

Universal Windows Apps With XAML And C

Part 2 : Program Win10 Series Contains Chapters 9 - 15. All source code is available at Github at <https://github.com/raddevus/Win10UWP> You can also get all the chapters (1-15) in one book if you prefer (search for it on Amazon). I have written this book to lead readers into the story of creating apps for the Windows 10 Desktop. This book contains a complete flow so that you can pick it up, read through it and see all the screenshots that you will experience when you begin developing your own Windows 10 app. This book brings the reader into the story of developing Win10 apps and allows the reader to peek inside the head of a developer as he creates complete Win10 apps. Part 2 continues the work we've done on the DailyJournal app that we began in Part 1 and covers the following topics: Reading and writing files under UWP. Numerous controls like (TextBox, ComboBox, CalendarView, ListView, RichEditBox, Grid, Pivot (Tabs)). Working with XAML layouts so you understand how to make your apps look like what you want. Applied SoC (Separation of Concerns) Applied refactoring and much more -- check out the book's detailed table of contents. How will this book series work? Programming Windows 10 For Beginners (and Advanced devs) There are two ways you can learn to program computers: Read a long book that tells you all about the history of programming and lists all the things you can do. Start building projects. Begin at the beginning and go on from there. Programming Windows 10 (PW10) will use the second method to teach. This method makes learning faster

and here's why. Read Entire Fish Encyclopedia The first method is similar to reading the entire Fish Encyclopedia so you can know how to catch a fish. Sure, there's a lot of information in the encyclopedia that may be helpful, but perhaps you first want to decide if you even like fishing. Start Fishing The second method gets you fishing so you can feel what it's like to collect bait, put the bait on a hook, cast your line, wait, not catch a fish, and finally (hopefully) catch a fish. There Are Things You Won't Know Using the second method, there are a lot of things that you won't know as you fish. But, those things only matter if you decide to continue fishing. So, as long as you feel comfortable not knowing some things at first, you will like the way this book teaches Windows programming. Try It, Learn It In this book we try it and then we learn it. We build it first and see it work and then we figure out how it works and why it behaves the way it does. Which Is More Memorable? The try it learn it method is more fun and ends up being more memorable too. Which do you think you would remember more? Reading the Encyclopedia of Fish Going on a fishing trip. Right. Going on the fishing trip is a whole lot more fun, a better way to learn and more memorable. What Is the Focus of Programming Windows 10? My focus here is on creating UWAs (Universal Windows Apps) with a focus on creating apps for the Windows 10 desktop. Yes, the dream is to develop an app and deploy it to any type of device (PC, laptop, pad (Surface), phone or whatever). However, the focus here in this book is creating desktop apps that will keep those other platforms in mind but not focus directly on them.

A true professional's guide to C# 6 Professional C# 6 and .NET Core 1.0 provides complete coverage of the latest updates, features, and capabilities, giving you everything you need for C#. Get expert instruction on the latest changes to Visual Studio 2015, Windows Runtime, ADO.NET, ASP.NET, Windows Store Apps, Windows Workflow Foundation, and more, with clear explanations, no-nonsense pacing, and valuable expert insight. This incredibly useful guide serves as both tutorial and desk reference, providing a professional-level review of C# architecture and its application in a number of areas. You'll gain a solid background in managed code and .NET constructs within the context of the 2015 release, so you can get acclimated quickly and get back to work. The new updates can actively streamline your workflow, with major changes including reimagined C# refactoring support, a new .NET Web app stack, and the .NET compiler platform that makes C# and Visual Basic compilers available as APIs. This book walks you through the changes with a comprehensive C# review. Explore the new Visual Studio templates for ASP.NET Core 1.0, Web Forms, and MVC Learn about the networking switch to HttpClient and ASP.NET Web API's replacement of WCF Data Services Work with the latest updates to the event log, Windows Runtime 2.0, and Windows 8.1 deployment and localization Dig deep into the new .NET 5.0 GC behaviors and the Migrations addition to ADO.NET Microsoft has stepped up both the cadence and magnitude of their software releases. Professional C# 6 and .NET Core 1.0 shows you everything you need to know about working with C# in a real-world context.

Explore C# and the .NET Core framework to create applications and optimize them with ASP.NET Core 2 Key Features Get to grips with multi-threaded, concurrent, and asynchronous programming in C# and .NET Core Develop modern, cross-platform applications with .NET Core 2.0 and C# 7.0 Create efficient web applications with ASP.NET Core 2. Book Description C# is a widely used programming language, thanks to its easy learning curve, versatility, and support for modern paradigms. The language is used to create desktop apps, background services, web apps, and mobile apps. .NET Core is open source and compatible with Mac OS and Linux. There is no limit to what you can achieve with C# and .NET Core. This Learning Path begins with the basics of C# and object-oriented programming (OOP) and explores features of C#, such as tuples, pattern matching, and out variables. You will understand .NET Standard 2.0 class libraries and ASP.NET Core 2.0, and create professional websites, services, and applications. You will become familiar with mobile app development using Xamarin.Forms and learn to develop high-performing applications by writing optimized code with various profiling techniques. By the end of C# 7 and .NET: Designing Modern Cross-platform Applications, you will have all the knowledge required to build modern, cross-platform apps using C# and .NET. This Learning Path includes content from the following Packt products: C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development - Third Edition by Mark J. Price C# 7 and .NET Core 2.0 High Performance by Ovais Mehboob Ahmed Khan What you will learn Explore ASP.NET Core to create professional web applications Master

OOP with C# to increase code reusability and efficiency Protect your data using encryption and hashing Measure application performance using BenchmarkDotNet Use design techniques to increase your application's performance Learn memory management techniques in .NET Core Understand tools and techniques to monitor application performance Who this book is for This Learning Path is designed for developers who want to gain a solid foundation in C# and .NET Core, and want to build cross-platform applications. To gain maximum benefit from this Learning Path, you must have basic knowledge of C#. A guide to mastering Visual Studio 2017 About This Book Focus on coding with the new, improved, and powerful tools of VS 2017 Master improved debugging and unit testing support capabilities Accelerate cloud development with the built-in Azure tools Who This Book Is For .NET Developers who would like to master the new features of VS 2017, and would like to delve into newer areas such as cloud computing, would benefit from this book. Basic knowledge of previous versions of Visual Studio is assumed. What You Will Learn Learn what's new in the Visual Studio 2017 IDE, C# 7.0, and how it will help developers to improve their productivity Learn the workloads and components of the new installation wizard and how to use the online and offline installer Build stunning Windows apps using Windows Presentation Foundation (WPF) and Universal Windows Platform (UWP) tools Get familiar with .NET Core and learn how to build apps targeting this new framework Explore everything about NuGet packages Debug and test your applications using Visual Studio 2017 Accelerate cloud development with

Microsoft Azure Integrate Visual Studio with most popular source control repositories, such as TFS and GitHub In Detail Visual Studio 2017 is the all-new IDE released by Microsoft for developers, targeting Microsoft and other platforms to build stunning Windows and web apps. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. With this book, you will learn not only what VS2017 offers, but also what it takes to put it to work for your projects. Visual Studio 2017 is packed with improvements that increase productivity, and this book will get you started with the new features introduced in Visual Studio 2017 IDE and C# 7.0. Next, you will learn to use XAML tools to build classic WPF apps, and UWP tools to build apps targeting Windows 10. Later, you will learn about .NET Core and then explore NuGet, the package manager for the Microsoft development platform. Then, you will familiarize yourself with the debugging and live unit testing techniques that comes with the IDE. Finally, you'll adapt Microsoft's implementation of cloud computing with Azure, and the Visual Studio integration with Source Control repositories. Style and approach This comprehensive guide covers the advanced features of Visual Studio 2017, and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use it.

Windows Store App Development: C# and XAML

Explore Windows 10 Native, IoT, HoloLens, and Xamarin

Windows Application Development Cookbook

Create powerful applications with .NET Standard 2.0, ASP.NET Core 2.0, and Entity Framework Core 2.0, using Visual Studio 2017 or Visual Studio Code MVVM Patterns Revealed

Professional C# 7 and .NET Core 2.0

Creating Cross-Platform C# Applications with Uno shows you how the Uno Platform helps developers familiar with developing Windows apps build applications for all operating systems and browsers. By learning how to develop apps for various business scenarios, you'll gain the confidence and knowledge needed to create your own cross-platform app.

Using Visual Basic 2015, developers can build cutting-edge applications that run practically anywhere: on Windows desktops, new Windows 10 devices, in mobile and cloud environments, and beyond. **Visual Basic 2015 Unleashed** is the most comprehensive, practical reference to modern programming with VB 2015. Long-time Visual Basic MVP Alessandro Del Sole walks you through the latest version of the language, helping you thoroughly master its most valuable features, most powerful programming techniques, and most effective development patterns. Next, he shows how to use Visual Basic 2015 to build robust, effective software in a wide range of environments. Extensively updated for Visual Basic 2015's major improvements, this guide covers both Visual Basic 2015 Professional Edition for professional developers and the free Community Edition for

hobbyists, novices, and students. Del Sole has added detailed coverage of building new universal Windows apps for Windows 10 and using new Visual Studio 2015 capabilities to supercharge your productivity as a developer. If you want to leverage all of VB 2015's power, this is the book you need. Detailed information on how to... Understand the Visual Studio 2015 IDE, .NET Framework 4.6 and the new .NET Core 5, and the anatomy of a VB 2015 application Debug VB applications and implement error handling and exceptions Keep your code clean and well-organized with VB 2015's new refactoring tools Master modern VB object development: namespaces, modules, structures, enums, inheritance, interfaces, generics, delegates, events, collections, iterators, and more Share Visual Basic code with Portable Class Libraries and Shared Projects Access data with LINQ and ADO.NET Entity Framework Manipulate XML documents with LINQ and XML Literals Build and deploy applications to run in the Microsoft Azure cloud Develop universal Windows apps that run on any Windows 10 device Use advanced .NET 4.6 platform capabilities, including async and parallel programming, multithreading, assemblies, reflection, and coding attributes Leverage new compiler APIs to write custom domain-specific live code analysis rules Test code with unit tests and TDD Deploy apps efficiently with InstallShield for Visual Studio and ClickOnce

A comprehensive guide for beginners to learn the key concepts, real-world

applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description This latest edition is extensively revised to accommodate all the latest features that come with C# 10 and .NET 6. You will learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, serialization, and encryption. It provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core. The best application for learning the C# language constructs and many of the .NET libraries does not distract with unnecessary application code. Hence, the C# and .NET topics covered in Chapters 1 to 12 feature console applications. In Chapters 13 to 17, having mastered the basics, you will build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. There are also two new online chapters on using .NET MAUI to build cross-platform apps and building services using a variety of technologies, including Web API, OData,

gRPC, GraphQL, SignalR, and Azure Functions. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using .NET MAUI and XAML Who this book is for This book is for beginners to C# and .NET or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can benefit from this book.

This book is a practical guide to solving the everyday problems encountered when building apps for Windows 10 devices, including desktops, laptops, tablets, and phones, using HTML5, CSS3 and JavaScript. Each recipe includes a concise statement of the problem and the approach you should take in order to solve it. A full code solution is also given, along with an in-depth explanation, so you can build on your development knowledge while you work on your

application. The majority of recipes can be used with the Universal Windows app template, designed to help you build one consistent user experience across devices. These are supplemented with recipes for adapting your app to different devices, screen sizes and sensor availability. You'll also find out how to deploy and publish your apps in the Windows Store. Learn how to: Make use of the latest Universal Windows app features, alongside customizations for specific platforms and screen sizes. Bring your apps to life with live tiles, notifications, and sharing. Prepare your app to adapt to your users' different cultural and business environments using globalization and localization APIs and best practices. Understand the certification process and publish your app to the Windows Store, with the option to pay once, install anywhere. This book is suitable for anyone developing for Windows and Windows Mobile. Readers should be comfortable working with HTML and JavaScript. No previous experience with Microsoft technologies or languages is needed in order to use this book.

Full-stack web development using .NET 5, React 17, and TypeScript 4, 2nd Edition

C# 7 and .NET: Designing Modern Cross-platform Applications

Learn WinUI 3.0

Leverage the Power of WinUI, the Future of Native Windows Application

Development

Practical Microsoft Visual Studio 2015

Windows Phone 8.1 Development Revealed

Full Color: Figures and code appear as they do in Visual Studio. If you want to write Windows apps with XAML, one person can help you more than anyone else: Adam Nathan. He has built a well-deserved reputation as the world's #1 expert on putting it to work. Now, he's written the definitive, practical XAML tutorial and reference: XAML Unleashed. Nathan answers the questions you're most likely to ask, walks through the tasks you're sure to perform, and helps you avoid problems as you use XAML. You'll learn how to create effective user interfaces for line-of-business apps, consumer apps, reusable controls, or anything else. These techniques will be invaluable whether you're creating universal Windows apps or working with Silverlight or WPF. XAML Unleashed is packed with C# and XAML code examples that are fully color-coded to match their appearance in Visual Studio--the same approach that has made Nathan's previous Unleashed books so popular. Detailed information on how to... Understand and apply XAML's syntax, namespaces, and keywords Organize controls and other elements in a smooth and intuitive user interface Make the most of XAML's rich controls for content, items, images, text, and media Build exceptionally powerful user and custom controls Master reliable and efficient ways to mix XAML with procedural code Extend XAML with type converters, markup extensions, and other third-party desktop classes Use data

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binding to link and synchronize controls with in-memory representations of data
Leverage XAML's support for binary and logical resources Use styles, templates, and visual states to radically redesign controls without sacrificing their built-in functionality
Access the Windows animation library to create stunning theme transitions and animations
Build custom panels to enforce consistency in unusual user interfaces
Understand subtle changes in XAML's behavior across different Microsoft UI frameworks

The professional's guide to C# 7, with expert guidance on the newest features
Professional C# 7 and .NET Core 2.0 provides experienced programmers with the information they need to work effectively with the world's leading programming language. The latest C# update added many new features that help you get more done in less time, and this book is your ideal guide for getting up to speed quickly. C# 7 focuses on data consumption, code simplification, and performance, with new support for local functions, tuple types, record types, pattern matching, non-nullable reference types, immutable types, and better support for variables. Improvements to Visual Studio will bring significant changes to the way C# developers interact with the space, bringing .NET to non-Microsoft platforms and incorporating tools from other platforms like Docker, Gulp, and NPM. Guided by a leading .NET expert and steeped in real-world practicality, this guide is designed to get you up to date and back to work. With Microsoft speeding up its release cadence while offering more significant improvement

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with each update, it has never been more important to get a handle on new tools and features quickly. This book is designed to do just that, and more—everything you need to know about C# is right here, in the single-volume resource on every developer's shelf. Tour the many new and enhanced features packed into C# 7 and .NET Core 2.0 Learn how the latest Visual Studio update makes developers' jobs easier Streamline your workflow with a new focus on code simplification and performance enhancement Delve into improvements made for localization, networking, diagnostics, deployments, and more Whether you're entirely new to C# or just transitioning to C# 7, having a solid grasp of the latest features allows you to exploit the language's full functionality to create robust, high-quality apps. Professional C# 7 and .NET Core 2.0 is the one-stop guide to everything you need to know.

ASP.NET Core is a powerful framework for architecting a resilient backend for scalable web applications. When combined with the solid frontend development capabilities of React, it enables you to build robust full-stack web applications. This book shows .NET developers how to harness the full potential of React using ASP.NET Core as the backbone.

Emphasizing XAML and C#, this book provides readers with all the tools, ideas, and inspiration to begin Windows Universal App development for Windows 10. Real World Windows 10 Development addresses developers who want to break into this market by providing detailed explanations of the various aspects of Universal App development.

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Written by authors with deep knowledge in Windows 10 universal app development, you will learn how to make the most of the Windows 10 SDK to build applications that can be published on IoT devices, phones, tablets, laptops, desktops, Xbox, HoloLens, and the Surface Hub. Readers will learn how to: Extend the appeal of their native, web-based, or universal apps with media, shell integration, and inter-app communications Build adaptive user interfaces that scale to the screen dimensions they are displayed on Monetize your apps Introduce mapping What if you already have pre-existing software in the form of native win32 applications or a website? Real World Windows 10 Development tackles this by providing detailed tutorials on the approaches used to leverage your existing code investment. Finally, Real World Windows 10 Development provides a step-by-step walk through of the various approaches developers can use to distribute their universal apps. In this book, you'll get: Detailed descriptions of Windows 10 app development Samples emphasizing the use of XAML/C# Adherence to Windows 10 guidelines for successful app acceptance Your Key to Windows Phone and Universal Windows Apps in C# and XAML Leverage the power of WinUI, the future of native Windows application development C# 7 and .NET Core: Modern Cross-Platform Development ASP.NET Core 5 and React Microsoft XAML: 1 Core Concepts The Open Source revolution of .NET Core

The #1 WPF Book--Now Updated for WPF 4.5! Thorough, authoritative coverage, practical examples, clear writing, and full-color presentation make this one of the most widely acclaimed programming books of the last decade. Windows Presentation Foundation (WPF) is the recommended technology for creating modern Windows desktop apps. Whether you want to develop traditional user interfaces or integrate 3D graphics, audio/video, animation, dynamic skinning, touch, rich document support, speech recognition, or more, WPF enables you to do so in a seamless, resolution-independent manner that scales from small tablets to large TVs. WPF 4.5 Unleashed is the authoritative book that covers it all, in a practical and approachable fashion, authored by WPF guru and Microsoft architect Adam Nathan. Covers everything you need to know about Extensible Application Markup Language (XAML) Examines the WPF feature areas in incredible depth: controls, layout, resources, data binding, styling, graphics, animation, and more Delves into topics that aren't covered by most books: 3D, speech, audio/video, documents, effects Shows how to create popular UI elements and leverage built-in controls such as the new Office-style Ribbon Demonstrates how to create

sophisticated UI mechanisms, such as Visual Studio-like collapsible/dockable panes Explains how to create first-class custom controls for WPF Demonstrates how to create hybrid WPF software that leverages Windows Forms, DirectX, ActiveX, or other non-WPF technologies Explains how to exploit desktop features, such as Jump Lists and taskbar customizations, and the same toast notifications used by Windows Store apps

Thanks to the Universal Windows Platform, you can develop applications that will successfully work on all Windows 10 devices including desktops, laptops, phones, Internet of Things devices, Xboxes and even HoloLens. The UWP allows you to use the same API set to create applications, which have adaptive interface and support variety of interaction models including touch, a game controller and a pen. Therefore, for the first time, you can use the same code base and even the same binaries in order to create applications for the whole family of the devices. This book will help readers understand the Universal Windows Platform in details. Reading the first part you can find basic information that helps you to create simple applications and even publish it to the Store. In the second part you can find answers to the questions how to integrate your applications

with the operating system, use more advanced user controls and monetize your applications. Finally, in the third part, you can learn some topics about Azure, Internet of Things and more advanced graphic frameworks. Readers will learn how to:

- * Use XAML and basic user controls**
- * Create efficient 2D vector graphics and animations**
- * Handle input from touch, mouse, pen and keyboard**
- * Create adaptive user interfaces for different screen sizes**
- * Use styles, templates, and visual states**
- * Bring your apps to life thanks to live tiles and notifications**
- * Organize communication between Windows 10 applications**
- * Integrate applications with some operating system contracts**
- * Work with camera, networking and video**
- * Use advanced user controls like maps, media controls, inking controls**
- * Enable voice using Cortana and speech recognition API**
- * Publish web applications to the Store**
- * Build own user controls**
- * Use Azure services that are suitable for mobile applications**
- * Monetize applications using sales, in-app purchases and advertising**
- * Create advanced effects using Win2D and Composition API**
- * Publish existing Unity 3D games to the Store**
- * Enable Internet of Things scenarios**

This book will work for anyone who wants to develop Windows 10 applications. Readers should be familiar with C# but no

previous experience with XAML and Windows Runtime are needed in order to use this book.

Modern Cross-Platform Development About This Book Build modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest features of C# 7 Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using

encryption and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section will demonstrate the major types of application that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. **Style and approach** This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform

applications using ...

Full Color: Figures and code appear as they do in Visual Studio. Universal Windows apps are a total game-changer. You can now write once and deploy your app to any modern PC, tablet, phone, or other Windows device. Suddenly, it's quick and easy to serve new devices and form factors, sharing unified assets ranging from code to styles to user controls. It has never been easier to reach multiple-device markets! Now, the world's #1 expert on Microsoft XAML brings together all the knowledge Windows developers need to build universal apps that adapt smoothly for any device running Windows 8.1, Windows Phone 8.1, or their successors. Drawing on his unsurpassed personal experience and direct input from Microsoft's Windows and Visual Studio teams, Adam Nathan illuminates core development concepts, answers your most important questions, and candidly assesses the technology's strengths and limitations. This full-color guide walks you through every key task involved in building a universal Windows app: layout and input, working with the app model, using advanced controls, leveraging XAML's powerful rich media features, and much more. Detailed information on how to... Quickly build universal, localized apps that exploit the

vast global scale of the Windows Store Size, position, and transform elements within layouts that gracefully adapt to different devices Handle input from touch, mouse, pen, keyboard, and any sensor Monetize apps with Windows Store sales, in-app purchases, and advertising Make the most of controls for managing content, items, text, images, media, speech, and more Create efficient 2D vector graphics and animations Use styles, templates, and visual states to redesign controls without losing functionality Bind data sources to simplify data presentation and updates Easily integrate data from apps, users, and networks Support Windows app commands: Search, Share, Print, Play, Project, Settings Use contracts to build apps that cooperate to perform complex tasks Improve the user experience even when your app isn't running

C# 10 and .NET 6 - Modern Cross-Platform Development - Sixth Edition

Xamarin.Forms Essentials

Universal Windows Apps with XAML and C# Unleashed

C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development

Building Windows 10 Applications with Xaml and C# Unleashed

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Universal Windows Apps with XAML and C# Unleashed Sams Publishing

This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book. It includes a detailed discussion of APIs with step-by-step explanation of development of a real-world sample application. The purpose of this book is to explain how to develop applications using the Kinect for Windows SDK. If you are a beginner and looking to start developing applications using the Kinect for Windows SDK, and if you want to build motion-sensing, speech-recognizing applications with Kinect, this book is for you. This book uses C# and WPF (Windows P.

Learn the bare essentials needed to begin developing cross-platform, mobile apps using Xamarin.Forms. Apps can be easily deployed to Google Play or to the Apple App Store. You will gain insight on architecture and how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. Also covered are expected new features in Xamarin.Forms 3.0, so you may be prepared ahead of time for what the next release brings. Xamarin.Forms Essentials provides a brief history of Xamarin as a company, including how their product has become one of the most-used, cross-platform technologies for enterprise applications and app development across the world. Examples in the book are built around a real-life example that is an actual app in Google Play and in the Apple App Store, and has thousands of downloads between iOS and Android. You will learn how an application is set up from scratch, and you will

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benefit from the author's hard-won experience and tips in addressing various development challenges. What You'll Learn Create cross-platform user interfaces from one code base for both iOS and Android See how a commercial application is built and then deployed for sale in the app stores Integrate your Xamarin.Forms applications with third-party, RESTful APIs Arrange application architecture to avoid pitfalls and optimize your design Get a heads-up on new features released as part of Xamarin.Forms 3.0 Choose appropriately between Xamarin.Forms and traditional Xamarin, depending upon your application needs and its goals Who This Book Is For Mobile app developers who are producing software for multiple platforms, including Google Android and Apple iOS. Readers should be familiar with Visual Studio either on Mac OS X or Windows, and have a working knowledge of C#.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

C# and XAML

C# 7 and .NET Core: Modern Cross-Platform Development - Second Edition

Visual Basic 2015 Unleashed

Build apps, websites, and services with ASP.NET Core 6, Blazor, and EF Core 6 using

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Visual Studio 2022 and Visual Studio Code

Learn WinUI 3. 0

First Steps Toward Cross-Platform Mobile Apps

Microcontrollers like Arduino provide a great introduction to physical computing, allowing you to design: environment sensors and controls; visual and auditory alerts based on input; and devices comprising the Internet of Things. In Arduino, author Marko Svaljek explains the fundamentals of the Arduino Uno board and how it interacts with common components. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development, Third Edition is a practical guide to creating powerful cross-platform applications with C# 7 and .NET Core 2.0. About This Book Build modern, cross-platform applications

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with .NET Core 2.0 Get up to speed with C#, and up to date with all the latest features of C# 7.1 Start creating professional web applications with ASP.NET Core 2.0 Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7.1 and .NET Core 2.0 Explore ASP.NET Core 2.0 and learn how to create professional websites, services, and applications Improve your application's performance using multitasking Use Entity Framework Core and LINQ to query and manipulate data Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform Protect and manage your files and data with encryption, streams, and serialization Get started with mobile app development using Xamarin.Forms Preview the nullable reference type feature of C# 8 In Detail C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development, Third Edition, is a practical guide to creating powerful cross-platform applications with C# 7.1 and .NET Core 2.0. It gives readers of any

experience level a solid foundation in C# and .NET. The first part of the book runs you through the basics of C#, as well as debugging functions and object-oriented programming, before taking a quick tour through the latest features of C# 7.1 such as default literals, tuples, inferred tuple names, pattern matching, out variables, and more. After quickly taking you through C# and how .NET works, this book dives into the .NET Standard 2.0 class libraries, covering topics such as packaging and deploying your own libraries, and using common libraries for working with collections, performance, monitoring, serialization, files, databases, and encryption. The final section of the book demonstrates the major types of application that you can build and deploy cross-device and cross-platform. In this section, you'll learn about websites, web applications, web services, Universal Windows Platform (UWP) apps, and mobile apps. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core 2.0.

WinUI is the future of Windows application development. It is the first step in

Microsoft's Project Reunion, an open source effort to unify Windows development on an SPA. This book will help developers get up to speed with WinUI quickly to build new Windows applications or modernize existing desktop applications with the power of XAML Islands.

This 200 page revised edition of Microsoft Mapping includes the latest details about SQL Server 2014 and the new 3D and Streetside-capable map control for Windows 10 applications. It contains updated chapters on Microsoft Azure and Power Map for Excel plus a new chapter on Bing Maps for Universal Windows. The book tells a story, from beginning to end, of planning and deploying a single geospatial application built using Microsoft technologies from end-to-end. Readers are expected to have basic familiarity with the fundamentals of developing for Microsoft platforms (some understanding of basic SQL, C#, .NET, and WCF); as readers work through the book they will build on their existing skills so that they will be able to deploy geospatial applications for social networking, data collection, enterprise management, or other purposes. Microsoft Mapping Second Edition provides: The only full book for developers who want to create location-aware apps using the Windows 10 platform Fully working code samples that show the concepts in use with ASP.NET 4.5 and Windows 10. Complete solutions to the common problems of geospatial

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development: visualization, hosting and localization of services are all explained. Demonstrates how the Bing Maps API can be connected to the Azure Cloud in order to provide a stand-alone mapping bolt-on with little additional up-front cost and great reliability. Unique coverage of how the Bing Maps API can be implanted within Windows and Windows Phone applications for Windows 10 applications to provide a robust service tailored to the capabilities of each device. Coverage of the new Windows 10 Bing Maps control, which supports viewing Streetside and aerial data.

Creating Cross-Platform C# Applications with Uno Platform

Real World Windows 10 Development

ASP.NET Core 5 and Angular

C# 7 and .NET Core

A Problem-Solution Approach in HTML and JavaScript

Mastering Visual Studio 2017

Full Color: Figures and code appear as they do in Visual Studio. Universal Windows apps are a total game-changer. You can now write once and deploy your app to any modern PC, tablet, phone, or other Windows device. Suddenly, it s quick and easy to serve new devices and form factors, sharing unified assets ranging from code to styles to user controls. It has never been easier to reach multiple-device markets! In this book, the world s #1 expert on Microsoft XAML brings together all the

knowledge Windows developers need to build universal apps that adapt smoothly for any device running Windows 8.1, Windows Phone 8.1, or their successors. Drawing on his unsurpassed personal experience and direct input from Microsoft's Windows and Visual Studio teams, Adam Nathan illuminates core development concepts, answers your most important questions, and candidly assesses the technology's strengths and limitations. This full-color guide walks you through every key task involved in building a universal Windows app: layout and input, working with the app model, using advanced controls, leveraging XAML's powerful rich media features, and much more. Detailed information on how to... Quickly build universal, localized apps that exploit the vast global scale of the Windows Store Size, position, and transform elements within layouts that gracefully adapt to different devices Handle input from touch, mouse, pen, keyboard, and any sensor Monetize apps with Windows Store sales, in-app purchases, and advertising Make the most of controls for managing content, items, text, images, media, speech, and more Create efficient 2D vector graphics and animations Use styles, templates, and visual states to redesign controls without losing functionality Bind data sources to simplify data presentation and updates Easily integrate data from apps, users, and networks Support Windows app commands: Search, Share, Print, Play, Project, Settings Use contracts to build apps that cooperate to perform complex tasks Improve the user experience even when your app isn't running "

Benefit from a nuts-and-bolts examination of how XAML and C# 7 fit together and obtain a foundation for getting up and running with Windows 10. Once you have a good understanding of the basics, you progress to more advanced topics steadily increasing your understanding as a whole. This holistic knowledge is essential to get the most out of Windows 10 development. Each topic is covered clearly and concisely and is packed with the details you need to code effectively. The most important

features are given a no-nonsense, in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 10. Windows 10 Development with XAML and C# 7 focuses on the features that you need for your project and brings your existing C# coding knowledge to bear. What You'll Learn Discover what universal Windows 10 apps are capable of and why they are special Use advanced features to create immersive and engaging Windows 10 applications Create applications that work seamlessly on tablets and desktops Manage the life cycle of your application Who This Book Is For Anyone wanting to get to grips with Windows 10 development using the cross-platform standards of XAML and C#.

Develop Windows 10 applications faster and more efficiently using the Universal Windows Platform. You will use Xamarin to create apps for macOS, iOS, and Android devices. Building Apps for the Universal Windows Platform is a complete guide covering PCs, tablets, phones, and other devices such as HoloLens. You will use Windows 10 to develop apps for desktop, mobile, holographic, wearable, and IoT devices. You will reuse code to easily create cross-platform apps. What You Will Learn Design and develop apps using Visual Studio and Blend Create Cortana-enabled apps for a hands-free experience Build IoT apps and apps for wearables such as the Microsoft HoloLens Monitor apps post-publication to gain insights from actionable data using Windows Store Analytics and Azure Who This Book Is For Professional developers working independently or in a team on Windows 10 applications, and students coming into the world of software development Get the latest coverage of the newest features in C#9 and .NET 5 In Professional C# and .NET: 2021 Edition, Microsoft MVP for Visual Studio and Development Technologies and veteran developer, Christian Nagel, delivers a comprehensive tour of the new features and capabilities of C#9 and .NET 5. Experienced programmers making the transition to C# will benefit from the author's in-depth

explorations to create Web- and Windows applications using ASP.NET Core, Blazor, and WinUI using modern application patterns and new features offered by .NET including Microservices deployed to Docker images, GRPC, localization, asynchronous streaming, and much more. The book also offers: Discussions of the extension of .NET to non-Microsoft platforms like OSX and Linux Explanations of the newest features in C#9, including support for record types, and enhanced support for tuples, pattern matching, and nullable reference types Integrating .NET applications with Microsoft Azure services such as Azure App Configuration, Azure Key Vault, Azure Functions, the Azure Active Directory, and others Downloadable code examples from wrox.com and github.com with online updates for C# 10 and .NET 6 Perfect for programmers with a background in C#, Visual Basic, Java, or C/C++, Professional C# and .NET: 2021 Edition will also earn a place in the libraries of software architects seeking an up-to-date and fulsome treatment of the latest C# and .NET releases. Building Apps for the Universal Windows Platform

WPF 4.5 Unleashed

Geospatial Development in Windows 10 with Bing Maps and C#

Professional C# and .NET

Creating Mobile Apps with Xamarin.Forms Preview Edition 2

Developing Windows 10 Applications with C#

What is XAML? XAML is one of the primary languages used to create user interfaces for .NET and Windows apps. This course, part one in our XAML series, provides an overview of the what, when, and how of XAML for the Microsoft developer who wants to build better user

interfaces for their applications. Learn why markup is so important in UI definition, which frameworks use XAML, and how to identify parts of a XAML file. Author Walt Ritscher shares his preferred settings for working with XAML in Visual Studio 2015, explores XAML namespaces and namespace mapping, and discusses the use of XAML in other popular frameworks, including Windows Presentation Foundations, Universal Windows, and Silverlight.

Learn the details of the most highly recommended practices of software development using the latest version of Visual Studio 2015. Recommended practices are grouped by development phase and explained in far more detail than the typical tips and tricks compilations. This book also contains detailed coverage of recognized patterns and practices used to create software in a timely manner with expected quality in the context of using specific Visual Studio 2015 features. Creating software is part defined process and part empirical process. While there is no single “best” process to employ in all development scenarios, MVP author Peter Ritchie helps readers navigate the complexity of development options and decide which techniques and Visual Studio 2015 features to use based on the needs

of their particular project. Readers will learn practices such as those related to working in teams, design and architecture, refactoring, source code control workflows, unit testing, performance testing, coding practices, use of common patterns, code analysis, IDE extensions, and more. What You Will Learn Use patterns and practices within Visual Studio Implement practices of software creation Work in teams Develop workflows for software projects Who This Book Is For Beginning and intermediate software developers and architects Modern Cross-Platform Development About This Book Build modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest features of C# 7 Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create

professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section will demonstrate the major types of application that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all

of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core.

Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

A guide to mastering Visual Studio 2017
*About This Book** Focus on coding with the new, improved, and powerful tools of VS 2017* Master improved debugging and unit testing support capabilities* Accelerate cloud development with the built-in Azure tools
Who This Book Is For. .NET Developers who would like to master the new features of VS 2017, and would like to delve into newer areas such as cloud computing, would benefit from this book. Basic knowledge of previous versions of Visual Studio is assumed.
*What You Will Learn** Learn what's new in the Visual Studio 2017 IDE, C# 7.0, and how it will help developers to improve their productivity* Learn the workloads and components of the new installation wizard and how to use the online and offline installer* Build stunning Windows apps using Windows

Presentation Foundation (WPF) and Universal Windows Platform (UWP) tools Get familiar with .NET Core and learn how to build apps targeting this new framework* Explore everything about NuGet packages* Debug and test your applications using Visual Studio 2017* Accelerate cloud development with Microsoft Azure* Integrate Visual Studio with most popular source control repositories, such as TFS and GitHub*

In Detail Visual Studio 2017 is the all-new IDE released by Microsoft for developers, targeting Microsoft and other platforms to build stunning Windows and web apps. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. With this book, you will learn not only what VS2017 offers, but also what it takes to put it to work for your projects. Visual Studio 2017 is packed with improvements that increase productivity, and this book will get you started with the new features introduced in Visual Studio 2017 IDE and C# 7.0. Next, you will learn to use XAML tools to build classic WPF apps, and UWP tools to build apps targeting Windows 10. Later, you will learn about .NET Core and then explore NuGet, the package manager for the Microsoft development platform. Then, you

will familiarize yourself with the debugging and live unit testing techniques that comes with the IDE. Finally, you'll adapt Microsoft's implementation of cloud computing with Azure, and the Visual Studio integration with Source Control repositories. Style and approach This comprehensive guide covers the advanced features of Visual Studio 2017, and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use it.

Full-stack web development with .NET 5 and Angular 11, 4th Edition

Learn to Program Universal Windows Apps for the Desktop

Beginning C# 6 Programming with Visual Studio 2015

Professional C# 6 and .NET Core 1.0

Windows 10 Development with XAML and C# 7

XAML Unleashed

A beginner's guide to building Windows applications with WinUI for UWP and desktop applications

Key Features: Create modern Windows 10 applications and gain access to UI controls that were previously limited to UWP applications Discover how to modernize your existing Win32 apps with a modern Windows 10 UI Learn to embed a single page application (SPA) in a WinUI application with a web framework like Blazor Book Description: WinUI 3.0 takes a whole new approach to delivering Windows UI components and controls, and is able to deliver the same features on more than one version of Windows 10. Learn WinUI 3.0 is a comprehensive introduction to WinUI and Windows apps for

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anyone who is new to WinUI, Universal Windows Platform (UWP), and XAML applications. The book begins by helping you get to grips with the latest features in WinUI and shows you how XAML is used in UI development. You'll then set up a new Visual Studio environment and learn how to create a new UWP project. Next, you'll find out how to incorporate the Model-View-ViewModel (MVVM) pattern in a WinUI project and develop unit tests for ViewModel commands. Moving on, you'll cover the Windows Template Studio (WTS) new project wizard and WinUI libraries in a step-by-step way. As you advance, you'll discover how to leverage the Fluent Design system to create beautiful WinUI applications. You'll also explore the contents and capabilities of the Windows Community Toolkit and learn to create a new UWP user control. Toward the end, the book will teach you how to build, debug, unit test, deploy, and monitor apps in production. By the end of this book, you'll have learned how to build WinUI applications from scratch and modernize existing WPF and WinForms applications using WinUI controls. What You Will Learn: Get up and running with WinUI and discover how it fits into the landscape of Project Reunion and Windows UI development Build new Windows apps quickly with robust templates Develop testable and maintainable apps using the MVVM pattern Modernize WPF and WinForms applications with WinUI and XAML Islands Discover how to build apps that can target Windows and leverage the power of the web Install the XAML Controls Gallery sample app and explore available WinUI controls Who this book is for: This book is for anyone who wants to develop Windows applications with a modern user experience (UX). If you are familiar with UWP and WPF and are looking to enhance your knowledge of Windows development and modernize existing apps, you will find this book useful. Hands-on experience with C# and .NET is expected but no prior knowledge of WinUI is required.

Get started with Visual C# programming with this great beginner's guide Beginning C# 6 Programming

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with Visual Studio 2015 provides step-by-step directions for programming with C# in the .NET framework. Beginning with programming essentials, such as variables, flow control, and object-oriented programming, this authoritative text moves into more complicated topics, such as web and Windows programming and data access within both database and XML environments. After your introduction to each of the chapters, you are invited to apply your newfound knowledge in Try it Out sections, which reinforce learning and help you understand the practical applications of the new concepts you have explored. Through this approach, you can write useful programming code following each of the steps that you explore in this essential text. Discover the basics of programming with C#, such as variables, expressions, flow control, and functions Discuss how to keep your program running smoothly through debugging and error handling Understand how to navigate your way through key programming elements, such as classes, class members, collections, comparisons, and conversions Explore object-oriented programming, web programming, and Windows programming Beginning C# 6 Programming with Visual Studio 2015 is a fundamental resource for any programmers who are new to the C# language.

Summary Windows Store App Development introduces C# developers to working with Windows Store apps. It provides full coverage of XAML, and addresses both app design and development. Following numerous carefully crafted examples, you'll learn about new Windows 8 features, the WinRT API, and .NET 4.5. Along the way, you'll pick up tips for deploying apps, including sale through the Windows Store. And, of course, you'll find the same deep and unique insights Pete provides in his Silverlight books. About the Technology The Windows Store provides an amazing array of productivity tools, games, and other apps directly to the millions of customers already using Windows 8.x or Surface. Windows Store apps boast new features like touch and pen input, standardized app-to-app

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communication, and tight integration with the web. And, you can build Windows Store apps using the tools you already know: C# and XAML. About this Book Windows Store App Development introduces the Windows 8.x app model to readers familiar with traditional desktop development. You'll explore dozens of carefully crafted examples as you master Windows features, the Windows Runtime, and the best practices of app design. Along the way, you'll pick up tips for deploying apps, including selling through the Windows Store. This book requires some knowledge of C#. No experience with Windows 8 is needed. What's Inside Designing, creating, and selling Windows Store apps Developing touch and sensor-centric apps Working C# examples, from feature-level techniques to complete app design Making apps that talk to each other Mixing in C++ for even more features About the Author Pete Brown is a Developer Evangelist at Microsoft and author of Silverlight 4 in Action and Silverlight 5 in Action. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Table of Contents Hello, Modern Windows The Modern UI The Windows Runtime and .NET XAML Layout Panels Brushes, graphics, styles, and resources Displaying beautiful text Controls, binding, and MVVM View controls, Semantic Zoom, and navigation The app bar The splash screen, app tile, and notifications View states Contracts: playing nicely with others Working with files Asynchronous everywhere Networking with SOAP and RESTful services A chat app using sockets A little UI work: user controls and Blend Networking player location Keyboards, mice, touch, accelerometers, and gamepads App settings and suspend/resume Deploying and selling your app Find out what's new in Windows Phone 8.1 for developers, including how to build a Universal Windows App for Windows Phone, Windows and Xbox. Windows Phone 8.1 Development Revealed is the book you need to help you navigate the new Windows Phone landscape and ensure the success of your current and future apps in the marketplace. Part I introduces the new options open to you, with pure Windows

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Phone apps and the new Universal Windows Apps. You'll need to understand the pros and cons of a phone-first or cross-platform approach and make the right decisions depending on your current needs and priorities: do you want to take advantage of the full power of native device interaction? Or is it more important to offer an app across a range of devices and tap into a wider potential market? These considerations and more are discussed as Lars Klint sets you a challenge: build it right! Part II drills down into the phone-first approach to app development, including a description of breaking changes from Windows Phone 8 and a showcase and code examples for all the latest features. Part III then shows you how to set up a Universal Windows App and adapt the UI for a range of different devices. You'll want your users to have a great and consistent experience on any device, but your phone app should still feel like a phone app, with controls that feel right in that context, and a presentation that works for a smaller screen size. Finally you'll learn what you can do to future-proof your apps for long-term success in the marketplace. *Windows Phone 8.1 Development Revealed* is the book you'll want at your side as you prepare to launch your next app to the Windows Phone marketplace. What you 'll learn Meet the new dual landscape of Windows Phone development: pure Windows Phone and Universal Windows Apps. Understand the pros and cons of each and how to choose the approach that's right for you in each case, depending on your situation and needs. Get up to speed with the latest features in both Windows Phone and Universal Windows Apps, with code examples for each. Learn how a phone-first approach can help you tap into the best native features, and how a Universal Windows App can open up a new and wider audience. Understand the new storage, notifications and output options for Windows Phone, and how to design a consistent app experience across multiple devices with a Universal Windows App Future-proof your app, ready for the next versions of Windows Phone and Windows. Who this book is for Readers should have some experience with either Windows 8 or Windows Phone application

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development in C# and XAML.

Programming Windows 10 Via UWP (Part 2)

Microsoft Mapping Second Edition

Modern Cross-Platform Development - Second Edition - Get Up to Speed with C#, and Up to Date with All the Latest Features of C# 7

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

Kinect for Windows SDK Programming Guide

Windows 10 Development Recipes

By covering the impressive capabilities of ASP.NET Core 5 and Angular 11, right from project setup through to the deployment phase, this fully revised and updated edition will help you develop your skills effectively.

Discover over 125 solution-based recipes to help you build applications for smartphones, tablets, and desktops About This Book Learn to build applications for Windows 10, the latest Windows version Develop your applications to be compatible with smartphones, tablets, and desktops This guide is packed with recipes covering major solutions to day-to-day problems faced by Windows programmers Who This Book Is For The book is dedicated to programmers with various experience of developing applications for Windows-based smartphones, tablets, and desktops—even beginners can find suitable content. What You Will Learn Start developing universal applications for Windows 10 Design user interface in the XAML language Use the MVVM design pattern with data binding Store data in files and in a database Use

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multimedia content and animations Capture data from built-in sensors Handle various Internet-based scenarios Test the application and submit it to the Windows Store In Detail Need to ensure you can always create the best Windows apps regardless of platform? What you need are solutions to the biggest issues you can face, so you can always ensure you're making the right choices and creating the best apps you can. The book starts with recipes that will help you set up the integrated development environment before you go ahead and design the user interface. You will learn how to use the MVVM design pattern together with data binding, as well as how to work with data in different file formats. Moving on, you will explore techniques to add animations and graphics to your application, and enable your solution to work with multimedia content. You will also see how to use sensors, such as an accelerometer and a compass, as well as obtain the current GPS location. You will make your application ready to work with Internet-based scenarios, such as composing e-mails or downloading files, before finally testing the project and submitting it to the Windows Store. By the end of the book, you will have a market-ready application compatible across different Windows devices, including smartphones, tablets, and desktops. Style and approach This quick-start book takes a cookbook format with recipes covering more than 125 solutions to help you create and build applications for Windows 10. The examples presented in the book use the free integrated development environment. A supporting set of codes that present solutions to problems described in particular

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chapters is available as well.

In Windows 10 Microsoft has created a single platform with a common runtime to enable development of single code-base applications running on various Windows devices. These applications are called Universal Windows Apps. With the introduction of the Universal App Platform (UAP), an integrated set of development tools and APIs/SDKs for Windows 10, it is now truly possible to have "One Windows Platform" to develop Universal Apps. The Model-View-View-Model (MVVM) pattern is valued by many developers as an excellent way of creating sophisticated modern applications. Its clear separation of presentation and business logic produces a clean implementation that promotes speed, scalability and code reuse in applications with a complex UI. These characteristics are particularly valuable to WPF developers. This 200 page, information-rich, guide we will show you how MVVM works with both XAML (C#) and HTML5 (JavaScript) flavors of Windows 10 Universal Apps. Beginning with a brief recap of Windows 10 Universal Apps and Microsoft One Windows Platform and MVVM concepts under .NET (to provide a common frame of reference) the author then will then dive into the details of how MVVM can best be implemented for Windows 10 Universal Apps, showing a working application framework in each case.

Create powerful cross-platform applications using C# 7, .NET Core, and Visual Studio 2017

About This Book* Build modern, cross-platform applications with .NET Core* Get up to speed with C#, and up to date with all the latest features of C#* Start creating

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professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or a science, technology, engineering, or mathematics (STEM) background. If you want to gain a solid foundation with C# and to be introduced to the types of applications you can build and know which types will work cross-platform on Windows, Linux, and macOS, this course is for you. What you will learn

- * Build cross-platform applications using C# 7 and .NET Core
- * Explore ASP.NET Core and learn how to create professional web applications
- * Improve your application's performance using multitasking
- * Use Entity Framework Core and find out how to build code-first databases
- * Master object-oriented programming with C# to increase code reuse and efficiency
- * Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML
- * Query and manipulate data using LINQ
- * Protect your data by using encryption and hashing

In Detail C# has recently been made open source and now supports cross-platform development for Linux, macOS, and Windows. It can be used to create everything from business applications, websites, and services to games for Android and iOS mobile phones and Xbox One. If you want to build powerful cross-platform applications with C# 7 and .Net Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, and out variables. We also look at the features of C# 6 such as string interpolation, exception

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filtering, and static class imports. We'll also cover both the full-feature, mature .NET framework and the newer, cross-platform .NET Core. After quickly taking you through C# and how .NET works, we'll dive into the internals of the .NET class libraries, covering topics such as performance, monitoring, debugging, serialization, and encryption. We'll look at managing your data with Entity Framework Core, developing code-first entity data models, and using LINQ to query and manipulate that data. The final section demonstrates the major types of applications that you can build and deploy cross-device and cross-platform. In this section, we'll cover Universal Windows Platform (UWP) apps, web applications, and web services. Last, we'll help you build a complete application that can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core.

Universal Apps for Windows 10

Developing Windows 10 Applications With C#