

Xaml Unleashed Nathan Adam

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XAML Unleashed by Nathan Adam (ebook)
Adam Nathan is a principal software architect for Microsoft, a best-selling technical author, and a prolific developer of apps for Windows. He introduced XAML to countless developers through his books on a variety of Microsoft technologies. Currently a part of Microsoft 's Windows division, Adam has previously worked on Visual Studio and the Common Language Runtime.

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WPF 4 unleashed is a great resource if you are learning WPF for the first time. It covers a broad range of topics and concepts, and also identifies many idiosyncracies of the technology that may affect you as you develop applications.

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Adam Nathan is a principal software architect for Microsoft, a best-selling technical author, and arguably the world 's most prolific developer for Windows Phone. He introduced XAML to countless developers through his books on a variety of Microsoft technologies. Currently a part of Microsoft 's Startup Business Group, Adam has previously worked on Visual Studio and the Common Language Runtime.

Windows 8.1 Apps with XAML and C# Unleashed: Nathan Adam
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 .

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Adam Nathan pearson.com
Adam Nathan is a technical author/speaker, and currently works as a software architect at Google.Adam was the core architect of Microsoft PopFly. He has been involved with .NET technologies from the beginning, and has written a 1,600-page book on .NET/COM Interoperability. He also created the PINVOKE.NET wiki, which helps .NET developers use unmanaged APIs.

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

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

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 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

Provides information on building touch-based applications for Windows 8.1 using C# and XAML.

Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. Windows Presentation Foundation (WPF) is a key component of the .NET Framework 3.0, giving you the power to create richer and more compelling applications than you dreamed possible. Whether you want to develop traditional user interfaces or integrate 3D graphics, audio/video, animation, dynamic skinning, rich document support, speech recognition, or more, WPF enables you to do so in a seamless, resolution-independent manner. Windows Presentation Foundation Unleashed is the authoritative book that covers it all, in a practical and approachable fashion, authored by .NET guru and Microsoft developer Adam Nathan. Covers everything you need to know about Extensible Application Markup Language (XAML) Examines the WPF feature areas in incredible depth: controls, layout, resources, data binding, styling, graphics, animation, and more Features a chapter on 3D graphics by Daniel Lehenbauer, lead developer responsible for WPF 3D Delves into non-mainstream topics: speech, audio/video, documents, bitmap effects, and more Shows how to create popular UI elements, such as features introduced in the 2007 Microsoft Office System: Galleries, ScreenTips, custom control layouts, and more Demonstrates how to create sophisticated UI mechanisms, such as Visual Studio-like collapsible/dockable panes Explains how to develop and deploy all types of applications, including navigation-based applications, applications hosted in a Web browser, and applications with great-looking non-rectangular windows Explains how to create first-class custom controls for WPF Demonstrates how to create hybrid WPF software that leverages Windows Forms, ActiveX, or other non-WPF technologies Explains how to exploit new Windows Vista features in WPF applications

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

With Microsoft new Universal Windows Apps tools, it's easy to share code between Windows 8.1 and Windows Phone 8.1 XAML apps. Now, developers can deliver beautiful end user experiences on all new Windows devices, with radically less cost and development effort. This means they can painlessly extend their conventional PC development work to fast-growing tablet and smartphone markets. In Universal Windows Apps with XAML and C# Unleashed, the world's #1 XAML expert shows Windows developers how to do all this, and more. Just as he did in previous best-sellers like Windows Presentation Foundation Unleashed and Windows 8 Apps with XAML and C# Unleashed, Adam Nathan delivers comprehensive coverage, accessible explanations, and plenty of outstanding full-color code samples. Drawing on his unsurpassed experience with modern Windows mobile development, Nathan shows how to build the apps you want to build -- not just the apps Microsoft's SDK makes easy. You'll learn how to unify your Visual Studio code bases for assets ranging from user controls to styles, graphics, and animation. You'll even learn how to unify your monetization, delivering apps and in-app purchases on both Windows and Windows Phone through a single purchase.

A guide for the XAML declarative markup language covers such topics as how to apply XAML's syntax, namespaces, and keywords; mix XAML with procedural code; and use styles, templates, and visual states to redesign controls.

If you want to build applications that take full advantage of Windows Vista's new user interface capabilities, you need to learn Microsoft's Windows Presentation Foundation (WPF). This new edition, fully updated for the official release of .NET 3.0, is designed to get you up to speed on this technology quickly. By page 2, you'll be writing a simple WPF application. By the end of Chapter 1, you'll have taken a complete tour of WPF and its major elements. WPF is the new presentation framework for Windows Vista that also works with Windows XP. It's a cornucopia of new technologies, which includes a new graphics engine that supports 3-D graphics, animation, and more; an XML-based markup language, called XAML, for declaring the structure of your Windows UI; and a radical new model for controls. This second edition includes new chapters on printing, XPS, 3-D, navigation, text and documents, along with a new appendix that covers Microsoft's new WPF/E platform for delivering richer UI through standard web browsers -- much like Adobe Flash. Content from the first edition has been significantly expanded and modified. Programming WPF includes: Scores of C# and XAML examples that show you what it takes to get a WPF application up and running, from a simple "Hello, Avalon" program to a tic-tac-toe game Insightful discussions of the powerful new programming styles that WPF brings to Windows development, especially its new model for controls A color insert to better illustrate WPF support for 3-D, color, and other graphics effects A tutorial on XAML, the new HTML-like markup language for declaring Windows UI An explanation and comparison of the features that support interoperability with Windows Forms and other Windows legacy applications WPF represents the best of the control-based Windows world and the content-based web world. Programming WPF helps you bring it all together.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. The focus of the book is on COM Interoperability (since it's a much larger subject), and the heart of the discussion is broken down into four parts: Using COM Components Within the .NET Framework Using .NET Framework Components from COM Designing Good .NET Framework Components for COM Clients Designing Good COM Components for .NET Framework Clients The scope of the book is just about everything related to using "unmanaged code" in the .NET Framework. Technologies built on top of COM Interoperability are also covered-Interoperability of Windows Forms Controls and ActiveX controls, Interoperability with COM+, and Interoperability with Distributed COM (DCOM). Although Platform Invocation Services is a separate technology from COM Interoperability, there are many areas of overlap, so including in the book is a natural fit. All of these technologies are a core part of the Common Language Runtime and .NET Framework, and will likely be used not only as the path of migration for existing software projects, but for brand new software development for the next several years.

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