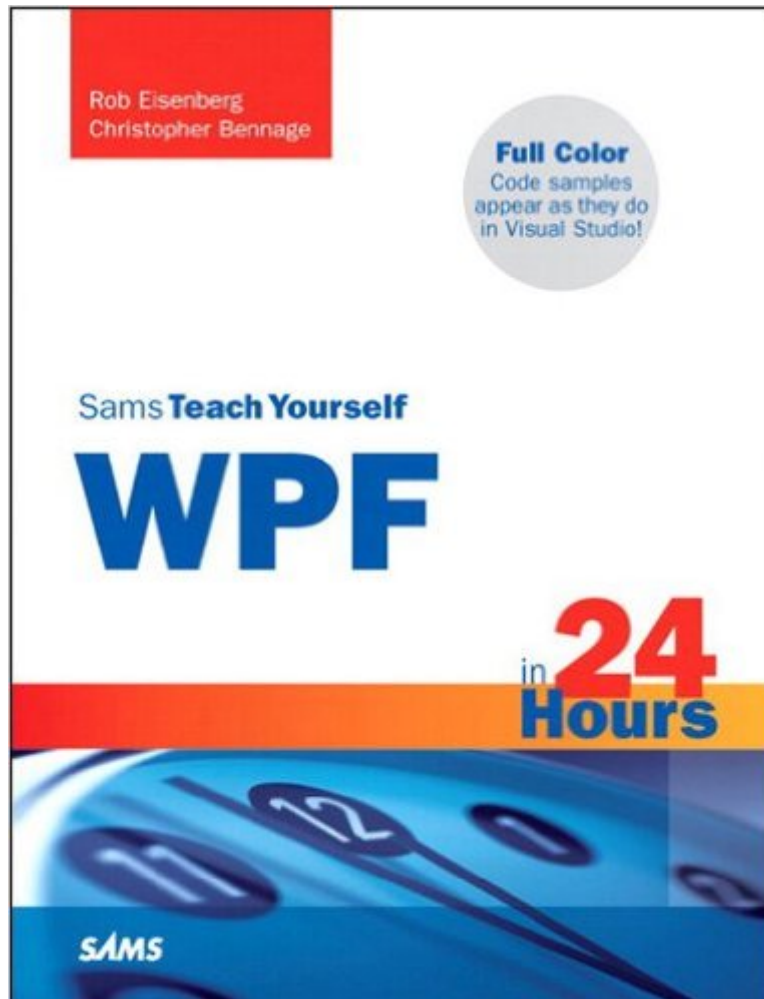


The book was found

Sams Teach Yourself WPF In 24 Hours (Sams Teach Yourself -- Hours)



Synopsis

Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. • In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. • Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. • Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. • Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take advantage of WPF's advanced printing capabilities Grow as a developer by improving your overall software design skills • Introduction 1 Part I • Getting Started 1 • What WPF Is and Isn't 5 • Understanding XAML 17 • Introducing the Font Viewer 27 • Handling Application Layout 41 • Using Basic Controls 59 • Introducing Data Binding 75 Part II • Reaching the User 7 • Designing an Application 93 • Building a Text Document Editor 107 • Getting a Handle on Events 121 • Commands 145 • Output 157 Part III • Visualizing Data 12 • Building a Contact Manager 177 • Presenters and Views 193 • Resources and Styles 211 • Digging Deeper into Data Binding 229 • Visualizing Lists 251 Part IV • Creating Rich Experiences 17 • Building a Media Viewer 267 • Drawing with Shapes 291 • Colors and Brushes 315 • Transforms and Effects 331 • Using Control Templates 347 • Triggers 369 • Animation 383 • Best Practices 407 Part V • Appendixes Appendix A: Tools and Resources 423 Appendix B: 3D Tutorial Using ZAM 3D 427 Appendix C: Project Source (downloadable) 437 Index 439

Book Information

File Size: 11918 KB

Print Length: 480 pages

Simultaneous Device Usage: Up to 5 simultaneous devices, per publisher limits

Publisher: Sams Publishing; 1 edition (June 19, 2008)

Publication Date: June 19, 2008

Sold by:Â Digital Services LLC

Language: English

ASIN: B004YWAZDW

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #771,676 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #436

inÂ Books > Computers & Technology > Programming > Microsoft Programming > .NET #995

inÂ Kindle Store > Kindle eBooks > Computers & Technology > Programming > Software Design >

Software Development #1245 inÂ Books > Computers & Technology > Operating Systems >

Windows > Windows Desktop

Customer Reviews

I believe I have every book on WPF. My first impression was 24 hours books have very little information, but it has changed my perception. The book has 24 small chapters and every chapter's information is to the point. The whole book has 4 applications and every example worth looking. I am impressed with authors. Everyone is talking about Adam Nathan's book, but this book has its own place.

Yes, it is true, you probably cannot learn WPF in 24 hours (especially if you still have a lot to learn) or even the entire technology of WPF from this book alone. I personally use many sources of information when trying to learn a technology. I don't think you can expect too much from a single book. However, this book is about as good as it gets for what it is. You can learn an extreme amount in a short period of time. Technology wise, the code examples in this book are extremely well done, applicable, and I'm impressed with how much functionality they cover. I've done the first 3 of 4 major examples as they apply more to me for my type of work. I plan on doing the 4th example because I think there is a lot to learn but it's not priority now. As you progress through the

book from beginning to end the code gets more complex and there is a separation between the documentation and explanations vs. code examples. Before you are finished, you feel like you are at the 10K foot level looking down and you are so far abstracted from the details. The book is good but again, I think there is too much material to cover and that is all you expect before you just have to dig into the code for yourself. If you take the time implement and figure out the code, what it does and understand the details, you will be well rewarded. It is really good clean code that demonstrates leading edge applications with rich functionality. While reading it, I sometimes wonder if these guys are just good coders that made a book. I buy 2 to 6 technical books a year and for what I do, this is possible the best one I've read in last 20 years (partly because WPF technology delivers a lot for me as well).

Yes, even though it's March 2012, and the book is a few years old and doesn't cover some of the new features of WPF (datagrid, for example), it is still extremely useful. It covers a large range of topics, from beginner to advanced. It gives you three different example programs to code (just copy code from the book) that give you quite a bit of practice, which I find as the most effective way to learn some pretty complicated stuff. Even though you just have to pretty much copy the code, it's still easy to make mistakes. Finding my mistakes actually helped me learn (and to become a better typist:). There are also several instances where there is some pretty advanced C# code-behind. So, if you're a beginner programmer, be prepared to be challenged in this area, too. Also, be aware that some of the programming examples are designed to teach WPF, and don't use the best code-behind programming (such as the lack of storing data in a database or using serialization). As a note to the authors or potential new authors, it would be awesome to update and expand this book for WPF 4.5 or maybe wait for WPF 5. Also, as I'm a better VB programmer than C# programmer (as are many people), I have to wonder why nobody writes this kind of book for WPF using VB.

Why?

I chose this book because it has coding examples which, mainly, work. However, important concepts (like DataContext) are glossed over; the goal seems to be developing WPF applications without understanding many of the underlying concepts. In many cases, the book gives you several pages of code to enter, with either no discussion or a minimal discussion of the what-how-and-why of it. One in particular messed me up, and that was trying to figure out how a declared event got subscribed to - and then, in the next chapter, I found that an ObservableCollection was being used, and the correct interfacing had already been set up - but there was no discussion by way of prelude

about this in the book, so I went off on a wild goose chase for about 30 minutes, climbing around in Visual Studio Help, until I found the relationship between the ObservableCollection list and the event in question - and THEN I found out that the book example was set up correctly, but I couldn't TELL that it was set up correctly - I thought there was a mistake because here was an event with no subscriber. The examples are in C#, which works for me because that is what I code in, and was the main reason for my choosing this book. But, in one or two cases, important code-behind program elements are left out of the examples - like namespace "using"s. I could figure out what they had to be, but only because I was already experienced in C#. You therefore should really have at least an intermediate level of skill in C# before purchasing this book. If you code in any other language, well, good luck with that. Use this book to get started, but order your second WPF book before finishing this one. Several other users have posted books they've used, but no two of them have posted the same one, so use your own judgement. Borrowing a colleague's book for a dry run might be worthwhile.

[Download to continue reading...](#)

Sams Teach Yourself WPF in 24 Hours (Sams Teach Yourself -- Hours) Android Application Development in 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Sams Teach Yourself in 24 Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Updated for HTML5 and CSS3) (9th Edition) (Sams Teach Yourself in 24 Hours) Sams Teach Yourself Google Analytics in 10 Minutes (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (2nd Edition) (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (Sams Teach Yourself -- Minutes) Arduino Programming in 24 Hours, Sams Teach Yourself Apache Spark in 24 Hours, Sams Teach Yourself Sams Teach Yourself Macromedia Fireworks MX in 24 Hours Sams Teach Yourself Adobe Premiere Pro in 24 Hours Sams Teach Yourself Mod Development for Minecraft in 24 Hours (2nd Edition) iOS 9 Application Development in 24 Hours, Sams Teach Yourself Sams Teach Yourself TCP/IP in 24 Hours (5th Edition) Sams Teach Yourself TCP/IP in 24 Hours (4th Edition) Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris (5th Edition) Windows 8.1 Apps with XAML and C# Sams Teach Yourself in 24 Hours iOS 9 Application Development in 24 Hours, Sams Teach Yourself (7th Edition) Sams Teach Yourself Objective-C in 24 Hours (2nd Edition)

[Dmca](#)