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YOUR COURSE, YOUR WAY - MORE EFFECTIVE IT TRAINING

Windows Presentation Foundation for .NET Developers

Duration: 5 days

Overview:

Aspect Training's Windows Presentation Foundation for .NET Developers shows you how WPF really works.

It provides you with the no-nonsense, practical advice that you need in order to build high-quality WPF applications quickly and easily.

Prerequisites:

Previous Knowledge and experience of developing applications with .NET.

Topics:

1 - Introducing WPF

The Evolution of Windows Graphics

WPF: A Higher-Level API

Resolution Independence

The Architecture of WPF

2 - XAML

Understanding XAML

XAML Basics

Properties and Events in XAML

Using Types from Other Namespaces

Loading and Compiling XAML

3 - Layout

Understanding Layout in WPF

Simple Layout with the StackPanel

The WrapPanel and DockPanel

The Grid

Coordinate-Based Layout with the Canvas

4 - Dependency Properties Understanding Dependency Properties Property Validation

5 - Routed Events

Understanding Routed Events

Event Routing

WPF Events

Keyboard Input

Mouse Input

Multitouch Input

6 - Controls

The Control Class

Content Controls

Specialized Containers

Headered Content Controls

Text Controls

List Controls

Range-Based Controls

Date Controls

7 - The Application

The Application Life Cycle

Application Tasks

Assembly Resources

Localization

8 - Element Binding

Binding Elements Together

Binding to Objects That Aren't Elements

9 - Commands

Understanding Commands

The WPF Command Model

Executing Commands

Advanced Commands

10 - Resources

Resource Basics
Resource Dictionaries
11 - Styles and Behaviors
Style Basics
Triggers
Behaviors
12 - Shapes, Brushes, and Transforms
Understanding Shapes
Brushes
Transforms
Transparency
13 - Geometries and Drawings
Paths and Geometries
Drawings
Effects and Visuals
Visuals
Effects
The WriteableBitmap Class
14 - Animation Basics
Understanding WPF Animation
Basic Animation
Storyboards
Animation Easing
Animation Performance
15 - Advanced Animation
Animation Types Revisited
Key Frame Animation
Path-Based Animation
Frame-Based Animation
Storyboards in Code
16 - Control Templates
Understanding Logical Trees and Visual Trees
Understanding Templates
Creating Control Templates

Organizing Template Resources
Building More Complex Templates
Visual States
View Sample
17 - Custom Elements
Understanding Custom Elements in WPF
Building a Basic User Control
Creating a Lookless Control
Supporting Visual States
Custom Panels
Custom-Drawn Elements
18 - Data Binding
Binding to a Database with Custom Objects
Binding to a Collection of Objects
Improving Performance in Large Lists
Validation
Data Providers
Formatting Bound Data
Data Binding Redux
Data Conversion
List Controls
List Styles
Data Templates
The ComboBox
19 - Data Views
The View Object
Filtering, Sorting, and Grouping
20 - Lists, Grids, and Trees
The ListView
The TreeView
The DataGrid
21 - Windows

The Window Class

Window Interaction
Nonrectangular Windows
The Aero Glass Effect
Programming the Windows Taskbar
22 - Pages and Navigation
Understanding Page-Based Navigation
Page-Based Interfaces
The Page History
The Navigation Service
XAML Browser Applications
The WebBrowser Control
23 - Menus, Toolbars, and Ribbons
Menus
Toolbars and Status Bars
Ribbons
24 - Sound and Video
Playing WAV Audio
The MediaPlayer
The MediaElement
Speech
25 - 3-D Drawing
3-D Drawing Basics
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Deeper into 3-D
Interactivity and Animations
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Interactivity and Animations
Interactivity and Animations 26 - Documents
Interactivity and Animations 26 - Documents Understanding Documents
Interactivity and Animations 26 - Documents Understanding Documents Flow Documents
Interactivity and Animations 26 - Documents Understanding Documents Flow Documents Read-Only Flow Document Containers
Interactivity and Animations 26 - Documents Understanding Documents Flow Documents Read-Only Flow Document Containers Fixed Documents
Interactivity and Animations 26 - Documents Understanding Documents Flow Documents Read-Only Flow Document Containers Fixed Documents Annotations
Interactivity and Animations 26 - Documents Understanding Documents Flow Documents Read-Only Flow Document Containers Fixed Documents Annotations 27 - Printing
Interactivity and Animations 26 - Documents Understanding Documents Flow Documents Read-Only Flow Document Containers Fixed Documents Annotations 27 - Printing Basic Printing

Printing Through XPS

28 - Interacting with Windows Forms

Assessing Interoperability

Mixing Windows and Forms

Creating Windows with Mixed Content

The Last Word

29 - Multithreading

Multithreading

30 - The Add-in Model

Choosing Between MAF and MEF

The Add-in Pipeline

An Application That Uses Add-Ins

Interacting with the Host

Visual Add-Ins

31 - ClickOnce Deployment

Understanding Application Deployment

A Simple ClickOnce Publication

Additional ClickOnce Options

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