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TRAVIS CONRAD

Modern Data Access with Entity Framework Core "O'Reilly Media, Inc." Microsoft's Windows Presentation Foundation (WPF) provides you with a development framework for building high-quality user experiences for the Windows operating system. It blends together rich content from a wide range of sources and allows you unparalleled access to the processing power of your Windows computer. Pro WPF 4.5 in C# provides a thorough, authoritative guide to how WPF really works. Packed with no-nonsense examples and practical advice you'll learn everything you need to know in order to use WPF in a professional setting. The book begins by building a firm foundation of elementary concepts, using your existing C# skills as a frame of reference, before moving on to discuss advanced concepts and demonstrate them in a hands-on way that emphasizes the time and effort savings that can be gained.

Old New Thing Ladybird

"Raymond Chen is the original raconteur of Windows." --Scott Hanselman, ComputerZen.com "Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it!" --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect "Very interesting

read. Raymond tells the inside story of why Windows is the way it is." --Eric Gunnerson, Program Manager, Microsoft Corporation "Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about." --Matt Pietrek, MSDN Magazine's Under the Hood Columnist "Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, *The Old New Thing* is a captivating collection of anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software." --Stephen Toub, Technical Editor, MSDN Magazine

Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called "hives"? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the "hidden Windows" you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about

effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen

Professional DevExpress ASP.NET

Controls Sams Publishing

Build web applications in C# and Microsoft .NET that run in any modern browser. This second edition is updated to work with the release version of Blazor and covers Blazor's use in creating both server-side and WebAssembly Blazor applications. Developers are able to use all their experience in .NET along with thousands of existing libraries, right in the browser. There is important new coverage in this edition on the new and improved Razor syntax, how to easily validate user input with Blazor validation, and how to build complex interacting components with Cascading Properties and Templated Components. You will learn how to build user interfaces and present data to a user for display and modification, capturing the user's changes via data binding. The book shows you how to access a rich library of .NET functionality such as a component model for building a composable user interface, including how to develop reusable components that can be used across many pages and websites. Also covered is data exchange with a server, giving you access to microservices and database services. Blazor provides a fresh take on web development by eliminating the need for you to learn different languages and frameworks for client- and server-side

development. Blazor allows C# and .NET to be used on all sides, providing a robust feature set that is well suited toward scalable, enterprise-level applications. This book gets you started using this important new toolkit for web application development. What You Will Learn Build user interfaces and display data for users to edit Capture the user's changes via data binding Transfer data back and forth between server and client Communicate with microservices and database services Develop reusable components and assemble them into bigger components Use routing to build single-page applications (SPAs) Build Blazor libraries that are reusable across applications Who This Book Is For Experienced .NET developers who want to apply their existing skills toward building professional-quality, client-side web applications that run in any browser. The book is for web developers who want to step away from JavaScript and its complexities, and instead use a proven technology (.NET) that is robust toward creating enterprise-quality applications that scale and are reliable, that provide good user experience.

Blazor Revealed Apress

The #1 WPF Book--Now Updated for WPF 4.5! Thorough, authoritative coverage, practical examples, clear writing, and full-color presentation make this one of the most widely acclaimed programming books of the last decade. Windows Presentation Foundation (WPF) is the recommended technology for creating modern Windows desktop apps. Whether you want to develop traditional user interfaces or integrate 3D graphics, audio/video, animation, dynamic skinning, touch, rich document support, speech recognition, or more, WPF enables you to do so in a seamless, resolution-independent manner that

scales from small tablets to large TVs. WPF 4.5 Unleashed is the authoritative book that covers it all, in a practical and approachable fashion, authored by WPF guru and Microsoft architect Adam Nathan. Covers everything you need to know about Extensible Application Markup Language (XAML) Examines the WPF feature areas in incredible depth: controls, layout, resources, data binding, styling, graphics, animation, and more Delves into topics that aren't covered by most books: 3D, speech, audio/video, documents, effects Shows how to create popular UI elements and leverage built-in controls such as the new Office-style Ribbon Demonstrates how to create sophisticated UI mechanisms, such as Visual Studio-like collapsible/dockable panes Explains how to create first-class custom controls for WPF Demonstrates how to create hybrid WPF software that leverages Windows Forms, DirectX, ActiveX, or other non-WPF technologies Explains how to exploit desktop features, such as Jump Lists and taskbar customizations, and the same toast notifications used by Windows Store apps

Pro .Net 2.0 Windows Forms And Custom Controls In C# Apress

Create and unleash the power of neural networks by implementing C# and .Net code Key FeaturesGet a strong foundation of neural networks with access to various machine learning and deep learning librariesReal-world case studies illustrating various neural network techniques and architectures used by practitionersCutting-edge coverage of Deep Networks, optimization algorithms, convolutional networks, autoencoders and many moreBook Description Neural networks have made a surprise comeback in the last few years and have brought tremendous

innovation in the world of artificial intelligence. The goal of this book is to provide C# programmers with practical guidance in solving complex computational challenges using neural networks and C# libraries such as CNTK, and TensorFlowSharp. This book will take you on a step-by-step practical journey, covering everything from the mathematical and theoretical aspects of neural networks, to building your own deep neural networks into your applications with the C# and .NET frameworks. This book begins by giving you a quick refresher of neural networks. You will learn how to build a neural network from scratch using packages such as Encog, Aforge, and Accord. You will learn about various concepts and techniques, such as deep networks, perceptrons, optimization algorithms, convolutional networks, and autoencoders. You will learn ways to add intelligent features to your .NET apps, such as facial and motion detection, object detection and labeling, language understanding, knowledge, and intelligent search. Throughout this book, you will be working on interesting demonstrations that will make it easier to implement complex neural networks in your enterprise applications. What you will learnUnderstand perceptrons and how to implement them in C#Learn how to train and visualize a neural network using cognitive servicesPerform image recognition for detecting and labeling objects using C# and TensorFlowSharpDetect specific image characteristics such as a face using Accord.NetDemonstrate particle swarm optimization using a simple XOR problem and EncogTrain convolutional neural networks using ConvNetSharpFind optimal parameters for your neural network functions using numeric and

heuristic optimization techniques. Who this book is for This book is for Machine Learning Engineers, Data Scientists, Deep Learning Aspirants and Data Analysts who are now looking to move into advanced machine learning and deep learning with C#. Prior knowledge of machine learning and working experience with C# programming is required to take most out of this book

Real-World Functional Programming
John Wiley and Sons

Functional programming languages like F#, Erlang, and Scala are attracting attention as an efficient way to handle the new requirements for programming multi-processor and high-availability applications. Microsoft's new F# is a true functional language and C# uses functional language features for LINQ and other recent advances. Real-World Functional Programming is a unique tutorial that explores the functional programming model through the F# and C# languages. The clearly presented ideas and examples teach readers how functional programming differs from other approaches. It explains how ideas look in F#—a functional language—as well as how they can be successfully used to solve programming problems in C#. Readers build on what they know about .NET and learn where a functional approach makes the most sense and how to apply it effectively in those cases. The reader should have a good working knowledge of C#. No prior exposure to F# or functional programming is required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Functional Programming in C#

Apress

The volume comprises lightly annotated

translation of a key medieval Arabic text that bears directly on the Crusades and Crusader society and the Muslim experience of them.

The Code Rush Apress

"This work strikes a balance between the pure functional aspects of F# and the object-oriented and imperative features that make it so useful in practice, enable .NET integration, and make large-scaledata processing possible." —Thore Graepel, PhD, Researcher, Microsoft Research Ltd. Over the next five years, F# is expected to become one of the world's most popular functional programming languages for scientists of all disciplines working on the Windows platform. F# is free and, unlike MATLAB® and other software with numerical/scientific origins, is a full-fledged programming language. Developed in consultation with Don Syme of Microsoft Research Ltd.—who wrote the language—F# for Scientists explains and demonstrates the powerful features of this important new programming language. The book assumes no prior experience and guides the reader from the basics of computer programming to the implementation of state-of-the-art algorithms. F# for Scientists begins with coverage of introductory material in the areas of functional programming, .NET, and scientific computing, and goes on to explore: Program structure Optimization Data structures Libraries Numerical analysis Databases Input and output Interoperability Visualization Screenshots of development using Visual Studio are used to illustrate compilation, debugging, and interactive use, while complete examples of a few whole programs are included to give readers a complete view of F#'s capabilities. Written in a clear and concise style, F#

for Scientists is well suited for researchers, scientists, and developers who want to program under the Windows platform. It also serves as an ideal supplemental text for advanced undergraduate and graduate students with a background in science or engineering.

The Book of Contemplation Addison-Wesley Professional

Presents a guide to the features of C#, covering such topics as functions, generics, iterators, currying, caching, order functions, sequences, monads, and MapReduce.

Hands-On Neural Network Programming with C# Packt

Publishing Ltd

Oracle Database Programming with Visual Basic.NET Discover a detailed treatment of the practical considerations and applications of Oracle database programming with Visual Basic 2019 Oracle Database Programming with Visual Basic.NET: Concepts, Designs, and Implementations delivers a comprehensive exploration of the foundations of Oracle database programming using Visual Basic.NET. Using Visual Basic.NET 2019, Visual Studio.NET 2019, and Oracle 18c XE, the book introduces the Oracle database development system, Oracle SQL Developer and Modeler, and teaches readers how to implement a sample database solution. The distinguished author also demonstrates the use of dotConnect for Oracle to show readers how to create an effective connection to an Oracle 18c XE database. The current versions of the .NET framework, ASP.NET, and ASP.NET 4.7 are also explored and used to offer readers the most up to date web database programming techniques available today. The book provides practical

example projects and detailed, line-by-line descriptions throughout to assist readers in the development of their database programming skill. Students will also benefit from the inclusion of: A thorough introduction to databases, including definitions, examples, descriptions of keys and relationships, and some database components in popular databases, like Access, SQL, and Oracle An exploration of ADO.NET, including its architecture and components, like the DataReader class, DataSet component, DataTable component, and the command and parameter classes A discussion of Language Integrated Query (LINQ), including its architecture and components, its relationship to objects, DataSet, Oracle, and Entities An explanation of how to access data in ASP.NET and ASP.NET Web Services with multiple real project examples. Perfect for college and university students taking courses related to database programming and applications, Oracle Database Programming with Visual Basic.NET will also earn a place in the libraries of programmers and software engineers seeking a comprehensive reference for database coding in Visual Basic.NET.

C# Pearson Education

Often referred to as the “black art” because of its complexity and uncertainty, software estimation is not as difficult or puzzling as people think. In fact, generating accurate estimates is straightforward—once you understand the art of creating them. In his highly anticipated book, acclaimed author Steve McConnell unravels the mystery to successful software estimation—distilling academic information and real-world experience into a practical guide for working software professionals. Instead

of arcane treatises and rigid modeling techniques, this guide highlights a proven set of procedures, understandable formulas, and heuristics that individuals and development teams can apply to their projects to help achieve estimation proficiency. Discover how to: Estimate schedule and cost—or estimate the functionality that can be delivered within a given time frame Avoid common software estimation mistakes Learn estimation techniques for you, your team, and your organization * Estimate specific project activities—including development, management, and defect correction Apply estimation approaches to any type of project—small or large, agile or traditional Navigate the shark-infested political waters that surround project estimates When many corporate software projects are failing, McConnell shows you what works for successful software estimation.

F# for Scientists Apress

Featuring a wealth of code examples appropriate for practicing developers, this advanced-level guide provides comprehensive coverage of such topics as arrays, binary trees, data compression. The CD includes the author's highly successful freeware library, EZDSL, along with the code from the book.

Visual Studio 2019 In Depth Simon and Schuster

Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore

test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com. Table of Contents PART 1 GETTING STARTED The basics of unit testing A first unit test PART 2 CORE

TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation (mocking) frameworks Digging deeper into isolation frameworks PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability

Learn WinUI 3.0 BPB Publications

Databases have become an integral part of modern life. Today's society is an information-driven society, and database technology has a direct impact on all aspects of daily life. Decisions are routinely made by organizations based on the information collected and stored in databases. Database management systems such as Oracle are crucial to apply data in industrial or commercial systems. Equally crucial is a graphical user interface (GUI) to enable users to access and manipulate data in databases. The Apache NetBeans IDE with Java is an ideal candidate for developing a GUI with programming functionality. Oracle Database Programming with Java: Ideas, Designs, and Implementations is written for college students and software programmers who want to develop practical and commercial database programming with Java and relational databases such as Oracle Database XE 18c. The book details practical considerations and applications of database programming with Java and is filled with authentic examples as well as detailed explanations. Advanced topics in Java Web like Java Web Applications and Java Web Services are covered in real project examples to show how to handle the database programming issues in the Apache NetBeans IDE environment. This book features: A real

sample database, CSE _ DEPT, which is built with Oracle SQL Developer, provided and used throughout the book Step by step, detailed illustrations and descriptions of how to design and build a practical relational database

Fundamental and advanced Java database programming techniques practical to both beginning students and experienced programmers Updated Java desktop and Web database programming techniques, such as Java Enterprise Edition 7, JavaServer Pages, JavaServer Faces, Enterprise Java Beans, Web applications and Web services, including GlassFish and Tomcat Web servers More than 30 real database programming projects with detailed illustrations Actual JDBC APIs and JDBC drivers, along with code explanations Homework and selected solutions for each chapter to strengthen and improve students' learning and understanding of the topics they have studied

[Developer Hegemony BlogIntoBook.com](http://DeveloperHegemony.BlogIntoBook.com)

This novel creates vivid images of Chinese engineer immigrants in Silicon Valley, and weaved with series funny and touching stories of their loves, lives, and adventures. Originally the first part of this novel was posted on a popular Chinese blog web site and has received over a million views, which motivated the author to complete the whole book. This novel is its own unique feast of delights and beloved by many readers.

ADO.NET in a Nutshell "O'Reilly Media, Inc."

Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDEKey featuresa- Create and use custom IDE extensionsa- Find, download, and use the best IDE extensions for web, mobile, Azure, and Windowsa- Enhance programming experience and time with debugging toolsa- Enhance coding

capabilities with coding tools

- a- Test projects proactively
- ya- Create powerful web, mobile, and Azure solutions for the real world

Description This book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features within the tool and the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You will then explore everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript IntelliSense, which will help you focus more on coding. Moving on, you'll learn to work with the dedicated workloads for data storage and data science. You will also review the more advanced architecture tools concealed within the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools.

What will you learn

By the end of the book, you will be able to tackle any solution for any platform head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this book, you will be able to code better and faster, debug better, share your code with more peers, test your code better, and install or publish your apps quicker and without issues.

Who this book is for

The book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal role in presenting all the tools you need to become a better developer.

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1. Getting started with Visual

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About the author

Ockert du Preez is a self-taught developer who started learning programming since the days of QBasic. He has written several articles over the years detailing his programming quests and adventures. .NET is his second love, just after his wife and kid. He has always been an avid supporter of .NET since the beginning, and is an expert in VB and C#. He was given the Microsoft Most Valuable Professional Award for .NET (2008-2017). He has worked as a moderator and an article reviewer and currently writes articles for CodeGuru, Developer.com, DevX, and the Database journal.

His blog: <https://www.codeguru.com/member.php/Hannes+DuPreez/>

Murach's ASP. NET Core MVC Microsoft Press

Know how to use the features of Visual Studio 2019 and utilize the IDE correctly to become your one-stop solution for creating quality code. Learn what's new in VS 2019 and explore the existing features of Visual Studio so you can use them more efficiently. Getting Started with Visual Studio 2019 begins with an overview of Visual Studio and explores new features such as Visual Studio Live Share, Visual Studio Search, Solution Filters, and Intellicode. Author Dirk Strauss teaches you how to create project templates, write code snippets, and manage NuGet packages. You will learn how to: debug your code using breakpoints and step into specific methods, use data tips, and utilize the

DebuggerDisplay attribute. You will then move on to learn unit testing and explore the tools provided by Visual Studio to create and run unit tests. The book also covers source control integration in Visual Studio and how to use GitHub to implement a source control strategy in your code. What You Will Learn Create and use code snippets in Visual Studio 2019 Utilize diagnostic tools and the Immediate window for code debugging Generate unit tests with IntelliTest Use NuGet in applications Create and handle pull requests Who This Book Is For Beginners and software developers working on the .NET stack

Data Binding with Windows Forms 2.0

Microsoft Press

Build web applications in Microsoft .NET that run in any modern browser, helping you to transfer your .NET experience and skills to a new environment and build browser-based applications using a robust and type-safe language and runtime. Developing a web site with rich client-side behavior means most developers need to learn a transpiled language like JavaScript or TypeScript. But today you can also develop rich browser applications using the .NET runtime and C# using Blazor. With Blazor you can use all that experience you have amassed over the years, and can use thousands of already existing libraries, right in the browser. Blazor Revealed will allow you to create a rich web site experience in no time. You will learn how to build user interfaces, and present data to a user for display and modification, capturing the user's changes via data binding. The book shows you how to access a rich library of .NET functionality such as a component model for building a composable user interface, including how to develop

reusable components that can be used across many pages and web sites. Also covered is data exchange with a server, giving you access to microservices and database services. Blazor provides a fresh take on web development by eliminating the need for you to learn different languages and frameworks for client- and server-side development. Blazor allows C# and .NET to be used on all sides, providing a robust feature set that is well suited toward scalable, enterprise-level applications. Blazor Revealed gets you started in using this important new toolkit for web application development. What You'll Learn Build user interfaces and display data for users to edit Capture the user's changes via data binding Transfer data back and forth between server and client Communicate with microservices and database services Develop reusable components and assemble them into bigger components Use routing to build single page applications (SPAs) Build Blazor libraries that are reusable across applications Who This Book Is For Experienced .NET developers who want to apply their existing skills to building professional quality, client-side web applications that run in any browser. The book is for web developers who want to step away from JavaScript and its complexities, and instead use a proven technology (.NET) that is robust toward creating enterprise-quality applications that scale and are reliable and that provide good user experience. The book is for intermediate to advanced .NET web developers with no experience using Blazor.

Pro C# 8 with .NET Core Packt Publishing Ltd

If you know the basics of C#, you're ready to learn how to create web applications using Microsoft's powerful

technology, ASP.NET Core MVC (Model-View-Controller). And there's no more practical way to do it than with this book. By the end of section 1...just 5 chapters...you'll be developing real-world web apps that follow the MVC pattern, using C# code for the model and controller classes...HTML, CSS, and Razor code for the user interface (the view)...and Bootstrap classes for responsive design so that your apps adapt well to all screen sizes. You'll also be able use the debugging tools in Visual Studio and your browser to test your apps thoroughly. In section 2, you'll build out that set of skills to create more complex controllers, work with Razor views, handle cookies and sessions, do model binding, validate data, and handle database data with EF (Entity Framework) Core. You'll also see how all these skills come together in a single application, with coverage of the "gotchas" that can occur and how to solve them. Finally, in section 3, you can pick up additional skills as you need them: use dependency injection to make your code easier to test; automate testing; create custom tag helpers and view components to reduce code duplication; control user access to a site with ASP.NET Core Identity; and use Visual Studio Code, an increasingly popular alternative to the Visual Studio IDE. All along the way, you'll get complete web apps that show you how each feature works in context (you can download these apps for free from the Murach website). You'll get chapter exercises that let you practice your new skills. And you'll get Murach's distinctive "paired-pages" format that presents each skill in a 2-page spread, full of examples, notes, and explanation...a format that developers praise because it

saves training and reference time.

The Ultimate VB .NET and ASP.NET Code Book Apress

This essential classic title provides a comprehensive foundation in the C# programming language and the frameworks it lives in. Now in its 9th edition, you will find the latest C# 8 and .NET Core features, along with new chapters on Microsoft's lightweight, cross-platform framework, .NET Core 3.0. Coverage of ASP.NET Core, Entity Framework (EF) Core, and more, sits alongside the latest updates to .NET Core, including Windows Presentation Foundation (WPF) and ASP.NET MVC. Dive in and discover why Pro C# has been a favorite of C# developers worldwide for over 15 years. Gain a solid foundation in object-oriented development techniques, attributes and reflection, generics and collections, and numerous advanced topics not found in other texts (such as CIL opcodes and emitting dynamic assemblies). With the help of this book you will have the confidence to put C# into practice and explore the .NET universe on your own terms. What You Will Learn Discover the latest C# 8 features and updates to previous features Hit the ground running with ASP.NET Core web applications and web services, and Entity Framework Core Work with the latest version of Windows Presentation Foundation, now a part of .NET Core 3 Understand the philosophy behind .NET and the cross-platform alternative, .NET Core Obtain fundamentals for developing applications with C# and modern frameworks for services, web, and smart client applications Who This Book Is For Developers who are interested in Microsoft programming and the C# language