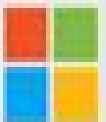


Microsoft Visual Studio

2013



Visual Studio 2013 Guide

John Mueller



Visual Studio 2013 Guide:

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Professional Visual Studio 2013 Bruce Johnson, 2014-03-05 Comprehensive guide to Visual Studio 2013 Visual Studio is your essential tool for Windows programming Visual Studio 2013 features important updates to the user interface and to productivity In Professional Visual Studio 2013 author Microsoft Certified Trainer and Microsoft Visual C MVP Bruce Johnson brings three decades of industry experience to guide you through the update and he doesn't just gloss over the basics With his unique IDE centric approach he steers into the nooks and crannies to help you use Visual Studio 2013 to its maximum potential Choose from more theme options check out the new icons and make your settings portable Step up your workflow with hover colors auto brace completion peek and CodeLens Code ASP NET faster than ever with new shortcuts Get acquainted with the new SharePoint 2013 environment Find your way around the new XAML editor for Windows Store apps Visual Studio 2013 includes better support for advanced debugging techniques vast improvements to the visual database tools and new support for UI testing for Windows Store apps This update is the key to smoother quicker programming and Professional Visual Studio 2013 is your map to everything inside

Visual Studio 2013 and .NET 4.5 Expert Cookbook Abhishek Sur, 2014-09-25 If you are a Visual Studio 2013 or NET developer who would like to sharpen your existing skill set and adapt to new NET technologies this is the book for you A basic understanding of NET and C is required

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An Introduction to C++ Michael Oliver,2015-01-02 If you are looking to learn C and don't know where to start this is the guide you need This beginners guide focus on breaking down the key information to small digestible chunks With lots of different coding activities as well as do it yourself exercises this guide will help you grasp the concepts of C

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Microsoft Visual Basic 2013 Step by Step Michael Halvorson, 2013 This hands on step by step guide to learning Visual Basic 2013 features practical guidance and examples for building professional applications for Windows and the Web

Pro T-SQL Programmer's Guide Jay Natarajan, Rudi Bruchez, Michael Coles, Scott Shaw, Miguel Cebollero, 2015-03-02 Pro T SQL Programmer's Guide is your guide to making the best use of the powerful Transact SQL programming language that is built into Microsoft SQL Server's database engine This edition is updated to cover the new in memory features that are part of SQL Server 2014 Discussing new and existing features the book takes you on an expert guided tour of Transact SQL functionality Fully functioning examples and downloadable source code bring technically accurate and engaging treatment of Transact SQL into your own hands Step by step explanations ensure clarity and an advocacy of best practices will steer you down the road to success Transact SQL is the language developers and DBAs use to interact with SQL Server It's used for everything from querying data to writing stored procedures to managing the database Support for in memory stored procedures running queries against in memory tables is new in the language and gets coverage in this edition Also covered are must know features such as window functions and data paging that help in writing fast performing database queries Developers and DBAs alike can benefit from the expressive power of T SQL and Pro T SQL Programmer's Guide is your

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Object-Role Modeling Fundamentals Terry Halpin,2015-04-15 Object Role Modeling ORM is a fact based approach to data modeling that expresses the information requirements of any business domain simply in terms of objects that play roles in relationships All facts of interest are treated as instances of attribute free structures known as fact types where the relationship may be unary e g Person smokes binary e g Person was born on Date ternary e g Customer bought Product on Date or longer Fact types facilitate natural expression are easy to populate with examples for validation purposes and have greater semantic stability than attribute based structures such as those used in Entity Relationship Modeling ER or the Unified Modeling Language UML All relevant facts constraints and derivation rules are expressed in controlled natural language sentences that are intelligible to users in the business domain being modeled This allows ORM data models to be validated by business domain experts who are unfamiliar with ORM s graphical notation For the data modeler ORM s

graphical notation covers a much wider range of constraints than can be expressed in industrial ER or UML class diagrams and thus allows rich visualization of the underlying semantics Suitable for both novices and experienced practitioners this book covers the fundamentals of the ORM approach Written in easy to understand language it shows how to design an ORM model illustrating each step with simple examples Each chapter ends with a practical lab that discusses how to use the freeware NORMA tool to enter ORM models and use it to automatically generate verbalizations of the model and map it to a relational database

Head First C# Jennifer Greene, Andrew Stellman, 2013-08-23 Head First C is a complete learning experience for learning how to program with C XAML the NET Framework and Visual Studio Fun and highly visual this introduction to C is designed to keep you engaged and entertained from first page to last Updated for Windows 8.1 and Visual Studio 2013 and includes projects for all previous versions of Windows included in the book no additional downloading or printing required You'll build a fully functional video game in the opening chapter and then learn how to use classes and object oriented programming draw graphics and animation and query data with LINQ and serialize it to files And you'll do it all by creating games solving puzzles and doing hands on projects By the time you're done you'll be a solid C programmer and you'll have a great time along the way Create a fun arcade game in the first chapter and build games and other projects throughout the book Learn how to use XAML to design attractive and interactive pages and windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF Windows Presentation Foundation using the downloadable WPF Learner's Guide Using the Model View ViewModel MVVM pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio including the free Express editions

Design Patterns in C# Vaskaran Sarcar, 2018-06-21 Get hands on experience with each Gang of Four design pattern using C For each of the patterns you'll see at least one real world scenario a coding example and a complete implementation including output In the first part of Design Patterns in C you will cover the 23 Gang of Four GoF design patterns before moving onto some alternative design patterns including the Simple Factory Pattern the Null Object Pattern and the MVC Pattern The final part winds up with a conclusion and criticisms of design patterns with chapters on anti patterns and memory leaks By working through easy to follow examples you will understand the concepts in depth and have a collection of programs to port over to your own projects Along the way the author discusses the different creational structural and behavioral patterns and why such classifications are useful In each of these chapters there is a Q & A session that clears up any doubts and covers the pros and cons of each of these patterns He finishes the book with FAQs that will help you consolidate your knowledge This book presents the topic of design patterns in C in such a way that anyone can grasp the idea What You Will Learn Work with each of the design patterns Implement the design patterns in real world applications Select an alternative to these patterns by comparing their pros and cons Use Visual Studio Community Edition 2017 to write code and generate output Who This Book Is For Software developers software testers and software architects

Programming the Windows Runtime by Example Jeremy Likness, John Garland, 2014-06-03 Master Windows 8 1 Windows Runtime Programming Through 80 Expert Projects This is the most complete hands on solutions focused guide to programming modern Windows applications with the Windows Runtime Leading Windows development consultants Jeremy Likness and John Garland present easy to adapt C and XAML example code for more than 80 projects Their real world application examples help you apply Windows 8 1 s best improvements including large tiles the new search control flyouts command bars native WinRT networking and new deployment and sideloading options Drawing on their pioneering experience they illuminate key areas of the Windows Runtime API offering uniquely detailed coverage of encryption cloud connectivity devices printers and media integration You ll find cutting edge tips and tricks available in no other book This is an indispensable resource for all intermediate to advanced Windows developers and for any architect building desktop tablet or mobile solutions with Microsoft technologies Its focus on both C and XAML will make it valuable to millions of Windows developers already familiar with Silverlight WPF and or NET Coverage includes Creating robust app interfaces with the newest XAML controls including flyouts and command bars Saving data in a persistent roaming zone for syncing across Windows 8 1 devices Using Visual State Manager VSM to build apps that adapt to various device resolutions and orientations Integrating virtually any form of data into your apps Connecting with web services RSS Atom feeds and social networks Securing apps via authentication encrypting signing and single sign on with Microsoft Account Facebook Google and more Leveraging Windows 8 1 media enhancements that improve battery life and app performance Networking more effectively with Windows 8 1 s revamped HTTP implementation and new location APIs Using Tiles and Toasts to keep apps alive and connected even when they aren t running Enabling users to send content between devices via NFC tap and send Ensuring accessibility and globalizing your apps Efficiently debugging optimizing packaging and deploying your apps Building sideloadable apps that don t have to be published in Windows Store This book doesn t just focus on singular concepts it also provides end to end perspective on building an app in WinRT It is one of those essential tools for Windows developers that will help you complete your software goals sooner than without it Tim Heuer Principal Program Manager Lead XAML Platform Microsoft Corporation Web Matrix Developer's Guide John Mueller, 2013-11-09 Expert author John Mueller provides a complete view of Web Matrix Microsoft s free Web site creation program everything from simple Web pages to Web Services and database development to mobile applications Mueller covers all the major features of Web Matrix including the ASP NET page designer SQL and MSDE database management data bound UI generation XML Web Services building mobile applications FTP workspaces and community integration The combination of coverage viewpoint and quality make this title unique *React.js Essentials* Artemij Fedosejev, 2015-08-27 A fast paced guide to designing and building scalable and maintainable web apps with React.js About This Book Build maintainable and performant user interfaces for your web applications using React.js Create reusable React.js components to save time and effort in maintaining your user interfaces

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[The Filmmaker's Handbook](#) Steven Ascher,2012-11-27 The authoritative guide to producing directing shooting editing and distributing your video or film Whether you aspire to be a great filmmaker yourself or are looking for movie gifts this comprehensive guide to filmmaking is the first step in turning a hobby into a career Widely acknowledged as the bible of video and film production and used in courses around the world The Filmmaker s Handbook is now updated with the latest advances in HD and digital formats For students and teachers professionals and novices this indispensable handbook covers all aspects of movie making Techniques for making dramatic features documentaries corporate broadcast and experimental videos and films Shooting with DSLRs video film and digital cinema cameras In depth coverage of lenses lighting sound recording editing and mixing Understanding HDR RAW Log 4K UHD and other formats The business aspects of funding and producing your project Getting your movie shown in theaters on television streaming services and online

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