

Visual Studio 2012 Express

Luca Regnicoli, Paolo Pialorsi, Roberto Brunetti

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Pro HTML5 with Visual Studio 2012 Mark Collins, Creative Enterprises, 2012-11-27 Pro HTML5 with Visual Studio 2012 is written to help ASP NET developers make the leap to the inevitable and exciting world of HTML5 The growing HTML5 specifications promises to revolutionize the way web sites are developed with an impressive set of built in client side features The use of HTML5 as a preferred development language in Windows 8 along with growing support from the major browser vendors is likely to make HTML5 the de facto standard for all future web development The number of HTML5 capable phones alone is estimated to top 1 billion by 2013 Many professional web developers who are firmly rooted in the Microsoft toolset such as Visual Studio Active Server Pages and NET are trying to understand how HTML5 fits into their world With this book you ll quickly master the new HTML elements the improved CSS features and advanced content including audio video and graphic processing You will also learn how your enterprise applications can benefit from some brand new technology such as local storage and web sockets Using practical hands on demonstrations you will learn all of the really cool features that you can start using now within your existing ASP NET applications Discover the future of web development with Pro HTML5 with Visual Studio 2012 Illustrates how to integrate the new HTML5 features in an ASP NET application Explains how to add active content including video and graphics Demonstrates the new scripting features such as application cache and local storage Professional Visual Studio 2012 Bruce Johnson, 2012-11-28 The ultimate developers guide to Visual Studio 2012 This expert Wrox guide is what you need to get up and running guickly on Visual Studio 2012 Written by a Microsoft Visual C MVP it guides you through the integrated development environment IDE showing you how to maximize all new tools and improvements Offers programmers a fast way to IDE centric programming success Demonstrates new IDE features including the new Metro style app project templates and Windows 8 app store features Explains each feature then illustrates the context in which it will help you solve problems Covers timely and essential topics related to rich client app development web applications application services file configuration debugging and testing and more Helps advanced users customize and extend Visual Studio through the Automation Model writing macros working with the Managed Extensibility Framework MEF and more Provides ample detail for programmers who are new to Visual Studio 2012 as well as for experienced programmers exploring the advanced capabilities of the IDE Professional Visual Studio 2012 uses a unique IDE centric approach to help you get up and running guickly on this exciting new release **Professional Scrum Development with Microsoft Visual Studio 2012** Richard Hundhausen, 2012-10-15 Discover how to turn requirements into working software increments faster and more efficiently using Visual Studio 2012 in combination with Scrum and Agile engineering practices Designed for software development teams this guide delivers pragmatic role based guidance for exploiting the capabilities of Application Lifecycle Management ALM tools in Visual Studio and Team Foundation Server Team members will learn proven practices and techniques for implementing Scrum to manage an application s life cycle as

well as seamlessly plan manage and track their Scrum projects Visual Basic 2012 Programmer's Reference Rod Stephens, 2012-08-07 The comprehensive guide to Visual Basic 2012 Microsoft Visual Basic VB is the most popular programming language in the world with millions of lines of code used in businesses and applications of all types and sizes In this edition of the bestselling Wrox guide Visual Basic expert Rod Stephens offers novice and experienced developers a comprehensive tutorial and reference to Visual Basic 2012 This latest edition introduces major changes to the Visual Studio development platform including support for developing mobile applications that can take advantage of the Windows 8 operating system This new edition includes information on developing Win8 compatible Metro applications using pre loaded templates Explores the new design features and support for WPF designers Explains how to develop Windows smartphone apps Covers new VB language features such as Asynch and Await Visual Basic 2012 Programmer's Reference is the programmer s go to reference for the 2012 edition of Visual Basic Training Guide Programming in HTML5 with JavaScript and CSS3 (MCSD) Glenn Johnson, 2013-03-15 Designed to help experienced programmers develop real world job role specific skills this Training Guide focuses on creating applications with HTML5 JavaScript and CSS3 Build hands on expertise through a series of lessons exercises and suggested practices and help maximize your performance on the job Provides in depth hands on training you take at your own pace Focuses on job role specific expertise for using HTML5 JavaScript and CSS3 to begin building modern web and Windows 8 apps Features pragmatic lessons exercises and practices Creates a foundation of skills which along with on the job experience can be measured by Microsoft Certification exams such as 70 480 Coverage includes creating HTML5 documents implementing styles with CSS3 JavaScript in depth using Microsoft developer tools AJAX multimedia support drawing with Canvas and SVG drag and drop functionality location aware apps web storage offline apps writing your first simple Windows 8 apps and other key topics **Fundamentals of Computer** Programming with C# Svetlin Nakov, Veselin Kolev, 2013-09-01 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 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 Build Windows 8 Apps with Microsoft Visual C# and Visual Basic Step by Step Luca Regnicoli, Paolo Pialorsi, Roberto Brunetti, 2013-02-15 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

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guickly and safely without worrying about tricky low level details like memory management This book uses MonoGame an open source framework that s powerful free to use and easy to handle to further reduce low level details meaning you can concentrate on the most interesting and universal aspects of a game development frame camera objects and particles sprites and the logic and simple physics that determines how they interact In each chapter you ll explore one of these key elements of game development in the context of a working game learn how to implement the example for yourself and integrate it into your own game library At the end of the book you ll put everything you ve learned together to build your first full working game And what s more MonoGame is designed for maximum cross platform support so once you ve mastered the fundamentals in this book you ll be ready to explore and publish games on a wide range of platforms including Windows 8 MAC OSX Windows Phone iOS Android and Playstation Mobile Whether you re starting a new hobby or considering a career in game development Learn 2D Game Development with C is the ideal place to start Build Windows 8 Apps with Microsoft Visual C++ Step by Step Luca Regnicoli, Paolo Pialorsi, Roberto Brunetti, 2013-04-15 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 **PROGRAMMING BASICS** PRABHU TL, Embark on an exciting journey into the world of programming an exploration of the fundamental concepts languages and skills that lay the foundation for creating software and applications Programming Essentials A Comprehensive Guide to Programming Basics is a comprehensive guide that unveils the principles and practices that empower individuals to understand write and decipher code Unveiling the Code Craft Immerse yourself in the art of programming as this book provides a roadmap to mastering the essential elements of coding From understanding algorithms to solving problems from grasping data structures to creating functional programs this guide equips you with the tools to navigate the dynamic landscape of programming Key Topics Explored Introduction to Programming Discover the origins significance and role of programming in modern technology Programming Languages Embrace the syntax and semantics of popular programming languages and their unique features Problem Solving Techniques Learn how to approach and solve coding challenges using logical thinking and creativity Data Structures and Algorithms Understand the building blocks of coding from arrays and lists to sorting and searching Software Development Lifecycle Explore the process of developing testing debugging and deploying software applications Target Audience Programming Essentials caters to aspiring programmers students tech enthusiasts and anyone curious about the world of coding Whether

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discusses the most important features of the language and teaches how to use the NET Framework Written with clarity and readability in mind it introduces important programming concepts and explains the process of building real world applications both desktop and web based With the most comprehensive coverage possible in a book for beginners it includes such topics as C language syntax object oriented programming working with numbers and dates error handling input output generics annotations database access security and application deployment Beginning Visual C# 2012 Programming Karli Watson, Jacob Vibe Hammer, Jon D. Reid, Morgan Skinner, Daniel Kemper, Christian Nagel, 2012-12-17 Step by step beginner s guide to Visual C 2012 Written for novice programmers who want to learn programming with C and the NET framework this book offers programming basics such as variables flow control and object oriented programming It then moves into web and Windows programming and data access databases and XML The authors focus on the tool that beginners use most often to program C the Visual C 2012 development environment in Visual Studio 2012 Puts the spotlight on key beginning level topics with easy to follow instructions for Microsoft Visual C 2012 Explores how to program for variables expressions flow control and functions Explains the debugging process and error handling as well as object oriented programming and much more Beginning Microsoft Visual C 2012 Programming offers beginners a guide to writing effective programming code following simple step by step methods each followed by the opportunity to try out newly acquired skills Windows Phone 8 <u>Unleashed</u> Daniel Vaughan, 2013 This is the complete guide to programming the entire breakthrough Windows Mobile 8 platform It focuses on helping readers get started fast and delivers highly competitive applications

Visual Studio 2012 Express Book Review: Unveiling the Magic of Language

In an electronic era where connections and knowledge reign supreme, the enchanting power of language has be more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is actually remarkable. This extraordinary book, aptly titled "**Visual Studio 2012 Express**," compiled by a very acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound impact on our existence. Throughout this critique, we shall delve into the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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