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# Get Free Apps Windows Universal Developing

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## **KEY=UNIVERSAL - BRONSON NASH**

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### **UNIVERSAL WINDOWS APPS WITH XAML AND C# UNLEASHED**

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

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### **BUILDING UNIVERSAL WINDOWS PLATFORMS APPS**

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*"Universal Windows Platform (UWP), introduced in Windows 10, is a common app platform used for development, deployment, and running of software on a variety of Windows devices. Building Universal Windows Platform Apps LiveLessons video training shows the foundation of UI building as well as how to adapt the UI on the fly to different device formats. Learn how to use major features of the platform to further engage users, leverage development tools, and get an application ready for deployment. Throughout the video training, Microsoft Regional Director & MVP Colin*

Melia builds code that you can then reproduce yourself, including a sample application built up throughout the lessons."--Resource description page.

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## **BUILDING APPS FOR THE UNIVERSAL WINDOWS PLATFORM**

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### **EXPLORE WINDOWS 10 NATIVE, IOT, HOLOLENS, AND XAMARIN**

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**Apress** *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*

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### **REAL WORLD WINDOWS 10 DEVELOPMENT**

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**Apress** *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*

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### **WINDOWS 10 DEVELOPMENT RECIPES**

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### **A PROBLEM-SOLUTION APPROACH IN HTML AND JAVASCRIPT**

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**Apress** *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.

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## **MICROSOFT VISUAL BASIC 2017 FOR WINDOWS, WEB, AND DATABASE APPLICATIONS: COMPREHENSIVE**

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**Cengage Learning** Now readers can prepare for the number one job in today's tech sector -- app development -- as they learn the essentials of Microsoft Visual Basic. The step-by-step, visual approach and professional programming opportunities in MICROSOFT VISUAL BASIC 2017 FOR WINDOWS APPLICATIONS: INTRODUCTORY lay the initial groundwork for a successful degree or career in IT programming. Users gain a fundamental understanding of Windows programming for 2017. This edition's innovative approach blends visual demonstrations of professional-quality programs with in-depth discussions of today's most effective programming concepts and techniques. Numerous real programming assignments in each chapter let readers practice what they've learned as this edition equips users to program independently at their best. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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## **DEVELOP MICROSOFT HOLOLENS APPS NOW**

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**Apress** 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

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## MOBILE APP DEVELOPMENT WITH IONIC 2

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### CROSS-PLATFORM APPS WITH IONIC, ANGULAR, AND CORDOVA

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**"O'Reilly Media, Inc."** Learn how to build app store-ready hybrid apps with the Ionic 2, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This practical guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Phone. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

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## MOBILE APP DEVELOPMENT WITH IONIC, REVISED EDITION

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### CROSS-PLATFORM APPS WITH IONIC, ANGULAR, AND CORDOVA

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**"O'Reilly Media, Inc."** Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic's tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic's powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you're new to this framework or have been working with Ionic 1, this book is ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps

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## BEGINNING C# 6 PROGRAMMING WITH VISUAL STUDIO 2015

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**John Wiley & Sons** 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.*

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## **BEGINNING UNIVERSAL WINDOWS APP DEVELOPMENT**

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### **USING HTML5 AND JAVASCRIPT**

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**Apress** *Beginning Universal Windows App Development* shows you how to build apps for modern Windows devices—PCs, tablets and phones—using HTML5, CSS3 and JavaScript. Microsoft's universal Windows app template encourages maximum code reuse across devices; only the essential differences such as adaptations for screen size and sensor availability are coded separately, allowing you to build a consistent, intuitive user experience that flows seamlessly from one device to the next. This book shows you how. Start with an overview of the development approach and how to set up your environment. Meet the Windows Library for JavaScript (WinJS) and use it to add rich controls to your app that work across different form factors, with consistent native themes in each. Mobile and desktop devices have different power and performance limitations, so you'll learn how to manage your application's lifecycle for an optimum experience on both. Some UI controls such as ListView and Pivot require careful planning and implementation to give a consistent experience across devices. These are covered in a dedicated chapter, including clear, practical examples of when and how to adapt to different form factors. Sensor availability usually differs depending on whether you're using a phone, tablet, or PC, but you can build sensor-aware apps that expose only the relevant features on each device. The authors also show you how to work with contracts, which allow your app to stay connected with the growing Windows ecosystem. The final chapter takes you through getting your app ready for certification and steps to publish it to the Windows and Windows Phone marketplaces simultaneously, with the option to pay once, install anywhere, so your users can enjoy a truly universal Windows app experience.

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## **BEGINNING C# 7 PROGRAMMING WITH VISUAL STUDIO 2017**

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**John Wiley & Sons** *Easily get started programming using the ultra-versatile C# 7 and Visual Studio 2017* *Beginning C# 7 Programming with Visual Studio 2017* is the beginner's ultimate guide to the world's most popular programming language. Whether you're new to programming entirely, or just new to C#, there has never been a better time to get started. The new C# 7 and Visual Studio 2017 updates feature a number of new tools and features that streamline the workflow, simplify the code, and make it easier than ever to build high-quality apps. This book walks you through everything you need to know, starting from the very basics, to have you programming in no time. You'll learn about variables, flow control, and object oriented programming, then move into Web and Windows programming as well as databases and XML. The companion website provides downloadable code examples, and practical Try It Out sections provide explicit, step-by-step instructions for writing your own useful, customizable code. C# 7 can be used to build Windows applications, program Windows 10, and write Web apps when used alongside ASP.NET. With programming skills becoming de rigueur in fields far beyond the tech world, C# 7 is a great place to start building versatile, helpful skills. This book gets you started quickly and easily with instruction from a master-team of C# programmers. Learn how to program using the world's leading programming language *Build smarter, faster apps using the latest features in C# 7 and Visual Studio 2017* *Find and fix bugs sooner, saving headaches down the line* *Integrate with all .NET Core, Azure applications, cloud services, Docker containers, and more* *The world of programming can seem intimidating to a beginner, and the prospect of learning a whole new "language" can seem daunting. Beginning C# 7 Programming with Visual Studio 2017 demystifies the process and shows you how to bring your ideas to life.*

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## **WINDOWS 10 DEVELOPMENT WITH XAML AND C# 7**

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**Apress** *Benefit from a nuts-and-bolts examination of how XAML and C# 7 fit together and obtain a foundation for getting up and running with Windows 10. Once you have a good understanding of the basics, you progress to more advanced topics steadily increasing your understanding as a whole. This holistic knowledge is essential to get the most out of Windows 10 development. Each topic is covered clearly and concisely and is packed with the details you need to code effectively. The most important features are given a no-nonsense, in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 10. Windows 10 Development with XAML and C# 7 focuses on the features that you need for your project and brings your existing C# coding knowledge to bear. What You'll Learn Discover what universal Windows 10 apps are capable of and why they are special Use advanced features to create immersive and engaging Windows 10 applications Create applications that work seamlessly on tablets and desktops Manage the life cycle of your application Who This Book Is For Anyone wanting to get to grips with Windows 10 development using the cross-platform standards of XAML and C#.*

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## PROGRAMMING WINDOWS 10 VIA UWP

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### LEARN TO PROGRAM UNIVERSAL WINDOWS APPS FOR THE DESKTOP

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*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.*

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### VISUAL BASIC 2015 UNLEASHED

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**Sams Publishing** *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

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## WINDOWS APPLICATION DEVELOPMENT COOKBOOK

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**Packt Publishing Ltd** Discover over 125 solution-based recipes to help you build applications for smartphones, tablets, and desktops  
 About This Book 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  
 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.  
 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  
 In Detail 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. *Style and approach* This quick-start book takes a cookbook format with recipes covering more than 125 solutions to help you create and build applications for Windows 10. The examples presented in the book use the free integrated development environment. A supporting set of codes that present solutions to problems described in particular chapters is available as well.

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## LEARN UNITY FOR WINDOWS 10 GAME DEVELOPMENT

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**Apress** 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.

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## DEVELOPING WINDOWS 10 APPLICATIONS WITH C#

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**Createspace Independent Publishing Platform** Thanks to the Universal Windows Platform, you can develop applications that will successfully work on all Windows 10 devices including desktops, laptops, phones, Internet of Things devices, Xboxes and even HoloLens. The UWP allows you to use the same API set to create applications, which have adaptive interface and support variety of interaction models including touch, a game controller and a pen. Therefore, for the first time, you can use the same code base and even the same binaries in order to create applications for the whole family of the devices. This book will help readers understand the Universal Windows Platform in details. Reading the first part you can find basic information that helps you to create simple applications and even publish it to the

Store. In the second part you can find answers to the questions how to integrate your applications with the operating system, use more advanced user controls and monetize your applications. Finally, in the third part, you can learn some topics about Azure, Internet of Things and more advanced graphic frameworks. Readers will learn how to:

- \* Use XAML and basic user controls
- \* Create efficient 2D vector graphics and animations
- \* Handle input from touch, mouse, pen and keyboard
- \* Create adaptive user interfaces for different screen sizes
- \* Use styles, templates, and visual states
- \* Bring your apps to life thanks to live tiles and notifications
- \* Organize communication between Windows 10 applications
- \* Integrate applications with some operating system contracts
- \* Work with camera, networking and video
- \* Use advanced user controls like maps, media controls, inking controls
- \* Enable voice using Cortana and speech recognition API
- \* Publish web applications to the Store
- \* Build own user controls
- \* Use Azure services that are suitable for mobile applications
- \* Monetize applications using sales, in-app purchases and advertising
- \* Create advanced effects using Win2D and Composition API
- \* Publish existing Unity 3D games to the Store
- \* Enable Internet of Things scenarios

This book will work for anyone who wants to develop Windows 10 applications. Readers should be familiar with C# but no previous experience with XAML and Windows Runtime are needed in order to use this book.

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## UNIVERSAL APPS FOR WINDOWS 10

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### MVVM PATTERNS REVEALED

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**aPress** In Windows 10 Microsoft has created a single platform with a common runtime to enable development of single code-base applications running on various Windows devices. These applications are called Universal Windows Apps. With the introduction of the Universal App Platform (UAP), an integrated set of development tools and APIs/SDKs for Windows 10, it is now truly possible to have "One Windows Platform" to develop Universal Apps. The Model-View-View-Model (MVVM) pattern is valued by many developers as an excellent way of creating sophisticated modern applications. Its clear separation of presentation and business logic produces a clean implementation that promotes speed, scalability and code reuse in applications with a complex UI. These characteristics are particularly valuable to WPF developers. This 200 page, information-rich, guide we will show you how MVVM works with both XAML (C#) and HTML5 (JavaScript) flavors of Windows 10 Universal Apps. Beginning with a brief recap of Windows 10 Universal Apps and Microsoft One Windows Platform and MVVM concepts under .NET ( to provide a common frame of reference) the author then will then dive into the details of how MVVM can best be implemented for Windows 10 Universal Apps, showing a working application framework in each case.

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### MASTERING CROSS-PLATFORM DEVELOPMENT WITH XAMARIN

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**Packt Publishing Ltd** 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.*

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## **HANDS-ON MOBILE DEVELOPMENT WITH .NET CORE**

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### **BUILD CROSS-PLATFORM MOBILE APPLICATIONS WITH XAMARIN, VISUAL STUDIO 2019, AND .NET CORE 3**

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**Packt Publishing Ltd** *Develop native applications for multiple mobile and desktop platforms including but not limited to iOS, Android, and UWP with the Xamarin framework and Xamarin.Forms Key Features Understand .NET Core and its cross-platform development philosophy Build Android, iOS, and Windows mobile applications with C#, .NET Core, and Azure Cloud Services Bring Artificial Intelligence capabilities into your mobile applications with Azure AI Book Description .NET Core is the general umbrella term used for Microsoft's cross-platform toolset. Xamarin used for developing mobile applications, is one of the app model implementations for .NET*

Core infrastructure. In this book, you will learn how to design, architect, and develop highly attractive, maintainable, efficient, and robust mobile applications for multiple platforms, including iOS, Android, and UWP, with the toolset provided by Microsoft using Xamarin, .NET Core, and Azure Cloud Services. This book will take you through various phases of application development with Xamarin, from environment setup, design, and architecture to publishing, using real-world scenarios. Throughout the book, you will learn how to develop mobile apps using Xamarin, Xamarin.Forms and .NET Standard; implement a webbased backend composed of microservices with .NET Core using various Azure services including but not limited to Azure App Services, Azure Active Directory, Notification Hub, Logic Apps, and Azure Functions, Cognitive Services; create data stores using popular database technologies such as Cosmos DB, SQL and Realm. Towards the end, the book will help developers to set up an efficient and maintainable development pipeline to manage the application life cycle using Visual Studio App Center and Visual Studio Services. What you will learn

Implement native applications for multiple mobile and desktop platforms

Understand and use various Azure Services with .NET Core

Make use of architectural patterns designed for mobile and web applications

Understand the basic Cosmos DB concepts

Understand how different app models can be used to create an app service

Explore the Xamarin and Xamarin.Forms UI suite with .NET Core for building mobile applications

Who this book is for This book is for mobile developers who wish to develop cross-platform mobile applications. Programming experience with C# is required. Some knowledge and understanding of core elements and cross-platform application development with .NET is required.

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## NADELLA

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### THE CHANGING FACE OF MICROSOFT

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**Hachette India** An insightful account of Satya Nadella the man and the professional and what his appointment as the third CEO of Microsoft means for the future of the tech industry. The appointment of Satya Nadella, the man from Hyderabad, as CEO of Microsoft Corp. has sent waves of curiosity, speculation and expectation through the tech world at home and abroad. What drives the man chosen to lead tech giant Microsoft into the future? What does Nadella's appointment in particular herald for Microsoft and indeed for the tech industry as a whole? Will Satya Nadella be able to reinvent and re-imagine the company that once captured the imagination of every techie and customer in the world? The Changing Face of Microsoft provides a comprehensive look at: Nadella's years of growing up in Hyderabad - his family education and early influences Microsoft's recent history with particular emphasis on the organization's functioning and fortunes during the Ballmer era. Nadella's constant engagement with innovation, his stellar achievements and rise within Microsoft's ranks. Events within the organization that led to Nadella's appointment including an overview of the closest contenders for the post. The challenges and opportunities ahead for the Indian-born CEO of the fourth largest company in the world from the perspective of those been closely associated with Microsoft as well as other stalwarts in the tech industry. The changes that Microsoft has seen in the last few months and what they indicate for the direction ahead. Engaging and

informative this account of the most-watched man of the moment in the IT business arena and the company he leads will enlighten as much as it will inspire.

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## **XAMARIN WITH VISUAL STUDIO**

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### **LAUNCH YOUR MOBILE DEVELOPMENT CAREER BY CREATING ANDROID AND IOS APPLICATIONS USING .NET AND C# (ENGLISH EDITION)**

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**BPB Publications** Learn how to build cross-platform mobile apps from a single shared codebase **KEY FEATURES** ● Covers fundamental and advanced aspects of multi-platform mobile development ● Revisit the fundamentals of .NET and C# to create modern native apps more quickly ● Check out tips and advice on getting started as a successful mobile developer **DESCRIPTION** For any mobile developer, it's clear that Xamarin knowledge is vital, thanks to the reintroduction of .NET MAUI. This book provides the reader with complete hands-on experience in designing cross-platform mobile applications with Xamarin, C#, and .NET. The book discusses the importance of cross-platform mobile app development and the benefits of learning Xamarin. The book delivers a quick lesson on C# and Visual Studio to implement all of the knowledge gained in this book into your first mobile application. In the second half of the book, you'll learn to start from scratch using Xamarin and create mobile apps in C#. It explains how to utilise Visual Studio as the development environment, design the user interface using the XAML markup language, organise common controls into layouts, and create multi-page applications with navigation and various pages. This includes creating reusable resources, such as styles and templates, and the use of local and remote databases for data manipulation. In addition, the book offers expert advice on the requirements of a standard mobile application, such as handling network connection, battery level, and safeguarding data in the device's secure storage. **WHAT YOU WILL LEARN** ● Learn every aspect of Xamarin to create cross-platform mobile applications. ● Refresh .NET, C#, and Visual Studio skills required for mobile development. ● Build UI with XAML, views, and layouts, including navigation. ● Use reusable resources, data-oriented coding, multimedia support, and debug code. ● Explore advanced programming patterns and ways to improve performance. ● Tips and answers to help you land a job as a mobile developer. **WHO THIS BOOK IS FOR** This book is intended for beginners, aspiring mobile developers, .NET users, Visual Studio users, and application developers eager to design and build mobile apps compatible with numerous platforms. This book will also refresh your knowledge of .NET and C# so you can begin Xamarin development rapidly. **TABLE OF CONTENTS** 1. The importance of mobile app development 2. Xamarin and Microsoft in the mobile app market 3. Introducing .NET and Visual Studio 4. The C# programming language 5. Building apps with Xamarin and Xamarin.Forms 6. Organizing the User Interface with layouts 7. Understanding common views 8. Pages and navigation 9. Resources and Data Binding 10. Brushes, Shapes, and Media 11. Managing the application lifecycle 12. Working with Web API 13. Working with Native API 14. Finding a job 15. Succeeding as a Mobile App Developer

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## HOLOLENS BLUEPRINTS

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**Packt Publishing Ltd** *Unveil the world of mixed reality with HoloLens About This Book Bring holographic insights to existing line-of-business applications, tools, and workflows Focus on developing end-to-end realistic holographic application. Build interactive model scripts and test them in Unity3D and holographic emulators Who This Book Is For This book is targeted at developers and designers working on mixed-reality developments for complex integrated scenarios using HoloLens. What You Will Learn Interact with holograms using different interaction models Develop your first holographic app Integrate holographic applications with cloud systems Visualize data feeds coming from the cloud through holograms Manage the application distribution of enterprise-enabled HoloLens Integrate HoloLens applications with services deployed on Azure Identify and create 3D Assets and Scenes Use HoloLens to explore the Internet of Things In Detail Do you want to create stunning applications with HoloLens? Are you a developer who is fascinated with Microsoft HoloLens and its capabilities? If so, this is the book for you. This book introduces and demystifies the HoloLens platform and shows you different ways of interaction with computers (mixed-reality). You will start your mixed-reality journey by understanding different types of digital reality. You will learn to build your first holographic app. Also, you will understand holographic application integration possibilities within Line of Business Applications using Azure. Moving ahead, you will create Integrated Solutions using IoT with HoloLens. Gradually you'll learn how to create and deploy apps on a device. You will learn to publish application to the store; if you are an enterprise developer, you will also manage and distribute applications for enterprise-enabled or domain-joined HoloLens. Finally, you will develop an end-to-end realistic holographic app, ranging from scenario identification to sketching, development, deployment, and, finally, production. Style and approach The book is a project-based guide to help you to create some really astonishing mixed-reality applications. It will provide end-to-end solutions and enable you to build stunning applications for HoloLens.*

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## C# 6 AND .NET CORE 1.0: MODERN CROSS-PLATFORM DEVELOPMENT

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**Packt Publishing Ltd** *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.

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## **C# 7 AND .NET CORE: MODERN CROSS-PLATFORM DEVELOPMENT**

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**Packt Publishing Ltd** 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.

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## DEVELOPING APPLICATIONS WITH AZURE ACTIVE DIRECTORY

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### PRINCIPLES OF AUTHENTICATION AND AUTHORIZATION FOR ARCHITECTS AND DEVELOPERS

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**Apress** 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.

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## MOBILE DEVELOPMENT WITH .NET

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### BUILD CROSS-PLATFORM MOBILE APPLICATIONS WITH XAMARIN.FORMS 5 AND ASP.NET CORE 5, 2ND EDITION

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**Packt Publishing Ltd** 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.

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## **SYSTEM CENTER CONFIGURATION MANAGER CURRENT BRANCH UNLEASHED (INCLUDES CONTENT UPDATE PROGRAM)**

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**Sams Publishing** *System Center Configuration Manager Current Branch* provides a total systems management solution for a people-centric world. It can deploy applications to individuals using virtually any device or platform, centralizing and automating management across on-premise, service provider, and Microsoft Azure environments. In *System Center Configuration Manager Current Branch Unleashed*, a team of world-renowned System Center experts shows you how to make the most of this powerful toolset. The authors begin by introducing modern systems management and offering practical strategies for coherently managing today's IT infrastructures. Drawing on their immense consulting experience, they offer expert guidance for ConfigMgr planning, architecture, and implementation. You'll walk through efficiently performing a wide spectrum of ConfigMgr operations, from managing clients, updates, and compliance to reporting. Finally, you'll find current best practices for administering ConfigMgr, from security to backups. Detailed information on how to: Successfully manage distributed, people-centric, cloud-focused IT environments Optimize ConfigMgr architecture, design, and deployment

*plans to reflect your environment Smoothly install ConfigMgr Current Branch and migrate from Configuration Manager 2012 Save time and improve efficiency by automating system management Use the console to centralize control over infrastructure, software, users, and devices Discover and manage clients running Windows, macOS, Linux, and UNIX Define, monitor, enforce, remediate, and report on all aspects of configuration compliance Deliver the right software to the right people with ConfigMgr applications and deployment types Reliably manage patches and updates, including Office 365 client updates Integrate Intune to manage on-premise and mobile devices through a single console Secure access to corporate resources from mobile devices Manage Microsoft's enterprise antimalware platform with System Center Endpoint Protection Using this guide's proven techniques and comprehensive reference information, you can maximize the value of ConfigMgr in your environment—no matter how complex it is or how quickly it's changing.*

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## **DEVELOPING USER ASSISTANCE FOR MOBILE APPS - 2ND EDITION**

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**Lulu.com** *Smartphones have sparked a huge, new software segment - the mobile app. This creates an important pair of questions for user assistance professionals: What is our role going forward in mobile and how can we prepare to take that on? User Assistance does have a role in supporting mobile apps. As the mobile app market continues to soar, this is becoming the next frontier for user assistance professionals. This book provides unique and detailed instruction and guidance regarding design, writing, tools, and planning of your mobile UA. This edition is fully revised with over 300 pages of new content.*

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## **DEVELOPING UWP APPS: 1 LAYOUT AND NAVIGATION**

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*Get started with Universal Windows Platform (UWP) app development by learning about layout and navigation.*

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## **PROFESSIONAL C# 7 AND .NET CORE 2.0**

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**John Wiley & Sons** *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.

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## INTRODUCTION TO COMPUTING APPLICATIONS IN FORESTRY AND NATURAL RESOURCE MANAGEMENT

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**CRC Press** Due to the complexity of operational forestry problems, computing applications are becoming pervasive in all aspects of forest and natural resource management. This book provides a comprehensive introduction to computers and their applications in forest and natural resource management and is designed for both undergraduate and graduate students in forestry and natural resources. It introduces state-of-the-art applications for several of the most important computer technologies in terms of data acquisition, data manipulation, basic programming techniques, and other related computer and Internet concepts and applications. This book consists of six parts and 19 chapters.

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## EXAM REF AZ-203 DEVELOPING SOLUTIONS FOR MICROSOFT AZURE

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**Microsoft Press** Prepare for Microsoft Exam AZ-203—and help demonstrate your real-world mastery of Microsoft Azure solutions development. Designed for working Azure developers, this Exam Ref focuses on the critical thinking and decision-making acumen needed for success at the Microsoft Certified Solutions Associate level. Focus on the expertise measured by these objectives: • Develop Azure Infrastructure as a Service compute solutions • Develop Azure Platform as a Service compute solutions • Develop for Azure storage • Implement Azure security • Monitor, troubleshoot, and optimize solutions • Connect to and consume Azure and third-party services This Microsoft Exam Ref: • Organizes its coverage by exam objectives • Features strategic, what-if scenarios to challenge you • Assumes you want to show your ability to design and build diverse Microsoft Azure cloud solutions, and successfully participate in all phases of their development. About the Exam Exam AZ-203 focuses on knowledge needed to implement solutions using VMs and containers; implement batch jobs; create Azure App Service apps; implement Azure functions; develop solutions with storage tables, Cosmos DB, relational databases, or blobs; implement authentication, access control, and secure data solutions; support app and service scalability; integrate caching and content delivery; instrument solutions; develop App Service Logic Apps; integrate Azure Search; establish API gateways; and develop event- and message-based solutions. About Microsoft Certification Passing this exam fulfills your requirements for the Microsoft Certified: Azure Developer Associate credential, demonstrating your readiness to design, build, test, and maintain Microsoft Azure cloud solutions, and partner with other cloud

professionals and clients to implement them. This exam is also a prerequisite for the Microsoft Certified: Azure DevOps Engineer Expert credential. See full details at: [microsoft.com/learn](https://microsoft.com/learn)

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## VISUAL STUDIO 2022 IN-DEPTH

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### EXPLORE THE FANTASTIC FEATURES OF VISUAL STUDIO 2022 - 2ND EDITION

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**BPB Publications** *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'

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## CSS FOR WINDOWS 8 APP DEVELOPMENT

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**Apress** *CSS for Windows 8 App Development* is your learning guide for CSS – the language of great Windows 8-style apps. Learn the built-in styles that make the built-in controls shine, how to define them, and how to use CSS to give your custom app assets that beautiful Modern UI style. CSS (Cascading Style Sheets) is the clear standard for styling web applications, and with HTML, CSS, and JavaScript now

powering apps on Windows 8, it's the clear standard there as well. CSS is a powerful styling and layout language that greatly simplifies the selection of page elements and their visual display, layout, and animation. Additionally, Windows 8 apps appear on a large variety of screen formats, and CSS is the primary means for uniquely defining these layouts. Learn the language of great Windows 8-style apps Raise your knowledge of the CSS3 standard Use the styles built-in to Windows 8 style apps Apply CSS styles to your app What you'll learn Master the use of powerful CSS selectors Learn new CSS3 functionality such as flex boxes, grids, animation, and transforms Control your styles from JavaScript for really powerful interactions See the styles implemented by built-in controls like ListView and override them Learn style rules that will help you implement good Windows 8 style See how to use LESS in your Windows 8-style app Who this book is for CSS for Windows 8 App Development is for software developers of all skill levels working with web applications. If you're new, the foundational CSS examples will bring you up to speed quickly. If you're more familiar with CSS, you'll gain critical insight into its application in Windows 8 for creating a great Modern UI. Table of Contents Windows 8 Design Introduction to Windows 8 Development Selectors and Style Rules Text Properties Box Properties Transforms, Transitions, and Animation Properties Layout Properties Global Styles WinJS Control Styles Overriding and Defining Styles CSS Libraries and Resources Styling SVG

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## **PRACTICAL MICROSOFT VISUAL STUDIO 2015**

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**Apress** Learn the details of the most highly recommended practices of software development using the latest version of Visual Studio 2015. Recommended practices are grouped by development phase and explained in far more detail than the typical tips and tricks compilations. This book also contains detailed coverage of recognized patterns and practices used to create software in a timely manner with expected quality in the context of using specific Visual Studio 2015 features. Creating software is part defined process and part empirical process. While there is no single "best" process to employ in all development scenarios, MVP author Peter Ritchie helps readers navigate the complexity of development options and decide which techniques and Visual Studio 2015 features to use based on the needs of their particular project. Readers will learn practices such as those related to working in teams, design and architecture, refactoring, source code control workflows, unit testing, performance testing, coding practices, use of common patterns, code analysis, IDE extensions, and more. What You Will Learn Use patterns and practices within Visual Studio Implement practices of software creation Work in teams Develop workflows for software projects Who This Book Is For Beginning and intermediate software developers and architects

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## **WINDOWS PHONE 8.1 DEVELOPMENT REVEALED**

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## **YOUR KEY TO WINDOWS PHONE AND UNIVERSAL WINDOWS APPS IN C# AND XAML**

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**Apress** Find out what's new in Windows Phone 8.1 for developers, including how to

*build a Universal Windows App for Windows Phone, Windows and Xbox. Windows Phone 8.1 Development Revealed is the book you need to help you navigate the new Windows Phone landscape and ensure the success of your current and future apps in the marketplace. Part I introduces the new options open to you, with pure Windows Phone apps and the new Universal Windows Apps. You'll need to understand the pros and cons of a phone-first or cross-platform approach and make the right decisions depending on your current needs and priorities: do you want to take advantage of the full power of native device interaction? Or is it more important to offer an app across a range of devices and tap into a wider potential market? These considerations and more are discussed as Lars Klint sets you a challenge: build it right! Part II drills down into the phone-first approach to app development, including a description of breaking changes from Windows Phone 8 and a showcase and code examples for all the latest features. Part III then shows you how to set up a Universal Windows App and adapt the UI for a range of different devices. You'll want your users to have a great and consistent experience on any device, but your phone app should still feel like a phone app, with controls that feel right in that context, and a presentation that works for a smaller screen size. Finally you'll learn what you can do to future-proof your apps for long-term success in the marketplace. Windows Phone 8.1 Development Revealed is the book you'll want at your side as you prepare to launch your next app to the Windows Phone marketplace. What you'll learn Meet the new dual landscape of Windows Phone development: pure Windows Phone and Universal Windows Apps. Understand the pros and cons of each and how to choose the approach that's right for you in each case, depending on your situation and needs. Get up to speed with the latest features in both Windows Phone and Universal Windows Apps, with code examples for each. Learn how a phone-first approach can help you tap into the best native features, and how a Universal Windows App can open up a new and wider audience. Understand the new storage, notifications and output options for Windows Phone, and how to design a consistent app experience across multiple devices with a Universal Windows App Future-proof your app, ready for the next versions of Windows Phone and Windows. Who this book is for Readers should have some experience with either Windows 8 or Windows Phone application development in C# and XAML.*

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## **APPLICATION DEVELOPMENT WITH QT CREATOR**

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### **BUILD CROSS-PLATFORM APPLICATIONS AND GUIs USING QT 5 AND C++, 3RD EDITION**

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**Packt Publishing Ltd** *Explore Qt Creator, Qt Quick, and QML to design and develop applications that work on desktop, mobile, embedded, and IoT platforms*  
**Key Features**  
 Build a solid foundation in Qt by learning about its core classes, multithreading, File I/O, and networking  
 Learn GUI programming and build custom interfaces using Qt Widgets, Qt Designer, and QML  
 Use the latest features of C++17 for improving the performance of your Qt applications  
**Book Description** Qt is a powerful development framework that serves as a complete toolset for building cross-platform applications, helping you reduce development time and improve productivity. Completely revised and updated to cover C++17 and the latest

developments in Qt 5.12, this comprehensive guide is the third edition of *Application Development with Qt Creator*. You'll start by designing a user interface using Qt Designer and learn how to instantiate custom messages, forms, and dialogues. You'll then understand Qt's support for multithreading, a key tool for making applications responsive, and the use of Qt's Model-View-Controller (MVC) to display data and content. As you advance, you'll learn to draw images on screen using Graphics View Framework and create custom widgets that interoperate with Qt Widgets. This Qt programming book takes you through Qt Creator's latest features, such as Qt Quick Controls 2, enhanced CMake support, a new graphical editor for SCXML, and a model editor. You'll even work with multimedia and sensors using Qt Quick, and finally develop applications for mobile, IoT, and embedded devices using Qt Creator. By the end of this Qt book, you'll be able to create your own cross-platform applications from scratch using Qt Creator and the C++ programming language. What you will learn

Create programs from scratch using the Qt framework and C++ language  
Compile and debug your Qt Quick and C++ applications using Qt Creator  
Implement map view with your Qt application and display device location on the map  
Understand how to call Android and iOS native functions from Qt C++ code  
Localize your application with Qt Linguist  
Explore various Qt Quick components that provide access to audio and video playbacks  
Develop GUI applications using both Qt and Qt Quick  
Who this book is for  
If you are a beginner looking to harness the power of Qt and the Qt Creator framework for cross-platform development, this book is for you. Although no prior knowledge of Qt and Qt Creator is required, basic knowledge of C++ programming is assumed.

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## WINDOWS 10 DEVELOPMENT RECIPES

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### A PROBLEM-SOLUTION APPROACH IN HTML AND JAVASCRIPT

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**Apres** 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.