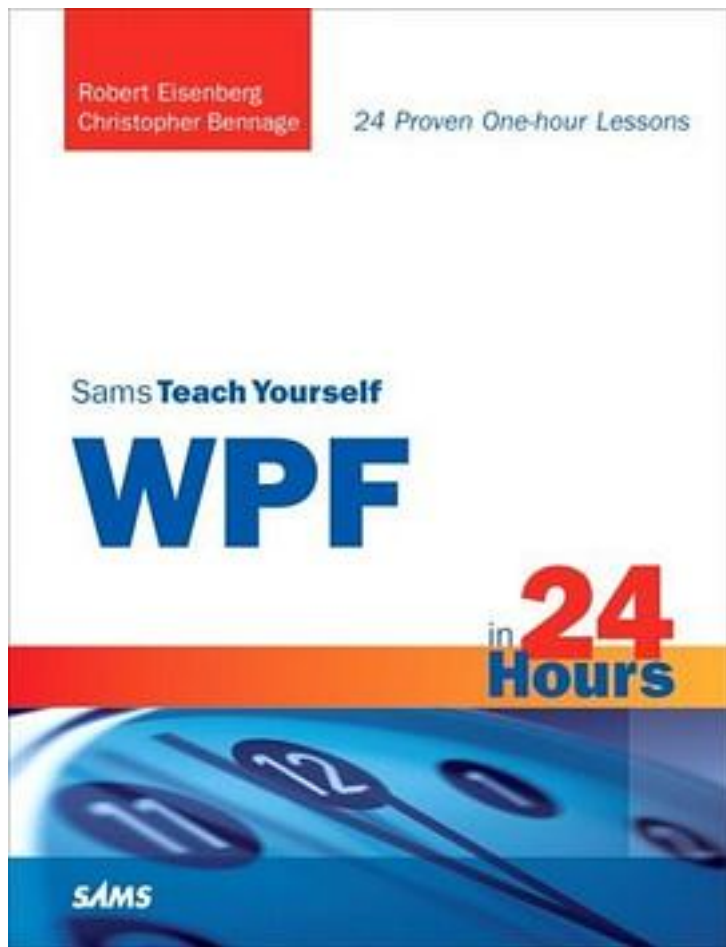


# Sams Teach Yourself WPF in 24 Hours (Sams Teach Yourself -- Hours)



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出版者:Sams

出版时间:2008-07-12

装帧:Paperback

isbn:9780672329852

Printed entirely in color, with helpful figures and syntax coloring to make code samples

appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to... \* Use XAML to build user interfaces \* Leverage data binding to minimize tedious code \* Create visually engaging applications \* Architect and design WPF applications using proven patterns such as MVP \* Incorporate audio and video into your applications \* Customize controls with styles, templates, and animation \* Apply best practices for developing software with WPF \* Deploy WPF applications to the desktop and Web \* Take advantage of WPF's advanced printing capabilities \* Grow as a developer by improving your overall software design skills

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