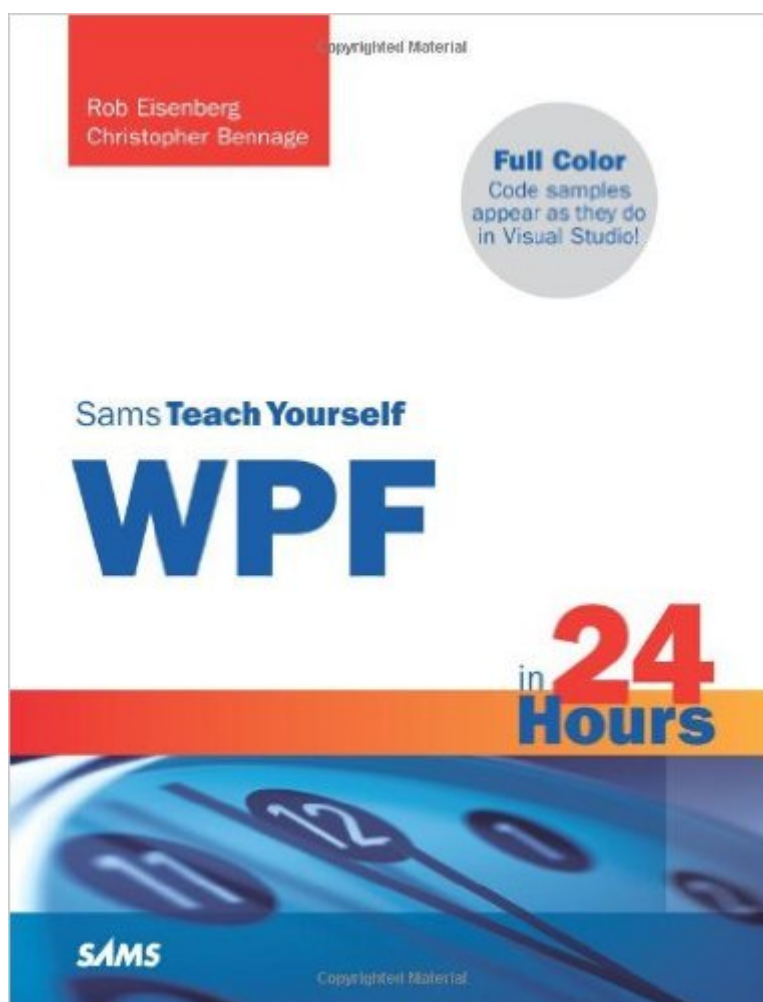The book was found

Sams Teach Yourself WPF In 24 Hours

Synopsis

Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take advantage of WPFâ ™s advanced printing capabilities Grow as a developer by improving your overall software design skills Introduction 1 Part IÂ Â Â Â Â Â Â Â Â Â Â Â Â Â Â Â Getting Started 1 Â Â Â Â What WPF Is and Isnâ ™t 5 2Â Â Â Â Â Understanding XAML 17 3Â Â Â Â Â Introducing the Font Viewer 27 4Â Â Â Â Â Handling Application Layout 41 5Â Â Â Â Â Using Basic Controls 59 6Â Â Â Â Â Introducing Data Binding 75 Part IIÂ Â Â Â Â Â Â Reaching the User 7 Â Â Â Â Designing an Application 93 8Â Â Â Â Â Building a Text Document Editor 107 9Â Â Â Â Â Getting a Handle on Events 121 10Â Â Â Commands 145 11Â Â Â Output 157 Part IIIÂ Â Â Â Â Visualizing Data 12Â Â Building a Contact Manager 177 13Â Â Â Presenters and Views 193 14Â Â Â Resources and Styles 211 15Â Â Â Digging Deeper into Data Binding 229 16Â Â Â Visualizing Lists 251 Part IVÂ Â Â Â Â Â Creating Rich Experiences 17Â Â Â Building a Media Viewer 267 18Â Â Â Drawing with Shapes 291 19 Â Â Colors and Brushes 315 20Â Â Â Transforms and Effects 331 21Â Â Â Using Control Templates 347 22Â Â Â Triggers 369 23Â Â Â Animation 383 24Â Â Â Best Practices 407 Part VÂ Â Â Â Â Â Â Â Appendixes Appendix A: Tools and Resources 423 Appendix B: 3D Tutorial Using ZAM 3D 427 Appendix C: Project Source (downloadable) 437 Index 439

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Customer Reviews

I believe I have every book on WPF. My first impression was 24 hours books have very little information, but it has changed my perception. The book has 24 small chapters and every chapter's information is to the point. The whole book has 4 applications and every example worth looking. I am impressed with authors. Everyone is talking about Adam Nathan's book, but this book has its own place.

Yes, it is true, you probably cannot learn WPF in 24 hours (especially if you still have a lot to learn) or even the entire technology of WPF from this book alone. I personally use many sources of information when trying to learn a technology. I don't think you can expect too much from a single book. However, this book is about as good as it gets for what it is. You can learn an extreme amount in a short period of time. Technology wise, the code examples in this book are extremely well done, applicable, and I'm impressed with how much functionality they cover. I've done the first 3 of 4 major examples as they apply more to me for my type of work. I plan on doing the 4th example because I think there is a lot to learn but it's not priority now.As you progress through the book from beginning to end the code gets more complex and there is a separation between the documentation and explanations vs. code examples. Before you are finished, you feel like you are at the 10K foot level looking down and you are so far abstracted from the details. The book is good but again, I think there is too much material to cover and that is all you expect before you just have to dig into the code for yourself. If you take the time implement and figure out the code, what it does

and understand the details, you will be well rewarded. It is really good clean code that demonstrates leading edge applications with rich functionality. While reading it, I sometimes wonder if these guys are just good coders that made a book. I buy 2 to 6 technical books a year and for what I do, this is possible the best one I've read in last 20 years (partly because WPF technology delivers a lot for me as well).

Yes, even though it's March 2012, and the book is a few years old and doesn't cover some of the new features of WPF (datagrid, for example), it is still extremely useful. It covers a large range of topics, from beginner to advanced. It gives you three different example programs to code (just copy code from the book) that give you quite a bit of practice, which I find as the most effective way to learn some pretty complicated stuff. Even though you just have to pretty much copy the code, it's still easy to make mistakes. Finding my mistakes actually helped me learn (and to become a better typist:). There are also several instances where there is some pretty advanced C# code-behind. So, if you're a beginner programmer, be prepared to be challenged in this area, too. Also, be aware that some of the programming examples are designed to teach WPF, and don't use the best code-behind programming (such as the lack of storing data in a database or using serialization).As a note to the authors or potential new authors, it would be awesome to update and expand this book for WPF 4.5 or maybe wait for WPF 5. Also, as I'm a better VB programmer than C# programmer (as are many people), I have to wonder why nobody writes this kind of book for WPF using VB. Why?

I chose this book because it has coding examples which, mainly, work. However, important concepts (like DataContext) are glossed over; the goal seems to be developing WPF applications without understanding many of the underlying concepts. In many cases, the book gives you several pages of code to enter, with either no discussion or a minimal discussion of the what-how-and-why of it. One in particular messed me up, and that was trying to figure out how a declared event got subscribed to - and then, in the next chapter, I found that an ObservableCollection was being used, and the correct interfacing had already been set up - but there was no discussion by way of prelude about this in the book, so I went off on a wild goose chase for about 30 minutes, climbing around in Visual Studio Help, until I found the relationship between the ObservableCollection list and the event in question - and THEN I found out that the book example was set up correctly, but I couldn't TELL that it was set up correctly - I thought there was a mistake because here was an event with no subscriber.The examples are in C#, which works for me because that is what I code in, and was the

main reason for my chosing this book. But, in one or two cases, important code-behind program elements are left out of the examples - like namespace "using"s. I could figure out what they had to be, but only because I was already experienced in C#. You therefore should really have at least an intermediate level of skill in C# before purchasing this book. If you code in any other language, well, good luck with that.Use this book to get started, but order your second WPF book before finishing this one. Several other users have posted books they've used, but no two of them have posted the same one, so use your own judgement. Borrowing a colleague's book for a dry run might be worthwhile.

This is the 4th book on WPF I've read in the last year and the one I would recommend to others. Unlike some other books it's not bloated with code to pad the size of the book, nor does it have too little code. And, with one minor glitch, the code compiled for me as I followed along. (One of the authors was very helpful via email at the point where I was stuck for a bit.)While I recognize that WPF is complicated a couple of other books I read were disappointing, except for "Foundations of WPF: An Introduction to Windows Presentation Foundation" by Chris Sells, who is always reliable, and Ian Griffiths. I haven't yet read Nathan's book, so I can't comment on that. But at the moment I recommend starting with this Sams book then following up with the Sells/Griffiths book.

Sams Teach Yourself UNIX System Administration in 24 Hours (Sams Teach Yourself in 24 Hours) Swift in 24 Hours, Sams Teach Yourself (Sams Teach Yourself -- Hours) Sams Teach Yourself WPF in 24 Hours Sams Teach Yourself WordPerfect Office 2000 for Linux in 24 Hours (Teach Yourself -- 24 Hours) Sams Teach Yourself DirectX 7 in 24 Hours (Teach Yourself -- Hours) Sams Teach Yourself RoboHELP 2000 for HTML Help in 24 Hours (Teach Yourself -- Hours) Sams Teach Yourself ADO 2.5 in 21 Days (Sams Teach Yourself...in 21 Days) Alpha Teach Yourself Bookkeeping in 24 Hours (Alpha Teach Yourself in 24 Hours) Teach Yourself How to Become a Webmaster in 14 Days (Sams Teach Yourself) Sams Teach Yourself UNIX System Administration in 21 Days (Teach Yourself -- Days) Teach Yourself Unix Shell Programming in 14 Days (Sams Teach Yourself) Teach Yourself Database Programming With Delphi in 21 Days (Sams Teach Yourself) Teach Yourself Borland Delphi in 21 Days (Sams Teach Yourself) Teach Yourself Visual C++ in 21 Days (Sams Teach Yourself) Teach Yourself Java in 21 Days: Professional Reference Edition (Sams Teach Yourself) Sams Teach Yourself FreeBSD in 24 Hours Sams Teach Yourself the Windows Registry in 24 Hours Unreal Engine 4 Game Development in 24 Hours, Sams Teach Yourself Sams Teach Yourself Programming with Java in 24 Hours (4th Edition) Sams Teach

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