

Microsoft Silverlight Tools For Visual Studio

Lars Powers, Mike Snell

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.

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

Beginning Silverlight 2 Robert Lair, 2009-01-31 This book takes you on a guided tour of the new tools available to create Silverlight applications, from Expression Design and Expression Blend through to Visual Studio 2008. It explains how each of the tools performs its part of the job of putting together well-constructed Silverlight applications and demonstrates this with a series of straight-forward examples that illustrate how developers and designers can perform their roles in harmony. By the end of the book, you will be well prepared to start creating Silverlight applications, both on your own or with the support of a design team.

Silverlight? 4 Unleashed , 2011

Beginning Silverlight 5 in C# Robert Lair, 2012-06-12 The growing popularity of Web 2.0 applications is increasing user expectations for high-quality website design, presentation, and functionality. It is into this climate that Microsoft is releasing Silverlight 5, the latest iteration of its cross-browser web presentation technology. Beginning Silverlight 5 in C# brings you to the cutting edge of Web 2.0 application design and includes plenty of practical guidance to get you started straight away. Silverlight design tools have important differences compared with those used to

create Ajax and JavaScript functionality. Robert Lair takes you on a tour of all the tools, including: Microsoft Expression Design, which plays an important role in creating Silverlight assets Microsoft Expression Blend, which is used to build user interaction for Silverlight elements Microsoft Visual Studio, which manages the interaction between designers and developers, providing the coding environment for nuts and bolts wiring Once you've mastered the basics, you'll move on to gain a more in-depth knowledge of some of the features introduced with Silverlight 5, including H.264 protected content, right-click event handling, a new printing API, and support for the Managed Extensibility Framework.

Essential Silverlight ,

Beginning Silverlight 4 in C# Robert Lair, 2010-09-08 The growing popularity of Web 2.0 applications is increasing user expectations for high-quality web site design, presentation, and functionality. It is into this climate that Microsoft is releasing Silverlight 4, the third and latest iteration of its cross-browser web presentation technology. Beginning Silverlight 4 in C# brings you to the cutting-edge of Web 2.0 application design and includes plenty of practical guidance to get you started straightaway. Silverlight design tools have important differences compared to those used to create Ajax and JavaScript functionality. Robert Lair takes you on a tour of all the tools, including: Microsoft Expression Design, which plays an important part in creating Silverlight assets. Microsoft Expression Blend, which is used to build user interaction for Silverlight elements. Microsoft Visual Studio, which manages the interaction between designers and developers, providing the coding environment for "nuts and bolts" wiring. Once you've mastered the basics, you'll move on to gaining a more in-depth knowledge of some of the new features introduced with Silverlight 4, including H.264 protected content, right-click event handling, a new printing API, and support for the Managed Extensibility Framework.

Silverlight 2 Unleashed Laurent Bugnion, 2008-10-15 Full Color Code samples appear as they do in Visual Studio and Expression Blend! Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio and Expression Blend! Silverlight is Microsoft's new web-based User Interface (UI) technology, based on Windows Presentation Foundation (WPF), which is introducing many revolutionary concepts in the world of UI development. Silverlight uses XAML, with tools like Expression Design and Expression Blend, to create astonishing UI effects (such as gradients, compositions, and animations.) In addition to the richness of the UI elements, Silverlight 2 allows the use of C# or VB in addition to JavaScript to automate web pages. With Silverlight, you have the power of .NET on multiple platforms (IE and Firefox on Windows, Firefox and Safari on Macintosh, and Firefox on Linux). The author brings you up to speed very quickly with numerous hands-on examples. Use XAML to create state-of-the-art user interfaces Create XAML transforms and animations Design compelling user experiences with Microsoft Expression Blend Integrate media into your rich Internet applications Program Silverlight with both JavaScript and .NET languages Deploy Silverlight content to web pages Encode videos with Expression Media Encoder Make the most of Silverlight elements, resources, and styles Use templates to quickly change your application's look and feel Efficiently debug Silverlight code Use design tools to create graphics that import seamlessly into Silverlight Laurent Bugnion has been a software engineer since 1996. He has worked with many programming languages and environments, including C, C++, Java, HTML/CSS/JavaScript, and, since 2002, the Microsoft .NET platform. He has been honored twice as a Microsoft MVP: first for ASP.NET and now for Client Application Development. He blogs about Silverlight and related technologies at <http://blog.galasoft.ch>. ON THE WEB: Download all examples and source code presented in this book from informit.com/title/9780672330148 Category: Microsoft Programming/Web Programming Covers: Microsoft® Silverlight 2 User Level: Beginning—Intermediate

Silverlight and ASP.NET Revealed Matthew MacDonald, 2008-03-12 Microsoft Silverlight allows you to create rich multimedia interfaces with the power and flexibility of Flash, but with the extensibility and the great tools that .NET offers. With Silverlight and ASP.NET Revealed, you'll learn to use Microsoft's Silverlight technology in conjunction with ASP.NET and Visual Studio 2008

(code name Orcas). You will ultimately incorporate Silverlight into an ASP.NET web site and use the ASP.NET controls that render Silverlight content. You'll get the basics of Silverlight, too, making this book a must-read for any web developer curious about Silverlight.

Silverlight 3 Programmer's Reference J. Ambrose Little, Jason Beres, Grant Hinkson, Devin Rader, Joe Croney, 2010-12-10 This valuable reference—in full color—explains the major new release of Silverlight 3 which is dramatically improved over previous versions and makes the development of powerful Rich Interactive Applications (RIAs) achievable for everyone. Packed with examples and written by a highly-seasoned team of developers and designers, this book guides you through the languages, tools, and techniques that are used to build applications on the Silverlight 3 platform (Build 40522). Each chapter provides a mini-tutorial on the respective topic, and the examples serve to both educate and inspire you. The information in this book is structured to help prepare you for the real-world challenges you may face when building applications on the Silverlight platform. By the end of the book, you'll have gained a thorough understanding of how Silverlight applications are architected, developed, and designed. This book covers: · XAML basics · Silverlight 3 Tools for Visual Studio 2008, Expression Blend 3 and Silverlight Runtime and SDK Transforming text with render transforms · Using graphics, visuals and adding media for a richer user experience · Building application, making it come alive and responding to user activity · Setting up a control project and using a custom control in an application

Silverlight 1.0 Unleashed Adam Nathan, 2007-10-16 Full Color Code samples appear as they do in Visual Studio and Expression Blend! Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio and Expression Blend! Silverlight is a lightweight but powerful plug-in for multiple web browsers on multiple operating systems that makes it easier than ever to create rich web-based content, applications, and controls. With support for vector graphics, animations, full-screen high-definition video, and more, Silverlight gives you the ability to create more compelling content than you dreamed possible for Windows, Mac OS X, and Linux. Silverlight provides much of the power of Windows Presentation Foundation, but with less overhead and easy integration with HTML and AJAX-style applications. Silverlight 1.0 Unleashed is the authoritative book that covers the technology in a practical and approachable fashion, authored by Silverlight guru and Microsoft developer Adam Nathan. Covers everything you need to know about Extensible Application Markup Language (XAML) in Silverlight Examines the Silverlight feature areas in depth: graphics, text, audio, video, animation, ink, events, and more Demonstrates how to create reusable controls and perform common tasks (such as drag-and-drop) using basic building blocks Explains how to download assets asynchronously to maximize your user experience Demonstrates how to create hybrid applications that mix Silverlight content with HTML or Flash content Highlights features scheduled for future versions of Silverlight while showing how to achieve your desired results with the current version Introduction 1 Part I Fundamentals 1 Getting Started 9 2 XAML 39 Part II Creating Static Content 3 Shapes, Lines, and Curves 61 4 Text 83 5 Brushes and Images 99 6 Positioning and Transforming Elements 117 Part III Making Your Content Come to Life 7 Responding to Input Events 143 8 Downloading Content on Demand 179 9 Animation 191 10 Audio and Video 219

Microsoft Silverlight 3: A Beginner's Guide Shannon Horn, 2008-07-31 Silverlight is a cross-browser, cross-platform plug-in for delivering the next generation of .NET based media experiences and rich interactive applications for the Web Author frequently speaks at industry conferences

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.

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 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 unders

Real World .NET, C#, and Silverlight Dominick Baier,György Balássy,Gill Gleeren,David Giard,Alex Golesh,Bill Evjen,Kevin Grossnicklaus,Caleb Jenkins,Jeffrey Juday,Vishwas Lele,Jeremy Likness,Scott Millett,Christian Nagel,Daron Yondem,Christian Weyer,2011-11-01 A team of MVP authors guides you through the .NET 4 Framework Written by a group of experienced MVPs, this unparalleled book delves into the intricate—and often daunting—world of .NET 4. Each author draws from a particular area of expertise to provide invaluable information on using the various .NET 4, C# 4, Silverlight 4, and Visual Studio tools in the real world. The authors break down the vast .NET 4 Framework into easily digestible portions to offer you a strong foundation on what makes .NET such a popular and successful framework for building a wide range of solutions. Breaks down the .NET 4

Framework into easily understandable sections Features more than a dozen MVPs serving as authors, each of whom focuses on a particular area of expertise Covers such topics as Windows Presentation Foundation, Silverlight 4, Windows Communication Foundation, ASP.NET performance, the entity framework, and more Shares C# tips and tricks and .NET architecture best practices from a team of Microsoft MVPs Real World .NET 4 and C# is the ultimate resource for discovering and understanding the .NET 4 Framework.

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-kind reference 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

Microsoft Expression Blend 4 Step by Step Chris Leeds, Elena Kosinka, 2011-03-15 The smart way to learn Microsoft Expression Blend 4—one step at a time! Experience learning made easy—and quickly teach yourself how to design rich user interfaces (UI) for Microsoft Silverlight-based applications using Expression Blend 4. With Step by Step, you set the pace—building and practicing the skills you need, just when you need them! Master the Expression Blend 4 core tools and features Use SketchFlow to design a UI prototype Create reusable skins for Silverlight 4 controls Implement interactive elements without writing code Add XAML and C# basics to your design skill set Design custom UI art with tools in Expression Design 4 Your Step by Step digital content includes: All the book's practice files—ready to download and put to work. Fully searchable online edition of this book—with unlimited access on the Web.

Beginning Silverlight 3 Robert Lair, 2010-12-28 Silverlight design tools have important differences compared to those used to create Ajax and JavaScript functionality. Robert Lair takes you on a tour of all the tools, including Microsoft Expression Design, which plays an important part in creating Silverlight assets; Microsoft Expression Blend, which is used to build user interaction for Silverlight elements; and Microsoft Visual Studio, which manages the interaction between designers and developers, providing the coding environment for nuts and bolts wiring. Once you've mastered the basics, you'll move on to gaining a more in-depth knowledge of some of the groundbreaking new features of the Silverlight technology. The growing popularity of Web 2.0 applications is increasing user expectations for high-quality web site design, presentation, and functionality. It was into this climate that Microsoft released Silverlight 3, the third iteration of its cross-browser web presentation technology and the second to ride on top of the .NET platform. Beginning Silverlight 3 brings you to the cutting-edge of Web 2.0 application design and includes plenty of practical

guidance to get you started straightaway.

Microsoft Visual Studio 2008 Unleashed Lars Powers, Mike Snell, 2008-05-30 Microsoft® Visual Studio 2008 Unleashed is an end-to-end, deep dive into the Visual Studio development environment. It's meant to provide you guidance on how you can squeeze the ultimate productivity out of the many features built into the .NET development tools. Understanding how to use your tools will make you a better developer. This book was written with that premise as its focus. The authors have folded in real-world development experience alongside detailed information about the IDE. The result is practical, easy-to-employ information that will make you a more productive and complete developer. This book also helps to ease your transition from other development environments and former versions of Visual Studio. Finally, this book provides an entire section dedicated to Visual Studio Team System. It will help you understand how the Team Architect, Team Developer, Team Database Developer, and Team Tester work with the Team Foundation Server to increase team collaboration, visibility, and productivity. Microsoft® Visual Studio 2008 Unleashed provides straight, to-the-point answers to common developer questions about the IDE. Detailed Information on... What's new in Visual Studio 2008 Working with solutions, projects, editors, and designers Writing ASP.NET applications Writing and consuming Web Services using Windows Communication Foundation (WCF) Writing Windows Forms and Windows Presentation Foundation (WPF) applications Creating and hosting workflow-based applications using Windows Workflow Foundation (WF) Working with data and databases Refactoring code Debugging code Automating the IDE Writing macros, add-ins, and wizards Using team collaboration and the Visual Studio Team System products Managing source code changes Tracking projects with Team Foundation Server and work items Modeling applications Performing unit, web, and load testing Working with Team Foundation Build

Microsoft Visual Studio 2012 Unleashed Mike Snell, Lars Powers, 2012-11-14 Normal 0 false false false MicrosoftInternetExplorer4 Microsoft Visual Studio 2012 significantly improves developer productivity across virtually all application lifecycle management tasks, while providing first-class support for Windows 8, Windows Phone, Windows RT, and Windows Azure cloud development. This end-to-end deep dive will help working developers squeeze maximum productivity out of Microsoft's powerful new toolbox. The authors combine authoritative and detailed information about Microsoft's latest IDE, with extensive insights and best practices drawn from decades of development experience. Developers will quickly get comfortable with Visual Studio 2012's revamped interface and discover multiple opportunities to leverage the updated .NET 4.5 platform it supports. By focusing entirely on Visual Studio 2012 Professional, the authors have gone deeper into Microsoft's core product than ever before. You'll find expert coverage of everything from debugging through refactoring, automation through enterprise-class development. Throughout, this book's focus is relentlessly practical: how to apply Microsoft's tools to build better software, faster. Detailed information on how to... · Use Visual Studio 2012's new interface to significantly improve your productivity · Make the most of VS 2012's new WPF-based code editor · Work with solutions, projects, browsers, explorers, and designers · Create modern "Windows Store" applications for Windows 8 and Windows RT apps with VS 2012 and Windows Runtime Library · Develop websites with ASP.NET, ASP.NET MVC, and the Razor View Engine · Create richer, smarter user interfaces for software of all types · Build robust service oriented architecture (SOA)-based systems · Construct data-centric applications with LINQ and Entity Framework · Develop SharePoint and other Microsoft Office business applications · Write Windows Azure applications that live in the cloud · Instrument, analyze, and test your software · Refactor code for greater robustness, maintainability, and performance · Leverage brand-new improvements to Windows Workflow and Windows Communication Foundation Use VS 2012's one-click web deployment capabilities Extend VS 2012 with Managed Extensibility Framework (MEF) and Automation Object Model

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