Microsoft Silverlight For Iphone

Matthew Connolly,Tony Cosgrave

Windows Phone 7 for iPhone Developers Kevin Hoffman,2011-08-08 Bring Your iPhone Apps and Skills to Windows Phone 7—or Build Apps for Both Mobile Platforms at Once If you've been developing for the crowded iPhone marketplace, this book will help you leverage your iOS skills on a fast-growing new platform: Windows Phone 7 (WP7). If you're a .NET programmer, it will help you build advanced WP7 mobile solutions that reflect valuable lessons learned by iPhone developers. If you're a mobile development manager, it offers indispensable insights for planning cross-platform projects. Kevin Hoffman guides you through the entire WP7 SDK, showing how it resembles Apple's iOS SDK, where it differs, and how to build production-quality WP7 apps that sell. Step by step, you'll master each technology you'll need, including C#, Silverlight and XAML. Every new concept is introduced along with all the tools and background needed to apply it. Hoffman's practical insights extend into every facet of WP7 development: building user interfaces; hardware and device services; WP7's unique Application Tiles; Push Notifications; the Phone Execution Model, local storage, smart clients, MVVM design, security, social gaming, testing, debugging, deployment, and more. A pleasure to read and packed with realistic examples, this is the most useful Windows Phone 7 development book you can find. ·¿¿¿¿¿¿ Compare Apple's Objective-C and Microsoft's C#: "second cousins twice removed" ·¿¿¿¿¿¿ Apply C# object techniques—including encapsulation, inheritance, contracts, and interfaces ·¿¿¿¿¿¿ Build rich, compelling user interfaces based on Silverlight, XAML, and events ·¿¿¿¿¿¿ Move from Apple's Xcode to Visual Studio 2010 and from Interface Builder to Expression Blend ·¿¿¿¿¿¿ Leverage hardware and device services, including the accelerometer, GPS, photos, contacts, e-mail, and SMS ·¿¿¿¿¿¿ Create dynamic application Tiles to appear on the Start screen ·¿¿¿¿¿¿ "Push" raw data notifications to running apps ·¿¿¿¿¿¿ Understand and use the Windows Phone 7 phone execution model ·¿¿¿¿¿¿ Efficiently store and retrieve data on WP7 phones ·¿¿¿¿¿¿ Build "smart clients" that sync locally stored data with web services ·¿¿¿¿¿¿ Manage growing app complexity through "separation of concerns" and MVVM (Model-View-View Model) ·¿¿¿¿¿¿ Use TDD and automated testing to accelerate and streamline development ·¿¿¿¿¿¿ Create casual, connected games and social apps ·¿¿¿¿¿¿ Secure apps without incurring unacceptable tradeoffs ·¿¿¿¿¿¿ Successfully deploy apps to the Marketplace

Windows Phone 7 for IPhone Developers Kevin Hoffman,2011 Bring Your iPhone Apps and Skills to Windows Phone 7-or Build Apps for Both Mobile Platforms at Once If you've been developing for the competitive iPhone marketplace, this book will help you leverage your iOS skills on a fast-growing new platform: Windows Phone 7 (WP7). If you're a .NET programmer, it will help you build advanced WP7 mobile solutions that reflect valuable lessons learned by iOS developers. If you're a mobile development manager, it offers indispensable insights for planning cross-platform projects. Kevin Hoffman guides you through the entire WP7 Software Development Kit (SDK), showing how it resembles Apple's iOS SDK, where it differs, and how to build production-quality WP7 apps that sell. Step by step, you'll master each technology you'll need, including C#, Silverlight, and XAML. Every new concept is introduced along with all the tools and background needed to apply it. Hoffman's practical insights extend into every facet of WP7 development: building user interfaces; hardware and device services; WP7's unique Application Tiles; Push Notifications; the Phone Execution Model, local storage, smart clients, Model-View-View Model (MVVM) design, security, social gaming, testing, debugging, deployment, and more. A pleasure to read and packed with realistic examples, this is the most useful WP7 development book you can find. · Compare Apple's Objective-C and Microsoft's C#: second cousins twice removed · Build rich, compelling user interfaces based on Silverlight, XAML, and events · Move from Apple's Xcode to Visual Studio 2010 and from Interface Builder to Expression Blend ·

Leverage hardware and device services, including the accelerometer, GPS, photos, contacts, e-mail, and SMS · Create dynamic application Tiles to appear on the Start screen · Push raw data notifications to running apps · Understand and use the WP7 phone execution model · Efficiently store and retrieve data on WP7 phones · Build smart clients that sync locally stored data with web services · Manage growing app complexity through separation of concerns and MVVM · Successfully deploy apps to the Marketplace

PROFESSIONAL WINDOWS PHONE 7 APPLICATION DEVELOPMENT Nick Randolph,Christopher Fairbairn,2010-01-01 Market_Desc: The ideal reader has either built applications and/or games for a major, exiting mobile platforms (ie iPhone, Android or Windows Mobile). Ideally he/she has some experience with the Microsoft platform stack including the .NET Framework and Windows Azure.Primary audience: iPhone and Android developersSecondary audience: Existing Silverlight, XNA and Windows Mobile developers Special Features: · Currently there are no books in the market on Windows Phone 7 development. There are numerous books on both Silverlight and XNA, but none cover the specifics of building phone applications and/or games.· Windows Phone 7 series development will take off thanks to a massive push by Microsoft.· The book includes information to help developers get started as well as to tackle hard issues involving mobile applications development and include both Silverlight and XNA development for Windows Phone, thus expanding the market to application and game developers· The book includes examples that the reader can download via the website and discuss best practices for building mobile applications. About The Book: Using tools such as Visual Studio, Expression Blend and the device emulator, this book shows users how to develop for Windows Phone to design, build, test and deploy mobile applications. Working examples throughout the book and on the web site cover how to design and lay out a Windows Phone application, how to interact with the device and other services from your application and how to deploy and sell your applications.

Professional iPhone Programming with MonoTouch and .NET/C# Wallace B. McClure,Rory Blyth,Craig Dunn,Chris Hardy,Martin Bowling,2010-06-22 This book provides experienced .NET and C# developers with the knowledge necessary to become proficient, successful iPhone application developers without having to learn Objective-C, Cocoa, or Xcode. With a Foreword by the MonoTouch creators, this book covers several areas including MonoTouch and MonoDevelop, screen controls, meeting the iPhone UI guidelines, and Silverlight for the iPhone. The authors, one of whom wrote Wrox's immensely popular Wrox Blox, also delve into UI development, data controls, tables and layouts, maps and geolocation, and communication with other applications.

Essential Windows Phone 7.5 Shawn Wildermuth,2011-12-01 Essential Windows Phone 7.5 is the definitive guide to creating powerful, visually compelling mobile applications that take full advantage of Microsoft's Windows Phone 7.5 platform. Nine-time Microsoft MVP Shawn Wildermuth draws on his extensive experience teaching Silverlight and Windows Phone development, helping you to get started fast and master techniques that lead to truly outstanding apps. After introducing the latest version of Windows Phone, Shawn Wildermuth dives directly into the essentials, emphasizing best-practice examples and illustrating with code. You'll build a complete application from start to finish, then build on your skills with increasingly sophisticated techniques. From planning and design through application delivery, Shawn Wildermuth guides you through the entire mobile development lifecycle, showing how to make the most of Windows Phone 7.5's most important new capabilities. Whether you're a .NET or Silverlight developer going mobile, or an experienced mobile developer moving to Windows Phone, Essential Windows Phone 7.5 delivers all the skills you'll need. Coverage includes Leveraging Microsoft's breakthrough Metro design language Using phone features such as email, calling, search, Web browsing, and the camera Designing the look and feel of your user interface with XAML Interacting with users via Panorama,

Pivot, and other controls Mastering the new Silverlight Toolkit for Windows Phone 7.5 Choosing the right application paradigm and functionality for your specific app Incorporating touch, vibration, motion, and sound into your interfaces Working with Windows Phone 7.5's unique hubs and tiles Building location-based services that work with the phone's GPS Storing data in Isolated Storage or Windows Phone 7.5's database support Multitasking reliably, without compromising performance Integrating external data via REST, conventional Web services, and push notifications Preparing your application for the Windows Phone Marketplace

Microsoft Silverlight 4 For Dummies Phillip Beadle,Mahesh Krishnan,2010-04-09 The fun and easy guide for building Silverlight 4 applications! Silverlight is a Web browser plugin that enables functions such as animation, streaming media, vector graphics, and audio-video playback that characterize rich Internet applications. It only requires a simple download, after which most end-users are not even aware that it's running. This helpful guide covers everything you need to know in order to start creating applications in Silverlight 4 and then moves on to key topics such as controls, data binding, skinning, using Visual Studio tools, and more. Whether you have just the most basic programming skills and are interested in learning to develop Silverlight apps or you are an experienced developer looking for an understandable guide on the newest version of Silverlight, Microsoft Silverlight 4 For Dummies is ideal for a wide audience. The Silverlight plugin enables animation, streaming media, vector graphics, and audio-video playback Shows you how to create applications in Silverlight 4 Covers important Silverlight topics including controls, data binding, skinning, animations, and more Discusses how to best use the offering of tools from Visual Studio Get enlightened and start creating Silverlight 4 applications with this book by your side. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Essential Windows Phone 7.5 Shawn Wildermuth,2012 Essential Windows Phone 7.5 is the definitive guide to creating powerful, visually compelling mobile applications that take full advantage of Microsoft''s Windows Phone 7.5 platform. Nine-time Microsoft MVP Shawn Wildermuth draws on his extensive experience teaching Silverlight and Windows Phone development, helping you to get started fast and master techniques that lead to truly outstanding apps. After introducing the latest version of Windows Phone, Shawn Wildermuth dives directly into the essentials, emphasizing best-practice examples and illustrating with code. You''ll build a complete application from start to finish, then build on your skills with increasingly sophisticated techniques. From planning and design through application delivery, Shawn Wildermuth guides you through the entire mobile development lifecycle, showing how to make the most of Windows Phone 7.5''s most important new capabilities. Whether you''re a .NET or Silverlight developer going mobile, or an experienced mobile developer moving to Windows Phone, Essential Windows Phone 7.5 delivers all the skills you''ll need. Coverage includes Leveraging Microsoft''s breakthrough Metro design language Using phone features such as email, calling, search, Web browsing, and the camera Designing the look and feel of your user interface with XAML Interacting with users via Panorama, Pivot, and other controls Mastering the new Silverlight Toolkit for Windows Phone 7.5 Choosing the right application paradigm and functionality for your specific app Incorporating touch, vibration, motion, and sound into your interfaces Working with Windows Phone 7.5''s unique hubs and tiles Building location-based services that work with the phone''s GPS Storing data in Isolated Storage or Windows Phone 7.5''s database support Multitasking reliably, without compromising performance Integrating external data via REST, conventional Web services, and push notifications Preparing your application for the Windows Phone Marketplace

Microsoft Silverlight Edition Charles Petzold,2010 The Microsoft eBook covers both Silverlight and XNA in one volume. Bring your

app ideas to life-with guidance from a Windows programming legend. Get started building your own apps and utilities for Windows Phone 7-expertly guided by award-winning author Charles Petzold. Focusing on Silverlight for Windows Phone 7 and the C♯ language.

Using iPhones, iPads, and iPods Matthew Connolly,Tony Cosgrave,2014-10-28 Using iPhones and iPads: A Practical Guide for Librarians offers library professionals a clear path to Apple readiness. The authors combine their experience in library public services and mobile technology to provide easy-to-follow, step-by-step instructions to help you get up to speed.

Silverlight 4 Business Intelligence Software Bart Czernicki,2011-01-27 Business intelligence (BI) software allows you to view different components of a business using a single visual platform, which makes comprehending mountains of data easier. BI is everywhere. Applications that include reports, analytics, statistics, and historical and predictive modeling are all examples of business intelligence. Currently, we are in the second generation of business intelligence software—called BI 2.0—which is focused on writing business intelligence software that is predictive, adaptive, simple, and interactive. As computers and software have evolved, more data can be presented to end users with increasingly visually rich techniques. Rich Internet application (RIA) technologies such as Microsoft Silverlight can be used to transform traditional user-interfaces filled with boring data into fully interactive analytical applications that quickly deliver insight from large data sets. Furthermore, RIAs now include 3D spatial-design capabilities that move beyond a simple list or grid and allow for interesting layouts of aggregated data. BI 2.0 implemented via an RIA technology can truly bring out the power of business intelligence and deliver it to an average user on the Web. Silverlight 4 Business Intelligence Software provides developers, designers, and architects with a solid foundation in business intelligence design and architecture concepts for Microsoft Silverlight. This book covers key business intelligence design concepts and how they can be applied without an existing BI infrastructure. Author Bart Czernicki provides you with examples of how to build small BI applications that are interactive, highly visual, statistical, predictive—and most importantly—intuitive to the end-user. Business intelligence isn't just for the executive branch of a Fortune 500 company—it is for the masses. Let Silverlight 4 Business Intelligence Software show you how to unlock the rich intelligence you already have.

Windows Phone 7 Programming for Android and iOS Developers Zhinan Zhou,Robert Zhu,Pei Zheng,Baijian Yang,2011-08-15 Learn to develop for the new Windows Phone 7 platform With a special focus placed on the new Windows Phone 7 (WP7) design guidelines and technologies, this reference helps you extend your knowledge so that you can learn to develop for the new WP7 platform. The team of authors presents topic-by-topic comparisons between WP7 and Android and the iPhone, enabling you to learn the differences and similarities between them. This indispensible coverage prepares you for making the transition from programming for Android and the iPhone to programming for the exciting new WP7. Covers the exciting new technology of Windows Phone 7 (WP7) and serves as ideal reference for Android and iPhone developers who are eager to get started programming for the WP7 Zeroes in on the differences between programming for Android and the iPhone, making it much easier for you to learn and practice Offers various real-world programming scenarios to enhance your comprehension Demonstrates how to set up your development environment, create the User Interface, use local data storage, leverage location and maps, and use system services Discusses how to handle security issues Start programming for the WP7 today with this book by your side.

Windows Phone 7 Developer Guide Dominic Betts,2010 Provides information on designing and implemeting applications for Windows Phone 7 using Microsoft Silverlight.

WINDOWS PHONE 7 APPLICATION DEVELOPMENT: 24-HOUR TRAINER (With CD) Brian Faucher,2011-06-01 Market_Desc: The ideal reader for this book is either a C# developer who interested in developing apps for Windows Phone 7, or an individual who develops apps for other mobile platforms but who is looking to expand to Windows Phone 7 development:· Primary audience: Existing mobile phone developers (i.e. iPhone, Blackberry, Android)· Secondary audience: Existing Visual Studio, Silverlight, and Windows Mobile 6.x developers Special Features: · The success of iPhone and Droid application development indicates a great potential in the mobile phone marketplace. The apps built for previous versions of Windows phones will not run on Windows Phone 7, so developers will rush to get apps developed on this new platform.· The book quickly ramps up the reader on this potentially lucrative new technology.· This book is accompanied by a tutorial-style DVD with working code samples provided both on the DVD as well the websites (wrox.com and WinPhone7Dev.com) About The Book: The book provides concise chapters which serve to quickly ramp up the reader on Silverlight application development for Windows Phone 7. It is accompanied by a tutorial-style DVD with working example code available both on the DVD as well as via a website.

Beginning Windows Phone 7 Application Development Nick Lecrenski,Karli Watson,Robert Fonseca-Ensor,2011-04-06 Discover the core concepts essential for developing apps for Windows Phone Silverlight and XNA provide you with a powerful development platform and key tools for programming Windows Phone 7 series applications. This book offers a foundation for using the tools required for Windows Phone 7 development, including Visual Studio 2010 Express Edition, the Windows Phone 7 Series SDK, and Silverlight. Experienced authors provide you with detailed coverage on developing accordingly for an application's lifetime, accessing cloud services, and developing notification services. Explains how to use the most up-to-date tools and development platforms to create applications for the Windows Phone 7 Walks you through developing notification services and location services Demonstrates ways to generate revenue by deploying your apps to the Windows Phone Marketplace Details the steps for enabling trial periods for applications and providing updates and new versions of apps If you're eager to get started developing applications for the Windows Phone 7, then this is the beginner guide for you.

Essential Silverlight 2 Up-to-Date Christian Wenz,2008-04-29 Design rich Internet applications (RIAs) for the Web using Silverlight 2, Microsoft's hot runtime application. Available only as an ebook, this concise, easy-to-understand introduction provides complete step-by-step instructions for using everything Silverlight 2 has to offer, including tools for animation, vector graphics, video playback, .NET support for web services and networking, as well as LINQ, Microsoft's native data querying tool. Essential Silverlight 2 helps you take advantage of Microsoft's cross-browser plug-in with: Clever ways to create interactive UIs that are more robust and easier to debug and test than what you can achieve on other platforms Scores of tested JavaScript and C# code examples that you can reuse in your own applications Expert guidance from an author who understands RIA technologies, including ASP.NET, Flash, PHP, and JavaScript Ready to deliver a more complete Web experience? Essential Silverlight 2 offers a world of possibilities.

Silverlight 4 Unleashed Laurent Bugnion,2010-10-21 Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio and Expression Blend! Using Silverlight 4, you can build richer and more powerful applications than ever before, and deploy them seamlessly in browsers, on desktop computers, and even on Windows Phone 7. In Silverlight 4 Unleashed, Microsoft Silverlight MVP Laurent Bugnion covers everything you need to do all this, and much more. The only full-color, example-rich guide to Silverlight 4 for experienced Microsoft developers, Silverlight 4 Unleashed illuminates the entire

development process: from installing Silverlight tools to building great user experiences, managing data to optimizing application performance. You'll master core Silverlight features such as controls and properties; communicating with web services; efficiently creating data-oriented line-of-business applications; working with external frameworks, and more. Bugnion concludes by showing how to use advanced features such as 3D-like effects and multitouch to deliver an even smoother, richer experience. Install and use Silverlight Tools for Visual Studio Extend Silverlight applications with user and custom controls Group, sort, filter, page, bind, and validate data Take full advantage of the Model-View-ViewModel Pattern in Silverlight Access Web resources and services Control the application's appearance with resources, styles, templates, and Expression Blend Sketch user experience and build iterative prototypes by easily getting feedback from end users Create data-oriented applications more easily with the WCF RIA Services framework Adapt Silverlight desktop applications for Windows Phone 7 Integrate effects and media into your applications Use Unity, MEF, and the MVVM Light Toolkit to write more maintainable, extensible software Optimize performance by reducing download size and memory footprint, and increasing execution speed

    Pro Windows Phone App Development Rob Cameron,2011 Annotation The Windows Phone 7 platform, now recently updated,provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset.Pro Windows Phone 7 Development, Second Editionhelps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplaceincluding using new features like copy-and-paste and API improvements in the NoDo and Mango update waves.For developers new to the Windows Phone platformwhether .NET, iPhone, or Android developersthis book starts by introducingthe features and specifications of the Windows Phone series, and then leads you through the complete application development process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the device's sensorswith thelocation service, accelerometer, and touch, how to make your apps location-aware using GPS data, how to utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial on how to publish and sell your application through the Windows Phone Marketplace. And in this second edition, learn quickly and easily how to take advantage of new API capabilities and HTML5 support right in your browser.What youll learnThe specifications and capabilities of the Windows Phone series and how to harness that power in your applicationsTo understandits relationshipto Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend and how to use those tools most effectively to develop Windows Phone appsHow to develop applications that take advantage of the available sensors, such as location service, accelerometer, and touch gesturesHow to develop rich media applications that harness the graphics capabilities of Windows Phone modelsThe correct way to design and develop Windows Phone 7 applications utilizing the Model-View-ViewModel architectureThe process of publishing your application to the Windows Phone MarketplaceWho this book is forIf you're a .NET developer, this book is primarily for youyou're eager to learn how to use your existing skills to develop for the new Windows Phone 7 platform. If you're an iOS or Android developer, this is an ideal guide for you to learn how to expand the market for your existing applications. This does assume some knowledge of C#, managed code in general, and a basic level of familiarity with Visual Studio. And if you're a proficient Windows Phone 7 developer, get up to speed quickly with the new API endpoints and HTML5 browser support in the Mango update.Software developers proficient in other languages will also find this book helpful to get up to speed with developing Silverlight- and .NET-based Windows Phone

applications.Table of ContentsIntroduction to Windows Phone and MarketplaceUser Interface DevelopmentHandling Input on Windows PhoneWindows Phone Data Persistence and Networking Programming ModelIntegrating with the Windows PhonePlatformWindows Phone Advanced UI DevelopmentAdvanced MVVM, Services, and App ConnectXNA Framework for Games and ApplicationsAdvanced XNA Framework DevelopmentBuilding Top-Rated Applications for Windows Phone--

Essential Silverlight 3 Ashraf Michail,2009-09-21 "The book you are holding contains the keys to writing great Silverlight 3 applications. Use them well!" –From the Foreword by Scott Guthrie, corporate vice president, Microsoft Developer Division Microsoft Silverlight is a leading cross-platform, Rich Internet Application (RIA) technology that allows you to create more compelling and interactive Web experiences than are possible with simple HTML browser pages. Silverlight 3 includes significant improvements over previous versions, including "out-of-browser" operation, H.264 video, 3D graphics, and real-time effects. Essential Silverlight 3 is the definitive reference and insider's guide. It not only covers all the key features of the Silverlight 3 runtime and how to use them but, in Under the Hood sections, explains why each feature was developed and how each one works. These "insider" explanations often lead to concise, practical performance tips that can help you speed up your own Silverlight applications. Author Ashraf Michail is uniquely qualified to explain Silverlight 3. He is a Microsoft Silverlight architect who has guided Silverlight from its beginnings through the current version. In this book, he shows how to Integrate the principles and components of a Silverlight application, including XAP, XAML, and .NET code Use Silverlight vector graphics, bitmap images, and animation Display predictable and readable text across platforms and animate text elements Obtain mouse and keyboard input, including mouse wheel events Implement smooth animations to improve your user interface and make your application more pleasing to the user Use the Canvas, StackPanel, Grid, and Border elements to lay out your application and define custom layout elements Play high-quality, live, and on-demand video and audio Customize the built-in and toolkit controls and develop new custom Silverlight controls Connect to and synchronize with data using Silverlight Data Binding Use built-in real-time effects and define custom HLSL pixel shaders Enable GPU-accelerated rendering If you are a developer who is getting started with Silverlight or an expert Silverlight developer who is interested in understanding the inner workings of the Silverlight runtime, this book is for you.

Maps for the Future László Zentai,Jesús Reyes Nunez,2012-01-05 The joint symposium of ICA commissions is always one of the most important event for cartographers. This joint seminar in Orleans was connected to 25th International Cartographic Conference, Paris. Works were presented by members of the commissions on: Cartography and Children, Cartographic Education and Training, Maps and the Internet, Planetary Cartography, Early Warning and Disaster Management.

Microsoft Silverlight 4 Data and Services Cookbook Gill Cleeren,Kevin Dockx,2010-04-26 Over 80 practical recipes for creating rich, data-driven business applications in Silverlight with this book and eBook.

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Microsoft Silverlight For Iphone Introduction

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