

# Learning Wcf A Hands On

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**RESTful .NET** - Jon Flanders 2008-11-21  
RESTful .NET is the first book that teaches Windows developers to build RESTful web services using the latest Microsoft tools. Written by Windows Communication Foundation (WCF) expert Jon Flanders, this hands-on tutorial demonstrates how you can use WCF and other

components of the .NET 3.5 Framework to build, deploy and use REST-based web services in a variety of application scenarios. RESTful architecture offers a simpler approach to building web services than SOAP, SOA, and the cumbersome WS- stack. And WCF has proven to be a flexible technology for building distributed

systems not necessarily tied to WS- standards. RESTful .NET provides you with a complete guide to the WCF REST programming model for building web services consumed either by machines or humans. You'll learn how to: Program Read-Only (GET) services Program READ/WRITE services Host REST services Program REST feeds Program AJAX REST clients Secure REST endpoints Use workflow to deliver REST services Consume RESTful XML services using WCF Work with HTTP Work with ADO.NET Data Services (Astoria) RESTful .NET introduces you to the ideas of REST and RESTful architecture, and includes a detailed discussion of how the Web/REST model plugs into the WCF architecture. If you develop with .NET, it's time to jump on the RESTful bandwagon. This book explains how. "While REST is simple, WCF is not. To really understand and exploit this part of WCF requires a knowledgeable and experienced guide. I don't know anybody who's better suited for this role than Jon Flanders. ...Jon is first-rate at explaining complicated things. This book is the

best introduction I've seen to creating and using these services with WCF."--David Chappell, Chappell & Associates

**NET Programming** - Pradeep Kumar Tapadiya  
2002

Tapadiya takes a straightforward, hands-on approach to explain everything readers need to know from development to deployment and maintenance for this platform--all from a developer's perspective. Using C# as the primary language, and with plenty of code examples throughout, this book is an excellent way to learn.

**Cognitive Computing Recipes** - Adnan Masood  
2019-03-27

Solve your AI and machine learning problems using complete and real-world code examples. Using a problem-solution approach, this book makes deep learning and machine learning accessible to everyday developers, by providing a combination of tools such as cognitive services APIs, machine learning platforms, and libraries.

Along with an overview of the contemporary technology landscape, Machine Learning and Deep Learning with Cognitive Computing Recipes covers the business case for machine learning and deep learning. Covering topics such as digital assistants, computer vision, text analytics, speech, and robotics process automation this book offers a comprehensive toolkit that you can apply quickly and easily in your own projects. With its focus on Microsoft Cognitive Services offerings, you'll see recipes using multiple different environments including TensorFlow and CNTK to give you a broader perspective of the deep learning ecosystem. What You Will Learn Build production-ready solutions using Microsoft Cognitive Services APIs Apply deep learning using TensorFlow and Microsoft Cognitive Toolkit (CNTK) Solve enterprise problems in natural language processing and computer vision Discover the machine learning development life cycle - from formal problem definition to deployment at scale Who This Book

Is For Software engineers and enterprise architects who wish to understand machine learning and deep learning by building applications and solving real-world business problems.

Learning WCF - Michele Bustamante 2010 Learn how to build service-oriented applications with Microsoft's Windows Communication Foundation. WCF is gaining popularity as a platform for building secure communications among systems in your organization or across the Internet. The second edition of this book provides a complete hands-on tour of WCF, including the improvements available in .NET Framework 4. Through labs, code samples, easy step-by-step instructions, and detailed answers to the most common questions asked by developers, you'll learn WCF's core concepts and features, including when and how to apply them. You'll quickly become productive in several areas, including: Contracts -- Learn to design service contracts, create data contracts for

complex type serialization, and perform custom serialization to handle contract-first and contract-versioning scenarios Bindings -- Discover practical uses for each of the core bindings for intranet and Internet applications Hosting -- Learn the appropriate uses and benefits of several hosting environments, including Windows applications, Windows services, IIS, and the Windows Activation Service Instancing and Concurrency -- Configure services to run as singletons, to provide support for application sessions, or to run as scalable, sessionless services Reliability -- Apply features such as reliable sessions, distributed transactions, and queued messaging Security -- Learn how WCF supports fundamental security requirements for mutual authentication and message protection, and more Exceptions and Faults -- Learn error handling concepts, including debugging techniques, exception management, and fault contracts

## **Fundamentals of Computer Programming**

**with C#** - Svetlin Nakov 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 & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; 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

### **Microsoft Windows Server AppFabric**

**Cookbook** - Hammad Rajjoub 2012-07-26  
Over 60 recipes for getting the most out of WCF/WF services on the Microsoft Windows Platform using Windows Server AppFabric with this book and ebook.

**C# Smorgasbord** - Filip Ekberg 2012-07-30  
C# Smorgasbord covers a vast variety of different technologies, patterns and best practices that any C# developer should master. Looking at everything from testing strategies to compilation as a service and how to do really advance things in runtime; you get a great sense of what you as a developer can do. By taking his personal views and his personal experience, Filip digs into each subject with a personal touch and by having real world problems at hand; we can look at how these problems could be tackled. No matter if you are an experienced .NET developer, or a beginner, you will most certainly find a lot of interesting things in this book. The book covers important patterns and technologies that any developer would benefit from mastering. Explore

your possibilities Improve your skills Be Inspired to challenge yourself Is there a digital version(ebook)? Yes there is! Everyone that purchases the printed copy will get the ebook for free. Instructions for how to receive the ebook is inside the printed book. Table of Contents Introduction to Parallel Extensions Productivity and Quality with Unit Testing Is upgrading your code a productive step? Creating a challenge out of the trivial tasks Asynchronous programming with async and await Dynamic programming Increase readability with anonymous types and methods Exploring Reflection Creating things at runtime Introducing Roslyn Adapting to Inversion of Control Are you Mocking me? Who this book is for This book is for those developers that find themselves wanting to explore C# but do not know how or where to start looking. Each chapter contains hands on code examples that can be compiled and tested on your machine. Although each chapter has code samples, you do not need to use a computer to appreciate the content of

this book. The code samples are divided into smaller portions of code, so that you can follow each example and the thoughts around it in an easy way. No matter if you are an experienced .NET developer or a beginner, you will most certainly find a lot of interesting things in this book. The book covers important patterns and technologies that any developer would benefit from mastering. It is not required that you have worked with C# before but being familiar to the fundamentals in any of the .NET programming languages will help you on the way. If you are just now starting to learn C#, this can be a great way for you to learn about different techniques, best practices, patterns and how to think in certain scenarios. But if you have worked with C# development for many years, this book can give you a refreshing view on how to always improve and challenge yourself into becoming a better software engineer.

**WCF Multi-layer Services Development with Entity Framework - Fourth Edition** - Mike Liu

2014-10-31

If you are a C#, VB.NET, or C++ developer and want to get started with WCF and Entity Framework, then this book is for you. Competence in Entity Framework will be needed to follow the examples in the book, but experience in creating WCF services using Entity Framework is not necessary. Developers and architects evaluating SOA implementation technologies for their company will find this book useful.

Hands-On Design Patterns with C# and .NET Core  
- Gaurav Arora 2019-07-05

Apply design patterns to solve problems in software architecture and programming using C# 7.x and .NET Core 2 Key Features Enhance your programming skills by implementing efficient design patterns for C# and .NET Explore design patterns for functional and reactive programming to build robust and scalable applications Discover how to work effectively with microservice and serverless architectures Book Description Design

patterns are essentially reusable solutions to common programming problems. When used correctly, they meet crucial software requirements with ease and reduce costs. This book will uncover effective ways to use design patterns and demonstrate their implementation with executable code specific to both C# and .NET Core. Hands-On Design Patterns with C# and .NET Core begins with an overview of object-oriented programming (OOP) and SOLID principles. It provides an in-depth explanation of the Gang of Four (GoF) design patterns such as creational, structural, and behavioral. The book then takes you through functional, reactive, and concurrent patterns, helping you write better code with streams, threads, and coroutines. Toward the end of the book, you'll learn about the latest trends in architecture, exploring design patterns for microservices, serverless, and cloud native applications. You'll even understand the considerations that need to be taken into account when choosing between different architectures



such as microservices and MVC. By the end of the book, you will be able to write efficient and clear code and be comfortable working on scalable and maintainable projects of any size. What you will learn

- Make your code more flexible by applying SOLID principles
- Follow the Test-driven development (TDD) approach in your .NET Core projects
- Get to grips with efficient database migration, data persistence, and testing techniques
- Convert a console application to a web application using the right MVP
- Write asynchronous, multithreaded, and parallel code
- Implement MVVM and work with RxJS and AngularJS to deal with changes in databases
- Explore the features of microservices, serverless programming, and cloud computing

Who this book is for

If you have a basic understanding of C# and the .NET Core framework, this book will help you write code that is easy to reuse and maintain with the help of proven design patterns that you can implement in your code.

Learning WCF - Michele Leroux Bustamante  
2007-05-24

This easy-to-use introduction to Microsoft Windows Communication Foundation (WCF) is ideal for developers who want to learn to build services on a company network or as part of an enterprise system. Built into Windows Vista and Longhorn, and available for Windows XP and Windows 2003, WCF provides a platform for service-oriented architecture (SOA) that enables secure and reliable communication among systems within an organization or across the Internet. With WCF, software developers can focus on their business applications and not the plumbing required to connect them. Furthermore, with WCF developers can learn a single programming API to achieve results previously provided by ASMX, Enterprise Services and .NET Remoting. Learning WCF removes the complexity of using this platform by providing detailed answers, explanations and code samples for the most common questions asked by software

developers. Windows Communication Foundation (or WCF, formerly code name "Indigo") provides a set of programming APIs that make it easy to build and consume secure, reliable, and transacted services. This platform removes the need for developers to learn different technologies such as ASMX, Enterprise Services and .NET Remoting, to distribute system functionality on a corporate network or over the Internet. The first truly service-oriented platform, WCF provides innovations that decouple service design and development from deployment and distribution - creating a more flexible and agile environment. WCF also encapsulates all of the latest web service standards for addressing, security, reliability and more.

*Programming .NET 3.5* - Jesse Liberty 2008-07-25  
.NET 3.5 will help you create better Windows applications, build Web Services that are more powerful, implement new Workflow projects and dramatically enhance the user's experience. But it does so with what appears to be a collection of

disparate technologies. In *Programming .NET 3.5*, bestselling author Jesse Liberty and industry expert Alex Horovitz uncover the common threads that unite the .NET 3.5 technologies, so you can benefit from the best practices and architectural patterns baked into this newest generation of Microsoft frameworks. While single-topic .NET 3.5 books delve into Windows Presentation Foundation and the other frameworks in greater detail, *Programming .NET 3.5* offers a "Grand Tour" of the release that describes how the four principal technologies can be used together, with Ajax, to build modern n-tier and service-oriented applications. Developers have struggled to implement these patterns with previous versions of the .NET Framework, but this hands-on guide uses real-world examples and fully annotated source code to demonstrate how .NET 3.5 can make it easy. The concepts and technologies that this book covers include: XAML -- Microsoft's new XML-based markup language for UI, used with WPF Windows Presentation

Foundation (WPF) -- a new presentation framework and graphics subsystem for Windows that puts Vista-like effect in your grasp Ajax Windows Communication Foundation (WCF) - a new standards-based framework that enables applications to communicate across a network using a variety of protocols Workflow Foundation (WF) -- framework for defining, executing, and managing workflows CardSpace -- framework for managing the identities of your users You'll learn how to use each of the four frameworks alone and in concert to build a series of meaningful example applications. Examples are written in C#, and all of the source code will be available for download at both the O'Reilly and the authors' site, which offers access to a free support forum. Between them, authors Jesse Liberty and Alex Horovitz have nearly forty years of experience in delivering commercial applications for companies such as Citibank, Apple, AT&T, NeXt, PBS, Ziff Davis, and dozens of smaller organizations. Their combined

experience is valuable for telling the story of .NET 3.5 and how it will shorten the development life cycle for applications developers, and enhance your productivity.

**Microsoft Windows Communication Foundation 4.0 Cookbook for Developing SOA Applications** - Steven Cheng 2010-10-20

Over 85 easy recipes for managing communication between applications with Microsoft Windows Communication Foundation 4.0 in this book and eBook.

*Professional WPF Programming* - Chris Andrade 2007-04-18

Professional WPF Programming If you want to learn how to build killer user interfaces for Windows and the web, then this book is for you. It arms you with the tools and code you'll need to effectively utilize the Windows Presentation Foundation (WPF). From creating appealing graphics and animated structures to enhancing performance and security, you'll be programming in no time. First you'll explore the WPF

framework and learn how to develop basic applications with ASP.NET or Visual Basic(r). Next you'll discover how to build more sophisticated WPF interfaces using Microsoft(r) ExpressionBlend and then progress to more advanced programming techniques. Throughout the book, you'll find best practices for enterprise architectures using the WPF and its underlying technology. All this will help you quickly learn how to develop next-generation applications on the .NET 2.0 platform using the WPF. What you will learn from this book How to write applications with identical UIs on both Windows and the web Tips for collaborating design and code development with Microsoft(r) Expression Blend All about the object models, built-in server controls, HTML markup, code-behind, and the coordinative structure of each file How to migrate Win32 applications to WPF Techniques for integrating special effects and custom controls into an application Advanced development concepts, including building workflows and a WCF

service Who this book is for This book is for experienced .NET developers who want to begin creating WPF web and desktop applications. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

**Odata Programming Cookbook for . Net Developers** - Steven Cheng 2012-07-25

A fast track example- driven guide with clear instructions and details for OData programming with .NET Framework.

*Programming WCF Services* - Juval Lowy 2007-06-26

Written by Microsoft software legend Juval Lowy, *Programming WCF Services* is the authoritative introduction to Microsoft's new, and some say

revolutionary, unified platform for developing service-oriented applications (SOA) on Windows. Relentlessly practical, the book delivers insight, not documentation, to teach developers what they need to know to build the next generation of SOAs. After explaining the advantages of service-orientation for application design and teaching the basics of how to develop SOAs using WCF, the book shows how you can take advantage of built-in features such as service hosting, instance management, asynchronous calls, synchronization, reliability, transaction management, disconnected queued calls and security to build best in class applications. Programming WCF Services focuses on the rationale behind particular design decisions, often shedding light on poorly-documented and little-understood aspects of SOA development. Developers and architects will learn not only the "how" of WCF programming, but also relevant design guidelines, best practices, and pitfalls. Original techniques and utilities provided by the

author throughout the book go well beyond anything that can be found in conventional sources. Based on experience and insight gained while taking part in the strategic design of WCF and working with the team that implemented it, Programming WCF Services provides experienced working professionals with the definitive work on WCF. Not only will this book make you a WCF expert, it will make you a better software engineer. It's the Rosetta Stone of WCF. [Developing Service-Oriented Applications Using the Windows Communication Foundation \(WCF\) Framework](#) - Patel, Chirag 2017-01-06 Recent advancements in technology have allowed for significant improvements to computer software design and development. By utilizing the latest available frameworks, developers can build more innovative applications. Developing Service-Oriented Applications Using the Windows Communication Foundation (WCF) Framework is a pivotal source of research on the latest protocols and concepts for applying the Windows

Communication Foundation (WCF) framework in the development of computer software applications. Highlighting pivotal perspectives on topics such as interoperability, programming methodologies, and security considerations, this book is ideally designed for professionals, researchers, graduate students, software developers, and practitioners interested in the optimization of service-oriented architectures. Windows Azure Step by Step - Roberto Brunetti 2011

Teach yourself how to build and host scalable applications in the cloud using Windows Azure - one step at a time. Ideal for developers with prior Microsoft .NET programming experience, this tutorial provides practical, learn-by-doing exercises for working with the core services and features of the Windows Azure platform.

*Designing Evolvable Web APIs with ASP.NET* - Glenn Block 2014-03-13

Design and build Web APIs for a broad range of clients—including browsers and mobile

devices—that can adapt to change over time. This practical, hands-on guide takes you through the theory and tools you need to build evolvable HTTP services with Microsoft’s ASP.NET Web API framework. In the process, you’ll learn how design and implement a real-world Web API. Ideal for experienced .NET developers, this book’s sections on basic Web API theory and design also apply to developers who work with other development stacks such as Java, Ruby, PHP, and Node. Dig into HTTP essentials, as well as API development concepts and styles Learn ASP.NET Web API fundamentals, including the lifecycle of a request as it travels through the framework Design the Issue Tracker API example, exploring topics such as hypermedia support with collection+json Use behavioral-driven development with ASP.NET Web API to implement and enhance the application Explore techniques for building clients that are resilient to change, and make it easy to consume hypermedia APIs Get a comprehensive reference

on how ASP.NET Web API works under the hood, including security and testability

Pro WCF - Amit Bahree 2007-05-01

Part of Microsoft's radical new WinFX API is the foundation code-named Indigo, now commonly known as Windows Communication Foundation (WCF). WCF technology allows web developers to create services that communicate and interoperate with each other and other programs and applications. This text is real-world oriented, offering a practical WCF programming model, and chapters on creating a WCF web service; hosting and consuming WCF services; deploying and managing WCF services; reliable messaging and queue management, and WCF Security. As there are currently few books available on WCF, this book will be useful to WCF developers, who tend to be early adopters.

*Pointers in C* - Hrishikesh Dewan 2014-01-21

Pointers in C provides a resource for professionals and advanced students needing in-depth but hands-on coverage of pointer basics

and advanced features. The goal is to help programmers in wielding the full potential of pointers. In spite of its vast usage, understanding and proper usage of pointers remains a significant problem. This book's aim is to first introduce the basic building blocks such as elaborate details about memory, the compilation process (parsing/preprocessing/assembler/object code generation), the runtime memory organization of an executable and virtual memory. These basic building blocks will help both beginners and advanced readers to grasp the notion of pointers very easily and clearly. The book is enriched with several illustrations, pictorial examples, and code from different contexts (Device driver code snippets, algorithm, and data structures code where pointers are used). Pointers in C contains several quick tips which will be useful for programmers for not just learning the pointer concept but also while using other features of the C language. Chapters in the book are intuitive, and there is a strict logical

flow among them and each chapter forms a basis for the next chapter. This book contains every small aspect of pointer features in the C language in their entirety.

*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](http://informit.com/title/9780672337369) as they become available.

### **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 VisualBasic 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.

*Hands-On Azure for Developers* - Kamil Mrzygłód  
2018-11-30

Gain practical skills with Azure and understand how to start developing scalable and easy-to-maintain cloud applications Key FeaturesGet up

and running with the development aspects of Azure cloudBuild fault-tolerant and scalable applications on AzureA practical, developer-centric guide for Azure developersBook Description Microsoft Azure is one of the fastest growing public cloud service providers in the market currently, and also holds the second highest market share after AWS. Azure has a sophisticated set of services that will help you build fault-tolerant and scalable cloud-based applications. Hands-On Azure for Developers will take you on a journey through multiple PaaS services available in Azure, including App Services, Functions, and Service Fabric, and explain in detail how to build a complete and reliable system with ease. You will learn about how to maximize your skills when building cloud-based solutions leveraging different SQL/NoSQL databases, serverless and messaging components, and even search engines such as Azure Search. In the concluding chapters, this book covers more advanced scenarios such as

scalability best practices, serving static content with Azure CDN, and distributing loads with Azure Traffic Manager. By the end of the book, you will be able to build modern applications on the Azure cloud using the most popular and promising technologies, which will help make your solutions reliable, stable, and efficient. What you will learnImplement serverless components such as Azure functions and logic appsIntegrate applications with available storages and containersUnderstand messaging components, including Azure Event Hubs and Azure Queue StorageGain an understanding of Application Insights and other proper monitoring solutionsStore your data with services such as Azure SQL and Azure Data Lake StorageDevelop fast and scalable cloud applicationsWho this book is for Hands-On Azure for Developers is for developers who want to build highly scalable cloud-based applications on Azure. Prior knowledge of Azure services will be an added advantage.

## **Learning MonoTouch** - Michael Bluestein

2011-07-19

Develop State-of-the-Art iPhone/iPad Apps with MonoTouch and .NET! Are you an experienced C#/.NET developer who wants to reach the huge iPhone/iPad market? Now, you can create great iOS apps without first mastering Objective-C and Apple's development toolset. With MonoTouch, you can leverage the skills you already have to create powerful apps that can be sold in Apple's App Store or deployed throughout your organization. In Learning MonoTouch, Michael Bluestein helps you get started with MonoTouch fast and make the most of its remarkably robust capabilities. The book first walks you through setting up your MonoTouch development environment, explaining how MonoTouch abstracts the iOS SDK to permit development against native iOS classes from C#. Through simple examples, you'll start building working apps, establishing a firm foundation for more advanced coding. One step at a time, you'll

master increasingly sophisticated cases through practical examples. Bluestein even shows you how to leverage powerful .NET tools in your iOS apps, including LINQ. Coverage includes • Applying common iOS development patterns and techniques in C# • Using MonoTouch to handle memory management and garbage collection • Structuring MonoTouch apps for the MVC design pattern • Making the most of iOS user interface classes • Leveraging the address book, camera access, email, and iOS media features • Customizing tables and navigation for richer experiences and better performance • Accessing the iOS Core Graphics and Core Animation subsystems • Building iOS location-based applications with Core Location and MapKit • Consuming web services from MonoTouch • Integrating iOS and .NET networking capabilities • Saving data with the ADO.NET provider to SQLite, .NET serialization, and NSUserDefaults All code samples are available for download at [github.com/mikebluestein](http://github.com/mikebluestein).

**ASP.NET 3.5 Application Architecture and Design** - Vivek Thakur 2008-10-24

Build robust, scalable ASP.NET applications quickly and easily.

**Learning WCF** - Michele Leroux Bustamante 2007

Provides information and examples on using Windows Communication Foundation to build service-oriented applications.

Pro WCF 4 - Nishith Pathak 2011-08-28

Pro WCF 4.0: Practical Microsoft SOA

Implementation is a complete guide to Windows Communication Foundation from the service-oriented architecture (SOA) perspective, showing you why WCF is important to service-oriented architecture and development. This book provides deep insight into the functionality of WCF, which shipped with .NET 4.0-like service discovery, routing service, simplified configuration, and other advanced features. Included in this title are informative examples that will aid the reader in understanding and

implementing these important additions. This book also covers the unified programming model, reliable messaging, security, and the peer-to-peer programming model. You'll also learn how to move your current .NET remoting and web service applications to WCF, and how to integrate those applications with WCF 4. This book offers genuine insight into solving real enterprise problems using WCF and .NET 4.0.

Learning JavaScript - Tim Wright 2012-07-31

Get Started Fast with Modern JavaScript Web Development! With the arrival of HTML5, jQuery, and Ajax, JavaScript web development skills are more valuable than ever! This complete, hands-on JavaScript tutorial covers everything you need to know now. Using line-by-line code walkthroughs and end-of-chapter exercises, top web developer and speaker Tim Wright will help you get results fast, even if you've never written a line of JavaScript before. Smart, friendly, enthusiastic, and packed with modern examples, Learning JavaScript covers both design-level and

development-level JavaScript. You'll find expert knowledge and best practices for everything from jQuery and interface design to code organization and front-end templating. Wright's focused coverage includes regular break points and clear reviews that make modern JavaScript easier to learn—and easier to use! Learning JavaScript is your fastest route to success with JavaScript—whether you're entirely new to the language or you need to sharpen and upgrade skills you first learned a decade ago! Coverage includes

- Mastering all of the JavaScript concepts and terminology you need to write new programs or efficiently modify existing code
- Creating robust, secure code for both the design and development levels
- Maximizing usability, reusability, accessibility, clarity, security, and performance
- Taking full advantage of the browser environments your code will run in
- Accessing the DOM to create behaviors and data interactions
- Storing data for easy and efficient access
- Using variables, functions, loops, and

other core language features

- Interacting with users through events
- Communicating with servers through Ajax
- Improving your productivity with JavaScript libraries

The Routledge Handbook of Second Language Acquisition and Writing - Rosa M. Manchón  
2021-12-31

This unique state-of-the-art volume offers a comprehensive, systematic discussion of second language (L2) writing and L2 learning. Led by experts Rosa Manchón and Charlene Polio, top international scholars synthesize and contextualize the salient theoretical approaches, methodological issues, empirical findings, and emerging themes in the connection between L2 writing and L2 learning, and set the future research agenda to move the field forward. This will be an indispensable resource for scholars and students of second language acquisition (SLA), applied linguistics, education, and composition studies.

*Microsoft Visual Studio 2010: A Beginner's Guide*

- Joe Mayo 2010-04-05

Essential Skills--Made Easy! Written by a Microsoft MVP and Visual Studio expert, this hands-on guide gets you started with the latest release of Microsoft's flagship Integrated Development Environment (IDE). Microsoft Visual Studio 2010: A Beginner's Guide shows you how to build applications from the ground up, covering C#, VB.NET, ASP.NET, Silverlight, Windows Presentation Foundation (WPF), and Windows Communication Foundation (WCF). You'll also learn how to customize the IDE, adding your own tools that integrate with Visual Studio 2010, and edit and debug your applications. Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated Joe Mayo is an

independent consultant, specializing in Microsoft.NET technologies. He is the author of LINQ Programming and other books. Joe is also the recipient of multiple Microsoft MVP awards.

**Programming Entity Framework** - Julia

Lerman 2010-08-09

Get a thorough introduction to ADO.NET Entity Framework 4 -- Microsoft's core framework for modeling and interacting with data in .NET applications. The second edition of this acclaimed guide provides a hands-on tour of the framework latest version in Visual Studio 2010 and .NET Framework 4. Not only will you learn how to use EF4 in a variety of applications, you'll also gain a deep understanding of its architecture and APIs. Written by Julia Lerman, the leading independent authority on the framework, Programming Entity Framework covers it all -- from the Entity Data Model and Object Services to WCF Services, MVC Apps, and unit testing. This book highlights important changes for experienced developers familiar with the earlier version. Understand the

core concepts you need to make the best use of the EF4 in your applications Learn to query your data, using either LINQ to Entities or Entity SQL Create Windows Forms, WPF, ASP.NET Web Forms, and ASP.NET MVC applications Build and consume WCF Services, WCF Data Services, and WCF RIA Services Use Object Services to work directly with your entity objects Create persistent ignorant entities, repositories, and write unit tests Delve into model customization, relationship management, change tracking, data concurrency, and more Get scores of reusable examples -- written in C# (with notes on Visual Basic syntax) -- that you can implement right away

**ASP.NET Core 5 for Beginners** - Andreas Helland 2020-12-18

Learn how to build web applications efficiently using ASP.NET Core 5 with the C# programming language and related frameworks Key Features Build web apps and services and cross-platform applications using .NET and

C# Understand different web programming concepts with the help of real-world examples Explore the new features and APIs in ASP.NET Core 5, EF Core, Visual Studio, and Blazor Book Description ASP.NET Core 5 for Beginners is a comprehensive introduction for those who are new to the framework. This condensed guide takes a practical and engaging approach to cover everything that you need to know to start using ASP.NET Core for building cloud-ready, modern web applications. The book starts with a brief introduction to the ASP.NET Core framework and highlights the new features in its latest release, ASP.NET Core 5. It then covers the improvements in cross-platform support, the view engines that will help you to understand web development, and the new frontend technologies available with Blazor for building interactive web UIs. As you advance, you'll learn the fundamentals of the different frameworks and capabilities that ship with ASP.NET Core. You'll also get to grips with



securing web apps with identity implementation, unit testing, and the latest in containers and cloud-native to deploy them to AWS and Microsoft Azure. Throughout the book, you'll find clear and concise code samples that illustrate each concept along with the strategies and techniques that will help to develop scalable and robust web apps. By the end of this book, you'll have learned how to leverage ASP.NET Core 5 to build and deploy dynamic websites and services in a variety of real-world scenarios. What you will learn

Explore the new features and APIs introduced in ASP.NET Core 5 and Blazor

Put basic ASP.NET Core 5 concepts into practice with the help of clear and simple samples

Work with Entity Framework Core and its different workflows to implement your application's data access

Discover the different web frameworks that ASP.NET Core 5 offers for building web apps

Get to grips with the basics of building RESTful web APIs to work with real data

Deploy your web apps in AWS, Azure, and Docker

containers

Work with SignalR to add real-time notifications to your app

Who this book is for

This book is for developers who want to learn how to develop web-based applications using the ASP.NET Core framework. Familiarity with the C# language and a basic understanding of HTML and CSS is required to get the most out of this book.

### **Windows Communication Foundation 4 Step by Step** - John Sharp 2010

Your hands-on, step-by-step guide to building connected, service-oriented applications. Teach yourself the essentials of Windows Communication Foundation (WCF) 4 -- one step at a time. With this practical, learn-by-doing tutorial, you get the clear guidance and hands-on examples you need to begin creating Web services for robust Windows-based business applications. Discover how to: Build and host SOAP and REST services Maintain service contracts and data contracts Control configuration and communications programmatically Implement message

encryption, authentication, and authorization  
Manage identity with Windows CardSpace Begin  
working with Windows Workflow Foundation to  
create scalable and durable business services  
Implement service discovery and message  
routing Optimize performance with service  
throttling, encoding, and streaming Integrate  
WCF services with ASP.NET clients and enterprise  
services components Your Step by Step digital  
content includes: Practice exercises  
Downloadable code samples Fully searchable  
online edition of the book -- with unlimited access  
on the Web

**Programming WCF Services** - Juval Lowy  
2010-08-13

Programming WCF Services is the authoritative,  
bestselling guide to Microsoft's unified platform  
for developing modern service-oriented  
applications on Windows. Hailed as the definitive  
treatment of WCF, this book provides unique  
insight, rather than documentation, to help you  
learn the topics and skills you need for building

WCF-based applications that are maintainable,  
extensible, and reusable. Author Juval Löwy --  
one of the world's top .NET experts -- revised this  
edition to include the newest productivity-  
enhancing features of .NET Framework 4 and the  
Azure AppFabric Service Bus, as well as the latest  
WCF ideas and techniques. By teaching you the  
why and the how of WCF programming,  
Programming WCF Services will help you master  
WCF and make you a better software engineer.  
Learn about WCF architecture and essential  
building blocks, including key concepts such as  
reliability and transport sessions Use built-in  
features such as service hosting, instance and  
concurrency management, transactions,  
disconnected queued calls, security, and  
discovery Master the Windows Azure AppFabric  
Service Bus, the most revolutionary piece of the  
new cloud computing initiative Increase your  
productivity and the quality of your WCF services  
by taking advantage of relevant design options,  
tips, and best practices in Löwy's ServiceModelEx

framework Discover the rationale behind particular design decisions, and delve into rarely understood aspects of WCF development "If you choose to learn WCF, you've chosen well. If you choose to learn with the resource and guidance of Juval Löwy, you've done even better... there are few people alive today who know WCF as well." --Ron Jacobs, Senior Technical Evangelist for WCF, Microsoft Corporation

### **Programming Microsoft SQL Server 2012 -**

Andrew Brust 2012-07-15

Your essential guide to key programming features in Microsoft SQL Server 2012 Take your database programming skills to a new level—and build customized applications using the developer tools introduced with SQL Server 2012. This hands-on reference shows you how to design, test, and deploy SQL Server databases through tutorials, practical examples, and code samples. If you're an experienced SQL Server developer, this book is a must-read for learning how to design and build effective SQL Server

2012 applications. Discover how to: Build and deploy databases using the SQL Server Data Tools IDE Query and manipulate complex data with powerful Transact-SQL enhancements Integrate non-relational features, including native file streaming and geospatial data types Consume data with Microsoft ADO.NET, LINQ, and Entity Framework Deliver data using Windows Communication Foundation (WCF) Data Services and WCF RIA Services Move your database to the cloud with Windows Azure SQL Database Develop Windows Phone cloud applications using SQL Data Sync Use SQL Server BI components, including xVelocity in-memory technologies *Grid and Cloud Database Management* - Sandro Fiore 2011-07-28

Since the 1990s Grid Computing has emerged as a paradigm for accessing and managing distributed, heterogeneous and geographically spread resources, promising that we will be able to access computer power as easily as we can access the electric power grid. Later on, Cloud

Computing brought the promise of providing easy and inexpensive access to remote hardware and storage resources. Exploiting pay-per-use models and virtualization for resource provisioning, cloud computing has been rapidly accepted and used by researchers, scientists and industries. In this volume, contributions from internationally recognized experts describe the latest findings on challenging topics related to grid and cloud database management. By exploring current and future developments, they provide a thorough understanding of the principles and techniques involved in these fields. The presented topics are well balanced and complementary, and they range from well-known research projects and real case studies to standards and specifications, and non-functional aspects such as security, performance and scalability. Following an initial introduction by the editors, the contributions are organized into four sections: Open Standards and Specifications, Research Efforts in Grid Database Management, Cloud Data Management, and

Scientific Case Studies. With this presentation, the book serves mostly researchers and graduate students, both as an introduction to and as a technical reference for grid and cloud database management. The detailed descriptions of research prototypes dealing with spatiotemporal or genomic data will also be useful for application engineers in these fields.

Essential Windows Communication Foundation (WCF) - Richard Crane 2008-02-11

“Whether this is the first time or the fifty-first time you’re using WCF, you’ll learn something new by reading this book.” --Nicholas Allen, Program Manager, Web Services, Microsoft  
Windows Communication Foundation (WCF) is the easiest way to produce and consume Web services on the Microsoft platform. With .NET 3.5, WCF has been extensively revamped--and Visual Studio 2008 gives developers powerful new tools for utilizing it. Essential Windows Communication Foundation shows developers exactly how to make the most of WCF with .NET 3.5 and Visual

Studio 2008. Drawing on extensive experience working with early adopters, three Microsoft insiders systematically address the topics developers ask about WCF. The authors approach each subject with practical advice and present best practices, tips, and tricks for solving problems. Throughout, you'll find detailed explanations, solutions for the "pain points" of WCF development, and an extensive collection of reusable code examples. Coverage includes Using WCF contracts to define complex structures and interfaces Understanding WCF's channel stacks and channel model architecture Configuring the WCF communication stack to use only the protocols you need Using standard and custom service behaviors to manage concurrency, instances, transactions, and more Serializing data from .NET types to XML Infosets and representing Infosets "on the wire" Hosting WCF services via IIS, managed .NET applications, and Windows Activation Services WCF security, in depth: authentication; transport and message-

level security; and Internet and intranet scenarios Improving reliability: exception handling, diagnostics, and more Workflow services: new integration points between WCF 3.5 and Windows Workflow Foundation Building client-to-client, peer network-based applications Utilizing WCF for non-SOAP Web services: AJAX and JSON examples and .NET 3.5 hosting classes Microsoft's Steve Resnick, Richard Crane, and Chris Bowen are technology experts at the Microsoft Technology Center in Boston. They specialize in helping customers improve their technical agility by applying WCF and related technologies. Resnick has specialized in Internet technologies and distributed computing at Microsoft since 1995. He is a frequent speaker at Microsoft events and is now technology director for the U.S. Microsoft Technology Centers. Crane has more than 15 years of experience in senior software development roles. He specializes in large-scale Web sites, distributed computing, transactional systems, and performance analysis.

Bowen has been an architect and developer for more than 15 years at companies such as Monster.com and Staples and is co-author of Professional Visual Studio 2005 Team System. Foreword xxv Preface xxvii Chapter 1: Basics 1 Chapter 2: Contracts 33 Chapter 3: Channels 91 Chapter 4: Bindings 111 Chapter 5: Behaviors 181 Chapter 6: Serialization and Encoding 241 Chapter 7: Hosting 287 Chapter 8: Security 315 Chapter 9: Diagnostics 375 Chapter 10: Exception Handling 403 Chapter 11: Workflow Services 423 Chapter 12: Peer Networking 459 Chapter 13: Programmable Web 503 Appendix: Advanced Topics 537 Index 553  
*WCF 4.5 Multi-layer Services Development with Entity Framework* - Ming-Tsan Liu 2012

*Professional WCF Programming* - Scott Klein  
2007-07-02

Part of the new .NET 3.0 extensions to .NET 2.0, WCF provides a unified platform for building and running connected systems and will be used by

almost every .NET or SQL Server developer Targeted to experienced developers who want to build service-oriented and transactional applications on the Microsoft platform that offer reliable and secure transactional messaging Addresses the WCF technologies as well as the next generation of configuring and deploying network-distributed services Key topics discussed include binding, contracts, clients, services, security, deployment, management, and hosting  
[Beginning C# Object-Oriented Programming](#) - Dan Clark 2011-08-12

[Beginning C# Object-Oriented Programming](#) brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop

techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a

fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.