Sliverlight Video Capture Control SDK

Daniel Vaughan

Beginning DotNetNuke Skinning and Design Andrew Hay,2007-11-05 Provides information on designing a custom skin for a DotNetNuke Web site.

Silverlight 1.0 Devin Rader,Jason Beres,J. Ambrose Little,Grant Hinkson,2007-10-29 Provides information on creating cross-platform interactive applications using Silverlight 1.0.

Compression for Great Video and Audio Ben Waggoner,2013-02-11 Learn how to compress video and audio with optimal quality and minimal hassles. Renowned expert Ben Waggoner teaches you to improve the quality of your final content and develop effective workflows. Understand the basic concepts of vision and hearing, apply that knowledge in the context of compression, then move onto practical, applicable information for creating, editing, and compressing the best video and audio, whether you're delivering for the web, DVD, Blu-ray, phones, or beyond. Clear examples of how to make the best choices in real-world projects Covers Mac and Windows products for a complete look at today's compression technologies: all the different tools, codecs, and formats for different kinds of deliverables are described, focusing on how to pick the right options for particular projects, players, and sources Formats Windows Media QuickTime Flash FLV and F4V MPEG-4 and H.264 MPEG-2 Ogg Vorbis and Theora Silverlight and Smooth Streaming Devices iPod and iPhone Zune HD Playstation Portable Playstation 3 Xbox 360 DVD and Blu-ray

Silverlight 1.0 Devin Rader,Jason Beres,J. Ambrose Little,Grant Hinkson,2007-10-23 Silverlight--the hot new web technology based on the powerful WPF graphics platform that ships with Windows Vista--is the web developer's choice for creating cross-platform interactive applications that work in multiple browsers. This one-of-a-kindreference shows you, with full-color illustrations, how to create rich interactive apps with Silverlight. In these color-filled pages, a crack team of Wrox experts gives you a comprehensive

introduction to Silverlight. You'll see the vivid graphics and video images you can achieve. You will learn to use the component languages, tools, and techniques of Silverlight to create applications that enhance the user experience. You'll also discover how to leverage existing technologies, such as JavaScript(r), XAML, ASP.NET, and AJAX, and incorporate them with development tools like Visual Studio(r), Expression(r) Encoder, and Expression Blend. Soon you'll be building everything from basic static pages to Internet applications that integrate rich media and animation. What you will learn from this book * Easy ways to incorporate graphics, animation, audio, and video into Internet applications * Methods for creating rich media apps that run on Windows(r) and Mac(r), as well as in Internet Explorer, Firefox(r), and Safari * How to write standard JavaScript within an HTML page to manipulate and program against any XAML DOM element, storyline animation, or video * Ways to integrate Silverlight within existing HTML pages, web sites, and ASP.NET applications * How to handle data access in Silverlight applications using AJAX Who this book is for This book is for professional web developers who want to take advantage of Silverlight's capabilities to create rich interactive applications. [This book] makes a great companion for anyone who wants to learn the fundamentals of Silverlight without wading through the reference material in the SDK. If you're looking for a trustworthy guide to show you how Silverlight can light up your web applications, you'll find this book a great starting point. --Tim Sneath, Group Manager for Client Platform Evangelism, Microsoft Corporation

Professional Silverlight 2 for ASP.NET Developers

Jonathan Swift,Salvador Alvarez Patuel,Chris Barker,Dan Wahlin,2009-04-15 Our overarching goal in writing this book was to give ASP.NET developers the power to quickly and easily create visually stunning Internet applications, coupled with rich interactivity to fully immerse the user in a new online experience. Silverlight gives you everything you need to do just this, and in

serious style! As well as taking you through each feature that ships with Silverlight, this book will make sure you're able to debug, troubleshoot, and performance-tune your Silverlight applications, as well as seamlessly hook into your existing ASP.NET architecture and code base. This book is aimed at .NET developers and architects who want to quickly get up to speed with all that Silverlight 2 has to offer. As well as covering the breadth of features that Silverlight 2 provides, this book makes a point of demonstrating where necessary how the particular feature can be integrated tightly with the ASP.NET host application. An example is in Chapter 7, where the ASP.NET Profile service is utilized directly from within Silverlight to obtain user-specific data. It's fair to say that although this book is aimed at ASP.NET developers, it covers all of the salient features of Silverlight 2 to the degree that it's a useful programming resource for developers not using ASP.NET also. If you're fresh to .NET development, however, you might want to check out a beginning .NET book first, to help you overcome the syntax and set-up queries when learning a new language. Otherwise, take a deep breath and dive in! This book covers the full feature set of Silverlight 2, diving into each of the subject areas to give depth and breadth coverage. As well as teaching you about the component parts of the Silverlight API, the book also covers debugging, troubleshooting, and performance-tuning your Silverlight applications, arming you with all the skills and knowledge you'll need to create advanced Silverlight-based applications in record time. Importantly, this book covers the integration points between ASP.NET and Silverlight, taking you through the different techniques you can use to seamlessly augment your existing or new ASP.NET web sites with the power of Silverlight. If you want to program in Silverlight and potentially use ASP.NET as the host, then this book covers it all. The book is split into two distinct parts. Part I is titled "Silverlight Fundamentals for ASP.NET Developers," and Part II is titled "Developing ASP.NET Applications with Silverlight." Part I is intended to give you

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grounding in what Silverlight is as a technology and how it fits into the Web-based landscape. The component pieces of a Silverlight application are also laid out at a high level, and any knowledge required before putting an application together is explained. Part II is written to give you depth of knowledge across the Silverlight feature-set and show you how to leverage the power of both Silverlight and ASP.NET to create compelling applications. A brief synopsis of the content follows: "Silverlight in a Nutshell"—This will teach you at a high level what Silverlight is and how it can help you deliver engaging, immersive web applications. Differentiating Silverlight from other Web-based technologies is also covered here, and a description of the required development environment is provided. In short, after reading this, you'll be able to describe Silverlight and explain why you'd want to use it and what gives it the edge over the competition. "Silverlight Architecture"—Silverlight allows you to rapidly build a well-rounded application with a great user interface, but if you encounter any problems during development, it is going to be important for you to understand the underlying architecture upon which you are developing. This outlines the core features of Silverlight 2 and guides you around the building blocks of this highly flexible framework, paying particular attention throughout to your ASP.NET heritage. "XAML Condensed"—Quickly getting up to speed with XAML is what this is all about, helping you brush aside the syntax queries and get to grips with the basics of this multi-purpose declarative language. Hooking the XAML files up to .NET code is also shown here, helping you inject dynamic event-driven actions into your Silverlight UI. Finally, one technique for the dynamic creation of XAML is shown, followed by a tour of Expression Blend. "Programming Silverlight"—By the time you get here, you'll be itching to start coding, and code you will as the feature-agnostic programming constructs that make up a Silverlight application are covered in detail. The composition of a Silverlight application is laid bare and its constituent parts

explained at length, as well as detailing the Silverlight application lifetime and how to hook into it. The different options for embedding the Silverlight plug-in within your application are covered, followed by a brief overview of JavaScript and its associated DOM. This then leads onto a discussion of the Silverlight Object Model, explaining how the visual tree is constructed to form the UI. Another technique for dynamically creating XAML and adding it to the visual tree is also shown here. Finally, the Silverlight event model, browser interaction, and threading model are covered for you. "Creating the User Interface"—You now know how to program Silverlight and how to write XAML. This shows you how to put it all together to start laying out the user interface of your Silverlight application. Each of the layout controls that ship with Silverlight is covered here—Canvas, Grid, StackPanel, and TabControl—including information on when to use which one. Information on how to create a scalable UI is also provided, followed finally by a section that details how to localize your application, thereby making it available to other languages and cultures. "Silverlight Controls"—Silverlight 2 provides an assortment of controls that can be used to display and capture data. In this, you'll learn to work with user input controls, items controls, and media controls and see how they can be put to use to build interactive and rich user interfaces. You'll also learn how to use controls such as the MultiScaleImage control to work with Silverlight's Deep Zoom technology. "Styles and Templates"—Altering the look and feel of your application is the crux here, with the different techniques for applying styling information to the controls that comprise it demonstrated here. As well as this, integrating with the ASP.NET Profile service via WCF is detailed, giving you the ability to personalize your Silverlight application on a per-user basis. "User Interaction"—What's the point of having a great technology like Silverlight 2 if we can't interact with it? We review the different ways that you can interact with your application, understanding

how the UIElements work with input devices like the keyboard, mouse, and stylus. We also explore the different ways to navigate around the application and present the different options that we have and in which scenarios each one is preferred. "Communicating with the Server"—The ability to access data located at distributed sources is key in many Silverlight 2 applications. You learn different networking technologies that are available and see how they can be put to use. Several different topics are covered such as creating and calling ASMX and WCF services, calling REST APIs, working with JavaScript Object Notation (JSON) data, pushing data from a server to a client with sockets, and leveraging HTTP Polling Duplex functionality. "Working with Data"—It is all about data! One of my colleagues always says, "If you are not using data binding in Silverlight 2, you are doing something wrong!" This explains the data framework available within your applications and then deeps dive into the inner workings of data binding, showing you the different approaches that you may take. In order to understand how the data is retrieved, we explain the different technologies and techniques to get the most of Silverlight 2 data using the available data controls. Finally, this explains how you can manipulate the data using LINQ and LINQ to XML. "Creating Custom Controls"—This will take you on a journey in order to discover the different options that you have available to customize the Silverlight 2 controls. We start exploring the user control model that ASP.NET developers are used to, and then we dig into the internals of visual customization. You will be amazed by this powerful new model. Finally, for those who need to push the technology to the limit, this explains how to create a complete custom control from scratch. "Securing Your Silverlight Application"—Whether you're an Enterprise developer or a Silverlight hobbyist, you are going to want to release your application out to the wild at some point. In doing so, you are providing a high level of exposure to your application, and

therefore security should not be an afterthought. Thankfully, Silverlight 2 has a security framework built into the run time, which will give you the peace of mind of working within a secure environment. This introduces you to the Silverlight security framework, but also talks you through your security responsibilities as a Silverlight developer. "Audio and Video"—Embedding high-fidelity audio and video in your Silverlight application is sure to capture your users' imaginations, and this shows you how you can do just this using the Silverlight-provided MediaElement control and the ASP.NET Media Server Control. Playback control is demonstrated, as is the more advanced topic of providing synchronization points within your chosen media. This will definitely help you put the WOW factor into your web sites. "Graphics and Animation"—A detailed tour of the graphics API that ships with Silverlight is first discussed here, including the Shape-derived objects that can be rendered to screen and also the Geometry-derived objects that can be created and then rendered via a Path object. Brush objects are covered next, demonstrating the SolidColorBrush, LinearGradientBrush, RadialGradientBrush, ImageBrush, and VideoBrush, and their usage. Next up is the very cool DeepZoom technology, covering the creation of DeepZoom-enabled images using the DeepZoom Composer and their usage in your Silverlight application via the MultiScaleImage control. Finally, the different animation techniques that you can use within your Silverlight application are covered, ranging from the basic From/To/By type to the more advanced Key frame types, including the different transition mechanisms within. "Troubleshooting Silverlight Applications"—Writing an application from start to finish without any development issues is still quite some way off. This introduces you to a range of techniques and tools to help you through the hard times when your application isn't behaving as you would expect it to. Besides retrospectively fixing problems within your application, this concludes with the more proactive approach of ensuring that your application hits a known quality bar

before you are satisfied that it is ready to be released. Silverlight's testing framework is the flavor of the day here.

"Performance"—Silverlight is an incredibly powerful and flexible framework. Its inherent flexibility often means that there are several ways to achieve your goals. In choosing an alternative path, you will often find that the penalty is poor performance. This gives a series of best-practice advice to allow you to make an informed decision when you hit those forks in the road. In addition, you will learn how to instrument your code in order to simply identify the bottlenecks within your application. To get the most out of this book, it's recommended that you code along with the examples provided, either by copying the code shown in the chapters or by downloading the samples and running them yourself. To do this, you're going to need Visual Studio 2008, which is available to download from MSDN, provided you have a subscription. As well as this, you'll also need to download and install the Silverlight Tools for Visual Studio 2008, which allows you to create Silverlight-based applications within Visual Studio. This install will also take care of installing the Silverlight run time and SDK for you. You can download this installer from www.silverlight.net/getstarted. If you want to follow the examples that use Microsoft Expression Blend or the Deep Zoom Composer, you can also download these from www.silverlight.net/getstarted. As well as these software requirements, you will need a basic working development knowledge of Microsoft .NET and have experience in Web-based development. A passion for creating rich web applications is advantageous, although not necessary!

Windows Phone Recipes Fabio Claudio Ferracchiati,Emanuele Garofalo,2012-02-02 Windows Phone 7.5 (code-named Mango) marks a significant upgrade to Microsoft's smartphone products. Packed with sophisticated new features and functionality, the device is a .NET developer's dream, easily programmable using Silverlight, XNA and C#. Windows Phone Recipes utilizes a proven problem-solution approach, providing a concise guide to all the

phone's features in recipe book format. First, the problem you're facing is identified. Then, a clear explanation of the solution is given, supported by a fully-worked code sample that demonstrates the feature in action. All aspects of development, configuration, testing, and distribution are covered. You'll find recipes that unlock advanced user interface features, deal with data storage, integrate with cloud services, add media and location services, and much more. It's everything you'll need to put a professional polish on your Windows Phone 7.5 applications!

Windows Phone 7.5 Unleashed Daniel Vaughan,2012-03-21 Full Color: Figures and code appear as they do in Visual Studio Windows Phone 7.5 Unleashed is the first comprehensive, start-to-finish developer's guide to Microsoft's brand-new Windows Phone 7.5. Written by Microsoft MVP and leading WPF/Silverlight innovator Daniel Vaughan, this full-color guide covers everything developers need to rapidly build highly competitive Windows Phone 7.5 mobile apps. Vaughan teaches through complete sample apps that illuminate each key concept with fully explained code and real-world context. He presents real-world best practices for building highly functional and attractive Metro interfaces; integrating touch, rich media, and data; testing; profiling; and more. Throughout, he shares expert insights available in no other book, drawing on his exceptional access to the Windows Phone development team through the elite Microsoft Silverlight and WPF Insiders group. Along the way, he presents exceptionally practical and thorough coverage of many powerful new Windows Phone 7.5 platform enhancements--including full chapters on sensors, the camera, XNA graphics, local databases, scheduled actions, and background file transfers. Detailed information on how to... Get started fast with Silverlight Windows Phone development in Visual Studio Master the Capabilities Model, threading, and the Execution Model Create attractive Metro interfaces using Windows Phone's rich set of controls, including the Silverlight for Windows Phone Toolkit Make the most of the application bar and other interface

elements Enhance user experience with advanced support for touch, gesture, and sensors Build location-aware apps that use Bing Maps and location services Quickly internationalize apps for global markets Leverage Windows Phone 7.5's improved camera support Connect apps to online services via SOAP, REST, and ODATA Validate user input on the client side or via Web services Use Windows Phone 7.5's powerful new local database support Implement background actions, file transfers, and audio playback Incorporate game-style XNA graphics Unit test to find defects earlier, saving time and money

Windows Phone 8 Unleashed Daniel Vaughan,2013 Provides information on developing and building applications for the Windows Phone 8 platform, offering full explanations of code and real-world context for each key concept.

Professional Cross-Platform Mobile Development in C# Scott Olson,John Hunter,Ben Horgen,Kenny Goers,2012-02-03 Develop mobile enterprise applications in a language you already know! With employees, rather than the IT department, now driving the decision of which devices to use on the job, many companies are scrambling to integrate enterprise applications. Fortunately, enterprise developers can now create apps for all major mobile devices using C#/.NET and Mono, languages most already know. A team of authors draws on their vast experiences to teach you how to create cross-platform mobile applications, while delivering the same functionality to PC's, laptops and the web from a single technology platform and code-base. Rather than reinventing the wheel with each app, this book provides you with the tools you need for cross-platform development--no new languages needed! Presents an overview of the sea change occurring with the use of enterprise mobile applications and what it means for developers Shares the criteria for evaluating and selecting the best option for application architecture Reviews tools and techniques for setting up a cross-platform development environment Offers an introduction to the MonoCross open-source project and pattern for

cross-platform development Packed with specific software design patterns, development best practices, code examples and sample applications, this must-have book gets you started developing cross-platform mobile apps today.

Agile Principles, Patterns, and Practices in C# Micah Martin,Robert C. Martin,2006-07-20 With the award-winning book Agile Software Development: Principles, Patterns, and Practices, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, Agile Principles, Patterns, and Practices in C#. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, Agile Principles, Patterns, and Practices in C# is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

Windows Phone 8 Development Internals Andrew Whitechapel,Sean McKenna,2013-06-15 Build and optimize Windows Phone 8 apps for performance and security Drill into

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

   <u>Windows Phone 8 Unleashed</u> Daniel Vaughan,2013-05-09 Windows® Phone 8 Unleashed is the definitive guide to Microsoft's new Windows Phone 8 platform for intermediate to advanced developers. Written by Microsoft MVP and leading Windows Phone and WPF innovator Daniel Vaughan, this full-color guide covers everything developers need to rapidly build highly competitive Windows Phone 8 mobile apps. Vaughan teaches through complete sample apps—leveraging the MVVM pattern—illuminating each key concept with fully explained code and real-world context. He presents best practices for building highly functional, maintainable, and attractive mobile interfaces; integrating touch, rich media, and data; testing; profiling; and more. Expanded and updated, Vaughan shares expert insights available in no other book, drawing on his exceptional access to the Windows Phone development team through the elite Microsoft Silverlight and WPF Insiders group. Along the way, he presents exceptionally practical and thorough coverage of many powerful

new Windows Phone 8 platform enhancements, including full chapters on voice commands and speech synthesis, incorporating speech-driven experiences, Wallet integration, new Live Tile capabilities, the Nokia Maps control, launching apps via file and protocol associations, and much more. Detailed information on how to… * Get started quickly with Windows Phone XAML development in Visual Studio * Master the Capabilities Model, threading, and the Execution Model * Create attractive mobile interfaces using Windows Phone's rich set of controls, including the Windows Phone Toolkit * Make the most of the application bar and other interface elements * Enhance user experience with advanced support for touch, gestures, and sensors * Build location-aware apps that use Nokia Maps and location services * Incorporate speech-driven experiences * Quickly internationalize apps for global markets * Leverage Windows Phone 8's improved camera support * Connect apps to online services via SOAP, REST, and OData * Validate user input on the client side or via WCF services * Use Windows Phone 8's powerful local database support * Implement background actions, file transfers, and audio playback * Automatically launch your app using file and protocol associations * Unit test to find defects earlier, saving time and money

Microsoft System Center Configuration Manager Field Experience Manoj Pal,Manish Raval,2013-10-15 Part of a series of specialized guides on System Center - this book shares real-world expertise for using Configuration Manager capabilities to deliver more effective IT services. Series editor Mitch Tulloch and a team of System Center experts provide concise technical guidance as they step you through key deployment and management scenarios.

Pro WPF 4.5 in C# Matthew MacDonald,2013-02-01 Microsoft's Windows Presentation Foundation (WPF) provides you with a development framework for building high-quality user experiences for the Windows operating system. It blends together

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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.

Begin to Code with Python Rob Miles,2017-11-21 Become a Python programmer–and have fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own learning, empowering you to build unique and useful programs. Microsoft has completely reinvented the beginning programmer's tutorial, reflecting deep research into how today's beginners learn, and why other books fall short. Begin to Code with Python is packed with innovations, from its "Snaps" prebuilt operations to its "Make Something Happen" projects. Whether you're a total beginner or you've tried before, this guide will put the power, excitement, and fun of programming where it belongs: in your hands! Easy, friendly, and you're in control! Learn how to... Get, install, and use powerful free tools to create modern Python programs Learn key concepts from 170 sample programs, and use them to jumpstart your own Discover exactly what happens when a program runs Approach program development with a professional perspective Learn the core elements of the Python language Build more complex software with classes, methods, and objects Organize programs so they're easy to build and improve Capture and respond to user input Store and manipulate many types of real-world data Define custom data types to solve specific problems Create interactive games that are

fun to play Build modern web and cloud-based applications Use pre-built libraries to quickly create powerful software Get code samples, including complete apps, at: https://aka.ms/BegintoCodePython/downloads About This Book For absolute beginners who've never written a line of code For anyone who's been frustrated with other beginning programming books or courses For people who've started out with other languages and now want to learn Python Works with Windows PC, Apple Mac, Linux PC, or Raspberry Pi Includes mapping of MTA exam objectives that are covered in this book, as well as an appendix with further explanation of some of the topics on the exam

Programming the Windows Runtime by Example Jeremy Likness,John Garland,2014-06-03 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

Learning ArcGIS Runtime SDK for .NET Ron Vincent,2016-06-30 Learn how to build native, cross-platform mapping apps with this comprehensive and practical guide, using the MVVM pattern About This Book Enhance the user experience with the power of ArcGIS runtime SDK for .NET. This clear, well segregated book has all the information you need on ArcGIS Runtime SDK. Just name it—this book has it! This highly practical book empowers you to build your own custom application! Get to know the inner details of ArcGIS Runtime SDK from our experts, in this book written by Ron Vincent, with 24 years' experience in the GIS industry and many in GIS training. Who This Book Is For This book caters to long-term users of Esri's technologies that are new to mobile development or are transitioning from older Esri

technologies such as ArcGIS Engine. It is also for users who are unfamiliar with Esri or GIS and are in need of a mapping solution for either their desktop or a mobile platform, or both. The book requires knowledge of .NET. What You Will Learn Understand and implement the MVVM pattern using MVVM Light Create and add layers from offline and online resources such as ArcGIS Online or ArcGIS for Server Create a 2D or 3D map and decide what kind of symbology to use Symbolize the layers based on the geometry Search and find objects in the layers Geocode an address and create a route using an address Edit layer objects from online content and offline content Test the application using test-driven development and then build and release the application for the intended audience In Detail ArcGIS is a geographic information system (GIS) that enables you to work with maps and geographic information. It can be used to create and utilize maps, compile geographic data, analyze mapped information, share and discover geographic information and manage geographic information in a database. This book starts by showing you where ArcGIS Runtime fits within Esri's overall platform strategy. You'll create an initial map using the SDK, then use it to get an understanding of the MVVM model. You'll find out about the different kinds of layers and start adding layers, and you'll learn to transform maps into a 3D scene. The next chapters will help you comprehend and extract information contained in the maps using co-ordinates and layer objects. Towards the end, you will learn to set the symbology, decide whether to use 2D or 3D, see how to implement 2D or 3D, and learn to search and find objects. You'll also get to grips with many other standard features of the Application Programming Interface (API), including create applications and finally testing, licensing, and deploying them. Once completed, you will be able to meet most of the common requirements of any mapping application for desktop or mobile platforms. Style and approach This comprehensive book takes a completely practical approach, where every chapter explains the important concepts and

demonstrates a practical application of them in a hands-on manner.

Pro Expression Blend 4 Andrew Troelsen,2011-07-14 Pro Expression Blend 4 is for .NET developers and graphical artists who want to learn the ins and outs of the Expression Blend integrated development environment. You may know already that this tool can be used to build Windows Presentation Foundation (WPF), Silverlight, and Windows Phone 7 applications; however, this book will take you well beyond the basics and provide you with a detailed examination of key Blend topics, including workspace customization, graphics, layout, styles, themes, data binding, and the use of SketchFlow, giving you an excellent understanding of the Blend product and what it can do for you. Over the course of these eight chapters, you will learn numerous techniques to simplify the authoring of XAML using Blend. These include: Transforming a vector graphic into a custom control template with a few clicks of the mouse Generating complex animations using an integrated timeline editor Visually designing interactive data templates Creating prototypes (via SketchFlow) that can be transformed into production-level code Throughout Pro Expression Blend 4, you'll work with both Blend and .NET code to finalize fully-functional projects that will provide both valuable insights and a sound foundation for your future WPF and Silverlight projects. Each chapter will give you ample opportunity to build .NET software using Blend. However, this is not a programming book, per se. While some examples will require a manageable amount of C# code, this book is squarely focused on helping you gain mastery over the numerous tools, editors, designers, and wizards of the Microsoft Expression Blend IDE.

Excel VBA 24-Hour Trainer Tom Urtis,2015-03-12 Master VBA automation quickly and easily to get more out ofExcel Excel VBA 24-Hour Trainer, 2nd Edition is thequick-start guide to getting more out of Excel, using Visual Basicfor Applications. This unique book/video package has been updatedwith fifteen new advanced

video lessons, providing a total ofeleven hours of video training and 45 total lessons to teach youthe basics and beyond. This self-paced tutorial explains Excel VBAfrom the ground up, demonstrating with each advancing lesson howyou can increase your productivity. Clear, concise, step-by-stepinstructions are combined with illustrations, code examples, anddownloadable workbooks to give you a practical, in-depth learningexperience and results that apply to real-world scenarios. This is your comprehensive guide to becoming a true Excel poweruser, with multimedia instruction and plenty of hands-onpractice. Program Excel's newest chart and pivot table object models Manipulate the user interface to customize the look and feel ofa project Utilize message boxes, input boxes, and loops to yieldcustomized logical results Interact with and manipulate Word, Access, PowerPoint, andOutlook from Excel If you're ready to get more out of this incredibly functionalprogram, Excel VBA 24-Hour Trainer, 2nd Edition provides theexpert instruction and fast, hands-on learning you need.

    The C# Programming Yellow Book Rob Miles,2018-10-19 Learn C# from first principles the Rob Miles way. With jokes, puns, and a rigorous problem solving based approach.You can download all the code samples used in the book from here: http: //www.robmiles.com/s/Yellow-Book-Code-Samples-64.z

Delve into the emotional tapestry woven by Crafted by in **Sliverlight Video Capture Control SDK** . This ebook, available for download in a PDF format (Download in PDF: *), is more than just words on a page; itis a journey of connection and profound emotion. Immerse yourself in narratives that tug at your heartstrings. Download now to experience the pulse of each page and let your emotions run wild.

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