

Windows Presentation Foundation Unleashed Wpf

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including Windows Presentation Foundation (WPF), Silverlight, Windows Phone 7, Surface, and Windows 7. Originally an electronics engineer, Laurent achieved postgrad credentials in software engineering ...

Looks at the features and functions of Windows Presentation Foundation, covering such topics as XAML, creating an application object, content controls, pages and navigation, commands, data binding, and data templates.

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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

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 (WPF) replaces Microsoft's diverse presentation technologies with a unified, state-of-the-art platform for building rich applications. WPF combines the best of Windows and the Web; fully integrates user interfaces, documents, and media; and leverages the full power of XML-based declarative programming. In Essential Windows Presentation Foundation, former WPF architect Chris Anderson systematically introduces this breakthrough platform, focusing on the concepts and techniques working developers need in order to build robust applications for real users. Drawing on his unique experience as an architect on the team, Anderson thoroughly illuminates the crucial new concepts underlying WPF and reveals how its APIs

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work together to offer developers unprecedented value. Through working sample code, you'll discover how WPF draws on the Web's simple models for markup and deployment, common frame for applications, and rich server connectivity, and on Windows' rich client model, simple programming model, strong control over look-and-feel, and rich networking. Topics explored in depth include WPF components and architecture Key WPF design decisions—and why they matter XAML markup language Controls Layouts Visuals and media, including 2D, 3D, video, and animation Data integration Actions Styles WPF Base Services

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

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

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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.

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 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.

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.

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

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

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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 WPFs 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.

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