

Microsoft Visual C 2008 Express Edition

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Mastering Microsoft Visual Basic 2010 Evangelos Petroustos 2010-03-25 The new edition of the ultimate comprehensive guide to Microsoft Visual Basic Where most VB books start with beginner level topics, Mastering Visual Basic 2010 vaults you right into intermediate and advanced coverage. From the core of the language and user interface design to developing data-driven applications, this detailed book brings you thoroughly up to speed and features numerous example programs you can use to start building your own apps right away. Covers Visual Basic 2010, part of Microsoft's Visual Studio integrated development environment (IDE), which includes C#, C++, Visual Web Developer, and ASP.NET, along with Visual Basic Explains topics in the thorough, step-by-step style of all books in the Mastering series, providing you ample instruction, tips, and techniques Helps you build your own applications by supplying sample code you can use to start development Includes review exercises in each chapter to reinforce concepts as you learn All the books in the Sybex Mastering series feature comprehensive and expert coverage of topics you can put to immediate use. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Microsoft Visual C# 2008 Express Edition Patrice Pelland 2008-03-05 In this lively, eye-opening, hands-on book, all you need is a computer and the desire to learn how to program with Microsoft Visual C# 2008 Express Edition. Featuring a full edition of the software, this fun and highly visual guide walks you through a complete programming project—a desktop weather-reporting application—from start to finish. You'll get an introduction to the Microsoft Visual Studio® development environment and learn how to put the lightweight, easy-to-use tools in Visual C# Express Edition to work right away—creating, compiling, testing, and delivering your first ready-to-use program. You'll get expert tips, coaching, and visual examples at each step of the way, along with pointers to additional learning resources.

Programming Entity Framework Julia Lerman 2009-01-29 If you use Entity Framework in Visual Studio 2008 and .NET 3.5, this is the book you want. Programming Entity Framework, 1st Edition offers experienced developers a thorough introduction to Microsoft's core framework for modeling and interacting with data in .NET applications. This hands-on tour provides a deep understanding of Entity Framework's architecture and APIs, and explains how to use the framework in a variety of applications built with Visual Studio 2008 and .NET 3.5. From the Entity Data Model (EDM) and Object Services to EntityClient and the Metadata Workspace, this highly acclaimed first edition covers it all. Understand the core concepts you need to make the best use of the Entity Framework (EF) in your applications Learn to query your data, using either LINQ to Entities or Entity SQL Create Windows Forms, WPF, and ASP.NET applications Build ASMX web services and WCF services Use Object Services to work directly with your entity objects Delve into model customization, relationship management, change tracking, data concurrency, and more One important note: while many of the lessons from this book will continue to be valuable as you move to .NET 4, the thoroughly revised second edition of Programming Entity Framework (August 2010) specifically targets Visual Studio 2010 and .NET 4 -- where there have been many advancements and additions to the framework.

C# 2008 for Programmers Paul Deitel 2008-09-26 The professional programmer's Deitel® guide to C# and the powerful Microsoft® .NET Framework Written for programmers with a background in C++, Java or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and .NET Framework 3.5 in depth. The book is updated for Visual Studio® 2008 and C# 3.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions, and program outputs. The book features 200+ C# applications with about 20,000 lines of proven C# code, and hundreds of tips that will help you build robust applications. Start with a concise introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including the .NET Framework 3.5, LINQ, WPF, ASP.NET AJAX, WCF web services and Silverlight™. You'll enjoy the Deitel's classic treatment of object-oriented programming and the OOD/UML™ ATM case study, including a complete C# implementation. When you're finished, you'll have everything you need to build next-generation Windows applications, web applications and web services. The Deitel® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development, and more. Practical, example-rich coverage of: .Net Framework 3.5 Types, Arrays, LINQ to Objects Exception Handling LINQ, Object/Collection Initializers OOP: Classes, Inheritance, Polymorphism, Interfaces WinForms, WPF, XAML, Event Handling WPF Graphics/Multimedia, Silverlight™ Lists, Queues, Stacks, Trees Generic Collections, Generic Methods and Classes XML®, LINQ to XML Database, SQL, LINQ to SQL ASP.NET 3.5, ASP.NET AJAX Web Forms, Web Controls WCF Web Services OOD/UML™ 2 CASE STUDY And more Visit www.deitel.com to: Download code examples Check out the growing list of programming, Web 2.0, and software-related Resource Centers To receive updates for this book, subscribe to the free Deitel® Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the Deitel® Buzz Online Visit www.deitel.com/training for information on Deitel's Dive Into® Series corporate training courses delivered on-site worldwide

ASP.NET MVC 1.0 Website Programming Nick Berardi 2009-06-03 Perfectly suited to the innovative Problem ? Design ? Solution approach, ASP.NET MVC is a new development model that separates code for the data, look, and business processes of a Web site. This nuts-and-bolts guide thoroughly covers creating a Web site with MVC and discusses solving the most common problems that you may encounter when creating your first application or trying to upgrade a current application. The material is based on the highly praised and widely used ?TheBeerHouse? ASP.NET Starter Kit that was developed in the bestselling ASP.NET 2.0 Website Programming: Problem?Design?Solution. Additional coverage includes registration and membership systems and user-selectable themes; content management systems for articles and photos; polls, mailing lists, and forums; e-commerce stores, shopping carts, and order management with real-time credit card processing, and more.

Programming Microsoft Dynamics CRM 4.0 Jim Steger 2008-10-15 Get answers to common questions about setting up the design environment and building custom solutions with Microsoft Dynamics CRM. Delve into core architecture, tools, and techniques, and learn how to exploit powerful customization features. Authored by industry-leading experts, this book shows how to deliver intelligent CRM solutions that meet the unique challenges and requirements of your business. Discover how to: Set up the development environment Enhance the product's APIs with your own code Execute business logic using plug-ins Build custom workflows that extend native workflow functions Create user-friendly integration with scripts and application extensions Code custom pages optimized for Microsoft Outlook with Offline Access Extend Microsoft Dynamics CRM using ASP.NET Create advanced Windows Workflow Foundation solutions Extend multilingual and multicurrency features Construct a custom security-access solution Get code samples on the Web.

Learning XNA 3.0 Aaron Reed 2008-11-22 Do you have what it takes to become a game developer? With this hands-on book, you'll learn quickly and easily how to develop computer games with Microsoft's XNA 3.0 framework—not just for your PC, but for Xbox 360 and the Microsoft Zune as well. Written by an experienced university-level game development instructor, Learning XNA 3.0 walks you through the framework in a clear and understandable step-by-step format. Each chapter offers a self-contained lesson with lots of illustrations and

annotated examples to help you master key concepts. Once you finish the book, you'll know how to develop sophisticated games from start to finish. Learn game development concepts from 2D animation to 3D cameras and effects Delve into high-level shader language (HLSL) and introductory artificial intelligence concepts Develop three complete and exciting games using 2D,3D and multiplayer concepts Develop and deploy games to the Xbox 360 and the Microsoft Zune While teaching XNA to beginning game developers, author Aaron Reed noticed that several key concepts were difficult for students to grasp. Learning XNA 3.0 was written specifically to address those issues. With this book, you can test your understanding and practice new skills as you go with unique "Test Your Knowledge" exercises and review questions in each chapter. Why wait? Amaze your family and friends by building your own games for the PC, Xbox 360, and Zune—with Learning XNA 3.0. "An outstanding book! Teaches you XNA development in a smart way, starting from 2D basics and going into 3D and shader development. What I really like is the 'peeling the onion' approach the author takes, which builds up knowledge from previous chapters."--David "LetsKillDave" Weller, CEO, Cogito Ergonomics, LLC, and former XNA program manager *Professional Visual Basic 2008* Bill Evjen 2008-06-02 The 2008 version of Visual Basic is tremendously enhanced and introduces dramatic new concepts, techniques, and features to this popular object-oriented language. Written by an elite author team, this comprehensive resource provides a clear and concise approach to using VB 2008 in the ever-expanding .NET world. This book focuses on using the latest and most powerful tools from the Microsoft arsenal within your Visual Basic solutions. You'll examine everything from the .NET Framework to the best practices for deploying .NET applications to database access and integrating with other technologies.

Zune Game Development using XNA 3.0 Dan Waters 2010-08-03 XNA 3.0 brings you the ability to create games that will run not just on the PC and Xbox 360, but also on the Zune mobile device. While creating games for Zune is, in many ways, similar to working on the other platforms, it also presents its own unique set of challenges and opportunities. Smaller screens, limited storage, and less processing power all affect the way you need to think about designing and implementing your games. Zune Game Development Using XNA 3.0 is a comprehensive book that will guide you through the many aspects of XNA game development and their specific implementations on the Zune platform. The book addresses Zune game development concepts in detail and shows you how to apply them in practical, step-by-step examples, building complete, working XNA 3.0 examples along the way that you can download and play.

Microsoft Visual C++ 2005 Express Edition Programming for the Absolute Beginner Aaron Miller 2006 "Microsoft Visual C++ 2005 Express Edition Programming for the Absolute Beginner" focuses on teaching first time programmers how to program using Visual C++ 2005 Express Edition as a foundation language. Written for the entry-level user, the book assumes no prior programming or scripting experience. Whether you are a new or experienced C++ developer, this book delivers the tools and libraries you need to write a variety of programs. Written in a straight-forward style, using a games-based approach that makes learning beginning-level programming fun and easy, "Microsoft Visual C++ 2005 Express Edition Programming for the Absolute Beginner" is the perfect introductory programming book.

Visual Basic 2008 Paul J. Deitel 2009 Created by world-renowned programming instructors Paul and Harvey Deitel, Visual Basic 2008 How to Program, Fourth Edition introduces all facets of the Visual Basic 2008 language hands-on, through hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual Basic 2008 and .NET 3.5; all discussions and sample code have been carefully audited against the newest Visual Basic language specification. The many new platform features covered in depth in this edition include: LINQ data queries, Windows Presentation Foundation (WPF), ASP.NET Ajax and the Microsoft Ajax Library, Silverlight-based rich Internet application development, and creating Web services with Windows Communication Foundation (WCF). New language features introduced in this edition: object anonymous types, object initializers, implicitly typed local variables and arrays, delegates, lambda expressions, and extension methods. A series of appendices provide essential programming reference material on topics ranging from number systems to the Visual Studio Debugger, UML 2 to Unicode and ASCII. AUDIENCE: Appropriate for anyone interested in learning programming with Visual Basic 2008.

C# 3.0 Herbert Schildt 2009

Learning XNA 3.0 Aaron Reed 2008-12-01 Do you have what it takes to become a game developer? With this hands-on book, you'll learn quickly and easily how to develop computer games with Microsoft's XNA 3.0 framework—not just for your PC, but for Xbox 360 and the Microsoft Zune as well. Written by an experienced university-level game development instructor, Learning XNA 3.0 walks you through the framework in a clear and understandable step-by-step format. Each chapter offers a self-contained lesson with lots of illustrations and annotated examples to help you master key concepts. Once you finish the book, you'll know how to develop sophisticated games from start to finish. Learn game development concepts from 2D animation to 3D cameras and effects Delve into high-level shader language (HLSL) and introductory artificial intelligence concepts Develop three complete and exciting games using 2D,3D and multiplayer concepts Develop and deploy games to the Xbox 360 and the Microsoft Zune While teaching XNA to beginning game developers, author Aaron Reed noticed that several key concepts were difficult for students to grasp. Learning XNA 3.0 was written specifically to address those issues. With this book, you can test your understanding and practice new skills as you go with unique "Test Your Knowledge" exercises and review questions in each chapter. Why wait? Amaze your family and friends by building your own games for the PC, Xbox 360, and Zune—with Learning XNA 3.0. "An outstanding book! Teaches you XNA development in a smart way, starting from 2D basics and going into 3D and shader development. What I really like is the 'peeling the onion' approach the author takes, which builds up knowledge from previous chapters." --David "LetsKillDave" Weller, CEO, Cogito Ergonomics, LLC, and former XNA program manager **Head First C#** Andrew Stellman 2007-11-26 A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ.

Beginning C# 2008 Christian Gross 2008-02-07 Beginning C# 3.0 has been written from scratch, specifically for the new 'Orcas' version, by a well-respected author to teach beginners how to use the new framework to their best advantage. They will learn everything they need to know to get to grips with this cutting-edge technology. This is one of the first books to be published dealing with the Orcas technology for the beginning audience. Comprehensive and thorough – the book is tailored to turn an interested amateur into a competent, well-grounded, programmer.

C# for Artists Rick Miller 2008

Learning C# 3.0 Jesse Liberty 2008-11-18 If you're new to C#, this popular book is the ideal way to get started. Completely revised for the latest version of the language, Learning C# 3.0 starts with the fundamentals and takes you through intermediate and advanced C# features -- including generics, interfaces, delegates, lambda expressions, and LINQ. You'll also learn how to build Windows applications and handle data with C#. No previous programming experience is required -- in fact, if you've never written a line of code in your life, bestselling authors Jesse Liberty and Brian MacDonald will show you how it's done. Each chapter offers a self-contained lesson to help you master key concepts, with plenty of annotated examples, illustrations, and a concise summary. With this book, you will: Learn how to program as you learn C# Grasp the principles of object-oriented programming

through C# Discover how to use the latest features in C# 3.0 and the .NET 3.5 Framework--including LINQ and the Windows Presentation Foundation (WPF) Create Windows applications and data-driven applications You'll also find a unique Test Your Knowledge section in each chapter, with practical exercises and review quizzes, so you can practice new skills and test your understanding. If you're ready to dive into C# and .NET programming, this book is a great way to quickly get up to speed.

Build a Program Now! Patrice Pelland 2008-01 Provides information on using Microsoft Visual Basic 2008 to create a variety of applications, covering such topics as IntelliSense, debugging an application, and creating an application user interface.

Beginning ASP.NET 3.5 Imar Spaanjaars 2009-02-10 This book is for anyone who wants to learn how to build rich and interactive Microsoft ASP.NET web sites. With the knowledge you gain from this book, you create a great foundation to build any type of web site, ranging from simple hobby-related web sites to sites you may be creating for commercial purposes. Using this book's step-by-step format you'll learn to: Obtain, install, and customize Visual Web Developer (VWD) 2008 create a new web site and how to add new pages to it. use the numerous tools in VWD to create HTML and ASP.NET pages use the VWD tools and CSS, the language that is used to format web pages What ASP.NET server controls are, what they are used for, and how to use them program web pages Visual Basic or C# create consistent-looking pages through the use of master pages, skins, and themes build the navigation structure of your site create and use User Controls and enhance them to repeat content like menus and banners accept, validate, and process user input and send e-mail from your ASP.NET web application create good looking, flicker free web page interaction with ASP.NET Ajax the basics of SQL, the language used access and alter data in a database use the database tools found in Visual Web Developer use the ASP.NET data controls to create an interface for your users to interact with your application's data use LINQ to SQL to access SQL Server databases without writing a lot of manual code change the visual appearance of your data through the use of control styles interact with the data-bound controls and speed up your application use the security ASP.NET features to create user accounts, distinguish between anonymous and logged on users, and manage the users in your system create personalized web pages with content targeted at individual users find and fix problems with VWD debugging tools deploy and run your final web site

Beginning XML with C# 2008 Bipin Joshi 2008-09-02 Beginning XML with C# 2008 focuses on XML and how it is used within .NET 3.5. As you'd expect of a modern application framework, .NET 3.5 has extensive support for XML in everything from data access to configuration, from raw parsing to code documentation. This book demystifies all of this. It explains the basics of XML as well as the namespaces and objects you need to know in order to work efficiently with XML. You will see clear, practical examples that illustrate best practices in action. With this book, you'll learn everything you need to know from the basics of reading and writing XML data to using the DOM, from LINQ and SQL Server integration to SOAP and web services.

Sams Teach Yourself Visual C# 2008 in 24 Hours James Foxall 2008 Get up and running on the latest version of C# in just 24 sessions of one hour or less!

Microsoft Visual C# 2005 Express Edition Patrice Pelland 2005 In this lively, eye-opening, and hands-on book, all you need is a computer and the desire to learn how to program with Visual C# 2005 Express Edition. Featuring a full working edition of the software, this fun and highly visual guide walks you through a complete programming project--a desktop weather-reporting application--from start to finish. You'll get an unimposing introduction to the Microsoft Visual Studio® development environment and learn how to put the lightweight, easy-to-use tools in Visual C# Express to work right away--creating, compiling, testing, and delivering your first, ready-to-use program. You'll get expert tips, coaching, and visual examples at each step of the way, along with pointers to additional learning resources.

Beginning ASP.NET 3.5 in C# 2008 Matthew MacDonald 2008-02-26 This book will follow the proven pattern of its previous .NET 2.0 and .NET 1.1 editions, teaching novice users how to use ASP.NET by gradually building their knowledge of the technology up in a pyramidal fashion chapter by chapter. Comprehensively revised for both ASP.NET 3.5 and the new C# 3.0 language this book presents the easiest path to ASP.NET 3.5 mastery. This is one of the first books introducing novices to this important new technology area, and is written specifically in their coding language of preference. The book is written by a proven and award winning .NET author that has been following the technology release cycle since its inception.

Beginning Microsoft Visual Basic 2008 Thearon Willis 2008-04-30 Beginning Microsoft Visual Basic 2008 is designed to teach you how to write useful programs in Visual Basic 2008 as quickly and easily as possible. There are two kinds of beginners for whom this book is ideal: You're a beginner to programming and you've chosen Visual Basic 2008 as the place to start. That's a great choice! Visual Basic 2008 is not only easy to learn, it's also fun to use and very powerful. You can program in another language but you're a beginner to .NET programming. Again, you've made a great choice! Whether you've come from Fortran or Visual Basic 6, you'll find that this book quickly gets you up to speed on what you need to know to get the most from Visual Basic 2008. Visual Basic 2008 offers a great deal of functionality in both tools and language. No one book could ever cover Visual Basic 2008 in its entirety—you would need a library of books. What this book aims to do is to get you started as quickly and easily as possible. It shows you the roadmap, so to speak, of what there is and where to go. Once we've taught you the basics of creating working applications (creating the windows and controls, how your code should handle unexpected events, what object-oriented programming is, how to use it in your applications, and so on), we'll show you some of the areas you might want to try your hand at next. To this end, the book is organized as follows: Chapters 1 through 9 provide an introduction to Visual Studio 2008 and Windows programming. Chapter 6 provides an introduction to XAML and Windows Presentation Foundation (WPF) programming. Chapter 10 provides an introduction to application debugging and error handling. Chapters 11 through 13 provide an introduction to object-oriented programming and building objects. Chapter 14 provides an introduction to creating Windows Forms user controls. Chapter 15 provides an introduction to graphics in Windows applications. Chapters 16 and 17 provide an introduction to programming with databases and covers Access, SQL Server, ADO.NET and LINQ. Chapters 18 and 19 provide an introduction to ASP.NET and show you how to write applications for the Web. Chapter 20 provides a brief introduction to XML, a powerful tool for integrating your applications—regardless of the language they were written in. Chapter 21 introduces you to web services and the Windows Communication Foundation (WCF). Chapter 22 introduces you to sequential workflows using the Windows Workflow Foundation (WF). Chapter 23 introduces you to building applications for mobile devices using the Compact Framework classes. Chapter 24 introduces you to deploying applications using ClickOnce technology. Chapter 25 provides some insight on where to go next in your journey to learn about Visual Basic 2008. Appendix A provides the answers to chapter exercises. Appendix B introduces the Microsoft Solution Framework. Appendix C provides some background on security. Appendix D provides insight into Windows CardSpace. Appendix E compares the differences between the latest versions of the .NET Framework.

Start Here! Learn Microsoft Visual Basic 2012 Michael Halvorson 2012-12-15 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 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

Microsoft Visual Basic 2005 Express Edition Patrice Pelland 2005 Build your own Web browser, desktop weather station, or other cool application—without any programming experience! Featuring learn-by-doing projects and plenty of visual examples, this hands-on book is your quick start to creating applications for Microsoft Windows. Have fun as you discover how to: Design a rich user interface with easy-to-use tools “Drag and drop” text boxes, buttons, and other controls into your application Add database and reporting capabilities Exploit features that reduce

the amount of code you write Find and fix any bugs Roll-out and share your application CD Includes: Visual Basic 2005 Express Edition Microsoft SQL Server 2005 Express Edition A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to booktech@oreilly.com.

C# 2008 Programmer's Reference Wei-Meng Lee 2009-04-03 Have access to all aspects of the C# programming language at hand with the C# 2008 Programmer's Reference, the only comprehensive reference guide for C# programmers. Regardless of your experience with C#, you will appreciate the detailed code samples, which offer a quick and easy way to help you refresh your understanding of important concepts. In this ideal C# resource, you will find an introduction to the .NET Framework, a guide to using Visual Studio 2008, and explanations of classes, objects, types, delegates and events, strings and regular expressions, and threading.

Microsoft Visual Studio LightSwitch Unleashed Alessandro Del Sole 2012-02-06 Microsoft® Visual Studio® LightSwitch® Unleashed Alessandro Del Sole Microsoft Visual Studio LightSwitch represents a breakthrough in business application development for Windows clients, the Web, and the cloud. Using this new tool, you can build powerful data-centric applications with far less code than ever before. Microsoft Visual Studio LightSwitch Unleashed is the first comprehensive, start-to-finish guide to this powerful new tool. Written by longtime Visual Basic expert and Microsoft MVP Alessandro Del Sole, this book covers everything Microsoft developers need to know to make the most of LightSwitch—from the absolute basics to the most advanced enterprise techniques. You learn how to use LightSwitch to build modern, scalable, customized line-of-business applications that automatically leverage technologies such as Silverlight, WCF, and SQL Server Express with no effort or expertise on your part. Through hands-on examples, Del Sole guides you through building solutions that can integrate and analyze business information from virtually any source, crafting custom logic that solves your company's unique problems, and delivering state-of-the-art usability through professional-quality user interfaces. Implement features such as screen navigation, data interaction, paging, and Excel export, with absolutely no coding Build simple data-centric applications and add power to them with relationships and details Rapidly create customized queries, filters, sorts, and reports Aggregate data from many locations, including SharePoint, SQL Server, and the cloud Simplify the implementation of application-level data validation Protect your applications with authentication and authorization Fine tune your code for scalability and performance Streamline deployment to local computers, web servers, and the Windows Azure cloud Use .NET code to define custom behaviors related to data and the user interface Understand how LightSwitch applications are architected and how they are handled by Visual Studio Use LightSwitch with other Visual Studio tools to manage the entire application life cycle Efficiently debug LightSwitch code—and create code that's easier to debug Category: Microsoft Programming Covers: LightSwitch User Level: Intermediate—Advanced ON THE WEB: Download all examples and source code presented in this book as they are available from informit.com/title/9780672335532

Microsoft SQL Server 2008 Step by Step Mike Hotek 2008-11-12 Teach yourself SQL Server 2008—one step at a time. Get the practical guidance you need to build database solutions that solve real-world business problems. Learn to integrate SQL Server data in your applications, write queries, develop reports, and employ powerful business intelligence systems. Discover how to: Install and work with core components and tools Create tables and index structures Manipulate and retrieve data Secure, manage, back up, and recover databases Apply tuning plus optimization techniques to generate high-performing database applications Optimize availability through clustering, database mirroring, and log shipping Tap business intelligence tools—Reporting, Analysis, and Integration Services CD features: Practice exercises and code samples 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.

ANSI C Programming Yashavant Kanetkar 2019-09-20 Learn real-world C programming as per the latest ANSI standard DESCRIPTION In this heterogeneous world a program that is compiler dependent is simply unacceptable. ANSI C Programming teaches you C language in such a manner that you are able to write truly portable programs. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complicated topics towards the end. Each chapter has been designed to create a deep and lasting impression on the reader's mind. “If taught through examples, any concept becomes easy to grasp”. This book follows this dictum faithfully, Yashavant has crafted well thought out programming examples for every aspects of C programming. KEY FEATURES Learn real-world C programming as per the latest ANSI standard All programs work on DOS, Windows as well as Linux Detailed explanation of difficult concepts like “Pointers” and “Bitwise operators” End of chapter exercises drawn from different universities Written by best-selling author of Let Us C WHAT WILL YOU LEARN Algorithms, control instructions, strings, bitwise operators, flowcharts, functions Structures, enumerations, data types, pointers, unions, dynamic memory allocation Storage classes, arrays, File IO, linked list WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of ANSI C Programming. Table of Contents 1. Before We Begin 2. Introduction To Programming 3. Algorithms For Problem Solving 4. Introduction To C Language 5. The Decision Control Structure 6. The Loop Control Structure 7. The Case Control Structure 8. Functions & Pointers 9. Data Types Revisited 10. The C Preprocessor 11. Arrays 12. Puppeting On Strings 13. Structures 14. Self Referential Structures and Linked Lists 15. Console Input/Output 16. File Input/Output 17. More Issues In Input/Output 18. Operations On Bits 19. Miscellaneous Features

Microsoft Visual Studio 2015 Unleashed Lars Powers 2015-08-07 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.

Microsoft XNA Game Studio 3.0 Unleashed Chad Carter 2009-02-25 Using XNA Game Studio 3.0, any programmer can master the art of game development and begin selling games to millions of Xbox 360 users worldwide. Now, there's a practical, comprehensive guide to game development with Microsoft's powerful new XNA Game Studio 3.0 and the entire XNA Framework. In Microsoft® XNA® Game Studio 3.0 Unleashed, XNA expert Chad Carter covers the entire XNA platform, presents extensive sample code, and explains that code line by line. Carter walks

you through the entire process of game development, including installing XNA, creating objects, handling input, managing and extending the content pipeline, optimizing game performance, and creating both 3D and 2D games. Carter presents sophisticated coverage of using XNA's high level shader language; creating physical effects; and endowing characters with realistic artificial intelligence. A case study section walks through the entire process of planning and coding a game, improving it, and putting on the finishing touches that make it marketable. This edition contains nine new chapters, including all-new sections on creating networked games, programming games for the Zune handheld, and preparing and submitting games to Xbox LIVE, where accepted titles will reach gamers worldwide. Plan your games to deliver solid performance on the platforms you've targeted Understand essential XNA Framework concepts, including object creation, cameras, input handling, libraries, game services, and managing and extending the content pipeline Create a 2D game that will run across 3 platforms (Windows, Xbox 360, and Zune) with a single code base Create a Visualizer media player for the Microsoft Zune Use the High Level Shader Language (HLSL) to communicate directly with graphics hardware Bring realistic physics to your game action and realistic artificial intelligence to your characters Create sophisticated 3D effects that use advanced texturing and a particle system Build networked games, including multiplayer demos, turn-based games, and real-time network games Create 4 full games—2D parallax side scroller, 3D shooter, multiplayer turn-based 2D card game, and a multiplayer real-time 3D game Discover best practices for creating Xbox LIVE Community Games Sell your finished game on Xbox LIVE Marketplace CD-ROM includes: All C# examples and source code presented in this book.

Mastering Visual Studio .NET Ian Griffiths 2003 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)

C/C++ и MS Visual C++ 2008 для начинающих (? - + дистрибутив) Пахомов Борис Исакович 2009 Книга является руководством для начинающих по разработке приложений в среде Microsoft Visual C++ 2008 Express Edition. Рассмотрены основные элементы языков программирования C/C++ и примеры создания простейших классов и программ. Изложены принципы визуального проектирования и событийного программирования. На конкретных примерах показаны основные возможности визуальной среды разработки Visual C++ 2008 Express Edition, назначение базовых компонентов и процесс разработки различных типов консольных и Windows-приложений. На компакт-диске размещен дистрибутив пакета Microsoft Visual Studio 2008 Express Edition, содержащий Visual C++ 2008 Express Edition и другие компоненты пакета. Файлы для книги можно скачать по ссылке <ftp://ftp.bhv.ru/9785977502672.zip>

Microsoft Visual C# 2008 Step by Step John Sharp 2007-12-19 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.

Coding4Fun Dan Fernandez 2008-11-26 How would you like to build an Xbox game, use your Nintendo Wiimote to create an electronic whiteboard, or build your own peer-to-peer application? Coding4Fun helps you tackle some cool software and hardware projects using a range of languages and free Microsoft software. Now you can code for fun with C#, VB, ASP.NET, WPF, XNA Game Studio, Popfly, as well as the Lua programming language. If you love to tinker, but don't have time to figure it all out, this book gives you clear, step-by-step instructions for

building ten creative projects, including: Alien Attack: Create a 2D clone of Space Invaders with XNA for the PC, Xbox 360, and Zune LEGO Soldier: Create an action game using Popfly with a custom-built virtual LEGO character World of Warcraft RSS Feed Reader: Use WoW's customizable interface to have feeds pop up while you're gaming InnerTube: Download YouTube videos automatically and convert them to a file format for off-line viewing PeerCast: Stream video files from any PC TwitterVote: Create custom online polls on Twitter WHSMail: Build a website with ASP.NET for Windows Home Server that lets you view the messages stored on a computer with Outlook "Wiimote" Controlled Car: Steer your remote-controlled car by tilting the Wii Remote controller left and right Wiimote Whiteboard: Create an interactive whiteboard using a Wii Remote Holiday Lights: Synchronize your holiday light display with music to create your own light show The perfect gift for any developer, Coding4Fun shows you how to use your programming skills in new and fun ways. "This book is amazing! The scope is so wonderfully broad that anyone who has an interest in designing games at any level should read this book." -- Alex Albrecht, Creator of DiggNation / Totally Rad Show / Project Lore

Visual C# 2008 Paul J. Deitel 2009 Created by world-renowned programming instructors Paul and Harvey Deitel, "Visual C# 2008 How to Program, Third Edition" introduces all facets of the C# 2008 language through the Deitels' signature "Live Code" Approach", that features hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual C# 2008 and .NET 3.5; The many new platform features covered include: LINQ (Language Integrated Query), Windows Presentation Foundation (WPF), ASP.NET Ajax and the Microsoft Ajax Library, Silverlight-based rich Internet application development, and creating Web services with Windows Communication Foundation (WCF). New language features introduced in this edition: automatic properties, object initializers, partial classes and methods, anonymous methods, Lambda expressions, extension methods, anonymous types, and collection initializers. Extensively updated coverage of delegates and more sophisticated techniques, including searching, sorting, data structures, generics, and collections. Appendices provide essential programming reference material on topics ranging from number systems to the Visual Studio Debugger, UML 2 to Unicode and ASCII. Appropriate for all basic-to-intermediate level Visual C# 2008 programmers.

Microsoft ASP.NET and AJAX Dino Esposito 2009-04-15 Rethink the way you plan, design, and build Web applications—with expert guidance from Web development luminary Dino Esposito. Whether giving legacy sites a much-needed tune-up—or architecting rich Internet applications from the ground up—you'll learn pragmatic approaches to AJAX development that you can employ today. Discover how to: Delve into the mechanics and design goals of partial rendering—such as improving page-refresh speed Use AJAX-enabled server controls to bring desktop-like functionality to Web solutions Apply design patterns to common Web development issues, including client-side data binding Manipulate JavaScript more easily using the jQuery and Microsoft AJAX libraries Examine the interoperability and security models in Microsoft Silverlight Weigh the tradeoffs when architecting Web applications for richness (Silverlight) vs. reach (AJAX)—and deliver the right solution for your audience

Pro C# 2008 and the .NET 3.5 Platform Andrew Troelsen 2008-02-22 .NET 3.5 is Microsoft's largest development software launch since .NET 2.0 and (unlike .NET 3.0) completely replaces all previous .NET versions. A new version of Visual Studio – Visual Studio 'Orcas' is being created for the new Framework together with new versions of both the C# and Visual Basic languages. This book deals with this new C# language and provides developers with a complete treatise on the new technology – explaining the importance of all the new features (lambda expressions, LINQ, ASP.NET AJAX, WPF everywhere) and how they integrate into the framework of the previous .NET versions. It is a comprehensively revised and updated version of the author's previous award-winning titles.

Professional DotNetNuke Module Programming Mitchel Sellers 2011-02-16 This book details the development techniques needed to work within the DotNetNuke framework. It discusses the available methods to extend the framework, as well as the situations and rules governing when each respective extension model should be used. Additionally, the book stresses leveraging the framework in as many areas as possible, and ultimately using the framework to the advantage of the developer. Samples in the book are provided in both C# and Visual Basic (VB), and provides some excellent new features that are supported, starting with DotNetNuke 5.0.