

Beginning Visual Studio For Mac Build Cross Platform Apps With Xamarin And Core

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and efficiently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.

Expert guidance on using Visual Studio Code for editing and debugging your web development projects Visual Studio Code, a free, open source, cross-compatible source code editor, is one of the most popular choices for web developers. It is fast, lightweight, customizable, and contains built-in support for JavaScript, Typescript, and Node.js extensions for other languages, including C++, Python, and PHP. Features such as debugging capability, embedded Git control, syntax highlighting, code snippets, and IntelliSense intelligent code completion support—several of which set it apart from the competition—help make Visual Studio Code an impressive, out-of-the-box solution. Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers helps readers to become familiar with and productive in Visual Studio Code. This up-to-date guide covers all of the essential components of the software, including the editing features of the workspace, advanced functionality such as code refactoring and key binding, and integration with Grunt, Gulp, NPM, and other external tools. New users, experienced developers, and those considering moving from another developer tool will benefit from this book's detailed, yet easy-to-follow information on Visual Studio Code. This book: Teaches readers how to use Visual Studio Code to do full-stack development Explains the steps to install Visual Studio Code on Windows, Mac and Linux platforms Provides a foundation for non-users considering moving to Visual Studio Code Helps current users expand their knowledge of the tool and its available extensions Describes how to open a .NET Core project and get end-to-end execution and debugging functionality Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers is an invaluable guide for both professional and hobbyist web developers seeking immediately-useful information on Visual Studio Code.

Learn how to build web applications from three Microsoft MVPs. After building the data application layer using Entity Framework Core and a RESTful service using ASP.NET Core, you will then build the client side web application three ways: first, using ASP.NET Core, then using Angular 2, and, finally, using React. You will be able to compare and contrast these UI frameworks and select the best one for your needs. .NET Core is a complete rewrite of the popular .NET and its related frameworks. While many concepts are similar between .NET Core and the .NET 4.6 framework, there are revolutionary changes as well, including updates to Entity Framework Core and ASP.NET Core. The first section of this book covers the three main parts of building applications with C#: Entity Framework, ASP.NET Core Services, and ASP.NET Core Web Applications. There is also an explosion in popularity of JavaScript frameworks for client side development, and the authors cover two of the most popular UI frameworks. Start with TypeScript for developing clean JavaScript, along with a client side build tool such as Gulp, Grunt, and WebPack. Using the same data access layer and RESTful service from the .NET Core application, you can rebuild the UI using Angular 2. Then, repeat the process using React, for a true comparison of building client side applications using ASP.NET Core, Angular 2, and React. What You'll Learn Understand the fundamentals of .NET Core and what that means to the traditional .NET developer Build a data access layer with Entity Framework Core, a RESTful service with ASP.NET Core MVC, and a

website with ASP.NET Core MVC and Bootstrap Automate many build tasks with client side build utilities Who This Book Is For Intermediate to advanced .NET developers

Build intelligent apps, websites, and services with Blazor, ASP.NET Core, and Entity Framework Core using Visual Studio Code

Beginning Microsoft Visual Studio LightSwitch Development

Beginning Visual Basic 2005

Cross Platform Mobile Development

Get up and running with VS Code by building multi-platform, cloud-native, and microservices-based apps

The Book of Visual Studio .NET

Get the most out of .NET framework using standard libraries and create a .NET Standard 2.0 library from scratch Key Features Write code once and share within .NET ecosystem in Windows, Linux and macOS Give your .NET Libraries a common framework in cloud and on premise with the latest .NET Standard 2.0 Build a wide range of applications from Mobile with Xamarin to Web with ASP.NET Book Description The .NET Standard is a standard that represents a set of APIs that all .NET platforms have to implement, making it easy for developers to access and use one common library for their development needs. This book begins with a quick refresher, helping you understand the mechanics of the new standard and offering insight into how it works. You'll explore the core library concepts, such as working with collections, configurations, I/O, security, and multithreading. You'll explore the iOS and Android libraries of Xamarin and we'll guide you through creating a .NET Standard 2.0 library, which you'll use with both Android and iOS applications. In the final chapters, you'll learn the various debugging and diagnostics tools to deliver quality libraries and create a NuGet package of the .NET Standard 2.0 library. By the end of this book, you'll be able to expand your current workflow to various .NET flavors and have the essential skills to create a .NET Standard 2.0 library from scratch to package and deliver it to the world. What you will learn Create a .NET Standard 2.0 library Use System.IO within the .NET Standard 2.0 Make use of your legacy .NET libraries with the new .NET Core standard Explore the thread support to create a multithreaded .NET Standard 2.0 library Create a .NET Standard 2.0 library and use it with an Android and iOS application Implement various Visual Studio 2017 diagnostics and debugging tools Create a NuGet Package and submit the package to the NuGet Package Manager Use Visual Studio 2017 azure tools to deploy the application to Azure Test and deliver a .NET Standard 2.0 library Who this book is for This book is for .NET developers who are looking to build dynamic applications with the latest .NET Standard. C# knowledge is required.

A guide to mastering Visual Studio 2017 About This Book Focus on coding with the new, improved, and powerful tools of VS 2017 Master improved debugging and unit testing support capabilities Accelerate cloud development with the built-in Azure tools Who This Book Is For .NET Developers who would like to master the new features of VS 2017, and would like to delve into newer areas such as cloud computing, would benefit from this book. Basic knowledge of previous versions of Visual Studio is assumed. What You Will Learn Learn what's new in the Visual Studio 2017 IDE, C# 7.0, and how it will help developers to improve their productivity Learn the workloads and components of the new installation wizard and how to use the online and offline installer Build stunning Windows apps using Windows Presentation Foundation (WPF) and Universal Windows Platform (UWP) tools Get familiar with .NET Core and learn how to build apps targeting this new framework Explore everything about NuGet packages Debug and test your applications using Visual Studio 2017 Accelerate cloud development with Microsoft Azure Integrate Visual Studio with most popular source control repositories, such as TFS and GitHub In Detail Visual Studio 2017 is the all-new IDE released by Microsoft for developers, targeting Microsoft and other platforms to build stunning Windows and web apps. Learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks, allowing you more time to focus on your project. With this book, you will learn not only what VS2017 offers, but also what it takes to put it to work for your projects. Visual Studio 2017 is packed with improvements that increase productivity, and this book will get you started with the new features introduced in Visual Studio 2017 IDE and C# 7.0. Next, you will learn to use XAML tools to build classic WPF apps, and UWP tools to build apps targeting Windows 10. Later, you will learn about .NET Core and then explore NuGet, the package manager for the Microsoft development platform. Then, you will familiarize yourself with the debugging and live unit testing techniques that comes with the IDE. Finally, you'll adapt Microsoft's implementation of cloud computing with Azure, and the Visual Studio integration with Source Control repositories. Style and approach This comprehensive guide covers the advanced features of Visual Studio 2017, and communicates them through a practical approach to explore the underlying concepts of how, when, and why to use it.

Discover how to leverage the Uno Platform to write single-codebase, cross-platform mobile, desktop, and web applications using C# and XAML Key Features Enhance your Windows apps by running them on all operating systems and browsers Use tools and APIs you already know to remain productive as you target new platforms Create realistic apps for various lines of business (LOBs) and consumer scenarios Book Description Developers are increasingly being asked to build native applications that run on multiple operating systems and in the browser. In the past, this would have meant learning new technologies and making multiple copies of an application. But the Uno Platform allows you to use tools, languages, and APIs you already know from building Windows apps to develop apps that can also run on other platforms. This book will help you to create customer-facing as well as line-of-business apps that can be used on the device, browser, or operating system of your choice. This practical guide enables developers to put their C# and XAML knowledge to work by writing cross-platform apps using the Uno Platform. Packed with tips and practical examples, this book will help you to build applications for common scenarios. You'll begin by learning about the Uno Platform through step-by-step explanations of essential concepts, before moving on to creating cross-platform apps for different lines of business. Throughout this book, you'll work with examples that will teach you how to combine your existing knowledge to manage common development environments and implement frequently needed functionality. By the end of this Uno development book, you will have learned how to write your own cross-platform apps with the Uno Platform and use additional tools and libraries to speed up your app development process. What you will learn Understand how and why Uno could be the right fit for your needs Set up your development environment for cross-platform app development with the Uno Platform and create your first Uno Platform app Find out how to create apps for different business scenarios Discover how to combine technologies and controls to accelerate development Go beyond the basics and create 'world-ready' applications Gain the confidence and experience to use Uno in your own projects Who this book is for This book is for developers who are familiar with app development for Windows and want to use their existing skills to build cross-platform apps. Basic knowledge of C# and XAML is required to get started with this book. Anyone with basic experience in app development using WPF, UWP, or WinUI will be able to learn how to create cross-platform applications with the Uno Platform.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Create iOS, watchOS, and Apple tvOS apps with Xamarin.iOS and Visual Studio for Mac

Microsoft Visual Studio 2015 Unleashed

Microsoft Azure AI: A Beginner's Guide

Using .NET Core and Modern JavaScript Frameworks

A Beginner's Guide

Beginning Visual Studio for Mac

Redefine your software development experience by understanding the extensive features and rich functionalities offered by Visual Studio Code Key FeaturesLeverage the power of the free, cross-platform, and highly customizable code editor to build modern web and cloud applicationsEdit, debug and deploy on Microsoft Azure with Visual Studio CodeLearn how to customize features and install a wide variety of third-party extensionsBook Description Microsoft Visual Studio Code is a powerful, lightweight code editor for modern web and cloud development. It is a source code editor that can be used with a variety of programming languages, which works on multiple platforms such as Linux, Windows, and macOS. This book provides extensive coverage of the tools, functionalities, and extensions available within the VS Code environment that will help you build multi-platform apps with ease. You'll start with the installation of VS Code and learn about various tools and features that are essential for development. Progressing through the chapters, you'll explore the user interface while understanding tips and tricks for increasing productivity. Next, you'll delve into VS Code extensions and discover how they can make life easier for developers. Later, the book shows you how to develop a sample application with different programming languages, tools, and runtimes to display how VS code can be used effectively for development, before helping you get to grips with source code version management and deployment on Azure with VS Code. Finally, you'll build on your skills by focusing on remote development with VS Code. By the end of this book, you'll have the knowledge you need to use Visual Studio Code as your primary tool for software development. What you will learnExplore various editing, formatting, and navigational features of VS CodeUnderstand how to add, delete, and configure extensions in VS CodeDevelop web APIs using Node.js, Java, and Python in VS CodeDevelop background service in .NET Core and explore DaprDelve into debugging techniques such as breakpoints, log points, and data inspectionUse Git with Azure DevOps to share and synchronize code with VS CodeCreate custom extensions in VS Code to increase developer productivityUnderstand the concepts of remote development using VS CodeWho this book is for This book is for software developers, web developers and polyglot programmers, who are working with any language or framework such as Python, Java, Node.js, or .NET and are looking to learn how they can create multi-platform, microservices based, cloud-native applications while effectively using Visual Studio Code for editing, debugging, version management and deployment. Basic software development skills are a must to grasp the concepts covered in this book.

Skip the basics and delve right into Visual Studio 2017 advanced features and tools Professional Visual Studio 2017 is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is your ideal guide.

Mastering Unity: A Beginner's Guide introduces developers of all ages to the beautiful and valuable world of Unity. Unity is a popular cross-platform game engine. It was initially unveiled and distributed as a Mac OS X-exclusive game engine in June 2005 at Apple Inc.'s Worldwide Developers Conference. Unity is used to produce nearly 50% of all games in the world. Its real-time platform, driven by tools and services, provides fantastic opportunities for game developers and innovators across sectors and applications. Mastering Unity covers the creation of both three-dimensional (3D) and two-dimensional (2D) games as well as interactive simulations and other experiences. Since Unity is an engine used in sectors other than video games, including film, automotive, architectural, engineering, manufacturing, and is even used by the armed forces, Mastering Unity focuses on a broader usage for Unity. This book starts with the setup and installation of Unity, which is followed by additional info related to its usage. Mastering Unity covers such topics as scene management, debugging, 2D and 3D physics, and Unity Hub setup. Considering that C# is often the primary programming language used in Unity, this book covers object-oriented principles as well as C# coding at great length. That said, you can use any other language in Unity, including JavaScript, Rust, or Mono. For the most part,

Mastering Unity strives to be programming language-neutral to help you fully understand the Unity concepts. If you are an absolute beginner, Mastering Unity will help you understand the basics about Unity, its features, technical requirements, architecture, and the scripting language used in Unity. This book also focuses on setting up Unity, which encompasses installation, project creation, and launches of a project scene. Mastering Unity also addresses dealing with scenes and game objects, prefabs, storing scenes, animations in Unity, and performance optimization. Mastering Unity will also help you learn how to test and release a game in Unity to various platforms. Learn more about our other Mastering titles at: <https://www.routledge.com/Mastering-Computer-Science/book-series/MCS>

Provides information on using AppleScript Studio to build desktop applications.

Build apps with C# and XAML that run on Windows, macOS, iOS, Android, and WebAssembly

Visual Studio Code for Python Programmers

Beginner's Step-by-Step Coding Course

Professional Visual Studio 2017

Beginning ASP.NET 4.5 in VB

Extending Visual Studio IDE for Productivity, Quality, Tooling, and Analysis

Learn Visual Basic step by step and start programming right away Beginning Visual Basic 2015 is the ideal guide for new programmers, especially those learning their first language. This new edition has been updated to align with Visual Studio 2015, and also refocused to concentrate on key beginner topics. Precise, step-by-step instructions walk you through important tasks, and clear explanations targeted to beginners will have you writing your first Visual Basic application quickly. You'll start from the absolute beginning, assuming no prior programming experience, and then gradually build your skills to write Visual Basic applications for Windows and the Web. Coverage includes objects, class libraries, graphics, databases, and much more, with explicit instructions on using ASP.NET, SQL Server, ADO.NET, and XML. Visual Studio is the usual environment for Visual Basic programming, and the latest upgrade has made Visual Basic more feature compatible with C# to allow programmers to move fluidly between the two languages. Don't know C#? Don't worry! This book starts from the very beginning of Visual Basic programming to help you build your skills from the ground-up. Understand flow control and data structure Debug Windows applications, dialog boxes, and menus Master objects and object-oriented techniques Access databases, program graphics, and program for the Web Over three million programmers use Visual Basic, and many of them learned it as their first language. It's beginner-friendly, versatile, and visually oriented, making it an ideal introduction to the programming mindset, workflow, and hard skills. Beginning Visual Basic 2015 gets you started on the right foot, with clear, patient instruction and plenty of hands-on practice.

Publisher's Note: Microsoft will stop supporting .NET 5 in early May 2022. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022, as well as Visual Studio Code. Key Features • Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor • Strengthen your command of ASP.NET Core 5.0 and create professional websites and services • Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description In C# 9 and .NET 5 – Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn • Build your own types with object-oriented programming • Query and manipulate data using LINQ • Build websites and services using ASP.NET Core 5 • Create intelligent apps using machine learning • Use Entity Framework Core and work with relational databases • Discover Windows app development using the Universal Windows Platform and XAML • Build rich web experiences using the Blazor framework • Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book. Table of Contents • Hello, C#! Welcome, .NET Core! • Speaking C# • Controlling Flow and Converting Types • Writing, Debugging, and Testing Functions • Building Your Own Types with Object-Oriented Programming • Implementing Interfaces and Inheriting Classes • Understanding and Packaging .NET Types • Working with Common .NET Types • Working with Files, Streams, and Serialization (N.B. Please use the Look Inside option to see further chapters) Review "Mark Price's extraordinary book covers every aspect of C# 9 and .NET 5. It is filled with step-by-step demonstrations and will be of tremendous

value both to those who want to learn C# and to more experienced C# programmers making the transition to C# 9. Highly recommended!" -- Jesse Liberty - author of Programming C# and Learning C# (O'Reilly Media)

Discover how to create cross platform apps for Android, iOS and UWP using Azure services and C# with Xamarin Forms. This book illustrates how to utilize Azure cloud storage for serving up Azure SQL DB data through Azure App Services. The book starts by setting up Xamarin and introducing Xamarin Forms and then covers the Azure Portal from a developer's perspective and goes on to demonstrate how to build an Azure Service using Quickstart. You'll also see how to add Azure support to Xamarin Forms application. You'll review in detail how to build a Xamarin Form with Azure Client and modify an existing app to become a Xamarin Forms Client for Azure with offline synchronization. You then move on to third-party controls that speed up development. By the end of the book, you will be able to use Azure and Xamarin together and master how to use Azure Mobile Quickstarts, Azure SQL plumbing, database synchronization and Xamarin Forms. What You'll Learn Create a Xamarin Forms App and understand the Structure of a Xamarin Forms App. Navigate pages and use platform specific coding. Use images, ListView and the Azure Mobile App Quickstart to build a Service and Xamarin Forms app Modify an existing app to use Azure Client Libraries, understand offline storage with SQLite and incorporate offline synchronization Who This Book Is For Software developers new to Xamarin and/or Azure and for the developers who are familiar with both the technologies to use in mobile apps.

Use Visual Studio Code to write and debug code quickly and efficiently on any platform, for any device, using any programming language, and on the operating system of your choice. Visual Studio Code is an open source and cross-platform development tool that focuses on code editing across a variety of development scenarios, including web, mobile, and cloud development. Visual Studio Code Distilled teaches you how to be immediately productive with Visual Studio Code, from the basics to some of the more complex topics. You will learn how to work on individual code files, complete projects, and come away with an understanding of advanced code-editing features that will help you focus on productivity, and source code collaboration with Git. What You'll Learn Comprehend Visual Studio Code in a way that is not just theory or a list of features, but an approach driven by developer tasks and needs Understand integrated support for team collaboration with Git for executing and debugging code, and the many ways you can extend and customize VS Code Debug code on multiple platforms though real-world guidance, such as working under corporate networks Expand your coding intelligence from web to mobile to the cloud, and even artificial intelligence Acquire valuable tips, tricks, and suggestions from hard-earned, real-world experience to be more productive Who This Book Is For All developers (including JavaScript, Java, NodeJS), not just those with a Microsoft background, who will benefit from learning and using VS code as a cross-platform and cross-language tool.

C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development - Third Edition

The easiest way to learn Lua programming

End-to-End Editing and Debugging Tools for Web Developers

.NET Standard 2.0 Cookbook

Visual Studio for Mac

macOS desktop apps programming with .NET Core 3.1 and Visual Studio for Mac

This book is the most comprehensive and up to date introduction to ASP.NET ever written. Focusing solely on Visual Basic, with no code samples duplicated in other languages, award winning author Matthew MacDonald introduces you to the very latest thinking and best practices for the ASP.NET 4.5 technology. Assuming no prior coding experience, you'll be taught everything you need to know from the ground up. Starting from first principals, you'll learn the skills you need to be an effective ASP.NET developer who is ready to progress to more sophisticated projects and professional work. You'll be taught how to use object orientation and code-behind techniques to lay out your code clearly in a way other developers can easily understand. You'll learn how to query databases from within you web pages, spice up your layouts using ASP.NET AJAX and deploy your finished websites to production servers. You'll also learn how to debug your code when things go wrong and the performance and scalability issues that can affect your web projects as they grow. With this book you can take your first steps towards becoming a successful ASP.NET developer with confidence.

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 as they become available.

This book exposes innovative technics for developing native macOS desktop applications by using C# and the .NET Core 3.1. You will discover that the implementation of a macOS native application can be done with other tools than the classical tools proposed by Apple: SwiftUI, Objective-C ... Before reserved to C++ programmers, the macOS application arena is now open to the C# developer's community. What you will learn in this book? - Essentials macOS commands (for rookie macOS user). - Essentials C# coding technics (for rookie C# developer). - Setup an efficient and professional development

environment for .NET Core 3.1 on your Mac. - Review a panel of technical solutions for the GUI implementation. - Choose the adapted UI for your application specific needs. - Code your desktop application (boilerplates furnished). - Produce macOS executable from your C# project. - Package and distribute your application for the macOS ecosystem. Who is it for? - macOS C++, Java or Swift developers. - ASP.NET C# developers. - Windows C# developers. Accelerate your project start. This book includes project templates (boilerplates) useful for starting quickly and easily the coding of your macOS desktop application. This book avoids you a long and tedious phase of research for finding the most relevant technical solution for your app. Thus, you can focus on the functional features of the application rather than the technical constraints of the Mac OS X system.

Learn how LightSwitch can accelerate and simplify application development As Microsoft's newest offering for simplifying application development, LightSwitch opens the development door to creating applications without writing code. This introductory, full-color book shows you how to quickly create, modify, and distribute information for your business with LightSwitch. Packed with simple example programs, this beginner-level resource guides you through a complete small business application using LightSwitch to demonstrate the capabilities of this exciting new tool. You'll explore the most common application development issues that developers encounter on a daily basis and learn how LightSwitch makes them easier to handle with solutions that streamline application development without requiring code. Gets you started with Visual Studio LightSwitch, Microsoft's newest offering for simplifying application development Shows you how to prepare a LightSwitch application and looks at the technologies behind a LightSwitch application Addresses working with simple data screens, working with master-detail data screens, and using exciting SQL server data Looks at deploying applications, using SharePoint 2010 lists, and extending Visual Studio LightSwitch If you're ready to simplify the application development process without writing a piece of code, then this is the book for you!

C# 9 and .NET 5 – Modern Cross-Platform Development

Beginning Visual Basic 2015

C# 7 and .NET Core Cookbook

Building JavaScript, CSS, HTML and Ajax-based Applications for iPhone, Android, Palm Pre, BlackBerry, Windows Mobile and Nokia S60

The Design and Evolution of C++

Visual Studio Code Distilled

Learn how to use C# and Visual Studio for Mac to generate simple console, command-line, and desktop applications that run natively on macOS.

Harness the full power of the Visual Studio IDE to take your coding skills to the next level by learning about IDE productivity practices and exclusive techniques
Key Features
Increase your productivity by leveraging Visual Studio 2019's improvements and features
Explore powerful editing, code intelligence, and source code control features to increase productivity
Delve into VS's powerful, untapped features such as custom project templates and extensions
Book Description
Visual Studio 2019 (VS 2019) and Visual Studio Code (VS Code) are powerful professional development tools that help you to develop applications for any platform with ease. Whether you want to create web, mobile, or desktop applications, Microsoft Visual Studio is your one-stop solution. This book demonstrates some of the most sophisticated capabilities of the tooling and shows you how to use the integrated development environment (IDE) more efficiently to be more productive. You'll begin by gradually building on concepts, starting with the basics. The introductory chapters cover shortcuts, snippets, and numerous optimization tricks, along with debugging techniques, source control integration, and other important IDE features that will help you make your time more productive. With that groundwork in place, more advanced concepts such as the inner workings of project and item templates are covered. You will also learn how to write quality, secure code more efficiently as well as discover how certain Visual Studio features work 'under the hood'. By the end of this Visual Studio book, you'll have learned how to write more secure code faster than ever using your knowledge of the extensions and processes that make developing successful solutions more enjoyable and repeatable. What you will learn
Understand the similarities and differences between VS 2019 and VS Code
Get to grips with numerous keyboard shortcuts to improve efficiency
Discover IDE tips and tricks that make it easier to write code
Experiment with code snippets that make it easier to write repeating code patterns
Find out how to customize project and item templates with the help of hands-on exercises
Use Visual Studio extensions for ease and improved productivity
Delve into Visual Studio's behind the scene operations
Who this book is for
This book is for C# and .NET developers who want to become more efficient and take advantage of features they may not be aware of in the IDE. Those looking to increase their productivity and write quality code more quickly by fully utilizing the power of the Visual Studio IDE will also find this book useful.

Covers topics such as integrating multiple .NET technologies, cross-language integration, versioning, database and monitoring tools for application development, accessing data, and COM+.

C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development, Third Edition is a practical guide to creating powerful cross-platform applications with C# 7 and .NET Core 2.0.
About This Book* Build modern, cross-platform applications with .NET Core 2.0* Get up to speed with C#, and up to date with all the latest features of C# 7.1* Start creating professional web applications with ASP.NET Core 2.0
Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS.
What You Will Learn* Build cross-platform applications using C# 7.1 and .NET Core 2.0* Explore ASP.NET Core 2.0 and learn how to create professional websites, services, and applications* Improve your application's performance using multitasking* Use Entity Framework Core and LINQ to query and manipulate data* Master object-oriented programming with C# to increase code reuse and efficiency* Familiarize yourself with cross-device app development using the Universal Windows Platform* Protect and manage your files and data with encryption, streams, and serialization* Get started with mobile app development using Xamarin.Forms* Preview the nullable reference type feature of C# 8
In Detail
C# 7.1 and .NET Core 2.0 - Modern Cross-Platform Development, Third Edition, is a practical guide to creating powerful cross-platform applications with C# 7.1 and .NET Core 2.0. It gives readers of any experience level a solid foundation in C# and .NET. The first part of the book runs you through the basics of C#, as well as debugging functions and object-oriented programming, before taking a quick tour through the latest

features of C# 7.1 such as default literals, tuples, inferred tuple names, pattern matching, out variables, and more. After quickly taking you through C# and how .NET works, this book dives into the .NET Standard 2.0 class libraries, covering topics such as packaging and deploying your own libraries, and using common libraries for working with collections, performance, monitoring, serialization, files, databases, and encryption. The final section of the book demonstrates the major types of application that you can build and deploy cross-device and cross-platform. In this section, you'll learn about websites, web applications, web services, Universal Windows Platform (UWP) apps, and mobile apps. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core 2.0.

Mastering Unity

Creating Mobile Apps with Xamarin.Forms Preview Edition 2

A Guide for Developers

Mastering Visual Studio .NET

Build Cross-Platform Apps with Xamarin and .NET Core

Explore Azure Applied AI Services, Azure Cognitive Services and Azure Machine Learning with Practical Illustrations (English Edition)

With this visual guide to computer programming for beginners, it has never been easier to learn how to code. Coding skills are in high demand and the need for programmers is still growing. Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing essential skills within easy reach. Each chapter contains tutorials on practical projects designed to teach you the main applications of each language, such as building websites, creating games, and designing apps. The book also looks at many of the main coding languages that are out there, outlining the key applications of each language, so you can choose the right language for you. You'll learn to think like a programmer by breaking a problem down into parts, before turning those parts into lines of code. Short, easy-to-follow steps then show you, piece by piece, how to build a complete program. There are challenges for you to tackle to build your confidence before moving on. Written by a team of expert coders and coding teachers, Beginner's Step-by-Step Coding Course is the ideal way to get to set you on the road to code.

Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE). Microsoft has invested heavily to deliver their very best development tools and platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft's "mobile-first", "cloud-first", and "any developer, any platform, any device" strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, Beginning Visual Studio for Mac will quickly get you up to speed! What You'll Learn Prepare, configure, and debug in the Mac development environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems

Quick solutions to common programming problems with the latest features of C# 7.0, .NET Core 1.1, and Visual Studio 2017 About This Book Easy-to-follow recipes to get you up-and-running with the new features of C# 7 and .NET Core 1.1 Practical solutions to assist you with microservices and serverless computing in C# Explore the new Visual Studio environment and write more secure code in it Who This Book Is For The book will appeal to C# and .NET developers who have a basic familiarity with C# and the Visual Studio 2015 environment What You Will Learn Writing better and less code to achieve the same result as in previous versions of C# Working with analyzers in Visual Studio Working with files, streams, and serialization Writing high-performant code in C# and understanding multi-threading Demystifying the Rx library using Reactive extensions Exploring .Net Core 1.1 and ASP.NET MVC Securing your applications and learning new debugging techniques Designing and building a microservice architecture Using Azure and AWS for serverless computing with C# In Detail C# has recently been open-sourced and C# 7 comes with a host of new features for building powerful, cross-platform applications. This book will be your solution to some common programming problems that you come across with C# and will also help you get started with .NET Core 1.1. Through a recipe-based approach, this book will help you overcome common programming challenges and get your applications ready to face the modern world. We start by running you through new features in C# 7, such as tuples, pattern matching, and so on, giving you hands-on experience with them. Moving forward, you will work with generics and the OOP features in C#. You will then move on to more advanced topics, such as reactive extensions, Regex, code analyzers, and asynchronous programming. This book will also cover new, cross-platform .NET Core 1.1 features and teach you how to utilize .NET Core on macOS. Then, we will explore microservices as well as serverless computing and how these benefit modern developers. Finally, you will learn what you can do with Visual Studio 2017 to put mobile application development across multiple platforms within the reach of any developer. Style and approach A unique recipe-based guide that will help you gain a solid understanding of the new concepts in C# 7.0 and Visual Studio 2017

Learn the extensibility model of Visual Studio to enhance the Visual Studio integrated development environment (IDE). This book will cover every aspect, starting from developing an extension to publishing it and making it available to the end user. The book begins with an introduction to the basic concepts of Visual Studio including data structures and design patterns and moves forward with the fundamentals of the VS extensibility model. Here you

will learn how to work on Roslyn - the .NET compiler platform - and load extensions in VS. Next, you will go through the extensibility model and see how various extensions, such as menus, commands, and tool windows, can be plugged into VS. Moving forward, you'll cover developing VS extensions and configuring them, along with demonstrations on customizing extension by developing option pages. Further, you will learn to create custom code snippets and use a debugger visualizer. Next, you will go through creation of project and item templates including deployment of VS extensions using continuous integration (CI). Finally, you will learn tips and tricks for Visual Studio and its extensibility and integration with Azure DevOps. After reading Visual Studio Extensibility Development you will be able to develop, deploy, and customize extensions in Visual Studio IDE. What You Will Learn Discover the Visual Studio extensibility and automation model Code Visual Studio extensions from scratchCustomize extensions by developing a tools option page for themCreate project templates, item templates, and code snippets. Work with code generation using T4 templatesCode analysis and refactoring using Roslyn analyzersCreate and deploy a private extension gallery and upload the extensions Upload a VS extension using CISHip your extension to Visual Studio MarketplaceWho This Book Is For Developers in Visual Studio IDE covering C#, Visual Basic (VB), JavaScript, and CSS.

Developing native macOS GUI software with C#

Mastering Visual Studio 2017

Creating Cross-Platform C# Applications with Uno Platform

Beginning Xamarin Development for the Mac

Learn to program with C++ by building fun games, 2nd Edition

Beginning C++ Game Programming

Develop apps for the iPhone, iPad, and Apple wearables using Visual Studio for the Mac. Learn how to set up your development environment and emulators, and how to create adaptive user interfaces for different Apple platforms. Expert Dawid Borycki guides you through the fundamentals of programming for Apple platforms (Model View Controller, Test Driven Development), navigation patterns, gesture handling, user's location, and reading and consuming data from web services. After reading this book, you will be able to build native apps that look and feel like other apps built into iOS, watchOS, and tvOS. You'll Learn Build and implement native apps for Apple platforms Create adaptive, universal views and handle navigation between them Access user's location and handle touch input Consume data from web services Minimize app development time with C# Who This Book Is For Developers who are interested in mobile and device development, as well as experienced non-Apple developers who want to expand their skill set to programming for Apple platforms

Become proficient and efficient with Visual Studio Code and learn how to integrate all your external tools! Visual Studio Code for Python Programmers helps Python developers become not just fast but also productive in Visual Studio Code. To start, you'll find the steps for installing Visual Studio Code on Windows, Mac and Linux platforms, along with an introduction to the editing features of the workspace. Coverage of more advanced functionality includes managing source code, debugging, unit testing, and Jupyter Notebook support. The book finishes with a walk-through of real-world projects which demonstrate the new Visual Studio Code features introduced in the book. For developers, the choice of an editor is a very personal one. You have idiosyncratic needs and wants that are unique to you as a developer. This book shows how to customize Visual Studio Code to meet your needs and Python development workflow. Introduces you to the features of the Visual Studio Code workspace and how those features can be used. Demonstrates how Visual Studio Code allows you to choose your structure according to your needs Covers editing code in Python, including syntax highlighting, code completion, object definition, and code navigation Describes Git integration and how to perform common Git functions (commits, checkouts, branches, and merges) from within Visual Studio Code Highlights debugging features for Python developers A final section on Real World Applications will step you through several examples (and features integration with Django, Flask, Jupyter Notebook, Docker, and Azure), so you can hit the ground running with Visual Studio Code.

Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDEKey featuresa- Create and use custom IDE extensionsa- Find, download, and use the best IDE extensions for web, mobile, and desktop development on Windowsa- Enhance programming experience and time with debugging toolsa- Enhance coding capabilities with coding toolsa- Test projects proactivelya- Create powerful web, mobile, and Azure services for real worldDescriptionThis book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features with the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You'll learn everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript support which will help you focus more on coding. Moving on, you'll learn to work with the dedicated workloads for data storage and data science. You will also review the more advanced architecture tools for building cloud-first applications in the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools.What will you learnBy the end of the book, you will be able to tackle any solution for your business head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this book, you will be able to code better and faster, debug better, share your code better, and install or publish your apps quicker and without issues.Who this book is forThe book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal role in presenting all the tools you need to become a better developer.Table of contents1. Getting started with Visual Studio2. Digging in the Visual Studio IDE3. IntelliSense and code navigation4. Coding changes in C#5. What's new in .Net core6. Built-in tools7. Debugging tools8. Testing tools9. ASP.NET tools10. Mobile tools11. Azure tools12. IDE extensions13. ASP.NET extensions14. Mobile development15. Azure DevOps extensionsAbout the authorOckert du Preez is a self-taught developer who started learning programming since the days of QBasic. He has written several articles over the years detailing his programming quests and adventures. .NET is his second love, just after his wife and kid. He has always been an avid supporter of .NET since the beginning, and is an expert in VB and C#.He was granted the Microsoft Most Valuable Professional Award for .NET (2008-2017). He has worked as a moderator and an article reviewer and currently writes articles for CodeGuru, Developer.com, DevX, and the Database Programmer's blog: <https://www.codeguru.com/member.php/Hannes+DuPreez/>

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, project templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Building Web Applications with Visual Studio 2017

Visual Studio Code

Develop high quality, fast and portable applications by leveraging the power of .NET Standard Library

The C# Player's Guide (eBook)

Visual Studio 2019 In Depth

Azure and Xamarin Forms

Get to grips with programming techniques and game development using C++ libraries and Visual Studio 2019 Key Features Learn game development and C++ with a fun, example-driven approach Build clones of popular games such as Timberman, Zombie Survival Shooter, a co-op puzzle platformer, and Space Invaders Discover tips to expand your finished games by thinking critically, technically, and creatively

Book Description The second edition of *Beginning C++ Game Programming* is updated and improved to include the latest features of Visual Studio 2019, SFML, and modern C++ programming techniques. With this book, you'll get a fun introduction to game programming by building five fully playable games of increasing complexity. You'll learn to build clones of popular games such as Timberman, Pong, a Zombie survival shooter, a coop puzzle platformer and Space Invaders. The book starts by covering the basics of programming. You'll study key C++ topics, such as object-oriented programming (OOP) and C++ pointers, and get acquainted with the Standard Template Library (STL). The book helps you learn about collision detection techniques and game physics by building a Pong game. As you build games, you'll also learn exciting game programming concepts such as particle effects, directional sound (spatialization), OpenGL programmable shaders, spawning objects, and much more. Finally, you'll explore game design patterns to enhance your C++ game programming skills. By the end of the book, you'll have gained the knowledge you need to build your own games with exciting features from scratch

What you will learn Set up your game development project in Visual Studio 2019 and explore C++ libraries such as SFML Explore C++ OOP by building a Pong game Understand core game concepts such as game animation, game physics, collision detection, scorekeeping, and game sound Use classes, inheritance, and references to spawn and control thousands of enemies and shoot rapid-fire machine guns Add advanced features to your game using pointers, references, and the STL Scale and reuse your game code by learning modern game programming design patterns

Who this book is for This book is perfect for you if you have no C++ programming knowledge, you need a beginner-level refresher course, or you want to learn how to build games or just use games as an engaging way to learn C++. Whether you aspire to publish a game (perhaps on Steam) or just want to impress friends with your creations, you'll find this book useful.

Today's Web 2.0 applications (think Facebook and Twitter) go far beyond the confines of the desktop and are widely used on mobile devices. The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry, the importance of Windows Mobile, and the emergence of Palm Pre (and its webOS platform). At Apress, we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in Beginning Smartphone Web Development. In this book, Gail teaches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones Details markup fundamentals, design principles, content adaptation, usability, and interoperability Explores cross-platform standards and best practices for the mobile Web authored by the W3C, dotMobi, and similar organizations Dives deeps into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device.

Explore Azure AI Platform KEY FEATURES ● Easy-to-follow tutorial for getting started with the Azure AI platform. ● Integrated platform for developing, deploying, and managing AI apps. ● Includes real-world scenarios and use-cases to fully explore Azure AI Platform.

DESCRIPTION Microsoft Azure AI A Beginner's Guide explains the fundamentals of Azure AI and some more advanced topics. The sole objective of the book is to provide hands-on experience working with the various services, APIs, and tools available in the Azure AI Platform. This book begins by discussing the fundamentals of the Azure AI platform and the essential principles behind the Azure AI ecosystem and services. Readers will become familiar with the essential services, use cases, and examples provided by Azure AI Platform and Services, including Azure Cognitive Services, Azure Computer Vision, Azure Applied AI Services, and Azure Machine Learning. The author focuses on teaching how to utilize Azure Cognitive services to construct intelligent apps, including Image Processing, Object

Detection, Text Recognition, OCR, Spatial Analysis, and Face Recognition using Computer Vision. Readers can investigate Azure Applied AI Services, including Form Recognizer, Metrics Advisor, Cognitive Search, Immersive Reader, Video Analyzer, and Azure Bot Service. Bot Framework and the Bot Framework Emulator will be explored in further detail, and how they can be used in AI applications to improve their conversational user interfaces. With Azure Machine Learning Studio, you will also learn to incorporate machine learning into your enterprise-level applications. WHAT YOU WILL LEARN ● Get familiar with Azure AI Platform and the cognitive capabilities of Azure. ● Learn to create apps that can process photos, detect faces, and detect objects. ● Utilize OCR, handwriting recognition, and spatial analysis in your development. ● Learn about Azure AI services like Form Recognizer, Metrics Advisor, Cognitive Search, Azure Immersive Reader, and Video Analyzer. ● Try out several NLP applications with the Azure BOT framework. WHO THIS BOOK IS FOR This book teaches AI developers, machine learning engineers, .NET developers, and architects how to swiftly develop intelligent applications utilizing the Azure AI Platform. Knowledge of .NET or .NET Core is strongly advised to get the most out of the book. TABLE OF CONTENTS 1 .Azure AI Platform and Services 2. Azure Computer Vision - Image Analysis, Processing, Content Moderation, Object and Face Detection 3. Computer Vision - Text Recognition, Optical Character Recognition, Spatial Analysis 4. Azure Cognitive Services - Custom Applications leveraging Decision, Language, Speech, Web Search 5. Azure Applied AI Services 6. Azure Applied AI Services -BOTS- A Brief Introduction 7. Machine Learning-Infusing ML in Custom Applications using ML.NET 8. Machine Learning - Using Azure ML Studio

After a brief introduction to Visual Studio 2005 and the .Net Framework, the expert authors introduce readers to the fundamentals of the Visual Basic 2005 language End-of-chapter exercises help readers to quickly learn to build rich and professional-looking applications for Microsoft Windows, intranets and the Internet, and mobile devices Offers thorough coverage of the new Visual Studio 2005 tools and features Covers object-oriented programming, creating custom controls, working with databases, creating menus, and working with graphics Addresses building class libraries, Web services and .NET remoting, and deploying applications

A developer's guide to writing better code and maximizing productivity

Head First C#

Visual Studio Extensibility Development

Beginning Smartphone Web Development

Visual Studio 2019 Tricks and Techniques

AppleScript Studio Programming for the Absolute Beginner