

Microsoft Visual C Step By Step 8th Edition Developer

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Your hands-on guide to Microsoft Visual C# fundamentals with Visual Studio 2015 Expand your expertise--and teach yourself the fundamentals of programming with the latest version of Visual C# with Visual Studio 2015. If you are an experienced software developer, you'll get all the guidance, exercises, and code you need to start building responsive, scalable Windows 10 and Universal Windows Platform applications with Visual C#. Discover how to: Quickly start creating Visual C# code and projects with Visual Studio 2015 Work with variables, operators, expressions, and methods Control program flow with decision and iteration statements Build more robust apps with error, exception, and resource management Master the essentials of Visual C# object-oriented programming Use enumerations, structures, generics, collections, indexers, and other advanced features Create in-memory data queries with LINQ query expressions Improve application throughput and response time with asynchronous methods Decouple application logic and event handling Streamline development with new app templates Implement the Model-View-ViewModel (MVVM) pattern Build Universal Windows Platform apps that smoothly adapt to PCs, tablets, and Windows phones Integrate Microsoft Azure cloud databases and RESTful web services About You For software developers who are new to Visual C# or who are upgrading from older versions Readers should have experience

File Type PDF Microsoft Visual C Step By Step 8th Edition Developer

with at least one programming language No prior Microsoft .NET or Visual Studio development experience required

Master the intricacies of application development with unmanaged C++ code—straight from the experts. Jeffrey Richter's classic book is now fully revised for Windows XP, Windows Vista, and Windows Server 2008. You get in-depth, comprehensive guidance, advanced techniques, and extensive code samples to help you program Windows-based applications. Discover how to: Architect and implement your applications for both 32-bit and 64-bit Windows Create and manipulate processes and jobs Schedule, manage, synchronize and destroy threads Perform asynchronous and synchronous device I/O operations with the I/O completion port Allocate memory using various techniques including virtual memory, memory-mapped files, and heaps Manipulate the default committed physical storage of thread stacks Build DLLs for delay-loading, API hooking, and process injection Using structured exception handling, Windows Error Recovery, and Application Restart services

Your hands-on, step-by-step guide to building Windows 8 apps with .NET Teach yourself how to build Windows 8 applications using Microsoft .NET Framework 4.5 with Microsoft Visual C# 2012 or Visual Basic 2012—one step at a time. Ideal for those with intermediate to advanced .NET development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that easily adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. C# examples are presented in the text; Visual Basic code examples are available online only. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make

use of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Readers learn to master the basics of effective programming as they work through Visual Basic 2015's latest features with the wealth of hands-on applications in this book's engaging real-world setting. PROGRAMMING WITH MICROSOFT VISUAL BASIC 2015, 7E by best-selling author Diane Zak offers an ideal introduction to programming with a dynamic visual presentation, step-by-step tutorials, and strategically placed activity boxes. New hands-on applications, timely examples, and practical exercises help you learn how to effectively plan and create interactive Visual Basic 2015 applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The only book to teach C++ programming with Microsoft Visual Studio! There's a reason why Ivor Horton's Beginning Visual C++ books dominate the marketplace. Ivor Horton has a loyal following who love his winning approach to teaching programming languages, and in this fully updated new edition, he repeats his successful formula. Offering a comprehensive introduction to both the standard C++ language and to Visual C++, he offers step-by-step programming exercises, examples, and solutions to deftly guide novice programmers through the ins and outs of C++ development. Introduces novice programmers to the current standard, Microsoft Visual C++ 2012, as it is implemented in Microsoft Visual Studio 2012 Focuses on teaching both the C++11 standard and Visual C++ 2012, unlike virtually any other book on the market Covers the C++ language and library and the IDE Delves into new features of both the C++11 standard and of the Visual C++ 2012 programming environment Features C++ project

templates, code snippets, and more Even if you have no previous programming experience, you'll soon learn how to build real-world applications using Visual C++ 2012 with this popular guide.

Teach yourself how to build applications with Microsoft Visual C# 2012 and Visual Studio 2012—one step at a time. Ideal for those with fundamental programming skills, this tutorial provides practical, learn-by-doing exercises for mastering core C# language features and creating working applications and components for Windows. Discover how to: Work with variables, non-reserved identifiers, statements, operators, and methods Use the new application models provided by Windows 8 and the Windows Runtime Create interfaces and define abstract classes Manage errors and exception handling Use collection classes Work with databases by using DataBinding with the Entity Framework Respond to user input and gestures; gather input from devices and other sources Handle events arising from multiple sources Develop your first Windows 8 apps

Your hands-on guide to Visual C# fundamentals Expand your expertise--and teach yourself the fundamentals of Microsoft Visual C# 2013. If you have previous programming experience but are new to Visual C# 2013, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Create and debug C# applications in Visual Studio 2013 Work with variables, identifiers, statements, operators, and methods Create interfaces and define abstract classes Write robust code that can catch and handle exceptions Display and edit data using data binding with Microsoft ADO.NET Entity Framework Respond to user input and touchscreen gestures Handle events arising from multiple sources Develop your first Windows 8.1 apps

Covers the fundamentals of Visual C# and how to use it to build .NET-connected applications, covering topics including syntax, Web services, and operators. Ready to learn Microsoft Visual Basic? Start Here! Learn the fundamentals of modern programming with Visual Basic 2012—and begin building your first Windows 8 apps for the desktop. If you have absolutely no previous experience with Visual Basic, no problem—simply start here! This book introduces must-know concepts and techniques through easy-to-follow explanations, examples, and exercises. Here's where you start learning Visual Basic Learn the fundamentals of programming with Visual Basic Discover how to to bind controls to data Design and interact with user interfaces built with XAML Build and debug complete applications Learn the basics of Windows 8 application design Find out how to deliver your applications to the Windows Store

This book will show you how to transition from previous versions of Microsoft® Visual Studio, to Visual Studio 2010. The book will showcase new features in Visual Studio 2010 that ease the creation of applications. Real-world applications will be used throughout to demonstrate the features and ease of use. This book is for professional developers who are working with previous versions of Visual Studio and are looking to make the move to Visual Studio 2010 Professional. The book is not a language primer, a language reference, or a single technology

book. It's a book that will help professional developers move from previous versions of Visual Studio (starting with 2003 and on up). It will cover the features of Visual Studio 2010 through an application. It will go through a lot of the exciting new language features and new versions of the most popular technologies without putting the emphasis on the technologies themselves. It will instead put the emphasis on how you would get to those new tools and features from Visual Studio 2010. If you are expecting this book to thoroughly cover the new Entity Framework or ASP.NET MVC 2, this is not the book for you. If you want to read a book where the focus is on Visual Studio 2010 and on the reasons for moving to Visual Studio 2010, this is the book for you.

LEARN VISUAL C# is a comprehensive step-by-step computer programming tutorial covering object-oriented programming, the Visual C# integrated development environment and toolbox, building and distributing Windows applications (using the Windows Installer), exception handling, sequential file input and output, graphics, multimedia effects (animation and sounds), advanced topics such as web access, printing, and HTML help system authoring. The tutorial also introduces database applications (using ADO .NET) and web applications (using ASP.NET). This curriculum has been used in college and universities for over two decades. It is now available as an instructor-led or self-

study programming tutorial. It can also be used as a high school advanced placement course. The focus of LEARN VISUAL C# is to use the existing objects and capabilities of Visual C# to build a wide variety of useful desktop applications. Students will also learn to build their own objects. Some of the applications built include: Stopwatch, Calendar Display, Loan Repayment Calculator, Flash Card Math Game, Database Input Screen, Statistics Calculator, full-featured Note Editor, Tic-Tac-Toe Game, Multiple Choice Quiz, Information Tracker (with plotting), Blackjack, Line, Bar and Pie charts, a version of the first video game ever - Pong, and a Telephone Directory. LEARN VISUAL C# is presented using a combination of over 850 pages of self-study notes and over 100 Visual C# practical examples and applications. To grasp the concepts presented in LEARN VISUAL C#, you should possess a working knowledge of Windows and have had some exposure to programming concepts. Our Beginning Visual C# course would provide you with this exposure. LEARN VISUAL C# requires the Microsoft Windows operating system. This tutorial also requires the Community Edition or Professional Edition of Microsoft Visual Studio. The Visual C# source code solutions and all needed multimedia files are included in the compressed download file available from the Publisher's website (KidwareSoftware.com) after book registration.

Covers topics such as integrating multiple .NET technologies, cross-language integration, versioning, database and monitoring tools for application development, accessing data, and COM+.

BEGINNING VISUAL C# is a semester long self-study step-by-step programming tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build a Visual C# Windows application. Students learn about project design, the Visual C# toolbox, and many elements of the Visual C# language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, card game, allowance calculator, drawing program, state capitals game, and a couple of video games like Pong. We now include several college prep projects including a loan calculator, portfolio manager, and a checkbook balancer. BEGINNING VISUAL C# is presented using a combination of over 400 pages of course notes and actual Visual C# examples. No prior programming experience is necessary, but familiarity with doing common tasks using Microsoft Windows is expected. Beginning Visual C# requires the Microsoft Windows 10 operating system. This tutorial also requires the free Community Edition or Professional Edition of Microsoft Visual Studio 2015 (or above). The Visual C# source code solutions

and all needed multimedia files are included in the compressed download file available from the Publisher's website (KidwareSoftware.com) after book registration.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead

by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C#

tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

The “Microsoft Azure Essentials” series helps you advance your technical skills with Microsoft Azure. “Microsoft Azure Essentials: Azure Web Apps for Developers” focuses on providing essential information about developing web

applications hosted on Azure Web Apps. It is written with the developer who has experience using Visual Studio and the .NET Framework in mind. If Azure Web Apps is new to you, this book is for you. If you have experience developing for Azure Web Apps, this book is for you, too, because there are features and tools discussed in this text that are new to the platform.

Your hands-on, step-by-step guide to learning Visual Basic 2010. Teach yourself the essential tools and techniques for Visual Basic 2010-one step at a time. No matter what your skill level, you'll find the practical guidance and examples you need to start building professional applications for Windows and the Web.

Discover how to: Work in the Microsoft Visual Studio 2010 Integrated Development Environment (IDE) Master essential techniques-from managing data and variables to using inheritance and dialog boxes Create professional-looking Uis; add visual effects and print support Build compelling Web features with the Visual Web Developer tool Use Microsoft ADO.NET and advanced data presentation controls Debug your programs and handle run-time errors Use new features, such as Query Builder, and Microsoft .NET Framework For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

“Look it up in Petzold” remains the decisive last word in answering questions

about Windows development. And in PROGRAMMING WINDOWS, FIFTH EDITION, the esteemed Windows Pioneer Award winner revises his classic text with authoritative coverage of the latest versions of the Windows operating system—once again drilling down to the essential API heart of Win32 programming. Topics include: The basics—input, output, dialog boxes An introduction to Unicode Graphics—drawing, text and fonts, bitmaps and metafiles The kernel and the printer Sound and music Dynamic-link libraries Multitasking and multithreading The Multiple-Document Interface Programming for the Internet and intranets Packed as always with definitive examples, this newest Petzold delivers the ultimate sourcebook and tutorial for Windows programmers at all levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

Microsoft Visual Studio 2015 empowers you to write next-generation applications for any modern environment: mobile, web, cloud, universal Windows 10/8.x, database, and beyond. This end-to-end deep dive will help working developers squeeze maximum productivity out of Microsoft's powerful new toolset. The

authors combine authoritative and detailed information about Microsoft's latest IDE, with extensive insights and best practices drawn from decades of development experience. Developers will quickly get comfortable with Visual Studio 2015's updated interface, master its new capabilities, leverage its extensive new support for open standards, and discover multiple opportunities to leverage its .NET 4.6 platform and language improvements. By focusing entirely on Visual Studio 2015 Professional, the authors go deeper into Microsoft's core product than ever before. You'll find expert coverage of everything from debugging through deploying to Azure, IDE extension and automation through cross-platform mobile development. Throughout, this book's focus is relentlessly practical: how to apply Microsoft's tools to build better software, faster. Detailed information on how to... Master Visual Studio 2015's updated interface and key tools: Solutions, Projects, Browsers, Explorers, Editors, and Designers to improve productivity Develop robust cross-platform mobile apps for Windows, iOS, and Android using Apache Cordova templates for Visual Studio Use the new ASP.NET 5 to build modern web solutions that run on Windows, Mac, or Linux Develop Single Page Applications (SPAs) based on HTML5 and rich client-side JavaScript frameworks such as Knockout, AngularJS, Bootstrap, and more Accelerate cloud development with the Azure SDK, QuickStart templates, and

Azure management portal Create mobile service solutions using ASP.NET Web API and WCF Streamline data development across multiple platforms with Entity Framework 7 Develop modern Microsoft Office business applications Perform robust, automated unit testing as you code, increasing your confidence in changes and refactoring Extend the VS 2015 IDE and Code Editor by creating custom, productivity-enhancing solutions Download all examples and source code presented in this book from informit.com/title/9780672337369 as they become available.

This pack shows C programmers (beginners through experts) how to use Microsoft's revolutionary and incredibly difficult 32-bit Visual C++ 2.0 to create professional Windows 4.0 and Windows NT applications. It includes a disk that contains all of the source code and executable programs developed in the book. Procedures, sidebars and pointer notes that refer readers to detailed information within the manuals are included, as well as programming examples, hints and tips.

This intuitive, self-paced learning system makes it easy for developers to teach themselves how to draw on all the power of Microsoft Visual C++, and to see how Visual C++ compares with other popular development languages. Developers learn C++ by following step-by-step instructions with numerous high-quality code

examples--all created specifically for this book.

Update to Wrox's leading C# book for beginners Get ready for the next release of Microsoft's C# programming language with this essential Wrox beginner's guide. Beginning Microsoft Visual C# 2010 starts with the basics and brings you thoroughly up to speed. You'll first cover the fundamentals such as variables, flow control, and object-oriented programming and gradually build your skills for Web and Windows programming, Windows forms, and data access. Step-by-step directions walk you through processes and invite you to "Try it Out," at every stage. By the end, you'll be able to write useful programming code following the steps you've learned in this thorough, practical book. The C# 4 programming language version will be synonymous with writing code with in C# 2010 in Visual Studio 2010, and you can use it to write Windows applications, Web apps with ASP.NET, and Windows Mobile and Embedded CE apps Provides step-by-step instructions for mastering topics such as variables, flow controls, and object-oriented programming before moving to Web and Windows programming and data access Addresses expressions, functions, debugging, error handling, classes, collections, comparisons, conversions, and more If you've always wanted to master Visual C# programming, this book is the perfect one-stop resource. Note: CD-ROM/DVD and other supplementary materials are not

included as part of eBook file.

Your hands-on guide to Microsoft Visual C# fundamentals with Visual Studio 2017 Expand your expertise--and teach yourself the fundamentals of programming with the latest version of Visual C# with Visual Studio 2017. If you are an experienced software developer, you'll get all the guidance, exercises, and code you need to start building responsive, scalable Windows 10 and Universal Windows Platform applications with Visual C#. Discover how to: Quickly start creating Visual C# code and projects with Visual Studio 2017 Work with variables, operators, expressions, and methods Control program flow with decision and iteration statements Build more robust apps with error, exception, and resource management Master the essentials of Visual C# object-oriented programming Use enumerations, structures, generics, collections, indexers, and other advanced features Create in-memory data queries with LINQ query expressions Improve application throughput and response time with asynchronous methods Decouple application logic and event handling Streamline development with new app templates Implement the Model-View-ViewModel (MVVM) pattern Build Universal Windows Platform apps that smoothly adapt to PCs, tablets, and Windows phones Integrate Microsoft Azure cloud databases and RESTful web services

Your hands-on guide to Visual C# fundamentals Expand your expertise—and teach yourself the fundamentals of Microsoft Visual C# 2013. If you have previous programming experience but are new to Visual C# 2013, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Create and debug C# applications in Visual Studio 2013 Work with variables, identifiers, statements, operators, and methods Create interfaces and define abstract classes Write robust code that can catch and handle exceptions Display and edit data using data binding with Microsoft ADO.NET Entity Framework Respond to user input and touchscreen gestures Handle events arising from multiple sources Develop your first Windows 8.1 apps

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time

along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, *Head First C#* uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Get the hands-on, step-by-step guide to learning the latest enhancements in Microsoft Visual C# 2008. Visual C#, one of the tools in Microsoft Visual Studio 2008, is a modern programming language designed to deliver a productive environment for creating business frameworks and reusable object-oriented components. Whether you're a beginning programmer or new to the Visual C# programming language, you'll learn how to use the fundamental features of Visual Studio 2008 and gain a basic understanding of the latest enhancement of the Visual C# language. You'll work at your own pace through hands-on, learn-by-doing exercises, get started creating components and working Windows applications, and build your knowledge as you start creating your first Visual C#-based applications. You'll also explore how to create data management and Web-based applications. In each chapter, work through learn-by-doing exercises that demonstrate how, when, and why to use the many features of the Visual C# rapid application development environment. Includes a companion CD with code samples, data sets, and a fully searchable eBook. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in

the ebook.

This title gives readers with previous Microsoft Visual C++ or Microsoft Visual Basic experience the foundation they need to hit the ground running with the versatile Microsoft Visual C# .NET object-oriented Web development language. Real-world programming scenarios and easy-to-follow, step-by-step exercises offer the fast and clear instruction readers need to begin creating stable, efficient business-level objects and system-level applications. Readers also get code samples on a companion CD-ROM to study and reuse in their own projects.

A step-by-step guide to using Microsoft Visual Basic, covering such topics as building and customizing the user interface, managing data, Visual Studio web development with ASP.NET 4, and working with Windows Phone SDK 8.0.

VISUAL C# FOR KIDS is a beginning step-by-step programming tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build a Visual C# Windows application. Students learn about project design, the Visual C# toolbox, and many elements of the C# language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, a card game, an allowance calculator, a drawing program, a state capitals game, Tic-Tac-Toe and even a simple video game. VISUAL C# FOR KIDS is presented using a combination of over 450 pages of color notes and actual Visual C# examples. This

teacher or parent facilitated material should be understandable to kids aged 10 and up. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. VISUAL C# FOR KIDS requires the Microsoft Windows 10 operating system and the free 2015 Community Edition or Professional Edition (or above) of Microsoft Visual Studio which are both available from Microsoft. The Visual C# source code solutions and all needed multimedia files are included in the compressed download file available from the Publisher's website (KidwareSoftware.com) after book registration.

Code and explanation for real-world MFC C++ Applications

PROGRAMMING GAMES WITH VISUAL C# is a second semester self-paced "intermediate" computer game programming tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build Visual C# Games. The games built are non-violent and teach logical thinking skills. To grasp the concepts, you should possess a working knowledge of Windows and have had some exposure to Visual C# programming (or some other programming language). We offer a beginning programming tutorial (VISUAL C# FOR KIDS and BEGINNING VISUAL C#) that would help you gain this needed programming exposure. ? PROGRAMMING GAMES WITH VISUAL C# explains (in simple, easy-to-follow terms) how to build a Visual C# game project. Game skills learned include handling multiple players, scoring, graphics,

animation, and sounds. The game projects built include, in increasing complexity: - Safecracker - Decipher a secret combination using clues from the computer. - Tic Tac Toe - The classic game! - Match Game - Find matching pairs of hidden photos - use your own photos! - Pizza Delivery - A business simulation where you manage a small pizza shop for a night. - Moon Landing - Land a module on the surface of the moon. - Leap Frog - A fun arcade game where you get a frog through traffic and across a raging river. The book includes over 700 pages of self-study notes, all Visual C# source code and all needed graphics and sound files. The course requires the Microsoft Windows 10 Operating System and the Microsoft Visual Studio 2015 Community or Professional Edition (or above). The Visual C# source code solutions and all needed multimedia files are included in the compressed download file available from the Publisher's website (KidwareSoftware.com) after book registration.

Working with data and databases in C# certainly can be daunting if you're coming from VB6, VBA, or Access. With this hands-on guide, you'll shorten the learning curve considerably as you master accessing, adding, updating, and deleting data with C#—basic skills you need if you intend to program with this language. No previous knowledge of C# is necessary. By following the examples in this book, you'll learn how to tackle several database tasks in C#, such as working with SQL Server, building data entry forms, and using data in a web service. The book's code samples will help you get started on your own projects. Create a Windows Forms application with a datagrid

Connect to multiple data sources, including Access and SQL Server Add, edit, and update data in a database you choose and design Enable users to choose their data source at runtime Learn the roles of DataTable, DataView, BindingSource, Filters, and other objects Understand where variables are declared and how they impact the code Build a simple web service that connects to a database

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Microsoft Visual C# Step by Step Microsoft Press

The definitive programming guide to ASP.NET, by popular author and Microsoft MVP Imar Spaanjaars Updated for ASP.NET 4, this introductory book retains its helpful examples and step-by-step format from the previous version and keeps the style of offering code examples written in both C# and Visual Basic. Beloved author and Microsoft ASP.NET MVP walks you through ASP.NET, Microsoft's technology for building dynamically generated Web pages from database content. You'll discover many improvements that ASP.NET 4 offers over the previous version, such as the ASP.NET MVC framework, Ajax improvements,

jQuery support, and more. You'll gradually build a Web site example that takes you through the processes of building basic ASP.NET Web pages, adding features with pre-built server controls, designing consistent pages, displaying data, and more. Popular author and Microsoft ASP.NET MVP Imar Spaanjaars updates you on the latest updates to ASP.NET 4, Microsoft's technology for building dynamic Web pages from database content Shows you how the 4 version differs from ASP.NET 3.5 and reviews its new features, including the ASP.NET MVC framework, various Ajax improvements, jQuery support, and more Spaanjaars's distinct writing style puts you at ease with learning ASP.NET 4.

Your hands-on, step-by-step guide to building Windows 8 apps with Microsoft Visual C++ Teach yourself how to build Windows 8 applications using the Visual C++ language—one step at a time. Ideal for those with intermediate to advanced C++ development skills, this tutorial provides practical, learn-by-doing exercises for creating apps that can adapt to different screen sizes—including desktop and laptop computers, tablets, and slates. Discover how to: Build apps using Windows 8 design guidelines Explore the Windows 8 application architecture Apply tools and libraries from Microsoft Visual Studio and the Windows 8 SDK Use XAML to create touch-optimized user interfaces Create apps that make use

of device sensors Manage the Windows 8 application lifecycle Prepare your app for the Windows Store

Your hands-on guide to Visual C++/CLI fundamentals Expand your expertise—and teach yourself the fundamentals of the Microsoft Visual C++/CLI language. If you have previous programming experience but are new to Visual C++, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Write and debug object-oriented C++ programs in Visual Studio 2012 Utilize the various features of the C++/CLI language Make use of the Microsoft .NET Framework Class Library Create a simple Windows Store app Use .NET features such as properties, delegates and events Access data from disparate sources using ADO.NET Create and consume web services using Windows Communication Foundation Work effectively with legacy code and COM

Teach yourself Visual C# 2010-one step at a time. Ideal for developers with fundamental programming skills, this practical tutorial features learn-by-doing exercises that demonstrate how, when, and why to use the features of the C# rapid application development environment. You'll learn how to use Microsoft Visual Studio 2010 and Microsoft .NET Framework 4.0; develop a solid, fundamental understanding of C# language features; and then get to work

creating actual components and working applications for the Windows operating system. You'll also delve into data management technologies and Web-based applications.

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