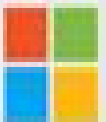


Microsoft Visual Studio

2013



Visual Studio 2013 Guide

Terry Halpin



Visual Studio 2013 Guide:

Visual Studio 2013 Cookbook Jeff Martin, Richard Banks, 2014-03-17 This book is a practical guide to using Visual Studio 2013 that will help you become familiar with the improvements made over previous versions Each recipe provides a hands on approach to the new features with step by step instructions on how to increase your productivity If you are a developer excited about the new features introduced in Visual Studio 2013 then no matter what your programming language of choice is Visual Studio 2013 Cookbook is for you You should have a good knowledge of working with previous versions of Visual Studio to enjoy the recipes in this book This book provides practical examples to help you use Visual Studio 2013 more effectively

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

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

Microsoft Visual Basic 2013 Step by Step Michael Halvorson, 2013-11-15 Your hands on guide to Visual Basic fundamentals Expand your expertise and teach yourself the fundamentals of Microsoft Visual Basic 2013 If you have previous programming experience but are new to Visual Basic 2013 this tutorial delivers the step by step guidance and coding exercises you need to master core topics and techniques Discover how to Master essential Visual Basic programming techniques Begin building apps for Windows Store Windows Phone 8 and ASP NET Design apps using XAML markup touch input and live tiles Tackle advanced language concepts such as polymorphism Manage data sources including XML documents and web data Create a Windows Phone 8 app that manages key lifecycle events

HoloLens Beginner's Guide Jason Odom, 2017-04-28 Create interactive and intuitiveness HoloLens applications with ease About This Book Start developing immersive and interactive apps for Microsoft HoloLens Explore the Windows Universal Development platform for HoloLens development Leverage the full set of HoloLens sensors to create mesmerizing apps Who This Book Is For If you are

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What You Will Learn Write an app that responds to verbal commands Communicate between devices in the boundaries of the UWP model Create sounds in the app and place them in a 3D space Build simple apps that display holograms Interact with the physical environment while taking physical boundaries into account In Detail HoloLens revolutionizes the way we work and interact with the virtual world HoloLens brings you the amazing world of augmented reality and provides an opportunity to explore it like never before This is the best book for developers who want to start creating interactive and intuitive augmented reality apps for the HoloLens platform You will start with a walkthrough of the HoloLens hardware before creating your first app Next you will be introduced to the various HoloLens sensors and find out how to program them efficiently so that they can interact with the real world seamlessly Moving on you will learn how to create smart animations and add video overlay that implements real time tracking and motion sensing abilities to your HoloLens app Finally you will learn how to test your app effectively

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

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

Quick Start Guide to Azure Data Factory, Azure Data Lake Server, and Azure Data Warehouse Mark Beckner,2018 With constantly expanding options such as Azure Data Lake Server ADLS and Azure SQL Data Warehouse ADW how can developers learn the process and components required to successfully move this data Quick Start Guide to Azure Data Factory Azure Data Lake Server and Azure Data Warehouse teaches you the basics of moving data between Azure SQL solutions using Azure Data Factory Discover how to build and deploy each of the components needed to integrate data in the cloud with local SQL databases Mark Beckner's step by step instructions on how to build each component how to test processes and debug and how to track and audit the movement of data will help you to build your own solutions instantly and efficiently This book includes information on configuration development and administration of a fully functional solution and outlines all of the components required for moving data from a local SQL instance through to a fully functional data warehouse with facts and dimensions

Professional Application Lifecycle Management with Visual Studio 2013 Mickey Gousset,Martin Hinshelwood,Brian A. Randell,Brian Keller,Martin Woodward,2014-03-26 Ramp up your software development with this comprehensive resource Microsoft's Application Lifecycle Management ALM makes software development easier and now features support for iOS MacOS Android and Java development If you are an application developer some of the important factors you undoubtedly consider in selecting development frameworks and tools include

agility seamless collaboration capabilities flexibility and ease of use Microsoft's ALM suite of productivity tools includes new functionality and extensibility that are sure to grab your attention Professional Application Lifecycle Management with Visual Studio 2013 provides in depth coverage of these new capabilities Authors Mickey Gousset Martin Hinshelwood Brian A Randell Brian Keller and Martin Woodward are Visual Studio and ALM experts and their hands on approach makes adopting new ALM functionality easy Streamline software design and deployment with Microsoft tools and methodologies Gain a practical overview of ALM with step by step guides and reference material Case studies illustrate specific functionality and provide in depth instruction Use new capabilities to support iOS MacOS Android and Java development Discover this comprehensive solution for modeling designing and coordinating enterprise software deployments Over 100 pages of new content forward compatible with new product releases Professional Application Lifecycle Management with Visual Studio 2013 provides a complete framework for using ALM to streamline software design and deployment processes using well developed Microsoft tools and methodologies Professional Application Lifecycle Management with Visual Studio 2013 is your guide to make use of newly available ALM features to take your enterprise software development to the next level

Microsoft Visual C# 2013 Step by Step John Sharp, 2013-11-15 Your hands on guide to Visual C fundamentals Expand your expertise and teach yourself the fundamentals of Microsoft Visual C 2013 If you have previous programming experience but are new to Visual C 2013 this tutorial delivers the step by step guidance and coding exercises you need to master core topics and techniques Discover how to Create and debug C applications in Visual Studio 2013 Work with variables identifiers statements operators and methods Create interfaces and define abstract classes Write robust code that can catch and handle exceptions Display and edit data using data binding with Microsoft ADO NET Entity Framework Respond to user input and touchscreen gestures Handle events arising from multiple sources Develop your first Windows 8 1 apps Pro T-SQL Programmer's Guide Jay Natarajan, Rudi Bruchez, Michael Coles, Scott Shaw, Miguel Cebollero, 2015-03-02 Pro T SQL Programmer's Guide is your guide to making the best use of the powerful Transact SQL programming language that is built into Microsoft SQL Server's database engine This edition is updated to cover the new in memory features that are part of SQL Server 2014 Discussing new and existing features the book takes you on an expert guided tour of Transact SQL functionality Fully functioning examples and downloadable source code bring technically accurate and engaging treatment of Transact SQL into your own hands Step by step explanations ensure clarity and an advocacy of best practices will steer you down the road to success Transact SQL is the language developers and DBAs use to interact with SQL Server It's used for everything from querying data to writing stored procedures to managing the database Support for in memory stored procedures running queries against in memory tables is new in the language and gets coverage in this edition Also covered are must know features such as window functions and data paging that help in writing fast performing database queries Developers and DBAs alike can benefit from the expressive power of T SQL and Pro T SQL Programmer's Guide is your

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Paul Varcholik,2014-05-03 Get Started Quickly with DirectX 3D Programming No 3D Experience Needed This step by step
text demystifies modern graphics programming so you can quickly start writing professional code with DirectX and HLSL
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models mouse and keyboard input and you ll create a flexible effect and material system to integrate your shaders Finally you
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tessellation shaders and implement a complete skeletal animation system for importing and rendering animated models You
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mapping depth maps and projective texture mapping Skeletal animation Geometry and tessellation shaders Survey of
rendering optimization global illumination compute shaders deferred shading and data driven engine architecture

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

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

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

Programming the Windows Runtime by Example Jeremy Likness, John Garland, 2014-06-03 Master Windows 8 1 Windows Runtime Programming Through 80 Expert Projects This is the most complete hands on solutions focused guide to programming modern Windows applications with the Windows Runtime Leading Windows development consultants Jeremy Likness and John Garland present easy to adapt C and XAML example code for more than 80 projects Their real world application examples help you apply Windows 8 1 s best improvements including large tiles the new search control flyouts command bars native WinRT networking and new deployment and sideloading options Drawing on their pioneering experience they illuminate key areas of the Windows Runtime API offering uniquely detailed coverage of encryption cloud connectivity devices printers and media integration You ll find cutting edge tips and tricks available in no other book This is an indispensable resource for all intermediate to advanced Windows developers and for any architect building desktop tablet or mobile solutions with Microsoft technologies Its focus on both C and XAML will make it valuable to millions of Windows developers already familiar with Silverlight WPF and or NET Coverage includes Creating robust app interfaces with the newest XAML controls including flyouts and command bars Saving data in a persistent roaming zone for syncing across

Windows 8 1 devices Using Visual State Manager VSM to build apps that adapt to various device resolutions and orientations Integrating virtually any form of data into your apps Connecting with web services RSS Atom feeds and social networks Securing apps via authentication encrypting signing and single sign on with Microsoft Account Facebook Google and more Leveraging Windows 8 1 media enhancements that improve battery life and app performance Networking more effectively with Windows 8 1 s revamped HTTP implementation and new location APIs Using Tiles and Toasts to keep apps alive and connected even when they aren t running Enabling users to send content between devices via NFC tap and send Ensuring accessibility and globalizing your apps Efficiently debugging optimizing packaging and deploying your apps Building sideloadable apps that don t have to be published in Windows Store This book doesn t just focus on singular concepts it also provides end to end perspective on building an app in WinRT It is one of those essential tools for Windows developers that will help you complete your software goals sooner than without it Tim Heuer Principal Program Manager Lead XAML

Platform Microsoft Corporation **Head First C#** Jennifer Greene,Andrew Stellman,2013-08-23 Head First C is a complete learning experience for learning how to program with C XAML the NET Framework and Visual Studio Fun and highly visual this introduction to C is designed to keep you engaged and entertained from first page to last Updated for Windows 8 1 and Visual Studio 2013 and includes projects for all previous versions of Windows included in the book no additional downloading or printing required You ll build a fully functional video game in the opening chapter and then learn how to use classes and object oriented programming draw graphics and animation and query data with LINQ and serialize it to files And you ll do it all by creating games solving puzzles and doing hands on projects By the time you re done you ll be a solid C programmer and you ll have a great time along the way Create a fun arcade game in the first chapter and build games and other projects throughout the book Learn how to use XAML to design attractive and interactive pages and windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF Windows Presentation Foundation using the downloadable WPF Learner s Guide Using the Model View ViewModel MVVM pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio including the free Express editions **Professional Team Foundation Server 2013** Steven St. Jean,Damian

Brady,Ed Blankenship,Martin Woodward,Grant Holliday,2014-05-05 Team Foundation Server is now for everyone Team Foundation Server is an integral part of Microsoft s Application Lifecycle Management suite for managing and delivering software projects The 2013 update has opened up TFS for everyone by expanding capabilities to support iOS MacOS Android and Java development Professional Team Foundation Server 2013 covers the latest updates for Agile Project Management Test Case Management Release Management and shows new users the TFS workflow for managing and delivering products The authors leverage their positions as MVP Microsoft insiders to guide you step by step through all things TFS as well as help prepare you for the Team Foundation Server Certification Exam Provides a broad overview of Team Foundation Server

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courses around the world The Filmmaker s Handbook is now updated with the latest advances in HD and digital formats For students and teachers professionals and novices this indispensable handbook covers all aspects of movie making Techniques for making dramatic features documentaries corporate broadcast and experimental videos and films Shooting with DSLRs video film and digital cinema cameras In depth coverage of lenses lighting sound recording editing and mixing Understanding HDR RAW Log 4K UHD and other formats The business aspects of funding and producing your project Getting your movie shown in theaters on television streaming services and online *Visual Basic 2015 Unleashed* Alessandro Del Sole,2015-07-25 Using Visual Basic 2015 developers can build cutting edge applications that run practically anywhere on Windows desktops new Windows 10 devices in mobile and cloud environments and beyond Visual Basic 2015 Unleashed is the most comprehensive practical reference to modern programming with VB 2015 Long time Visual Basic MVP Alessandro Del Sole walks you through the latest version of the language helping you thoroughly master its most valuable features most powerful programming techniques and most effective development patterns Next he shows how to use Visual Basic 2015 to build robust effective software in a wide range of environments Extensively updated for Visual Basic 2015 s major improvements this guide covers both Visual Basic 2015 Professional Edition for professional developers and the free Community Edition for hobbyists novices and students Del Sole has added detailed coverage of building new universal Windows apps for Windows 10 and using new Visual Studio 2015 capabilities to supercharge your productivity as a developer If you want to leverage all of VB 2015 s power this is the book you need Detailed information on how to Understand the Visual Studio 2015 IDE NET Framework 4.6 and the new NET Core 5 and the anatomy of a VB 2015 application Debug VB applications and implement error handling and exceptions Keep your code clean and well organized with VB 2015 s new refactoring tools Master modern VB object development namespaces modules structures enums inheritance interfaces generics delegates events collections iterators and more Share Visual Basic code with Portable Class Libraries and Shared Projects Access data with LINQ and ADO.NET Entity Framework Manipulate XML documents with LINQ and XML Literals Build and deploy applications to run in the Microsoft Azure cloud Develop universal Windows apps that run on any Windows 10 device Use advanced .NET 4.6 platform capabilities including async and parallel programming multithreading assemblies reflection and coding attributes Leverage new compiler APIs to write custom domain specific live code analysis rules Test code with unit tests and TDD Deploy apps efficiently with InstallShield for Visual Studio and ClickOnce

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