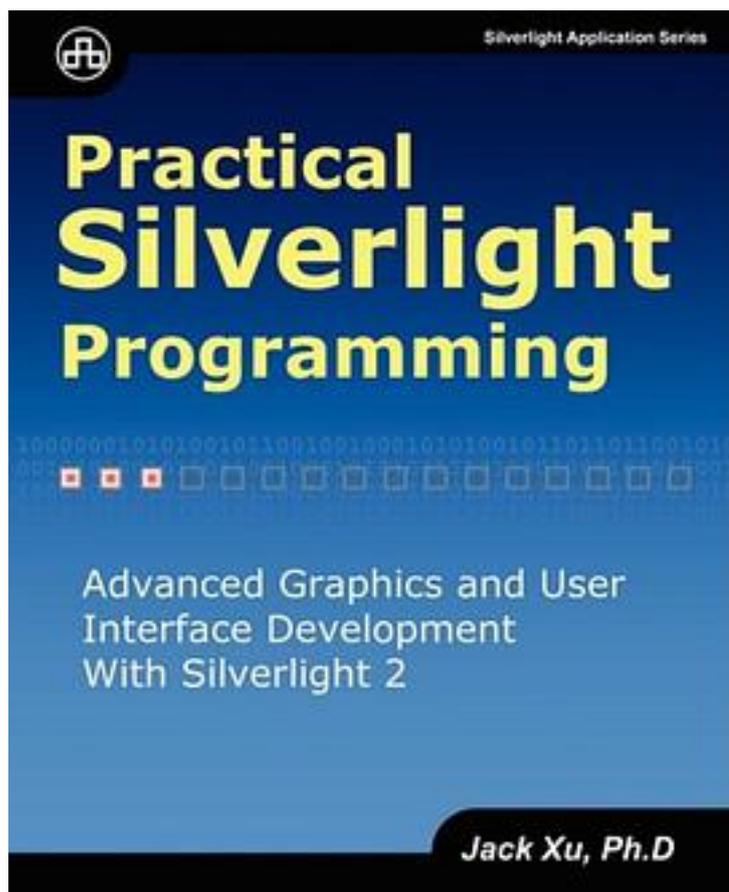


Practical Silverlight Programming



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著者:Jack Xu

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Silverlight is a cross-browser, cross-platform plug-in for delivering the next generation of .NET-based media experiences and rich interactive applications for the Web. With Silverlight, your Web development experience will much more closely resemble the development of desktop applications using WPF. Ultimately, the goal of Silverlight is to

create Web applications that are indistinguishable from desktop applications. "Practical Silverlight Programming" provides everything you need to create advanced graphics and user interfaces in your Web applications using Silverlight 2. From simple user interfaces and 2D shapes to complex custom user controls, game physics, and 3D graphics objects, the book uses code examples to clearly explain every step it takes to build a variety of Silverlight applications. You'll learn how to use Silverlight to develop impressive graphics effects and high-fidelity user interfaces. This book includes a complete, in-depth instruction on practical programming using Silverlight 2. After reading this book and running the example programs, you will be able to add various sophisticated graphics and interactive user interfaces to your Web applications. The 100 ready-to-run example programs in the book allow you to explore the details of UI and graphics programming techniques. You can modify the code examples or add new features to them to form the basis of your own projects. Some of the example code listings provided in this book are already sophisticated graphics and user interfaces that can be used directly in your own real-world Silverlight applications. Please visit the author's website for more information about this book at www.drxdotnet.com

作者介绍:

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