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Roger Ye

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.NET MAUI Projects Michael Cummings,Daniel Hindrikes,Johan Karlsson,2024-02-09 Harness the powerful features of NET MAUI the evolution of Xamarin Forms to create multi platform app projects using location services the weather API machine learning and much more Key Features Leverage NET MAUI through real world projects from weather apps to real time multiplayer games with SignalR and Azure Functions Explore the essential features of NET MAUI such as Shell CollectionView and CarouselView Go beyond the basics with advanced topics like machine learning using TensorFlow and ML NET Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionThis third edition of NET MAUI Projects explores the features of NET MAUI a lightweight multi platform development toolkit for building apps with a rich user interface Updated to cover the latest features of NET MAUI including CollectionView and Shell this book delves into concepts such as machine learning and cloud services Starting with an overview of NET Core and how it works this book shares tips for choosing the right development environment for planning multi platform apps You ll then build your first NET MAUI app and advance to learning how to use Shell to implement app architecture Progressing in complexity the projects guide you through creating apps ranging from a location tracker and weather map to machine learning and multiplayer games Further the book will take you through modern mobile development frameworks such as SQLite NET Core and ML NET empowering you to customize your apps for Windows macOS Android and iOS platforms for native like performance Engaging examples are woven throughout the book so you can grasp essential concepts by writing code rather than extensive theory By the end of this book you ll be ready to develop your own native apps using NET MAUI and associated technologies such as NET Core Visual Studio 2022 and C What you will learn Set up NET MAUI to build native apps for multiple platforms using its single project capabilities Understand the core aspects of developing a mobile app such as layout UX and rendering Use custom handlers for platform specific access Discover how to create custom layouts for your apps with NET MAUI Shell Implement serverless services in your NET MAUI apps using Azure SignalR Create a NET MAUI Blazor application leveraging the power of web technologies Build and train machine learning models using ML NET and Azure Cognitive Services Who this book is for This book is for C and NET developers who want to learn NET MAUI and get started with native NET Core mobile application development from the ground up Working knowledge of Visual Studio and C will help you to get the most out of this book   **Software Architecture with C# 10 and .NET 6** Gabriel Baptista,Francesco Abbruzzese,2022-03-15 Design scalable and high performance enterprise applications using the latest features of C 10 and NET 6 Key FeaturesGain comprehensive software architecture knowledge and the skillset to create fully modular appsSolve scalability problems in web apps using enterprise architecture patternsMaster new developments in front end architecture and the application of AI for software architectsBook Description Software architecture is the practice of implementing structures and systems that streamline the software development process and improve the quality of an app This fully revised

and expanded third edition featuring the latest features of NET 6 and C 10 enables you to acquire the key skills knowledge and best practices required to become an effective software architect Software Architecture with C 10 and NET 6 Third Edition features new chapters that describe the importance of the software architect microservices with ASP NET Core and analyzing the architectural aspects of the front end in the applications including the new approach of NET MAUI It also includes a new chapter focused on providing a short introduction to artificial intelligence and machine learning using ML NET and updated chapters on Azure Kubernetes Service EF Core and Blazor You will begin by understanding how to transform user requirements into architectural needs and exploring the differences between functional and non functional requirements Next you will explore how to choose a cloud solution for your infrastructure taking into account the factors that will help you manage a cloud based app successfully Finally you will analyze and implement software design patterns that will allow you to solve common development problems By the end of this book you will be able to build and deliver highly scalable enterprise ready apps that meet your business requirements What you will learnUse proven techniques to overcome real world architectural challengesApply architectural approaches such as layered architectureLeverage tools such as containers to manage microservices effectivelyGet up to speed with Azure features for delivering global solutionsProgram and maintain Azure Functions using C 10Understand when it is best to use test driven development TDD Implement microservices with ASP NET Core in modern architecturesEnrich your application with Artificial IntelligenceGet the best of DevOps principles to enable CI CD environmentsWho this book is for This book is for engineers and senior software developers aspiring to become architects or looking to build enterprise applications with the NET Stack Basic familiarity with C and NET is required to get the most out of this book **Creating Cross-Platform C# Applications with Uno Platform** Matt Lacey,Marcel Alexander Wagner,2021-08-27 Discover how to leverage the Uno Platform to write single codebase cross platform mobile desktop and web applications using C and XAML Key FeaturesEnhance your Windows apps by running them on all operating systems and browsersUse tools and APIs you already know to remain productive as you target new platformsCreate realistic apps for various lines of business LOBs and consumer scenariosBook Description Developers are increasingly being asked to build native applications that run on multiple operating systems and in the browser In the past this would have meant learning new technologies and making multiple copies of an application But the Uno Platform allows you to use tools languages and APIs you already know from building Windows apps to develop apps that can also run on other platforms This book will help you to create customer facing as well as line of business apps that can be used on the device browser or operating system of your choice This practical guide enables developers to put their C and XAML knowledge to work by writing cross platform apps using the Uno Platform Packed with tips and practical examples this book will help you to build applications for common scenarios You ll begin by learning about the Uno Platform through step by step explanations of essential concepts before moving on to creating cross platform apps for different lines of business

Throughout this book you ll work with examples that will teach you how to combine your existing knowledge to manage common development environments and implement frequently needed functionality By the end of this Uno development book you will have learned how to write your own cross platform apps with the Uno Platform and use additional tools and libraries to speed up your app development process What you will learnUnderstand how and why Uno could be the right fit for your needsSet up your development environment for cross platform app development with the Uno Platform and create your first Uno Platform appFind out how to create apps for different business scenariosDiscover how to combine technologies and controls to accelerate developmentGo beyond the basics and create world ready applicationsGain the confidence and experience to use Uno in your own projectsWho this book is for This book is for developers who are familiar with app development for Windows and want to use their existing skills to build cross platform apps Basic knowledge of C and XAML is required to get started with this book Anyone with basic experience in app development using WPF UWP or WinUI will be able to learn how to create cross platform applications with the Uno Platform **Professional C# 7 and .NET Core 2.0** Christian Nagel,2018-03-21 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 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 **.NET MAUI Cross-Platform Application Development** Roger Ye,2023-01-27 Build apps for Android iOS macOS and Windows using Microsoft s NET Multi platform App UI and Blazor Key FeaturesGet familiar with Microsoft s UI toolkit to build amazing interfaces for iOS Android Windows and macOSBuild a cross platform password manager based on the famous

Windows app KeePassExplore NET MAUI development and Hybrid app development using BlazorBook Description An evolution of Xamarin Forms NET Multi platform App UI NET MAUI is a cross platform framework for creating native mobile and desktop apps with C and XAML Using NET MAUI you can develop apps that ll run on Android iOS macOS and Windows from a single shared code base This step by step guide provides a comprehensive introduction to those who are new to NET MAUI that will have you up to speed with app development using NET MAUI in no time The book begins by showing you how to develop a cross platform application using NET MAUI and then helps you build an app throughout the chapters You ll gain all the knowledge needed to create a cross platform application for Android iOS the mac OS and Windows from a single shared code base using NET MAUI As you advance you ll get to grips with the entire application development lifecycle from design and implementation through to deployment to the app store through the development of a password manager app using KeePassLib The concluding chapters will teach you how to integrate the latest frontend technology into your app through NET MAUI Blazor By the end of this book you ll have learned how to develop your own cross platform applications using NET MAUI What you will learnDiscover the latest features of NET 6 that can be used in mobile and desktop app developmentFind out how to build cross platform apps with NET MAUI and BlazorImplement device specific features using NET MAUI EssentialsIntegrate third party libraries and add your own device specific featuresDiscover NET class unit test using xUnit net and Razor components unit test using bUnitDeploy apps in different app stores on mobile as well as desktopWho this book is for This book is an entry level NET MAUI book for mobile developers interested in cross platform application development with working experience of the NET Core framework as well as fresh or junior engineers who ve just begun their career in mobile app development Native application developers desktop or Xamarin developers who want to migrate to NET MAUI will also benefit from this book Basic knowledge of modern object oriented programming language such as C Java or Kotlin is assumed   C# 9 and .NET 5 – Modern Cross-Platform Development Mark J. Price,2020-11-10 Publisher s Note Microsoft stopped supporting NET 5 in May 2022 The newer 8th edition of the book is available that covers NET 8 end of life November 2026 with C 12 and EF Core 8 Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore the newest additions to C 9 the NET 5 class library Entity Framework Core and Blazor Strengthen your command of ASP NET Core 5 0 and create professional websites and services Build cross platform apps for Windows macOS Linux iOS and Android Book DescriptionIn C 9 and NET 5 Modern Cross Platform Development Fifth Edition expert teacher Mark J Price gives you everything you need to start programming C applications This latest edition uses the popular Visual Studio Code editor to work across all major operating systems It is fully updated and expanded with a new chapter on the Microsoft Blazor framework The book s first part teaches the fundamentals of C including object oriented programming and new C 9 features such as top level programs target typed new object instantiation and immutable types using the record keyword Part 2 covers the NET APIs for performing tasks like managing and querying data monitoring and improving

performance and working with the file system async streams serialization and encryption Part 3 provides examples of cross platform apps you can build and deploy such as websites and services using ASP NET Core or mobile apps using Xamarin Forms The best type of application for learning the C language constructs and many of the NET libraries is one that does not distract with unnecessary application code For that reason the C and NET topics covered in Chapters 1 to 13 feature console applications In Chapters 14 to 20 having mastered the basics of the language and libraries you will build practical applications using ASP NET Core Model View Controller MVC and Blazor By the end of the book you will have acquired the understanding and skills you need to use C 9 and NET 5 to create websites services and mobile apps What you will learn Build your own types with object oriented programming Query and manipulate data using LINQ Build websites and services using ASP NET Core 5 Create intelligent apps using machine learning Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build rich web experiences using the Blazor framework Build mobile applications for iOS and Android using Xamarin Forms Who this book is forThis book is best for C and NET beginners 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 certainly benefit from this book   *C# 7 and .NET Core: Modern Cross-Platform Development* Mark J. Price,2017-03-24 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 **Learning .NET MAUI** Aleksei Starkov,2023-07-17 A practical guide to cross platform app development with NET MAUI and C KEY FEATURES Get familiar with NET MAUI its associated libraries and popular design patterns used in cross platform app development Learn how to design and implement visually appealing and interactive user interfaces in your NET MAUI app Deep dive into the process of creating and refining an application with a custom user interface UI DESCRIPTION NET MAUI Multi platform App UI is a framework developed by Microsoft that allows developers to build cross platform mobile and desktop applications using a single codebase This book is a comprehensive guide that covers various aspects of cross platform development with NET MAUI In the initial chapters you will gain a solid understanding of the fundamental aspects and specifics of cross platform NET MAUI apps their structure and the diverse range of application resources The book will then guide you in creating your first UI application using cross platform techniques Moving on you will delve into more advanced topics such as MVVM dependency injection data storage leveraging device capabilities and ensuring accessibility in your applications Lastly you will explore alternative approaches like Shell and Blazor Hybrid offering flexible options for building native applications By the end of the book you will be able to develop cross platform applications using NET MAUI WHAT YOU WILL LEARN Understand how NET MAUI works Build custom UI including animations and custom controls Build robust distributed architecture including MVVM and DI Explore different application design approaches such as Hierarchical Shell and Hybrid Blazor Learn how to embed the LiteDB database seamlessly into your apps WHO THIS BOOK IS FOR This book caters to both beginners entering the world of cross platform GUI app development with NET and professionals who have previous experience with Xamarin Prior knowledge of C or a strong foundation in other programming languages is essential to comprehend and benefit from the book fully TABLE OF CONTENTS 1 Getting Started with NET MAUI 2 Upskill Essentials of C 3 Exploring NET MAUI and Its Features 4 In and Out of UI Development 5 Layering with MVVM 6 Deep Dive into UI Design 7 Essentials and Community Toolkit 8 Accessibility 9 Native Interactive Features with Shell and Blazor *C# 7.1 and .NET Core 2.0 – Modern Cross-Platform Development* Mark J. Price,2017-11-30 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 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 applications 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 *Proceedings of the Future Technologies Conference (FTC) 2021, Volume 2* Kohei Arai,2021-11-03 This book covers a wide range of important topics including but not limited to Technology Trends Computing Artificial Intelligence Machine Vision Communication Security e Learning and Ambient Intelligence and their applications to the real world The sixth Future Technologies Conference 2021 was organized virtually and received a total of 531 submissions from academic pioneering researchers scientists industrial engineers and students from all over the world After a double blind peer review process 191 submissions have been selected to be included in these proceedings One of the meaningful and valuable dimensions of this conference is the way it brings together a large group of technology geniuses in one venue to not only present breakthrough research in future technologies but also to promote discussions and debate of relevant issues challenges opportunities and research findings We hope that readers find the book interesting exciting and inspiring it provides the state of the art intelligent methods and techniques for solving real world problems along with a vision of the

future research   **C# 8.0 and .NET Core 3.0 – Modern Cross-Platform Development** Mark J. Price,2019-10-31 Publisher s Note Microsoft stops supporting NET Core 3 1 in December 2022 The newer 7th edition of this book is available that covers NET 7 end of life May 2024 or NET 6 end of life November 2024 with C 11 and EF Core 7 Key FeaturesBuild modern cross platform applications with NET Core 3 0Get up to speed with C and up to date with all the latest features of C 8 0Start creating professional web applications with ASP NET Core 3 0Book Description In C 8 0 and NET Core 3 0 Modern Cross Platform Development Fourth Edition expert teacher Mark J Price gives you everything you need to start programming C applications This latest edition uses the popular Visual Studio Code editor to work across all major operating systems It is fully updated and expanded with new chapters on Content Management Systems CMS and machine learning with ML NET The book covers all the topics you need Part 1 teaches the fundamentals of C including object oriented programming and new C 8 0 features such as nullable reference types simplified switch pattern matching and default interface methods Part 2 covers the NET Standard APIs such as managing and querying data monitoring and improving performance working with the filesystem async streams serialization and encryption Part 3 provides examples of cross platform applications you can build and deploy such as web apps using ASP NET Core or mobile apps using Xamarin Forms The book introduces three technologies for building Windows desktop applications including Windows Forms Windows Presentation Foundation WPF and Universal Windows Platform UWP apps as well as web applications web services and mobile apps What you will learnBuild cross platform applications for Windows macOS Linux iOS and AndroidExplore application development with C 8 0 and NET Core 3 0Explore ASP NET Core 3 0 and create professional web applicationsLearn object oriented programming and C multitaskingQuery and manipulate data using LINQUse Entity Framework Core and work with relational databasesDiscover Windows app development using the Universal Windows Platform and XAMLBuild mobile applications for iOS and Android using Xamarin FormsWho this book is for Readers with some prior programming experience or with a science technology engineering or mathematics STEM background who want to gain a solid foundation with C 8 0 and NET Core 3 0   *Apps and Services with .NET 8* Mark J. Price,2023-12-12 Bestselling author Mark Price is back to guide you through the latest and most common technologies a NET developer should know Blazor Full Stack ASP NET Core MVC ASP NET Core Minimal APIs NET MAUI gRPC GraphQL SQL Server Cosmos DB SignalR Azure Functions and more Purchase of the print or Kindle book includes a free eBook in PDF format Key Features Use specialized libraries to improve all aspects of your apps including performance security and localization Harness the full potential of NET using cloud native data stores like Cosmos DB and unlock scalability performance and resilience in your service implementations Unleash the capabilities of Blazor Full Stack and NET MAUI to develop stunning truly cross platform apps for web and mobile Book DescriptionElevate your practical C and NET skills to the next level with this new edition of Apps and Services with NET 8 With chapters that put a variety of technologies into practice including Web API gRPC GraphQL and SignalR this book will give you a broader

scope of knowledge than other books that often focus on only a handful of NET technologies You ll dive into the new unified model for Blazor Full Stack and leverage NET MAUI to develop mobile and desktop apps This new edition introduces the latest enhancements including the seamless implementation of web services with ADO NET SqlClient s native Ahead of Time AOT support Popular library coverage now includes Humanizer and Noda Time There s also a brand new chapter that delves into service architecture caching queuing and robust background services By the end of this book you ll have a wide range of best practices and deep insights under your belt to help you build rich apps and efficient services What you will learn Familiarize yourself with a variety of technologies to implement services such as gRPC and GraphQL Store and manage data locally and cloud natively with SQL Server and Cosmos DB Use ADO NET SqlClient to implement web services with native AOT publish support Leverage Dapper for improved performance over EF Core Implement popular third party libraries such as Serilog FluentValidation Humanizer and Noda Time Explore the new unified hosting model of Blazor Full Stack Who this book is forThis book is for NET developers interested in exploring more specialized libraries and implementation fundamentals behind building services and apps You ll need to know your way around NET and C quite well before you can dive in so if you want to work your way up to this book you can pick up Mark s other NET book C 12 and NET 8 Modern Cross Platform Development Fundamentals first **Enterprise Applications with C# and .NET** Alexandre F. Malavasi Cardoso,2023-02-27 Leverage the power of NET Core and C to build cross platform enterprise apps effectively KEY FEATURES Get familiar with the software architecture for NET applications Understand how design patterns are implemented in C and NET Build high performance cross platform apps using the NET platform and C DESCRIPTION Building enterprise applications is a complex task that requires a comprehensive understanding of the latest technologies and programming languages C and NET are powerful tools that have become increasingly popular in enterprise development This book will help you build enterprise grade applications with C and NET It covers a wide range of topics including the basics of C programming advanced concepts such as object oriented programming and the use of the NET platform for building robust and scalable applications You will also explore the best practices and design patterns for building enterprise applications By the end of the book you will be able to create a full enterprise application by applying all the given concepts across the entire book including TDD database access security authentication modern architecture and the new features of C WHAT YOU WILL LEARN Create Asp Net Core web applications based on Razor pages Build cross platform desktop and mobile apps using NET Learn how to integrate your NET app with the most important features of Azure Using multiple databases in ASP NET Core via Entity Framework Core Explore different Architectural patterns in NET WHO THIS BOOK IS FOR This book is for developers who are new to C and NET and want to build enterprise applications This is also for experienced developers who want to expand their knowledge of these technologies and improve their skills in building robust and reliable applications TABLE OF CONTENTS 1 Introduction to NET 2 Status of the NET Platform 3 Cross platform

Applications 4 The Object Oriented Programming 5 Interfaces and Inheritance in C 6 Basic Concepts of Design Patterns 7 Operators Loops and Iterations in C 8 Error Handling and Exceptions in C 9 Using and Understanding LINQ 10 Unit Tests 11 New Features in C 8 0 and 9 0 12 Building NET Applications for Linux 13 Asp Net Core Web API 14 Blazor the Single Page Application of NET 15 Desktop Console and Mobile Applications 16 Azure Integration Services 17 Authentication in Asp Net Core 18 Introduction to Entity Framework Core 19 Good Practices for NET Applications 20 Architecture Concepts for NET Applications 21 Creating an Enterprise Application in NET   **Apps and Services with .NET 7** Mark J. Price,2022-11-15 Bestselling author Mark Price is back to guide you through the coolest and most common technologies a NET developer should know Blazor NET MAUI gRPC GraphQL SQL Server Cosmos DB OData SignalR Azure Functions and more Purchase of the print or Kindle book includes a free eBook in PDF format Key FeaturesBuild services using a variety of technologies including Web API OData gRPC GraphQL SignalR and Azure FunctionsLearn how to use specialized libraries to improve all aspects of your applications including performance and localizationLeverage NET MAUI to develop cross platform desktop and mobile apps with easeBook Description Apps and Services with NET 7 is for NET 6 and NET 7 developers who want to kick their C and NET understanding up a gear by learning the practical skills and knowledge they need to build real world applications and services It covers specialized libraries that will help you monitor and improve performance secure your data and applications and internationalize your code and apps With chapters that put a variety of technologies into practice including Web API OData gRPC GraphQL SignalR and Azure Functions this book will give you a broader scope of knowledge than other books that often focus on only a handful of NET technologies It covers the latest developments libraries and technologies that will help keep you up to date You ll also leverage NET MAUI to develop mobile apps for iOS and Android as well as desktop apps for Windows and macOS What you will learnLearn how to build more efficient secure and scalable apps and servicesLeverage specialized NET libraries to improve your applicationsImplement popular third party libraries like Serilog and FluentValidationBuild cross platform apps with NET MAUI and integrate with native mobile featuresGet familiar with a variety of technologies for implementing services like gRPC and GraphQLExplore Blazor WebAssembly and use open source Blazor component librariesStore and manage data locally and in the cloud with SQL Server and Cosmos DBWho this book is for This book is for NET developers interested in exploring more specialized libraries and implementation fundamentals behind building services and apps You ll need to know your way around NET and C quite well before you can dive in so if you want to work your way up to this book pick up Mark s other NET book C 11 and NET 7 Modern Cross Platform Development Fundamentals first   *C# 11 and .NET 7 – Modern Cross-Platform Development Fundamentals* Mark J. Price,2022-11-08 Publisher s Note Microsoft will stop supporting NET 7 from May 2024 The newer 8th edition of the book is available that covers NET 8 end of life November 2026 with C 12 and EF Core Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore the newest additions to C 11 the NET 7 class libraries and Entity

Framework Core 7 Create professional websites and services with ASP NET Core 7 and Blazor Build your confidence with step by step code examples and tips for best practices Book DescriptionExtensively revised to accommodate the latest features that come with C 11 and NET 7 this latest edition of our guide will get you coding in C with confidence You ll learn object oriented programming writing testing and debugging functions implementing interfaces and inheriting classes Next you ll take on NET APIs for performing tasks like managing and querying data working with the filesystem and serialization As you progress you ll also explore examples of cross platform projects you can build and deploy such as websites and services using ASP NET Core Instead of distracting you with unnecessary graphical user interface code the first eleven chapters will teach you about C language constructs and many of the NET libraries through simple console applications Having mastered the basics you ll then start building websites web services and browser apps By the end of this book you ll be able to create rich web experiences and have a solid grasp of object oriented programming that you can build upon 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 Write test and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core models Build and consume powerful services using the latest technologies including Web API and Minimal API For NET 6 developers C 11 can be used with NET 6 including features like raw string literals EF Core 7 targets NET 6 so you can benefit from its new features like ExecuteUpdate and ExecuteDelete for more efficient data modifications Who this book is forThis book is primarily for beginners but intermediate level C and NET programmers who have worked with C in the past and want to catch up with the changes made in the past few years will also find plenty of useful information in it Prior exposure to C or NET is not a prerequisite but you should have a general understanding of programming before you jump in If you already have some C and NET skills and want to focus on developing apps we recommend that you pick up Mark s other NET book Apps and Services with NET 7 instead   Blazor Revealed Peter Himschoot,2019-02-04 Build web applications in Microsoft NET that run in any modern browser helping you to transfer your NET experience and skills to a new environment and build browser based applications using a robust and type safe language and runtime Developing a web site with rich client side behavior means most developers need to learn a transpiled language like JavaScript or TypeScript But today you can also develop rich browser applications using the NET runtime and C using Blazor With Blazor you can use all that experience you have amassed over the years and can use thousands of already existing libraries right in the browser Blazor Revealed will allow you to create a rich web site experience in no time You will learn how to build user interfaces and present data to a user for display and modification capturing the user s changes via data binding The book shows you how to access a rich library of NET functionality such as a component model for building a composable user interface including how to develop reusable components that can be used across many pages and web sites Also covered is data exchange with a server giving you access to microservices and

database services Blazor provides a fresh take on web development by eliminating the need for you to learn different languages and frameworks for client and server side development Blazor allows C and NET to be used on all sides providing a robust feature set that is well suited toward scalable enterprise level applications Blazor Revealed gets you started in using this important new toolkit for web application development What You ll Learn Build user interfaces and display data for users to edit Capture the user s changes via data binding Transfer data back and forth between server and client Communicate with microservices and database services Develop reusable components and assemble them into bigger components Use routing to build single page applications SPAs Build Blazor libraries that are reusable across applications Who This Book Is For Experienced NET developers who want to apply their existing skills to building professional quality client side web applications that run in any browser The book is for web developers who want to step away from JavaScript and its complexities and instead use a proven technology NET that is robust toward creating enterprise quality applications that scale and are reliable and that provide good user experience The book is for intermediate to advanced NET web developers with no experience using Blazor   **Scalable Android Applications in Kotlin** Myles Bennett ,2024-09-23 DESCRIPTION Kotlin a modern and expressive language has revolutionized Android app development As the app complexity grows building scalable and maintainable Android apps becomes crucial This book is a complete guide to modern Android app development using Kotlin It covers key concepts like clean architecture and dependency injection for building strong maintainable apps This book will also help you learn how to use Kotlin DSL for build configuration and Jetpack Compose for creating user interfaces It also covers testing debugging networking and API integration With best practices and real world examples this book will help developers create high quality Android apps using Kotlin By the end of this book you will be equipped with the knowledge and skills to architect develop and deploy scalable Android apps using Kotlin You will confidently tackle complex app development challenges write clean efficient and testable code and become a proficient Android developer KEY FEATURES Learn Kotlin and Jetpack Compose essentials Understand how to apply feature oriented separation of concerns Use cross platform technologies to achieve a clean code architecture Perfect control of Jetpack Compose UI with unidirectional flow Discover how to engineer an application from inception to release WHAT YOU WILL LEARN Kotlin and Jetpack Compose fundamentals Feature oriented separation of concerns Clean code architecture in Android Kotlin specific test driven development Multi module project organization Tips and techniques for debugging Continuous integration and releasing applications WHO THIS BOOK IS FOR This book can be understood by novice developers but will also benefit intermediate seasoned professionals in the Android space This book is a must have for Android developers software engineers and mobile app developers striving to create exceptional applications TABLE OF CONTENTS 1 Introduction to Kotlin for Android 2 Breaking Down App Code with Separation of Concerns 3 Feature Oriented Development in Android 4 Clean Code Architecture 5 Cross Platform App Development 6 Dependency Injection 7 Introduction to Jetpack Compose 8

Presentation Layer Evolution in Compose 9 Test Driven Development with Mocking Libraries for Android 10 Kotlin DSL and Multimodule Apps 11 Creating the Module Hierarchy 12 Networking and APIs in Kotlin 13 Creating UI with Jetpack Compose 14 Debugging in Kotlin 15 Test Automation 16 Building and Distributing Applications **C# 10 and .NET 6 – Modern Cross-Platform Development** Mark J. Price,2021-11-09 Publisher s Note Microsoft will stop supporting NET 6 from November 2024 The newer 8th edition of the book is available that covers NET 8 end of life November 2026 with C 12 and EF Core 8 Purchase of the print or Kindle book includes a free PDF eBook 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 DescriptionExtensively revised to accommodate all the latest features that come with C 10 and NET 6 this latest edition of our comprehensive guide will get you coding in C with confidence You ll 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 and serialization You ll build and deploy cross platform apps such as websites and services using ASP NET Core Instead of distracting you with unnecessary application code the first twelve chapters will teach you about C language constructs and many of the NET libraries through simple console applications In later chapters having mastered the basics you ll then build practical applications and services using ASP NET Core the Model View Controller MVC pattern and Blazor 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 XAML Who this book is forDesigned for both beginners and C and NET programmers who have worked with C in the past and want to catch up with the changes made in the past few years this book doesn t need you to have any C or NET experience However you should have a general understanding of programming before you jump in **ASP.NET Core 5 for Beginners** Andreas Helland,Vincent Maverick Durano,Jeffrey Chilberto,Ed Price,2020-12-18 Learn how to build web applications efficiently using ASP NET Core 5 with the C programming language and related frameworks Key FeaturesBuild web apps and services and cross platform applications using NET and C Understand different web programming concepts with the help of real world examplesExplore the new features and APIs in ASP NET Core 5 EF Core Visual Studio and BlazorBook Description ASP NET Core 5 for Beginners is a comprehensive introduction for those who are new to the framework This condensed guide takes a practical and engaging approach to cover everything that you need to know to start using ASP NET Core for building cloud ready modern web applications The book starts with a brief introduction to the ASP NET Core framework and highlights the

new features in its latest release ASP NET Core 5 It then covers the improvements in cross platform support the view engines that will help you to understand web development and the new frontend technologies available with Blazor for building interactive web UIs As you advance you ll learn the fundamentals of the different frameworks and capabilities that ship with ASP NET Core You ll also get to grips with securing web apps with identity implementation unit testing and the latest in containers and cloud native to deploy them to AWS and Microsoft Azure Throughout the book you ll find clear and concise code samples that illustrate each concept along with the strategies and techniques that will help to develop scalable and robust web apps By the end of this book you ll have learned how to leverage ASP NET Core 5 to build and deploy dynamic websites and services in a variety of real world scenarios What you will learnExplore the new features and APIs introduced in ASP NET Core 5 and BlazorPut basic ASP NET Core 5 concepts into practice with the help of clear and simple samplesWork with Entity Framework Core and its different workflows to implement your application s data accessDiscover the different web frameworks that ASP NET Core 5 offers for building web appsGet to grips with the basics of building RESTful web APIs to work with real dataDeploy your web apps in AWS Azure and Docker containersWork with SignalR to add real time notifications to your appWho this book is for This book is for developers who want to learn how to develop web based applications using the ASP NET Core framework Familiarity with the C language and a basic understanding of HTML and CSS is required to get the most out of this book   *Learn WinUI 3* Alvin Ashcraft,2023-10-31 Unlock the power of WinUI and supercharge your Windows app development with NET and C using this beginner s guide Key Features Find out how to create modern Windows apps with native UI controls Get to grips with modernizing existing desktop apps with a modern UI Leverage WinUI code to build apps for iOS Android the web and more Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionWinUI 3 takes a whole new approach to delivering Windows UI components and controls and has the ability to deliver the same features across multiple versions of Windows Learn WinUI 3 is a comprehensive introduction to WinUI and Windows apps for anyone who is new to WinUI and XAML applications This updated second edition begins by helping you get to grips with the latest features in WinUI and shows you how XAML is used in UI development The next set of chapters will help you set up a new Visual Studio environment develop a new desktop project incorporate the Model View ViewModel MVVM pattern in a WinUI project and develop unit tests for ViewModel commands Next you ll cover the basics of data access from WinUI projects with a step by step approach As you advance you ll discover how to leverage the Fluent Design System to design beautiful WinUI applications You ll also explore the contents and capabilities of the Windows Community Toolkit and learn how to create cross platform apps with markup and code from your project using Uno Platform The concluding chapters will teach you how to build debug and deploy apps to the Microsoft Store By the end of this book you ll have learned how to build WinUI applications from scratch and how to modernize existing desktop apps using WinUI 3 and the Windows App SDK What you will learn Discover the latest features of WinUI 3 and learn

how to provide product feedback Understand the WinUI project structure and the app lifecycle Use the MVVM pattern in WinUI and discover open source MVVM projects Find out how to create a simple data store to save app data between sessions Get to grips with incorporating the concepts of Fluent Design into a WinUI app Discover how to use push notifications and app notifications in WinUI Reuse WinUI views and view models in a cross platform Uno Platform app Who this book is for This book is for anyone looking to develop applications for Windows with a modern UI If you re familiar with Windows desktop app development and want to enhance your knowledge of the latest Windows development techniques this book is for you Whether you re starting a new project or planning to modernize your existing Windows apps this book will provide you with guidance Hands on experience with C and NET is expected but no prior knowledge of WinUI or the Windows App SDK is required

Xamarin Official Site Book Review: Unveiling the Magic of Language

In an electronic era where connections and knowledge reign supreme, the enchanting power of language has be apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is really remarkable. This extraordinary book, aptly titled "**Xamarin Official Site**," compiled by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound effect on our existence. Throughout this critique, we will delve into the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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Table of Contents Xamarin Official Site

1. Understanding the eBook Xamarin Official Site
    - The Rise of Digital Reading Xamarin Official Site
    - Advantages of eBooks Over Traditional Books
2. Identifying Xamarin Official Site
    - Exploring Different Genres
    - Considering Fiction vs. Non-Fiction
    - Determining Your Reading Goals
3. Choosing the Right eBook Platform
    - Popular eBook Platforms
    - Features to Look for in an Xamarin Official Site
    - User-Friendly Interface
4. Exploring eBook Recommendations from Xamarin Official Site
    - Personalized Recommendations
    - Xamarin Official Site User Reviews and Ratings
    - Xamarin Official Site and Bestseller Lists

5. Accessing Xamarin Official Site Free and Paid eBooks
    - Xamarin Official Site Public Domain eBooks
    - Xamarin Official Site eBook Subscription Services
    - Xamarin Official Site Budget-Friendly Options
6. Navigating Xamarin Official Site eBook Formats
    - ePub, PDF, MOBI, and More
    - Xamarin Official Site Compatibility with Devices
    - Xamarin Official Site Enhanced eBook Features
7. Enhancing Your Reading Experience
    - Adjustable Fonts and Text Sizes of Xamarin Official Site
    - Highlighting and Note-Taking Xamarin Official Site
    - Interactive Elements Xamarin Official Site
8. Staying Engaged with Xamarin Official Site
    - Joining Online Reading Communities
    - Participating in Virtual Book Clubs
    - Following Authors and Publishers Xamarin Official Site
9. Balancing eBooks and Physical Books Xamarin Official Site
    - Benefits of a Digital Library
    - Creating a Diverse Reading Collection Xamarin Official Site
10. Overcoming Reading Challenges
    - Dealing with Digital Eye Strain
    - Minimizing Distractions
    - Managing Screen Time
11. Cultivating a Reading Routine Xamarin Official Site
    - Setting Reading Goals Xamarin Official Site
    - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Xamarin Official Site
    - Fact-Checking eBook Content of Xamarin Official Site
    - Distinguishing Credible Sources
13. Promoting Lifelong Learning

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