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**Mickey Gousset, Martin
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Visual Studio 2013 Product Guide:

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

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

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

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Pro ASP.NET MVC 5 Adam Freeman,2014-02-28 The ASP NET MVC 5 Framework is the latest evolution of Microsoft s ASP NET web platform It provides a high productivity programming model that promotes cleaner code architecture test driven development and powerful extensibility combined with all the benefits of ASP NET ASP NET MVC 5 contains a number of advances over previous versions including the ability to define routes using C attributes and the ability to override filters The user experience of building MVC applications has also been substantially improved The new more tightly integrated Visual Studio 2013 IDE has been created specifically with MVC application development in mind and provides a full suite of tools to improve development times and assist in reporting debugging and deploying your code The popular Bootstrap JavaScript library has also now been included natively within MVC 5 providing you the developer with a wider range of multi platform CSS and HTML5 options than ever before without the penalty of having to load in third party libraries

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 for developers software project managers testers business analysts and others wanting to learn how to use TFS Gives TFS administrators the tools they need to efficiently monitor and manage the TFS environment Covers core TFS functions including project management work item tracking

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Windows 8.1 Development with XAML and C# Jesse Liberty,Jon Galloway,Philip Japikse,2014-05-29 Windows 8 1 apps are revolutionizing development on the Windows platform Fast fluid tactile and chrome free they provide a brand new look and feel for Windows users These apps rely on Microsoft s Windows 8 modern UI to provide their rich and engaging user experiences for both desktop and tablet users The new UI in turn relies upon the Windows Runtime WinRT to give its apps unparalleled flexibility and power Understanding this stack of new technologies and how they tie in to the proven C language and the XAML standard is the subject of this book Experienced writers Jesse Liberty Phil Japikse and Jon Galloway explain how you can get the most from Windows 8 1 by focusing on the features that you need for your project and bringing your existing C coding knowledge to bear They begin with a nuts and bolts examination of how the technologies fit together and show you everything you need to get up and running with the new platform Once you have a good understanding on the basics you progress to more advanced topics steadily increasing your understanding as a whole This holistic knowledge is essential to truly master Windows 8 1 development Each topic is covered clearly and concisely and is packed with the details you need to code effectively The most important features are given a no nonsense in depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 8 1 Data Acquisition Using LabVIEW Behzad

Ehsani,2016-12-14 Transform physical phenomena into computer acceptable data using a truly object oriented language About This Book Create your own data acquisition system independently using LabVIEW and build interactive dashboards Collect data using National Instrument s and third party open source affordable hardware Step by step real world examples using various tools that illustrate the fundamentals of data acquisition Who This Book Is For If you are an engineer scientist experienced hobbyist or student you will highly benefit from the content and examples illustrated in this book A working knowledge of precision testing measurement instruments and electronics as well as a background in computer fundamentals and programming is expected What You Will Learn Create a virtual instrument which highlights common functionality of LabVIEW Get familiarized with common buses such as Serial GPIB and SCPI commands Staircase signal acquisition using NI DAQmx Discover how to measure light intensity and distance Master LabVIEW debugging techniques Build a data acquisition application complete with an installer and required drivers Utilize open source microcontroller Arduino and a 32 bit Arduino compatible Uno32 using LabVIEW programming environment In Detail NI LabVIEW s intuitive graphical interface eliminates the steep learning curve associated with text based languages such as C or C LabVIEW is a proven and powerful integrated development environment to interact with measurement and control hardware analyze data publish results and distribute systems This hands on tutorial guide helps you harness the power of LabVIEW for data acquisition This book begins with a

quick introduction to LabVIEW running through the fundamentals of communication and data collection Then get to grips with the auto code generation feature of LabVIEW using its GUI interface You will learn how to use NI DAQmax Data acquisition VIs showing how LabVIEW can be used to appropriate a true physical phenomenon such as temperature light and so on and convert it to an appropriate data type that can be manipulated and analyzed with a computer You will also learn how to create Distribution Kit for LabVIEW acquainting yourself with various debugging techniques offered by LabVIEW to help you in situations where bugs are not letting you run your programs as intended By the end of the book you will have a clear idea how to build your own data acquisition system independently and much more Style and approach A hands on practical guide that starts by laying down the software and hardware foundations necessary for subsequent data acquisition intensive chapters The book is packed full of specific examples with software screenshots and schematic diagrams to guide you through the creation of each virtual instrument

SharePoint 2013 Unleashed Michael Noel, Colin Spence, 2013-08-19 Buy the print SharePoint 2013 Unleashed and get the eBook version for free See inside the book for access code and details SharePoint 2013 Unleashed is the most complete practical resource for all administrators managers architects users and developers to make the most of Microsoft's powerful new SharePoint 2013 platform Drawing on their experience implementing SharePoint solutions in hundreds of organizations Michael Noel and Colin Spence focus on what administrators and knowledge workers really need to know to effectively design implement configure and use SharePoint 2013 They fully address key SharePoint 2013 innovations such as PowerShell scripting to automate administration and farm provisioning better virtualization support improved security and authentication new business intelligence tools social networking improvements enhanced lists libraries metadata and more Step by step through easy to understand examples they help you streamline administration optimize performance control cost and implement high value solutions for collaboration document and web content management and business intelligence Detailed information on how to Optimize your SharePoint 2013 design deployment plan right size your server farm s and improve scalability Reduce costs by virtualizing your SharePoint environment and automating farm deployment Optimize search with metadata content types and taxonomies Streamline management with PowerShell and the SharePoint Central Administration tool Efficiently monitor back up and restore SharePoint environments Understand new Shredded Storage capabilities and new Service Applications built into the infrastructure layer of SharePoint Deploy SharePoint's improved social networking features including microblogging Deploy SharePoint as an extranet using various external authentication providers Use powerful out of the box workflows and create your own with SharePoint Designer 2013 and Visual Studio 2013 Build Business Intelligence solutions with PerformancePoint and Business Connectivity Services

Professional Visual Studio 2015 Bruce Johnson, 2015-08-19 In depth coverage of the major Visual Studio 2015 revamp Professional Visual Studio 2015 is the leading pro's guide to new and upgraded features of Microsoft Visual Studio With a unique IDE centric approach and deep dive into the software's many

nooks and crannies this book will bring you up to speed quickly on everything Visual Studio 2015 has to offer Whether you re new to Visual Studio or just upgrading you ll appreciate in depth professional explanation of updates features and support Visual Studio 2015 is packed with improvements that increase productivity and this book walks you through each one in succession to help you smooth your workflow and get more accomplished From customization and the interface to code snippets and debugging the Visual Studio upgrade expands your options and this book is your fast track guide to getting on board quickly The Visual Studios 2015 release fixes a number of issues that deterred many professionals from adopting VS 2013 Old products have been retooled and new features are aimed at productivity enhancement and fixes to UI Fully aligned with VS 2015 this guide walks you through the changes and helps you incorporate helpful new features into the way you work Discover new options for themes displays and settings Learn the new workflow and shortcuts to ASP NET code Master improved debugging and unit testing support capabilities Exploit changes to Windows STORE apps phone apps Azure and SharePoint

Beginning ASP.NET 4.5.1: in C# and VB Imar Spaanjaars,2014-03-06 Build your ASP NET 4 5 1 skills with real world instruction In this comprehensive guide to getting started with ASP NET 4 5 1 best selling author Imar Spaanjaars provides a firm foundation for coders new to ASP NET and key insights for those not yet familiar with the important updates in the 4 5 1 release Readers learn how to build full featured ASP NET websites using Visual Studio Express 2013 for Web Microsoft s free development tool for ASP NET web applications Beginning ASP NET 4 5 1 guides you through the process of creating a fully functional database driven website from creation of the most basic site structure all the way down to the successful deployment of the website to a production environment Beginning ASP NET 4 5 1 in C and VB Explains how to get started with ASP NET 4 5 1 including an introduction to Microsoft s Visual Studio Express 2013 for Web Features helpful examples for designing websites with CSS and HTML and how to overcome common formatting problems Shares techniques for managing server controls in ASP NET including standard controls HTML controls and data controls Provides real world tips for creating consistent page layouts throughout your websites Covers practical functionality issues like validating user input sending e mail from your website and processing data at the server Details what the ASP NET state engine is and why it is important Shows how to access and modify data in a SQL Server database Includes coverage of jQuery LINQ and the Entity Framework Explores measures to take for optimal security

Unreal Engine Game Development Cookbook John P. Doran,2015-10-30 Over 40 recipes to accelerate the process of learning game design and solving development problems using Unreal Engine About This Book Explore the quickest way to tackle common challenges faced in Unreal Engine Create your own content levels light scenes and materials and work with Blueprints and C scripting An intermediate fast paced Unreal Engine guide with targeted recipes to design games within its framework Who This Book Is For This book is for those who are relatively experienced with Unreal Engine 4 and have knowledge of its fundamentals Working knowledge of C is required What You Will Learn Discover editor functionalities for an in depth insight into game design Develop environments

using terrain for outdoor areas and a workflow for interiors as well using brushes Design various kinds of materials with unique features such as mirrors and glows Explore the various ways that lighting can be used in the engine Build various level effects using Blueprints Unreal s visual scripting system Set up a development environment and develop custom functionality with C for your games Create healthbars and main menus with animations using Slate Unreal s UI solution through the UMG Editor Package and create an installer to get your project out into the world In Detail Unreal Engine is powerful tool with rich functionalities to create games It equips you with the skills to easily build mobile and desktop games from scratch without worrying about which platform they will run on You can focus on the individual complexities of game development such as animation and rendering This book takes you on a journey to jumpstart your game design efforts You will learn various aspects of the Unreal engine commonly encountered with practical examples of how it can be used with numerous references for further study You will start by getting acquainted with Unreal Engine 4 and building out levels for your game This will be followed by recipes to help you create environments place meshes and implement your characters You will then learn to work with lights camera and shadows to include special effects in your game Moving on you ll learn Blueprint scripting and C programming to enable you to achieve trigger effects and add simple functionalities By the end of the book you will see how to create a healthbar and main menu and then get your game ready to be deployed and published

Style and approach This book offers detailed easy to follow recipes that will help you master a wide range of Unreal Engine 4 s features Every recipe provides step by step instructions with explanations of how these features work and alternative approaches and research materials so you can learn even more

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

Pro Office 365 Development Michael Mayberry,Mark Collins,2014-11-01 Pro Office 365 Development Second Edition is a practical hands on guide to building applications for the cloud with Office 365 Combine Office 365 features out of the box with custom code to make the most of what this increasingly powerful and flexible platform has to offer As an Office 365 developer you have an amazing range of technologies at your fingertips Build custom SharePoint apps in Visual Studio using HTML5 CSS and jQuery Create declarative workflow applications with Visio and SharePoint Designer Use Access Web Database to publish your data on the web or write Exchange and Lync applications All these possibilities and more are covered You also have unprecedented control and flexibility over how you use these technologies in your applications With a powerful set of Office 365 APIs you can now access and integrate Office 365 data directly into your web or native applications with full control of authentication authorization and discovery No prior cloud experience is necessary Sample projects are designed to bring the reader up to speed quickly with full step by step instructions to maximize your success across the whole Office 365 suite Whether you want to build desktop client

applications or browser only solutions Pro Office 365 Development will show you how to do it **Unreal Engine: Game Development from A to Z** Joanna Lee, John P. Doran, Nitish Misra, 2016-08-31 Develop fantastic games and solve common development problems with Unreal Engine 4 About This Book Investigate the big world of Unreal Engine computer graphics rendering and Material editor to implement in your games Construct a top notch game by using the assets offered by Unreal Engine thereby reducing the time to download create assets on your own Understand when and why to use different features and functionalities of Unreal Engine 4 to create your own games Learn to use Unreal 4 by making a first person puzzle game Blockmania for Android Who This Book Is For This path is ideal for those who have a strong interest in game development and some development experience An intermediate understanding of C is recommended What You Will Learn Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level Get clued up about working with Slate Unreal's UI solution through the UMG Editor Put together your own content and materials to build cutscenes and learn how to light scenes effectively Get tips and tricks on how to create environments using terrain for outdoor areas and a workflow for interiors as well using brushes Explore the ways to package your game for Android Devices and porting it to the Google Playstore Know inside out about creating materials and applying them to assets for better performance Understand the differences between BSP and static meshes to make objects interactive In Detail Unreal Engine technology powers hundreds of games This Learning Path will help you create great 2D and 3D games that are distributed across multiple platforms The first module Learning Unreal Engine Game Development starts with small simple game ideas and playable projects It starts by showing you the basics in the context of an individual game level Then you'll learn how to add details such as actors animation effects and so on to the game This module aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4 By the end of this module you will be able to put into practise your own content After getting familiar with Unreal Engine's core concepts it's time that you dive into the field of game development In this second module Unreal Engine Game Development Cookbook we show you how to solve development problems using Unreal Engine which you can work through as you build your own unique project Every recipe provides step by step instructions with explanations of how these features work and alternative approaches and research materials so you can learn even more You will start by building out levels for your game followed by recipes to help you create environments place meshes and implement your characters By the end of this module you will see how to create a health bar and main menu and then get your game ready to be deployed and published The final step is to create your very own game that will keep mobile users hooked This is what you'll be learning in our third module Learning Unreal Engine Android Game Development Once you get the hang of things you will start developing our game wherein you will graduate from movement and character control to AI and spawning Once you've created your application you will learn how to port and publish your game to the Google Play Store With this course you will be inspired to come up with your own great ideas for your future

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Practical Microsoft Visual Studio 2015 Peter Ritchie, 2016-11-21 Learn the details of the most highly recommended practices of software development using the latest version of Visual Studio 2015 Recommended practices are grouped by development phase and explained in far more detail than the typical tips and tricks compilations This book also contains detailed coverage of recognized patterns and practices used to create software in a timely manner with expected quality in the context of using specific Visual Studio 2015 features Creating software is part defined process and part empirical process While there is no single best process to employ in all development scenarios MVP author Peter Ritchie helps readers navigate the complexity of development options and decide which techniques and Visual Studio 2015 features to use based on the needs of their particular project Readers will learn practices such as those related to working in teams design and architecture refactoring source code control workflows unit testing performance testing coding practices use of common patterns code analysis IDE extensions and more

What You Will Learn Use patterns and practices within Visual Studio Implement practices of software creation Work in teams Develop workflows for software projects

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Visual Studio 2015 Cookbook Jeff Martin, 2016-08-19 Over 50 new and improved recipes to put Visual Studio 2015 to work in your crucial development projects

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Finkelstein,2014-08-13 The perfect reference for all AutoCAD users AutoCAD 2015 and AutoCAD LT 2015 Bible is the book you want to have close at hand to answer those day to day questions about this industry leading software Author and Autodesk University instructor Ellen Finkelstein guides readers through AutoCAD 2015 and AutoCAD LT 2015 with clear easy to understand instruction and hands on tutorials that allow even total beginners to create a design on their very first day Although simple and fundamental enough to be used by those new to CAD the book is so comprehensive that even Autodesk power users will want to keep a copy on their desks Here is what you ll find inside the book Part I Introducing AutoCAD and AutoCAD LT Basics Part II Drawing in Two Dimensions Part III Working with Data Part IV Drawing in Three Dimensions Part V Organizing and Managing Drawings Part VI Customizing AutoCAD and AutoCAD LT Part VII Programming AutoCAD Part VIII Appendixes Appendix A Installing and Configuring AutoCAD and AutoCAD LT Appendix B AutoCAD and AutoCAD LT Resources In addition the book also explores advanced techniques like programming with AutoLISP and VBA and demonstrates AutoCAD 2015 customization that can smooth workflow The companion website contains real world drawings for each tutorial plus bonus chapters and video tutorials If you need to become an AutoCAD guru AutoCAD 2015 and

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