



Universal Apps

Face



Natural
User Inputs



One SDK +
Tooling



One Store +
One Dev Center

Developing Universal Windows Apps

Roger Deutsch



Developing Universal Windows Apps:

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> I have written this book to lead readers into the story of creating apps for the Windows 10 Desktop This book contains a complete flow so that you can pick it up read through it and see all the screenshots that you will experience when you begin developing your own Windows 10 app This book brings the reader into the story of developing Win10 apps and allows the reader to peek inside the head of a developer as he creates complete Win10 apps 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 [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

Building Apps for the Universal Windows Platform Ayan Chatterjee,2017-06-30 Develop Windows 10 applications faster and more efficiently using the Universal Windows Platform You will use Xamarin to create apps for macOS iOS and Android devices Building Apps for the Universal Windows Platform is a complete guide covering PCs tablets phones and other devices such as HoloLens You will use Windows 10 to develop apps for desktop mobile holographic wearable and IoT devices You will reuse code to easily create cross platform apps What You Will Learn Design and develop apps using Visual Studio and Blend Create Cortana enabled apps for a hands free experience Build IoT apps and apps for wearables such as the Microsoft HoloLens Monitor apps post publication to gain insights from actionable data using Windows Store Analytics and Azure Who This Book Is For Professional developers working independently or in a team on Windows 10 applications and students coming into the world of software development

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 *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 Monetize your apps Introduce mapping What if you already have pre existing software in the form of native win32 applications or a website Real World Windows 10 Development tackles this by providing detailed tutorials on the approaches used to leverage your existing code investment Finally Real World Windows 10 Development provides a step by step walk through of the various approaches developers can use to distribute their universal apps In this book you ll get Detailed descriptions of Windows 10 app development Samples emphasizing the use of XAML C Adherence to Windows 10 guidelines for successful app acceptance **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 C in the NET framework Beginning with programming essentials such as variables flow control and object oriented programming this authoritative text moves into more complicated topics such as web and Windows programming and data access within both database and XML environments After your introduction to each of the chapters you are invited to apply your newfound knowledge in Try it Out sections which reinforce learning and help you understand the practical applications of the new concepts you have explored Through this approach you can write useful programming code following each of the steps that you explore in this essential text Discover the basics of programming with C such as variables expressions flow control and functions Discuss how to keep your program running smoothly through debugging and error handling Understand how to navigate your way through key programming elements such as classes class members collections comparisons and conversions Explore object oriented programming web programming and Windows programming Beginning C 6 Programming with Visual Studio 2015 is a fundamental resource for any programmers who are new to the C language *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

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

DB2 Universal Database V8 for Linux, UNIX, and Windows Database Administration Certification Guide George Baklarz,Bill Wong,2003 DB2 Universal Database v8 builds on the world s 1 enterprise database to simplify anytime anywhere information integration streamline management automate resource tuning enhance business intelligence and maximize performance scalability and reliability Now IBM offers complete start to finish coverage of DB2 Universal Database v8 administration and development for UNIX Linux and Windows platforms and authoritative preparation for IBM s newest DB2 certification exam This definitive reference and self study guide covers every aspect of deploying and managing DB2 Universal Database v8 including best practices for DB2 database design and development day to day administration and backup expert techniques for deploying networked Internet centered and XML based database applications migrating to DB2 UDB v8 and much more You ll also find an unparalleled collection of IBM tips and tricks for maximizing the performance availability and value of any database system Coverage includes Manageability and serviceability enhancements including new tools for storagemanagement and monitoring database health Performance improvement withmultidimensional clustering enhanced prefetching threading of Java UDFs and storedprocedures and materialized query tables New Setup wizards configuration assistants GUItools and DB2 Administration Server DAS improvements Availability andscalability enhancements New DB2 v8 Replication and Data Warehouse Centers Major improvements for developers including SQL XML JDBC and CLlenhancements Whether you re a DBA a developer a DB2 certification candidate or all three DB2Universal Database v8 for Linux UNIX and Windows Database AdministrationCertification Guide is the one book you can t afford to be without Straight from IBM the ultimate guide to running DB2 v8 and preparing for IBM s latest DB2certification exam In depth coverage of DB2 v8 database administration and development Covers new DB2 v8 enhancements in manageability serviceability reliability availability and performance Contains in depth coverage of new DB2 v8 tools including the Replication Data Warehouse and Development Centers Presents expert tips and best practices from IBM s own DB2 customer support organization About the CDThe CD ROM

included with this book contains a complete trial version of DB2 UDB V8 Personal Edition plus the DB2DEMO program to help explore the many features of DB2 *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 *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 **Visual Basic 2015 Unleashed** Alessandro Del Sole, 2015-07-25 Using Visual Basic 2015 developers can build cutting edge applications that run practically anywhere on Windows desktops new Windows 10 devices in mobile and cloud environments and beyond Visual Basic 2015 Unleashed is the most comprehensive practical reference to modern programming with VB 2015 Long time Visual Basic MVP Alessandro Del Sole walks you through the latest version of the language helping you thoroughly master its most valuable features most powerful programming techniques and most effective development patterns Next he shows how to use Visual Basic 2015 to build robust effective software in a wide range of environments Extensively updated for Visual Basic 2015's major improvements this guide covers both Visual Basic 2015 Professional Edition for professional developers and the free Community Edition for hobbyists novices and students Del Sole has added detailed coverage of building new universal Windows apps for Windows 10 and using new Visual Studio 2015 capabilities to supercharge your productivity as a developer If you want to leverage all of VB 2015's power this is the book you need Detailed information on how to Understand the Visual Studio 2015 IDE .NET Framework 4.6 and the new .NET Core 5 and the anatomy of a VB 2015 application Debug VB applications and implement error handling and exceptions Keep your code clean and well organized with VB 2015's new refactoring tools Master modern VB object development namespaces modules structures enums inheritance interfaces generics delegates events collections iterators and more Share Visual Basic code with Portable Class Libraries and Shared Projects Access data with LINQ and ADO .NET Entity Framework Manipulate XML documents with LINQ and XML Literals Build and deploy applications to run in the Microsoft Azure cloud Develop universal Windows apps that run on any Windows 10 device Use advanced .NET 4.6 platform capabilities including async and parallel programming multithreading assemblies reflection and coding attributes Leverage new compiler APIs to write custom domain specific live code analysis rules Test code with unit tests and TDD Deploy apps efficiently with InstallShield for Visual Studio and ClickOnce [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 **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

Xamarin 4.x Cross-Platform Application Development Jonathan Peppers, 2016-12-26 Develop powerful cross platform applications with Xamarin About This Book Write native cross platform applications with Xamarin Design user interfaces that can be shared across Android iOS and Windows Phone using Xamarin Forms Practical cross platform development strategies Who This Book Is For If you are a developer with experience in C and are just getting into mobile development this is the book for you This book will give you a head start with cross platform development and will be the most useful to developers who have experience with desktop applications or the web What You Will Learn Apple's MVC design pattern The Android activity lifecycle Share C code across platforms and call native Objective C or Java libraries from C Create a real web service back end in Windows Azure using SQL Azure as database storage Set up third party libraries

such as NuGet and Objective Sharpie in many different ways and port a desktop NET library to Xamarin Use Xamarin Mobile for camera contacts and location In Detail Xamarin is a leading cross platform application development tool used by top companies such as Coca Cola Honeywell and Alaska Airlines to build apps Version 4 features significant updates to the platform including the release of Xamarin Forms 2 0 and improvements have been made to the iOS and Android designers Xamarin was acquired by Microsoft so it is now a part of the Visual Studio family This book will show you how to build applications for iOS Android and Windows You will be walked through the process of creating an application that comes complete with a back end web service and native features such as GPS location camera push notifications and other core features Additionally you ll learn how to use external libraries with Xamarin and Xamarin Forms to create user interfaces This book also provides instructions for Visual Studio and Windows This edition has been updated with new screenshots and detailed steps to provide you with a holistic overview of the new features in Xamarin 4 Style and approach This book offers a tutorial style approach to teach you the skills required to develop end to end cross platform solutions with Xamarin

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 10 Understand when it is best to use test driven development TDD Implement microservices with ASP NET Core in modern architectures Enrich your application with Artificial Intelligence Get the best of DevOps principles to enable CI CD environments Who 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 **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 ASP.NET Core: Cloud-ready, Enterprise Web Application Development Mugilan T. S. Ragupathi, Valerio De

Sanctis,James Singleton,2017-06-09 Create fast scalable and high performance applications with C and ASP NET Core About This Book Get first principle coverage of the latest ASP NET Core MVC Find out how to bring together the capabilities and features of both Angular 2 and ASP NET Core Discover common areas you might encounter performance problems with and areas you don t need to worry about Who This Book Is For This book is for developers who want to learn to build web applications using ASP NET Core those who want to make a career building web applications using Microsoft technology and those who are working on other web frameworks and want to learn ASP NET Core What You Will Learn Get to know the concepts of ASP NET MVC Create a Controller with action methods Build a view using several features of the Razor View engine Construct a Model for ASP NET Core MVC application Find out how the features of ASP NET Core and Angular 2 perfectly complement each other Handle requests and actions using server side and client side Routing Create a Data Model using Entity Framework Core Learn how to use Angular 2 components and master directives Improve performance at the network level and I O level and how to optimize the application as a whole Monitor performance as part of Continuous Integration and regression testing In Detail ASP NET Core is the new open source and cross platform web application framework from Microsoft ASP NET Core MVC helps you build robust web applications using the Model View Controller design This guide will help you in building applications that can be deployed on non Windows platforms such as Linux Starting with an overview of the MVC pattern you will quickly dive into the aspects that you need to know to get started with ASP NET You will learn about the core architecture of model view and control Integrating your application with Bootstrap validating user input interacting with databases and deploying your application are some of the things that you will learn to execute with this fast paced guide You will test your knowledge as you build a fully working sample application using the skills you ve learned throughout the book Moving forward this guide will teach you to combine the impressive capabilities of ASP NET Core and Angular 2 Not only will you learn how Angular 2 can complement your NET skills and toolkit you ll also learn everything you need to build a complete dynamic single page application Find out how to get your data model in place and manage an API before styling and designing your frontend for an exceptional user experience You will find out how to optimize your application for SEO identify and secure vulnerabilities and how to successfully deploy and maintain your application From here you will delve into the latest frameworks and software design patterns to improve your application performance The course offers premium highly practical content on the recently released ASP NET Core and includes material from the following Packt books Learning ASP NET Core MVC Programming ASP NET Core and Angular 2 and ASP NET Core 1 0 High Performance Style and approach This learning path takes a first principles approach to help you understand and implement ASP NET MVC solutions [Programming for the Internet of Things](#) Dawid Borycki,2017-05-26 Rapidly implement Internet of Things solutions Creating programs for the Internet of Things offers you an opportunity to build and program custom devices whose functionality is limited only by your imagination This book teaches you to do exactly

that with solutions presented in a step by step format When you read this book you not only learn the fundamentals of device programming you will also be ready to write code for revolutionizing devices and robots You don t need to be an expert in low level programming to benefit from this book It explains basic concepts and programming techniques before diving into the more complicated topics Each of the book s chapters and appendices contains a suitable level of detail to help you quickly master device programming MCP Dawid Borycki shows you how to Build Universal Windows Platform UWP applications that target interconnected embedded devices Design and implement background apps for seamless integration with hardware components Use intrinsic UWP functionality to detect and track human faces Build artificial auditory visual and learning systems Process audio signals to blink LEDs to the rhythm of music Use OpenCV to develop custom image processing algorithms Communicate with external devices by using serial USB Wi Fi and AllJoyn connectivity Design and implement applications to control DC stepper and servo motors for robotics Use Microsoft Cognitive Services to detect human emotions Build predictive analysis and preventive maintenance systems by using the Azure IoT Suite

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

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