from other UI design patterns Build a simple Customer Relationship Management application you can adapt for your own projects Implement MVVM to maintain separation between UI declarative syntax and presentation logic code Create a Domain Model to define your application's business context Write dynamic code for the data access layer with the Microsoft Entity Framework and NHibernate Enforce complex data-validation scenarios using Windows Workflow Foundation 4 Implement MVVM using frameworks and toolkits such as Microsoft Prism Get code samples on the web For system requirements, see the Introduction.

This guide has the detail needed to grasp Microsoft's new querying technology, and concise explanations to help users learn it quickly. For those already applying LINQ, the book serves as an on-the-job reference.

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# 10 and .NET 6 – Modern Cross-Platform Development

MVVM Survival Guide for Enterprise Architectures in Silverlight and WPF

Building Enterprise Applications with Windows Presentation Foundation and the Model View ViewModel Pattern

Windows Presentation Foundation Development Cookbook

Universal Windows Apps with XAML and C# Unleashed

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

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

For use in schools and libraries only. A Siamese cat, an old Bull Terrier, and a young Labrador Retriever travel together 250 miles through the Canadian wilderness to find their family.

The Model-View-View-Model (MVVM) pattern is held in high regard by many developers as an excellent way of creating sophisticated modern applications. It's 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 strengths have found it favor with WPF and Silverlight developers. It is now increasingly being employed for Windows 8 apps, a purpose to which it is ideally suited as this book will show. In this brief, information-rich, guide we will show you how MVVM works with both XAML (C#) and HTML5 (JavaScript) flavors of Windows 8. Beginning with a brief recap of MVVM concepts under .NET - to provide a common frame of reference - we will then delve into the details of how MVVM can best be implemented in Metro-style apps for Windows 8 and show a working application framework in each case.

You're a developer who knows nothing to WPF. Which is fine, except that you need to start coding your next application using WPF and the MVVM pattern. Don't worry: I have you covered. I've been training hundreds of developers like you during 15 years, and converted my experience into this book. I know from experience teaching what takes more time to learn in WPF, and will spend time only where appropriate. Plus this book is packed with exercises which build up into a full project: you develop a small e-commerce sample application. You'll allow users to browse for products, and you'll also create a back-end where users will be able to list and edit products. Read this book, and you can code your WPF application within a week.

Build applications with C#, .NET Core, Entity Framework Core, ASP.NET Core, and ML.NET using Visual Studio Code, 4th Edition

100 recipes to build rich desktop client applications on Windows

Pro C# 9 with .NET 5

Practical C# and WPF For Financial Markets

Getting Started with Knockout.js for .NET Developers

Learn WinUI 3.0

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.

A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ.

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

This essential classic provides a comprehensive foundation in the C# programming language and the framework it lives in. Now in its 10th edition, you will find the latest C# 9 and .NET 5 features served up with plenty of "behind the curtain" discussion designed to expand developers' critical thinking skills when it comes to their craft. Coverage of ASP.NET Core, Entity Framework Core, and more, sits alongside the latest updates to the new unified .NET platform, from performance improvements to Windows Desktop apps on .NET 5, updates in XAML tooling, and expanded coverage of data files and data handling. Going beyond the latest features in C# 9, all code samples are rewritten for this latest release. Dive in and discover why this book is a favorite of C# developers worldwide. Gain a solid foundation in object-oriented development techniques, attributes and reflection, generics and collections, and numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). With the help of Pro C# 9 with .NET 5 you will gain the confidence to put C# into practice, and explore the .NET universe and its vast potential on your own terms. What You Will Learn Explore C# 9 features and updates in records, immutable classes, init only setters, top-level statements, patterns, and more Hit the ground running with ASP.NET Core web applications and web services Embrace Entity Framework Core for building real-world, data-centric applications, with deeply expanded coverage new to this edition Develop applications with C# and modern frameworks for services, web, and smart client applications Understand the philosophy behind .NET Discover the new features in .NET 5, including single file applications and smaller container images, Windows ARM64 support, and more Dive into Windows Desktop Apps on .NET 5 using Windows Presentation Foundation Check out performance improvements included with updates to ASP.NET Core, Entity Framework Core, and internals like garbage collection, System.Text.Json, and container size optimization Who This Book Is For Developers who are interested in .NET programming and the C# language "Amazing! Provides easy-to-follow explanations and examples. I remember reading the first version of this book; this is a 'must-have' for your collection if you are learning .NET!" - Rick McGuire, Senior Application Development Manager, Microsoft "Phil is a journeyman programmer who brings years of experience and a passion for teaching to make this fully revised and modernized 'classic' a 'must-have'. Any developer who wants full-spectrum, up-to-date coverage of both the C# language and how to use it with .NET and ASP.NET Core should get this book." - Brian A. Randell, Partner, MCW Technologies and Microsoft MVP Creating Mobile Apps with Xamarin.Forms Preview Edition 2

Windows 8 MVVM Patterns Revealed

C# 6.0 and the .NET 4.6 Framework

Windows Presentation Foundation 4.5 Cookbook

Windows Presentation Foundation Unleashed

Foundational Principles and Practices in Programming

"Jeremy builds real apps for real customers. That's why I can heartily recommend this book. Go out and write some great apps...and keep this book handy." —From the Foreword by Jeff Proise Build Exceptionally Immersive and Responsive Touch-Based Windows Store Apps for Windows 8 with C# and XAML This is the first practical guide to building breakthrough applications for Windows 8 from project templates through publication to the new Windows Store. Microsoft "MVP of the Year" Jeremy Likness helps you combine your existing developer skills with new Visual Studio 2012 tools and best practices to create apps that are intuitive and innovative. His

guidance and insight will help you dive into Windows 8 development—and gain a powerful competitive advantage for years to come. Likness illuminates the entire apps lifecycle, from planning and Model-View-View Model (MVVM) based design through coding, testing, packaging, and deployment. He covers both business and consumer apps, showing how Windows 8/WinRT development builds upon and contrasts with older WPF and Silverlight approaches. Using carefully crafted downloadable code examples and sample projects, Likness shows how to make the most of new platform features, including integrated social networking, search, contracts, charms, and tiles. Throughout, he addresses crucial development challenges that have only been discussed on MSDN, blog posts, and Twitter feeds—and never with this depth and clarity before. Coverage includes

- Mastering real-world Windows 8 development for all devices and form factors
- Understanding the new WinRT framework and the unique characteristics of Windows 8 apps
- Designing apps that are faster, more responsive, do more with less, and maximize battery life
- Creating exceptionally fluid interfaces with VS 2012 templates, built-in animations, and XAML
- Building apps that respond consistently to multiple forms of input, including complex touch manipulations
- Using contracts and charms to expose services or enable users to do so
- Providing information to users through Live Tiles even when your app isn't running
- Connecting your app seamlessly to multiple data sources, including social networks and cloud storage
- Syndicating rich, network-based content
- Using Model-View-ViewModel (MVVM)
- Securing Windows 8 apps through authentication and authorization
- Efficiently testing, debugging, packaging, and deploying apps

If you are student, fresher, developer and even senior and looking for a deeper understanding of the best-practice examples so that you can develop new modern Windows Desktop App that is professional, more practical, more robust, and more reusable in developing the software products? Do not look for further any longer! Let's choose this book. It brings together 18 chapters of more than 50 most powerful features of WPF, here are books' subjects:

- 1-Background: You will explore the necessary of Windows Desktop app, why using WPF app, UWP app, XAML and why C# language, and the different between WPF and Windows Forms app used in software development.
- 2-WPF Projects: You will learn how to use Visual Studio to create new a project or open an available project then build and run it. You can take a look at the basic project configuration such as namespace, assembly and splash screen for WPF app.
- 3-WPF Controls: You will familiarize yourselves with almost WPF controls with their means and its usages to design the UI layout for a regular Desktop app.
- 4-Template, Themes and Styles: You will explore the XAML code and patterns to design a professional UI layout based on powerful features of Theme, Style and Template.
- 5-WPF Resources: You will know how to set the same properties for multiple controls or several elements in a WPF application at a time by using Resources mechanism.
- 6-Relational Database: You will learn how to design the simple database structure such as data source definitions, tables, fields, primary keys and just about anything else you can imagine defining in Service-Based and SQL Server database.
- 7-WPF Data Binding: Let's careful read this chapter, you will understand how to use Data Binding process for establishing a connection between the UI controls and business logic objects.
- 8-ADO.NET and CRUD: You will discover how to apply data binding techniques for WPF Controls by using the ADO.NET objects and CRUD statements.
- 9-Entity Framework: You will become proficient in the interaction between the Entity Framework and SQL Server database using the LINQ and Data Binding techniques to manipulate the business data.
- 10-Data Grouping and Filtering: You can explore how to group or filter the related items together to a small collection of features for make viewing data easier.
- 11-Data Grid Control and Data Manipulation: You will discover how to use CRUD to manipulate data by using the Entity Data Model.
- 12-Routed Events: You will learn quickly three events are Direct Event, Bubbling Event, Tunnel Event and how to apply Bubbling Event in DataGrid control.
- 13-WPF Commanding: This chapter will help you understand how to combine functionalities into re-usable command which can be invoked from several different locations and input controls.
- 14-Document and Reporting: You will explore how to use DocumentViewer control and Windows API to read and print XPS documents. Moreover, you also learn how to convert Word document to Xps document by C# which can use for Reporting functionality in Windows app.
- 15-Drag and Drop Infrastructure: You will learn to implement the feature of drag and drop which supports dragging and dropping of data within both WPF applications as well as other Windows applications.
- 16-Dependency Property: You will understand the limitation of a CRL property and know how to implement a Dependency Property for your control.
- 17-Sound and Video: You will explore how to make look and feel really special with various types of media such as image, sound, video and rich media app look like professional player.
- 18-Publish and Deployment: This chapter will help you to understand a new installation technology that automatically installs and configures a client-side application when a user clicks on a link, such as on a CD, a link in a Web site, or on a UNC path.

While you are developing the Desktop App, the knowledge about these features will help you to solve the challenges you face and encounter every day.

You're a developer who knows nothing to WPF. Which is fine, except that you need to start coding your next application using WPF and the MVVM pattern. Don't worry: I have you covered. I've been training hundreds of developers like you during 15 years, and converted my experience into this book. I know from experience teaching what takes more time to learn in WPF, and will spend time only where appropriate. Plus this book is packed with exercises which build up into a full project: you develop a small e-commerce sample application. You'll allow users to browse for products, and you'll also create a back-end where users will be able to list and edit products. Read this book, and you can code your WPF application within a week.

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.

Learn WPF MVVM - XAML, C# and the MVVM pattern

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

Windows Store App Development: C# and XAML

covers both C# and JavaScript

Programming WPF

Pro WPF and Silverlight MVVM

Printed entirely in color, with helpful figures and syntax coloring to make 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 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, 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 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 how to exploit new Windows Vista features in WPF applications

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 Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learn

- Build cross-platform applications for Windows, macOS, Linux, iOS, and Android
- Explore application development with C# 8.0 and .NET Core 3.0
- Explore ASP.NET Core 3.0 and create professional web applications
- Learn object-oriented programming and C# multitasking
- Query and manipulate data using LINQ
- Use Entity Framework Core and work with relational databases
- Discover Windows app development using the Universal Windows Platform and XAML
- Build mobile applications for iOS and Android using Xamarin.Forms

Who 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.

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. 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 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 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

Head First C# is a complete learning experience for learning how to program with C#, XAML, the .NET Framework, and Visual Studio. Fun and highly visual, this introduction to C# is designed to keep you engaged and entertained from first page to last. Updated for Windows 8.1 and Visual Studio 2013, and includes projects for all previous versions of Windows (included in the book, no additional downloading or printing required). You'll build a fully functional video game in the opening chapter, and then learn how to use classes and object-oriented programming, draw graphics and animation, and query data with LINQ and serialize it to files. And you'll do it all by creating games, solving puzzles, and doing hands-on projects. By the time you're done, you'll be a solid C# programmer—and you'll have a great time along the way! Create a fun arcade game in the first chapter, and build games and other projects throughout the book Learn how to use XAML to design attractive and interactive pages and windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF (Windows Presentation Foundation) using the downloadable WPF Learner's Guide Using the Model-View-ViewModel (MVVM) pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio, including the free Express editions.

Be ready for coding away next week using WPF and MVVM

A Comprehensive Guide to WinRT with Examples in C# and XAML

Professional WPF and C# Programming

LINQ Pocket Reference

WPF Control Development Unleashed

Build responsive UIs for desktop applications with WPF, 2nd Edition

This book is intended for .NET developers who want to use the MVVM design pattern to create powerful client-side JavaScript linked to server-side C# logic. Basic experience with ASP.NET, Razor, and creating web applications is needed.

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

Gain the expertise you need to build custom application frameworks and responsive and visually appealing user interfaces with WPF, C#, and .NET Key Features Discover a smarter way of working with WPF using the MVVM software architectural pattern Create your own lightweight application framework to build your future applications upon Understand data binding and learn how to use it in an application Book Description Microsoft Windows Presentation Foundation (WPF) provides several libraries and APIs for developers to create engaging user experiences. This book features a wide range of simple through to complex examples to demonstrate how to develop enterprise-grade applications for Windows desktop with WPF. This updated second edition of Mastering Windows Presentation Foundation starts by covering the benefits of using the Model-View-ViewModel (MVVM) software architectural pattern with WPF, before guiding you through debugging your WPF apps. The book will then take you through the application architecture and building the foundation layer for your apps. As you advance, you'll get to grips with data binding, explore the various built-in WPF controls, and customize them to suit your requirements. You'll learn how to create custom controls to meet your needs when the built-in functionality is not enough. You'll also learn how to enhance your applications using practical animations, stunning visuals, and responsive data validation. To ensure that your app is not only interactive but also efficient, you'll focus on improving application performance, and finally, discover the different methods for deploying your applications. By the end of this book, you'll be proficient in using WPF for developing efficient yet robust user interfaces. What you will learn Discover MVVM and how it assists development with WPF Implement your own custom application framework Become proficient with Data Binding Understand how to adapt the built-in controls Get up to speed with animations Implement responsive data validation Create visually appealing user interfaces Improve application performance Learn how to deploy your applications Who this book is for This Windows book is for developers with basic to intermediate-level knowledge of Windows Presentation Foundation and for those interested in simply enhancing their WPF skills. If you're looking to learn more about application architecture and designing user interfaces in a visually appealing manner, you'll find this book useful.

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

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

Windows Presentation Foundation in .NET 4.5

XAML Unleashed

XAML in a Nutshell

With Practical Applications in .NET 5

Building Windows 8 Apps with C# and XAML

Head First C#

Use the Windows Presentation Foundation (WPF) technology to develop Windows applications using C# and XAML for design. This book will get you through not only the basics, but also some of the more advanced concepts of WPF in .NET 5. The book starts with basic concepts such as window, page, text box, and message box as well as a sequence of common events and event handling in WPF. You will learn how to use various elements in WPF and deal with them in .NET 5. You will understand how to work with files and access them in WPF along with binding and MVVM (Model-View-View-Model). You will learn how to retrieve data from APIs, work in XAML, and understand where design and style properties should be applied in WPF. After reading this book you will be able to work on WPF and apply its concepts in .NET 5, .NET core, and the .NET framework. What You Will Learn Understand the basics of WPF: click event, inputs, and general setup Work with WPF interface events and handling Know how file handling works in WPF Retrieve data from APIs in a modern way Who This Book Is For Developers with basic knowledge of C#.

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-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 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 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

In 1994, Design Patterns changed the landscape of object-oriented development by introducing classic solutions to recurring design problems. In 1999, Refactoring revolutionized design by introducing an effective process for improving code. With the highly anticipated Refactoring to Patterns , Joshua Kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring. This book introduces the theory and practice of pattern-directed refactorings: sequences of low-level refactorings that allow designers to safely move designs to, towards, or away from pattern implementations. Using code from real-world projects, Kerievsky documents the thinking and steps underlying over two dozen pattern-based design transformations. Along the way he offers insights into pattern differences and how to implement patterns in the simplest possible ways. Coverage includes: A catalog of twenty-seven pattern-directed refactorings, featuring real-world code examples Descriptions of twelve design smells that indicate the need for this book's refactorings General information and new insights about patterns and refactoring Detailed implementation mechanics: how low-level refactorings are combined to implement high-level patterns Multiple ways to implement the same pattern—and when to use each Practical ways to get started even if you have little experience with patterns or refactoring Refactoring to Patterns reflects three years of refinement and the insights of more than sixty software engineering thought leaders in the global patterns, refactoring, and agile development communities. Whether you're focused on legacy or “greenfield” development, this book will make you a better software designer by helping you learn how to make important design changes safely and effectively.

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

WPF 4.5 Unleashed

A Learner's Guide to Real-World Programming with C#, XAML, and .NET

Mastering Windows Presentation Foundation

Practical Software Development Using WPF and C#

The Incredible Journey

Building Windows UI with Windows Presentation Foundation

Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the

essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take advantage of WPF's advanced printing capabilities Grow as a developer by improving your overall software design skills Introduction 1 Part I Getting Started 1 What WPF Is and Isn't 5 2 Understanding XAML 17 3 Introducing the Font Viewer 27 4 Handling Application Layout 41 5 Using Basic Controls 59 6 Introducing Data Binding 75 Part II Reaching the User 7 Designing an Application 93 8 Building a Text Document Editor 107 9 Getting a Handle on Events 121 10 Commands 145 11 Output 157 Part III Visualizing Data 12 Building a Contact Manager 177 13 Presenters and Views 193 14 Resources and Styles 211 15 Digging Deeper into Data Binding 229 16 Visualizing Lists 251 Part IV Creating Rich Experiences 17 Building a Media Viewer 267 18 Drawing with Shapes 291 19 Colors and Brushes 315 20 Transforms and Effects 331 21 Using Control Templates 347 22 Triggers 369 23 Animation 383 24 Best Practices 407 Part V Appendixes Appendix A: Tools and Resources 423 Appendix B: 3D Tutorial Using ZAM 3D 427 Appendix C: Project Source (downloadable) 437 Index 439

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 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.

This new 7th edition of Pro C# 6.0 and the .NET 4.6 Platform has been completely revised and rewritten to reflect the latest changes to the C# language specification and new advances in the .NET Framework. You'll find new chapters covering all the important new features that make .NET 4.6 the most comprehensive release yet, including: A Refined ADO.NET Entity Framework Programming Model Numerous IDE and MVVM Enhancements for WPF Desktop Development Numerous updates to the ASP.NET Web APIs This comes on top of award winning coverage of core C# features, both old and new, that have made the previous editions of this book so popular. Readers will gain a solid foundation of object-oriented development techniques, attributes and reflection, generics and collections as well as numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). The mission of this book is to provide you with a comprehensive foundation in the C# programming language and the core aspects of the .NET platform plus overviews of technologies built on top of C# and .NET (ADO.NET and Entity Framework, Windows Communication Foundation (WCF), Windows Presentation Foundation (WPF), ASP.NET (WebForms, MVC, WebAPI)). Once you digest the information presented in these chapters, you'll be in a perfect position to apply this knowledge to your specific programming assignments, and you'll be well equipped to explore the .NET universe on your own terms. What You Will Learn: Be the first to understand the .NET 4.6 platform and C# 6. Discover the ins and outs of the leading .NET technology. Learn from an award-winning author who has been teaching the .NET world since version 1.0. Find complete coverage of XAML, .NET 4.6 and Visual Studio 2015 together with discussion of the new Windows Runtime.

Master Windows 8.1/Windows Runtime Programming Through 80 Expert Projects This is the most complete, hands-on, solutions-focused guide to programming modern Windows applications with the Windows Runtime. Leading Windows development consultants Jeremy Likness and John Garland present easy-to-adapt C# and XAML example code for more than 80 projects. Their real-world application examples help you apply Windows 8.1's best improvements, including large tiles, the new search control, flyouts, command bars, native WinRT networking, and new deployment and sideloading options. Drawing on their pioneering experience, they illuminate key areas of the Windows Runtime API, offering uniquely detailed coverage of encryption, cloud connectivity, devices, printers, and media integration. You'll find cutting-edge tips and tricks available in no other book. This is an indispensable resource for all intermediate-to-advanced Windows developers, and for any

architect building desktop, tablet, or mobile solutions with Microsoft technologies. Its focus on both C# and XAML will make it valuable to millions of Windows developers already familiar with Silverlight, WPF, and/or .NET. Coverage includes • Creating robust app interfaces with the newest XAML controls, including flyouts and command bars • Saving data in a persistent “roaming zone” for syncing across Windows 8.1 devices • Using Visual State Manager (VSM) to build apps that adapt to various device resolutions and orientations • Integrating virtually any form of data into your apps • Connecting with web services, RSS, Atom feeds, and social networks • Securing apps via authentication, encrypting, signing, and single sign-on with Microsoft Account, Facebook, Google, and more • Leveraging Windows 8.1 media enhancements that improve battery life and app performance • Networking more effectively with Windows 8.1’s revamped HTTP implementation and new location APIs • Using Tiles and Toasts to keep apps alive and connected, even when they aren’t running • Enabling users to send content between devices via NFC tap and send • Ensuring accessibility and globalizing your apps • Efficiently debugging, optimizing, packaging, and deploying your apps • Building sideloadable apps that don’t have to be published in Windows Store “This book doesn’t just focus on singular concepts, it also provides end-to-end perspective on building an app in WinRT. It is one of those essential tools for Windows developers that will help you complete your software goals sooner than without it!” —Tim Heuer, Principal Program Manager Lead, XAML Platform, Microsoft Corporation

Pro WPF 4.5 in C#

C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development

Advanced MVVM (hard copy)

Creating Cross-Platform C# Applications with Uno Platform

Exploring Windows Presentation Foundation

Programming the Windows Runtime by Example

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.

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

WPF and Silverlight are unlike any other user interface (UI) technologies. They have been built to a new paradigm that—if harnessed correctly—can yield

unprecedented power and performance. This book shows you how to control that power to produce clean, testable, maintainable code. It is now recognized that any non-trivial WPF or Silverlight application needs be designed around the Model-View-ViewModel (MVVM) design pattern in order to unlock the technology's full data-binding potential. However, the knowledge of how to do this is missing from a large part of the development community—even amongst those who work with WPF and Silverlight on a daily basis. Too often there is a reliance on programmatic interaction between controls and not enough trust in the technologies' data-binding capabilities. This leads to a clouding of design values and an inevitable loss of performance, scalability, and maintainability throughout the application. Pro WPF and Silverlight MVVM will show you how to arrange your application so that it can grow as much as required in any direction without danger of collapse.

Effective Application Development with Model-View-ViewModel