

# Course Topics

## Developing Universal Windows Apps with HTML and JavaScript

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Publishing

# Developing Universal Windows Apps

**Mark J. Price**



## **Developing Universal Windows Apps:**

**Windows Application Development Cookbook** Marcin Jamro, 2016-12-21 Discover over 125 solution based recipes to help you build applications for smartphones tablets and desktops Key Features 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 Book Description 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 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 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 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

**Windows 10 Development Recipes** Senthil Kumar, Lohith Goudagere Nagaraj, Pathik Rawal, Pryank Rohilla, 2015-12-30 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

**Programming Windows 10 Via UWP** Roger Deutsch, 2017-12 Part 1 The first book in the Program Win10 Series contains Chapters 1-8 All source code is available from GitHub at <https://github.com/raddevus/Win10UWPI> 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 How will this book 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

**Modernizing Your Windows Applications with the Windows App SDK and WinUI** Matteo Pagani, Marc Plogas, 2022-04-29 Use Windows App SDK and WinUI 3 to take your existing Windows desktop applications to the next level by enabling a modern and accessible UI and integrating the latest Windows features like WinML and Windows Hello Key Features Improve your apps and enable them to support modern devices with features such as touch screens and responsive UI Integrate your app with the latest Windows innovations using modern tools and the newest C# features Reuse your existing knowledge in .NET/C

and Visual Studio to create new Windows apps

**Book Description** If you're a developer looking to improve and modernize your existing LOB applications to leverage modern Windows features without having to rewrite the entire application from scratch, this book is for you. You'll learn how to modernize your existing Windows Forms WPF and UWP applications and enrich them with the latest Windows features. Starting with sample LOB applications that cover common scenarios, you'll learn the differences between various components and then focus on design features for improved visual aspects like accessibility and responsive layouts. The book shows you how to enhance your existing applications using Windows App SDK components and various Windows APIs, resulting in deeper integration with the operating system. You'll be taking a closer look at WinML, which enables Windows applications to evaluate machine learning models offline and leverage the power of your machine or notifications to engage with your users in a more effective way. You'll also learn how to make your application deployment ready by distributing it using various platforms like the Microsoft Store or websites. By the end of this Windows book, you'll be able to create a migration plan for your existing Windows applications and put your knowledge to work by enhancing your application with new features and integrating them with the Windows ecosystem.

**What you will learn**

- Understand the key concepts of the Windows App SDK and WinUI
- Integrate new features by creating new applications or by enhancing your existing ones
- Revamp your app's UI by adopting Fluent Design and new interaction paradigms such as touch and inking
- Use notifications to engage with your users more effectively
- Integrate your app with the Windows ecosystem using the Windows App SDK
- Use WinML to boost your tasks using artificial intelligence
- Deploy your application in LOB and customer-facing scenarios with MSIX

**Who this book is for** This book is for developers who are building Windows applications with Windows Forms WPF and UWP and would like to evolve and modernize their applications but aren't able to rebuild them from scratch. This book focuses on Line of Business scenarios. Basic knowledge of Windows app development, .NET C#, and Visual Studio will help you understand the concepts covered in this book.

**Develop Microsoft HoloLens Apps Now** Allen G. Taylor, 2016-10-26

This is the first book to describe the Microsoft HoloLens wearable augmented reality device and provide step-by-step instructions on how developers can use the HoloLens SDK to create Windows 10 applications that merge holographic virtual reality with the wearer's actual environment. Best-selling author Allen G. Taylor explains how to develop and deliver HoloLens applications via Microsoft's ecosystem for third-party apps. Readers will also learn how HoloLens differs from other virtual and augmented reality devices and how to create compelling applications to fully utilize its capabilities.

**What You Will Learn**

- The features and capabilities of HoloLens
- How to build a simple Windows 10 app optimized for HoloLens
- The tools and resources contained in the HoloLens SDK
- How to build several HoloLens apps using the SDK tools

**Mobile Development with .NET** Can Bilgin, 2021-04-09

A mobile applications development masterclass for .NET and C# developers.

**Key Features**

- Uncover the new features and capabilities of the .NET 5 framework in this updated and improved second edition.
- Optimize the time required to develop highly performant cross-platform applications.
- Understand the

architectural patterns and best practices for mobile application development

**Book Description** Are you a NET developer who wishes to develop mobile solutions without delving into the complexities of a mobile development platform If so this book is a perfect solution to help you build professional mobile apps without leaving the NET ecosystem Mobile Development with NET will show you how to design architect and develop robust mobile applications for multiple platforms including iOS Android and UWP using Xamarin NET Core and Azure With the help of real world scenarios you ll explore different phases of application development using Xamarin from environment setup design and architecture to publishing Throughout the book you ll learn how to develop mobile apps using Xamarin and NET Standard You ll even be able to implement a web based backend composed of microservices with NET Core using various Azure services including but not limited to Azure Active Directory Azure Functions As you advance you ll create data stores using popular database technologies such as Cosmos DB and data models such as the relational model and NoSQL By the end of this mobile application development book you ll be able to create cross platform mobile applications that can be deployed as cloud based PaaS and SaaS What you will learn

Discover the latest features of NET 5 that can be used in mobile application development

Explore Xamarin Forms Shell for building cross platform mobile UIs

Understand the technical design requirements of a consumer mobile app

Get to grips with advanced mobile development concepts such as app data management push notifications and graph APIs

Manage app data with Entity Framework Core

Use Microsoft s Project Rome for creating cross device experiences with Xamarin

Become well versed with implementing machine learning in your mobile apps

Who this book is for This book is for ASP NET Core developers who want to get started with mobile development using Xamarin and other Microsoft technologies

Working knowledge of C programming is necessary to get started

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 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

*Visual Studio 2022 In-Depth* Ockert J. du Preez, 2022-09-29 Develop Intelligent Hybrid and Cross platform Applications with Powerful Coding Assistance for Developers DESCRIPTION Visual Studio 2022 is the most professional and sophisticated IDE for NET and C developers This book provides comprehensive coverage of Visual Studio 2022 including all the tools and capabilities you can use to improve and streamline the software development process Author Ockert J du Preez takes you under the scenes of the Visual Studio IDE and guides you through the newest 2022 version in this revised and enlarged second edition You will discover new areas of the application and the best way to utilize the capabilities you already know as soon as you install it The following are some of the essential elements of this newer edition Create cross platform mobile and desktop applications using NET MAUI Utilize IntelliCode an AI powered code completion tool for next generation developer productivity Work with the Razor Editor and troubleshoot problems with visualizations Build test and debug NET C and C applications Enhance coding skills to create effective web mobile and Azure solutions Get Visual Studio 2022 rolling on Linux and macOS systems Create and use custom IDE extensions The book exemplifies topics such as extending Visual Studio with your customizations to make it function as you desire effectively The book will help you learn everything you need to know about NET 6 diagnosing and debugging programs and utilizing all the collaborative tools in Visual Studio 2022 This book will teach you how to use the brand new AI IntelliCode and implement NET MAUI and C 20 features WHO THIS BOOK IS FOR This is the book for you developers and programmers who wish to master Visual Studio and produce high quality code in any deployment setting and for any application You only need to be familiar with NET and C Nothing else is required TABLE OF CONTENTS Section I Getting to Know the Visual Studio 2022 IDE 1 Getting Started with Visual Studio 2022 2 Having a Look at NET 6 3 Language and Coding Changes in C 4 Digging into the Visual Studio 2022

IDE Section II Using The Tools in Visual Studio 2022 5 AI IntelliCode 6 Built in Coding Experience Tools 7 Diagnostics and Debugging Tools Section III Advanced Tools 8 Web Tools and Extensions 9 Mobile Tools 10 Azure Tools Section IV Advanced Topics 11 C 20 Appendix A

**C# 6 and .NET Core 1.0: Modern Cross-Platform Development** Mark J. Price, 2016-03-29

Create powerful cross platform applications using C 6 NET Core 1 0 ASP NET Core 1 0 and Visual Studio 2015 About This Book Build modern cross platform applications with NET Core 1 0 Get up to speed with C and up to date with all the latest features of C 6 Start creating professional web applications with ASP NET Core 1 0 Who This Book Is For Are you struggling to get started with C Or maybe you re interested in the potential of the new cross platform features that NET Core can offer If so C 6 and NET Core 1 0 is the book for you While you don t need to know any of the latest features of C or NET to get started it would be beneficial if you have some programming experience What You Will Learn Build cross platform applications using C 6 and NET Core 1 0 Explore ASP NET Core 1 0 and learn how to create professional web applications Improve your application s performance using multitasking Use Entity Framework Core 1 0 and learn 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 With the release of NET Core 1 0 you can now create applications for Mac OS X and Linux as well as Windows using the development tools you know and love C 6 and NET Core 1 0 has been divided into three high impact sections to help start putting these new features to work First we ll run you through the basics of C as well as object orient programming before taking a quick tour through the latest features of C 6 such as string interpolation for easier variable value output exception filtering and how to perform static class imports We ll also cover both the full feature mature NET Framework and the new 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 internationalization serialization and encryption We ll look at Entity Framework Core 1 0 and how to develop Code First entity data models as well as how to use LINQ to query and manipulate that data The final section will demonstrate 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 Lastly 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 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

**Learn Unity for Windows 10 Game Development** Sue Blackman, Adam Tuliper, 2016-12-21 Create a game for the Windows Phone market with a heavy emphasis placed on optimization and good design decisions While doing so you will be introduced to key



Unity concepts and functionality weigh the pros and cons of various possibilities and gain a good working knowledge of scripting in the Unity environment using both JavaScript and C

**Learn Unity for Windows 10 Game Development** starts by exploring the Unity editor and experimenting with staple game functionality If you are new to scripting or just new to C you will be able to investigate syntax commonly used functions and communication required to bring your ideas to life With the book's included art assets you will learn the ins and outs of asset choices and management while making use of Unity's 2D physics Shuriken particle systems and Mecanim's character and state management tools Finally you will bring it all together to create a multi level game as you learn how to incorporate mobile specific functionality test on a Windows Phone device and others for Windows 10 and ultimately publish your game to the Windows App Store

**What You Will Learn** Learn C basics for Unity Work with the Unity Editor Manage assets Use the Mecanim animation system and 2D features and physics Who This Book Is For Game developers hobbyists and game dev students who are new to Unity or Windows Mobile game development or both JavaScript and C experience are helpful but C experience is not required

***Mastering Cross-Platform Development with Xamarin*** Can Bilgin, 2016-03-31 Master the skills required to steer cross platform applications from drawing board to app store's using Xamarin About This Book Develop your Xamarin development skills with this comprehensive guide on various patterns and features so you can create elegant and high quality applications Create adaptive user interfaces on separate platforms without compromising the user experience and platform identity Implement application lifecycle management concepts to manage and finalize cross platform projects and efficiently collaborate with others Who This Book Is For This book is ideal for those who want to take their entry level Xamarin mobile development skills to the next level to become the go to person within their organization To fully understand the patterns and concepts described you should possess a reasonable level of knowledge about the core elements of Xamarin and cross platform application development with it

**What You Will Learn** Configure your environment for cross platform projects with Xamarin Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Employ asynchronous and parallel patterns to execute non interactive and non blocking processes Create and use SQLite databases for offline scenarios Integrate network resources with cross platform applications Design and implement eye catching and reusable UI components without compromising nativity in mobile applications Manage the application lifecycle of cross platform development projects Distribute Xamarin applications through public or private channels

**In Detail** The main goal of this book is to equip you with the required know how to successfully analyze develop and manage Xamarin cross platform projects using the most efficient robust and scalable implementation patterns This book starts with general topics such as memory management asynchronous programming local storage and networking and later moves onto platform specific features During this transition you will learn about key tools to leverage the patterns described as well as advanced implementation strategies and features The book also presents User Interface design and

implementation concepts on Android and iOS platforms from a Xamarin and cross platform perspective with the goal to create a consistent but native UI experience Finally we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross platform projects through to public or private release Style and approach This is a comprehensive guide on various Xamarin features and patterns Each topic is explained and demonstrated with code samples which are revised in each section in an iterative manner and analyzed with available diagnostic tools to demonstrate the benefits of different patterns

### **Arduino Programming with .NET and Sketch** Agus

Kurniawan,2017-03-13 Leverage NET and Sketch in your Arduino development implementation and integrate it into your NET program There are many Arduino models and compatible shields that can be used in Arduino boards Integrating between an Arduino platform and NET technology or Sketch can produce more advantages Arduino Programming using NET and Sketch shows readers how to do so with practical Arduino projects such as preparing a development environment performing sensing and actuating with external devices implementing Windows Remote Arduino and building a simple IoT program Use this quick reference to learn the basics of the Arduino platform for multiple models and start your Arduino programming in NET and Sketch today What You ll Learn Learn the basics of the Arduino platform Prepare and set up an Arduino development environment Develop an Arduino program using NET and Sketch Implement Windows Remote Arduino Build a simple IoT program Who This Book Is For NET and Sketch developers who want to learn Arduino programming

**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

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**Real World Windows 10 Development** Edward Moemeka, Elizabeth Moemeka, 2015-12-29 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

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

Monitize 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

Developing Applications with Azure Active Directory Manas Mayank, Mohit Garg, 2019-09-27 Explore tools for integrating resources and applications with Azure Active Directory for authentication and authorization

This book starts with an introduction to Azure Active Directory AAD where you will learn the core concepts necessary to understand AAD and authentication in general

You will then move on to learn OpenID Connect and OAuth along with its flows followed by a deep dive into the integration of web applications for user based authentication

Next you go through user authentication and how to enable the integration of various native applications with AAD

This is followed by an overview of authenticating applications along with a detailed discussion on collaboration with external users and other AD tenants

Moving forward

Developing Applications with Azure Active Directory covers using schemas of AD objects such as users to add custom attributes on top of ADD s predefined attributes

You will see how multi tenancy can be supported in Azure AD as well as how to design authorization with Azure AD

After reading this book you will be able to integrate design and develop authentication

and authorization techniques in Azure Active Directory What You Will Learn Integrate applications with Azure AD for authentication Explore various Azure AD authentication scenarios Master core Azure AD concepts Integrate external users and tenants Who is this book for The book will be useful for architects and developers planning to use Azure AD for authentication

Professional Visual Studio 2017 Bruce Johnson, 2017-10-18 Skip the basics and delve right into Visual Studio 2017 advanced features and tools Professional Visual Studio 2017 is the industry favorite guide to getting the most out of Microsoft's primary programming technology From touring the new UI to exploiting advanced functionality this book is designed to help professional developers become more productive A unique IDE centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI and this book covers them all with clear explanation new figures and expert insight Whether you're new to VS or just upgrading this all inclusive guide is an essential resource to keep within arm's reach Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015 and includes new features and tools that streamline the developer's job This book provides the straightforward answers you need so you can get up to speed quickly and get back to work Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow not the other way around Work your way through configuration debugging building deployment customizing and more Microsoft is changing their release cadence it's only been about two years since the last release so developers need to quickly get a handle on new tools and features if they hope to remain productive The 2017 release is designed specifically to help you get more done in less time with greater accuracy and attention to detail If you're ready to get acquainted Professional Visual Studio 2017 is your ideal guide

*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 Description In 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 for: This 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.

**Xamarin.Forms Projects** Daniel Hindriks, Johan Karlsson, 2020-06-19. Learn to build cross platform mobile apps using the latest features in Xamarin.Forms 4 with the help of a series of projects including apps for real time chatting, AR games, location tracking, weather, photo galleries and much more. Key Features: Develop mobile apps, AR games and chatbots of varying complexity with the help of real world examples. Explore the important features of Xamarin.Forms 4 such as Shell, CollectionView and CarouselView. Get to grips with advanced concepts such as AR and VR and machine learning for mobile development. Book Description: Xamarin.Forms is a lightweight cross platform development toolkit for building apps with a rich user interface. Improved and updated to cover the latest features of Xamarin.Forms, this second edition covers CollectionView and Shell along with interesting concepts such as augmented reality, AR and machine learning. Starting with an introduction to Xamarin and how it works, this book shares tips for choosing the type of development environment you should strive for when planning cross platform mobile apps. You'll build your first Xamarin.Forms app and learn how to use Shell to implement the app architecture. The book gradually increases the level of complexity of the projects, guiding you through creating apps ranging from a location tracker and weather map to an AR game and face recognition. As you advance, the book will take you through modern mobile development frameworks such as SQLite, .NET Core, Mono, ARKit and ARCore. You'll be able to customize your apps for both Android and iOS platforms to achieve native like performance and speed. The book is filled with engaging examples so you can grasp essential concepts by writing code instead of reading through endless theory. By the end of this book you'll be ready to develop your own native apps with Xamarin.Forms and its associated technologies such as .NET Core, Visual Studio 2019 and C#. What you will learn: Set up Xamarin.Forms to build native apps with code sharing capabilities. Understand the core aspects of developing a mobile app such as its layout, UX and rendering. Use custom renderers to gain platform specific access. Discover how to create custom layouts for your apps with Xamarin.Forms Shell. Use Azure SignalR to implement serverless services in your Xamarin apps. Create an augmented reality AR game for Android and iOS using ARCore and ARKit respectively. Build and train machine learning models using CoreML, TensorFlow and Azure Cognitive Services. Who this book is for: This book is for C# and .NET developers who want to learn Xamarin.Forms and get started with native Xamarin mobile application development from the ground up. Working knowledge of Visual Studio will help you to get the most out of this book.

**Beginning C# 6 Programming with Visual Studio 2015** Benjamin Perkins, Jacob Vibe Hammer, Jon D. Reid, 2016-01-04. Get started with Visual C# programming with this great beginner's guide. Beginning C# 6 Programming with Visual Studio 2015 provides step by step directions for programming with

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