

Beginning Visual Studio For Mac: Build Cross Platform Apps With Xamarin And NET Core

Learn how to build cross-platform mobile apps from a single shared codebase **KEY FEATURES** [?] Covers fundamental and advanced aspects of multi-platform mobile development [?] Revisit the fundamentals of .NET and C# to create modern native apps more quickly [?] Check out tips and advice on getting started as a successful mobile developer **DESCRIPTION** For any mobile developer, it's clear that Xamarin knowledge is vital, thanks to the reintroduction of .NET MAUI. This book provides the reader with complete hands-on experience in designing cross-platform mobile applications with Xamarin, C#, and .NET. The book discusses the importance of cross-platform mobile app development and the benefits of learning Xamarin. The book delivers a quick lesson on C# and Visual Studio to implement all of the knowledge gained in this book into your first mobile application. In the second half of the book, you'll learn to start from scratch using Xamarin and create mobile apps in C#. It explains how to utilise Visual Studio as the development environment, design the user interface using the XAML markup language, organise common controls into layouts, and create multi-page applications with navigation and various pages. This includes creating reusable resources, such as styles and templates, and the use of local and remote databases for data manipulation. In addition, the book offers expert advice on the requirements of a standard mobile application, such as handling network connection, battery level, and safeguarding data in the device's secure storage. **WHAT YOU WILL LEARN** [?] Learn every aspect of Xamarin to create cross-platform mobile applications. [?] Refresh .NET, C#, and Visual Studio skills required for mobile development. [?] Build UI with XAML, views, and layouts, including navigation. [?] Use reusable resources, data-oriented coding, multimedia support, and debug code. [?] Explore advanced programming patterns and ways to improve performance. [?] Tips and answers to help you land a job as a mobile developer. **WHO THIS BOOK IS FOR** This book is intended for beginners, aspiring mobile developers, .NET users, Visual Studio users, and application developers eager to design and build mobile apps compatible with numerous platforms. This book will also refresh your knowledge of .NET and C# so you can begin Xamarin development rapidly. **TABLE OF CONTENTS** 1. The importance of mobile app development 2. Xamarin and Microsoft in the mobile app market 3. Introducing .NET and Visual Studio 4. The C# programming language 5. Building apps with Xamarin and Xamarin.Forms 6. Organizing the User Interface with layouts 7. Understanding common views 8. Pages and navigation 9. Resources and Data Binding 10. Brushes, Shapes, and Media 11. Managing the application lifecycle 12. Working with Web API 13. Working with Native API 14. Finding a job 15. Succeeding as a Mobile App Developer

With the Mac App Store launch in early 2011, a new age in Mac development began. Look for many of the cool apps for iPhone and iPad coming to an iMac or MacBook Pro near you! Beginning OS X Lion Apps Development explains how to develop OS X Lion-based apps and publish them in the Mac App Store. It begins with the basics of Objective-C and Cocoa, and then moves through all the topics necessary to build and publish your first successful Mac apps! Get started with Objective-C and Xcode Build your first complete apps that integrate well with Mac OS X Publish your apps on the Mac App Store If you're new to Mac or new to iPhone or iPad apps development, and looking to develop apps for the Macbook Pro or Mac desktop, this book is for you!

Considered a classic by an entire generation of Mac programmers, this popular guide has been updated for Mac OS X. Don't know anything about programming? No problem! Acclaimed author Dave Mark starts out with the basics and takes you through a complete course in programming C using Apple's free Xcode tools. This book is perfect for beginners learning to program. It includes Mac OS X examples! Provides best practices for programming newbies *Written by the expert on C-programming for the Mac Presents all the basics with a pragmatic, Mac OS X-flavored approach*

Includes updated source code which is fully compatible with Xcode 4

Today's Web 2.0 applications (think Facebook and Twitter) go far beyond the confines of the desktop and are widely used on mobile devices. The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry, the importance of Windows Mobile, and the emergence of Palm Pre (and its webOS platform). At Apress, we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in Beginning Smartphone Web Development. In this book, Gail teaches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones Details markup fundamentals, design principles, content adaptation, usability, and interoperability Explores cross-platform standards and best practices for the mobile Web authored by the W3C, dotMobi, and similar organizations Dives deeps into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device.

Microsoft Azure AI: A Beginner's Guide

C# 9 and .NET 5 – Modern Cross-Platform Development

A Beginner's Guide

Beginning C# 6 Programming with Visual Studio 2015

Explore the Fantastic Features of Visual Studio 2022 - 2nd Edition

Visual Studio Extensibility Development

Tutorial Visual Studio Code

Use Visual Studio Code to write and debug code quickly and efficiently on any platform, for any device, using any programming language, and on the operating system of your choice. Visual Studio Code is an open source and cross-platform development tool that focuses on code editing across a variety of development scenarios, including web, mobile, and cloud development. Visual Studio Code Distilled teaches you how to be immediately productive with Visual Studio Code, from the basics to some of the more complex topics. You will learn how to work on individual code files, complete projects, and come away with an understanding of advanced code-editing features that will help you focus on productivity, and source code collaboration with Git. What You'll Learn Comprehend Visual Studio Code in a way that is not just theory or a list of features, but an approach driven by developer tasks and needs Understand integrated support for team collaboration with Git for executing and debugging code, and the many ways you can extend and customize VS Code Debug code on multiple platforms though real-world guidance, such as working under corporate networks Expand your coding intelligence from web to mobile to the cloud,

and even artificial intelligence Acquire valuable tips, tricks, and suggestions from hard-earned, real-world experience to be more productive Who This Book Is For All developers (including JavaScript, Java, NodeJS), not just those with a Microsoft background, who will benefit from learning and using VS code as a cross-platform and cross-language tool. Quick solutions to common programming problems with the latest features of C# 7.0, .NET Core 1.1, and Visual Studio 2017 About This Book Easy-to-follow recipes to get you up-and-running with the new features of C# 7 and .NET Core 1.1 Practical solutions to assist you with microservices and serverless computing in C# Explore the new Visual Studio environment and write more secure code in it Who This Book Is For The book will appeal to C# and .NET developers who have a basic familiarity with C# and the Visual Studio 2015 environment What You Will Learn Writing better and less code to achieve the same result as in previous versions of C# Working with analyzers in Visual Studio Working with files, streams, and serialization Writing high-performant code in C# and understanding multi-threading Demystifying the Rx library using Reactive extensions Exploring .Net Core 1.1 and ASP.NET MVC Securing your applications and learning new debugging techniques Designing and building a microservice architecture Using Azure and AWS for serverless computing with C# In Detail C# has recently been open-sourced and C# 7 comes with a host of new features for building powerful, cross-platform applications. This book will be your solution to some common programming problems that you come across with C# and will also help you get started with .NET Core 1.1. Through a recipe-based approach, this book will help you overcome common programming challenges and get your applications ready to face the modern world. We start by running you through new features in C# 7, such as tuples, pattern matching, and so on, giving you hands-on experience with them. Moving forward, you will work with generics and the OOP features in C#. You will then move on to more advanced topics, such as reactive extensions, Regex, code analyzers, and asynchronous programming. This book will also cover new, cross-platform .NET Core 1.1 features and teach you how to utilize .NET Core on macOS. Then, we will explore microservices as well as serverless computing and how these benefit modern developers. Finally, you will learn what you can do with Visual Studio 2017 to put mobile application

development across multiple platforms within the reach of any developer. Style and approach A unique recipe-based guide that will help you gain a solid understanding of the new concepts in C# 7.0 and Visual Studio 2017

Explore Azure AI Platform KEY FEATURES ? Easy-to-follow tutorial for getting started with the Azure AI platform. ? Integrated platform for developing, deploying, and managing AI apps. ? Includes real-world scenarios and use-cases to fully explore Azure AI Platform.

DESCRIPTION Microsoft Azure AI A Beginner's Guide explains the fundamentals of Azure AI and some more advanced topics. The sole objective of the book is to provide hands-on experience working with the various services, APIs, and tools available in the Azure AI Platform. This book begins by discussing the fundamentals of the Azure AI platform and the essential principles behind the Azure AI ecosystem and services. Readers will become familiar with the essential services, use cases, and examples provided by Azure AI

Platform and Services, including Azure Cognitive Services, Azure Computer Vision, Azure Applied AI Services, and Azure Machine Learning. The author focuses on teaching how to utilize Azure Cognitive services to construct intelligent apps, including Image Processing, Object Detection, Text Recognition, OCR, Spatial Analysis, and Face Recognition using Computer Vision. Readers can investigate Azure Applied AI Services, including Form Recognizer, Metrics Advisor, Cognitive Search, Immersive Reader, Video Analyzer, and Azure Bot Service. Bot Framework and the Bot Framework Emulator will be explored in further detail, and how they can be used in AI applications to improve their conversational user interfaces. With Azure Machine Learning Studio, you will also learn to incorporate machine learning into your enterprise-level applications. WHAT YOU WILL LEARN ? Get familiar with Azure AI Platform and the cognitive capabilities of Azure. ?

Learn to create apps that can process photos, detect faces, and detect objects. ? Utilize OCR, handwriting recognition, and spatial analysis in your development. ? Learn about Azure AI services like Form Recognizer, Metrics Advisor, Cognitive Search, Azure Immersive Reader, and Video Analyzer. ? Try out several NLP applications with the Azure BOT framework. WHO THIS BOOK IS FOR This book teaches AI developers, machine learning engineers, .NET developers, and architects how to swiftly develop intelligent

development across multiple platforms within the reach of any developer. Style and approach A unique recipe-based guide that will help you gain a solid understanding of the new concepts in C# 7.0 and Visual Studio 2017

applications utilizing the Azure AI Platform. Knowledge of .NET or .NET Core is strongly advised to get the most out of the book.

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1. Azure AI Platform and Services
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3. Computer Vision - Text Recognition, Optical Character Recognition, Spatial Analysis
4. Azure Cognitive Services - Custom Applications leveraging Decision, Language, Speech, Web Search
5. Azure Applied AI Services
6. Azure Applied AI Services -BOTS- A Brief Introduction
7. Machine Learning-Infusing ML in Custom Applications using ML.NET
8. Machine Learning - Using Azure ML Studio

Discover how to leverage the Uno Platform to write single-codebase, cross-platform mobile, desktop, and web applications using C# and XAML Key Features Enhance your Windows apps by running them on all operating systems and browsers Use tools and APIs you already know to remain productive as you target new platforms Create realistic apps for various lines of business (LOBs) and consumer scenarios

Book Description Developers are increasingly being asked to build native applications that run on multiple operating systems and in the browser. In the past, this would have meant learning new technologies and making multiple copies of an application. But the Uno Platform allows you to use tools, languages, and APIs you already know from building Windows apps to develop apps that can also run on other platforms. This book will help you to create customer-facing as well as line-of-business apps that can be used on the device, browser, or operating system of your choice. This practical guide enables developers to put their C# and XAML knowledge to work by writing cross-platform apps using the Uno Platform. Packed with tips and practical examples, this book will help you to build applications for common scenarios. You'll begin by learning about the Uno Platform through step-by-step explanations of essential concepts, before moving on to creating cross-platform apps for different lines of business. Throughout this book, you'll work with examples that will teach you how to combine your existing knowledge to manage common development environments and implement frequently needed functionality. By the end of this Uno development book, you will have learned how to write your own cross-platform apps with the Uno Platform and use additional tools and libraries to speed up your app development

process. What you will learn
Understand how and why Uno could be the right fit for your needs
Set up your development environment for cross-platform app development with the Uno Platform and create your first Uno Platform app
Find out how to create apps for different business scenarios
Discover how to combine technologies and controls to accelerate development
Go beyond the basics and create 'world-ready' applications
Gain the confidence and experience to use Uno in your own projects
Who this book is for
This book is for developers who are familiar with app development for Windows and want to use their existing skills to build cross-platform apps. Basic knowledge of C# and XAML is required to get started with this book. Anyone with basic experience in app development using WPF, UWP, or WinUI will be able to learn how to create cross-platform applications with the Uno Platform.

Build Cross-Platform Apps with Xamarin and .NET Core

Beginner's Step-by-Step Coding Course

Create iOS, watchOS, and Apple tvOS apps with Xamarin.iOS and Visual Studio for Mac

Beginning Xamarin Development for the Mac

End-to-End Editing and Debugging Tools for Web Developers

macOS desktop apps programming with .NET Core 3.1 and Visual Studio for Mac

Create powerful applications with .NET Standard 2.0, ASP.NET Core 2.0, and Entity Framework Core 2.0, using Visual Studio 2017 or Visual Studio Code

Get to grips with programming techniques and game development using C++ libraries and Visual Studio 2019

Key Features
Learn game development and C++ with a fun, example-driven approach
Build clones of popular games such as Timberman, Zombie Survival Shooter, a co-op puzzle platformer, and Space Invaders
Discover tips to expand your finished games by thinking critically, technically, and creatively
Book Description

The second edition of Beginning C++ Game Programming is updated and improved to include the latest features of Visual Studio 2019, SFML, and modern C++ programming techniques. With this book, you'll get a fun introduction to game programming by building five fully playable games of increasing complexity.

You'll learn to build clones of popular games such as Timberman, Pong, a Zombie survival shooter, a coop puzzle platformer and Space Invaders. The book starts by covering the basics of programming. You'll study key C++ topics, such as object-oriented programming (OOP) and C++ pointers, and get acquainted with the Standard Template Library (STL). The book helps you learn about collision detection techniques

and game physics by building a Pong game. As you build games, you'll also learn exciting game programming concepts such as particle effects, directional sound (spatialization), OpenGL programmable shaders, spawning objects, and much more. Finally, you'll explore game design patterns to enhance your C++ game programming skills. By the end of the book, you'll have gained the knowledge you need to build your own games with exciting features from scratch. What you will learn: Set up your game development project in Visual Studio 2019 and explore C++ libraries such as SFML. Explore C++ OOP by building a Pong game. Understand core game concepts such as game animation, game physics, collision detection, scorekeeping, and game sound. Use classes, inheritance, and references to spawn and control thousands of enemies and shoot rapid-fire machine guns. Add advanced features to your game using pointers, references, and the STL. Scale and reuse your game code by learning modern game programming design patterns. Who this book is for: This book is perfect for you if you have no C++ programming knowledge, you need a beginner-level refresher course, or you want to learn how to build games or just use games as an engaging way to learn C++. Whether you aspire to publish a game (perhaps on Steam) or just want to impress friends with your creations, you'll find this book useful.

Become proficient and efficient with Visual Studio Code and learn how to integrate all your external tools! Visual Studio Code for Python Programmers helps Python developers become not just familiar, but productive in Visual Studio Code. To start, you'll find the steps for installing Visual Studio Code on Windows, Mac and Linux platforms, along with an introduction to the editing features of the workspace. Coverage of more advanced functionality includes managing source code, debugging, unit testing, and Jupyter Notebook support. The book finishes with a walk-through of real-world projects which utilize Visual Studio Code features introduced in the book. For developers, the choice of an editor is a very personal one. You have idiosyncratic needs and wants that are unique to you as a developer. This book will help you learn how to customize Visual Studio Code to meet your needs and Python development workflow. Introduces you to the features of the Visual Studio Code workspace and how those features can be customized. Demonstrates how Visual Studio Code allows you to choose your structure according to your needs. Covers editing code in Python, including syntax highlighting, code completion, object definition, refactoring, and code navigation. Describes Git integration and how to perform common Git functions (commits, checkouts, branches, and merges) from within Visual Studio Code. Highlights debugging features for Python developers. A final section on Real World Applications will step you through several examples (and features integration with Django, Flask, Jupyter Notebook, Docker, and Azure), so you can hit the ground running with Visual Studio Code.

Learn how to use C# and Visual Studio for Mac to generate simple console, command-line, and desktop applications that run natively on macOS.

The professional's guide to C# 7, with expert guidance on the newest features. Professional C# 7 and .NET

Core 2.0 provides experienced programmers with the information they need to work effectively with the world's leading programming language. The latest C# update added many new features that help you get more done in less time, and this book is your ideal guide for getting up to speed quickly. C# 7 focuses on data consumption, code simplification, and performance, with new support for local functions, tuple types, record types, pattern matching, non-nullable reference types, immutable types, and better support for variables. Improvements to Visual Studio will bring significant changes to the way C# developers interact with the space, bringing .NET to non-Microsoft platforms and incorporating tools from other platforms like Docker, Gulp, and NPM. Guided by a leading .NET expert and steeped in real-world practicality, this guide is designed to get you up to date and back to work. With Microsoft speeding up its release cadence while offering more significant improvement with each update, it has never been more important to get a handle on new tools and features quickly. This book is designed to do just that, and more—everything you need to know about C# is right here, in the single-volume resource on every developer's shelf. Tour the many new and enhanced features packed into C# 7 and .NET Core 2.0 Learn how the latest Visual Studio update makes developers' jobs easier Streamline your workflow with a new focus on code simplification and performance enhancement Delve into improvements made for localization, networking, diagnostics, deployments, and more Whether you're entirely new to C# or just transitioning to C# 7, having a solid grasp of the latest features allows you to exploit the language's full functionality to create robust, high-quality apps. Professional C# 7 and .NET Core 2.0 is the one-stop guide to everything you need to know.

Visual Studio for Mac

Mastering Visual Studio Code

Beginning Visual Basic 2005

C# 7 and .NET Core Cookbook

Beginning Visual Studio for Mac

C# 7.1 and .NET Core 2.0 – Modern Cross-Platform Development

Visual Studio 2019 Tricks and Techniques

Mastering Unity: A Beginner's Guide introduces developers of all ages to the beautiful and valuable world of Unity. Unity is a popular cross-platform game engine. It was initially unveiled and distributed as a Mac OS X-exclusive game engine in June 2005 at Apple Inc.'s Worldwide Developers Conference. Unity is used to produce nearly 50% of all games in the world. Its real-time platform, driven by tools and services, provides fantastic opportunities for game developers and innovators across sectors and applications. Mastering Unity covers the creation of both three-dimensional (3D) and two-dimensional (2D) games as well as interactive simulations and other experiences. Since Unity is an engine used in sectors other than video games, including film, automotive, architectural, engineering, manufacturing,

and is even used by the armed forces, Mastering Unity focuses on a broader usage for Unity. This book starts with the setup and installation of Unity, which is followed by additional info related to its usage. Mastering Unity covers such topics as scene management, debugging, 2D and 3D physics, and Unity Hub setup. Considering that C# is often the primary programming language used in Unity, this book covers object-oriented principles as well as C# coding at great length. That said, you can use any other language in Unity, including JavaScript, Rust, or Mono. For the most part, Mastering Unity strives to be programming language-neutral to help you fully understand the Unity concepts. If you are an absolute beginner, Mastering Unity will help you understand the basics about Unity, its features, technical requirements, architecture, and the scripting language used in Unity. This book also focuses on setting up Unity, which encompasses installation, project creation, and launches of a project scene. Mastering Unity also addresses dealing with scenes and game objects, prefabs, storing scenes, animations in Unity, and performance optimization. Mastering Unity will also help you learn how to test and release a game in Unity to various platforms. Learn more about our other Mastering titles at:

<https://www.routledge.com/Mastering-Computer-Science/book-series/MCS>

Learn how web applications can be built efficiently using ASP.NET Core 2.0 and related frameworks About This Book Get to grips with the new features and APIs introduced in ASP.NET Core 2.0 Leverage the MVC framework and Entity Framework Core 2 to build efficient applications Learn to deploy your web applications in new environments such as the cloud and Docker Who This Book Is For This book is for developers who would like to build modern web applications with ASP.NET Core 2.0. No prior knowledge of ASP.NET or .NET Core is required. However, basic programming knowledge is assumed. Additionally, previous Visual Studio experience will be helpful but is not required, since detailed instructions will guide through the samples of the book. This book can also help people, who work in infrastructure engineering and operations, to monitor and diagnose problems during the runtime of ASP.NET Core 2.0 web applications. What You Will Learn Set up your development environment using Visual Studio 2017 and Visual Studio Code Create a fully automated continuous delivery pipeline using Visual Studio Team Services Get to know the basic and advanced concepts of ASP.NET Core 2.0 with detailed examples Build an MVC web application and use Entity Framework Core 2 to access data Add Web APIs to your web applications using RPC, REST, and HATEOAS Authenticate and authorize users with built-in ASP.NET Core 2.0 features Use Azure, Amazon Web Services, and Docker to deploy and monitor your applications In Detail The ability to develop web applications that are highly efficient but also easy to maintain has become imperative to many businesses. ASP.NET Core 2.0 is an open source framework from Microsoft, which makes it easy to build cross-platform web applications that are modern and dynamic. This book will take you through all of the essential concepts in ASP.NET Core 2.0, so you can learn how to build powerful web applications. The book starts with a brief introduction to the ASP.NET Core framework and the improvements made in the

latest release, ASP.NET Core 2.0. You will then build, test, and debug your first web application very quickly. Once you understand the basic structure of ASP.NET Core 2.0 web applications, you'll dive deeper into more complex concepts and scenarios. Moving on, we'll explain how to take advantage of widely used frameworks such as Model View Controller and Entity Framework Core 2 and you'll learn how to secure your applications. Finally, we'll show you how to deploy and monitor your applications using Azure, AWS, and Docker. After reading the book, you'll be able to develop efficient and robust web applications in ASP.NET Core 2.0 that have high levels of customer satisfaction and adoption. Style and approach Start an exciting journey to building high performance web applications using ASP.NET Core 2.0 and MVC

C# 7.1 and .NET Core 2.0 – Modern Cross-Platform Development, Third Edition is a practical guide to creating powerful cross-platform applications with C# 7 and .NET Core 2.0. About This Book Build modern, cross-platform applications with .NET Core 2.0 Get up to speed with C#, and up to date with all the latest features of C# 7.1 Start creating professional web applications with ASP.NET Core 2.0 Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7.1 and .NET Core 2.0 Explore ASP.NET Core 2.0 and learn how to create professional websites, services, and applications Improve your application's performance using multitasking Use Entity Framework Core and LINQ to query and manipulate data Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform Protect and manage your files and data with encryption, streams, and serialization Get started with mobile app development using Xamarin.Forms Preview the nullable reference type feature of C# 8 In Detail C# 7.1 and .NET Core 2.0 – Modern Cross-Platform Development, Third Edition, is a practical guide to creating powerful cross-platform applications with C# 7.1 and .NET Core 2.0. It gives readers of any experience level a solid foundation in C# and .NET. The first part of the book runs you through the basics of C#, as well as debugging functions and object-oriented programming, before taking a quick tour through the latest features of C# 7.1 such as default literals, tuples, inferred tuple names, pattern matching, out variables, and more. After quickly taking you through C# and how .NET works, this book dives into the .NET Standard 2.0 class libraries, covering topics such as packaging and deploying your own libraries, and using common libraries for working with collections, performance, monitoring, serialization, files, databases, and encryption. The final section of the book demonstrates the major types of application that you can build and deploy cross-device and cross-platform. In this section, you'll learn about websites, web applications, web services, Universal Windows Platform (UWP) apps, and

mobile apps. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core 2.0.

Learn the extensibility model of Visual Studio to enhance the Visual Studio integrated development environment (IDE). This book will cover every aspect, starting from developing an extension to publishing it and making it available to the end user. The book begins with an introduction to the basic concepts of Visual Studio including data structures and design patterns and moves forward with the fundamentals of the VS extensibility model. Here you will learn how to work on Roslyn - the .NET compiler platform - and load extensions in VS. Next, you will go through the extensibility model and see how various extensions, such as menus, commands, and tool windows, can be plugged into VS. Moving forward, you'll cover developing VS extensions and configuring them, along with demonstrations on customizing extension by developing option pages. Further, you will learn to create custom code snippets and use a debugger visualizer. Next, you will go through creation of project and item templates including deployment of VS extensions using continuous integration (CI). Finally, you will learn tips and tricks for Visual Studio and its extensibility and integration with Azure DevOps. After reading Visual Studio Extensibility Development you will be able to develop, deploy, and customize extensions in Visual Studio IDE. What You Will Learn Discover the Visual Studio extensibility and automation model Code Visual Studio extensions from scratch Customize extensions by developing a tools option page for them Create project templates, item templates, and code snippets. Work with code generation using T4 templates Code analysis and refactoring using Roslyn analyzers Create and deploy a private extension gallery and upload the extensions Upload a VS extension using CI Ship your extension to Visual Studio Marketplace Who This Book Is For Developers in Visual Studio IDE covering C#, Visual Basic (VB), JavaScript, and CSS.

Learning ASP.NET Core 2.0

Visual Studio 2022 In-Depth

.NET Standard 2.0 Cookbook

Visual Studio Code Distilled

Microsoft Computer Vision APIs Distilled

Mastering Unity

A developer's guide to writing better code and maximizing productivity

Develop Intelligent Hybrid and Cross-platform Applications with Powerful Coding Assistance for Developers DESCRIPTION Visual

Studio 2022 is the most professional and sophisticated IDE for .NET and C# developers. This book provides comprehensive coverage of Visual Studio 2022, including all the tools and capabilities you can use to improve and streamline the software development process. Author Ockert J. du Preez takes you under the scenes of the Visual Studio IDE and guides you through the newest 2022 version in this revised and enlarged second edition. You will discover new areas of the application and the best way to utilize the capabilities you already know as soon as you install it. The following are some of the essential elements of this newer edition: Create cross-platform mobile and desktop applications using .NET MAUI. Utilize IntelliCode, an AI-powered code completion tool, for next-generation developer productivity. Work with the Razor Editor and troubleshoot problems with visualizations. Build, test, and debug .NET, C#, and C++ applications. Enhance coding skills to create effective web, mobile, and Azure solutions. Get Visual Studio 2022 rolling on Linux and macOS systems. Create and use custom IDE extensions. The book exemplifies topics such as extending Visual Studio with your customizations to make it function as you desire effectively. The book will help you learn everything you need to know about .NET 6, diagnosing and debugging programs, and utilizing all the collaborative tools in Visual Studio 2022. This book will teach you how to use the brand new AI IntelliCode and implement .NET MAUI and C++ 20 features. WHO THIS BOOK IS FOR This is the book for you, developers, and programmers who wish to master Visual Studio and produce high-quality code in any deployment setting and for any application. You only need to be familiar with .NET and C#. Nothing else is required. TABLE OF CONTENTS Section - I: Getting to Know the Visual Studio 2022 IDE 1. Getting Started with Visual Studio 2022 2. Having a Look at .NET 6 3. Language and Coding Changes in C# 4. Digging into the Visual Studio 2022 IDE Section - II: Using The Tools in Visual Studio 2022 5. AI IntelliCode 6. Built-in Coding Experience Tools 7. Diagnostics and Debugging Tools Section - III: Advanced Tools 8. Web Tools and Extensions 9. Mobile Tools 10. Azure Tools Section - IV: Advanced Topics 11. C++ 20 Appendix 'A'

Get started with Visual C# programming with this great beginner's guide Beginning C# 6 Programming with Visual Studio 2015 provides step-by-step directions for programming with C# in the .NET framework. Beginning with programming essentials, such as variables, flow control, and object-oriented programming, this authoritative text moves into more complicated topics, such as web and Windows programming and data access within both database and XML environments. After your introduction to each of the chapters, you are invited to apply your newfound knowledge in Try it Out sections, which reinforce learning and help you understand the practical applications of the new concepts you have explored. Through this approach, you can write useful programming code following each of the steps that you explore in this essential text. Discover the basics of programming with C#, such as variables, expressions, flow control, and functions Discuss how to keep your program running smoothly through debugging and error handling Understand how to navigate your way through key programming elements, such as classes, class members, collections, comparisons, and conversions Explore object-oriented programming, web programming, and Windows programming Beginning C# 6 Programming with Visual Studio 2015 is a fundamental resource for any programmers who are new to the C# language.

The author shows developers with little or no ADO.NET background how to apply ADO.NET fast to real world scenarios by giving examples and code that really works.

Visual Studio Code (VS Code) ini adalah sebuah teks editor ringan dan handal yang dibuat oleh Microsoft untuk sistem operasi multiplatform, artinya tersedia juga untuk versi Linux, Mac, dan Windows. Teks editor ini secara langsung mendukung bahasa pemrograman JavaScript, Typescript, dan Node.js, serta bahasa pemrograman lainnya dengan bantuan plugin yang dapat dipasang via marketplace Visual Studio Code (seperti C++, C#, Python, Go, Java, dst). Dalam buku ini dibahas secara lengkap tentang topik pembahasan tentang Visual Studio Code seperti penjelasan lengkap apa itu Visual Studio Code, Sejarah Visual Studio Code, Fitur-fitur, key binding, Versi-versi Visual Studio Code, cara menginstal plugin visual studio code, kelebihan dan kekurangan, cara download Visual Studio Code, Permasalahan yang sering muncul pada Visual Studio Code, serta ringkasan tentang Microsoft Visual Studio Code, selengkapnya akan dibahas secara tuntas pada buku ini. Setelah membaca buku ini diharapkan Anda dapat mengetahui dasar tentang Visual Studio Code yang merupakan bahasan utama dan dasar dalam bidang ilmu komputer atau informatika

Head First C#

ADO.NET

Beginning Microsoft Visual Studio LightSwitch Development

Visual Studio Code

Develop high quality, fast and portable applications by leveraging the power of .NET Standard Library

Re-architect and rebuild your applications using cloud-native technologies

Beginning Smartphone Web Development

Harness the full power of the Visual Studio IDE to take your coding skills to the next level by learning about IDE productivity practices and exclusive techniques
Key Features
Increase your productivity by leveraging Visual Studio 2019's improvements and features
Explore powerful editing, code intelligence, and source code control features to increase productivity
Delve into VS's powerful, untapped features such as project templates and extensions
Book Description
Visual Studio 2019 (VS 2019) and Visual Studio Code (VS Code) are powerful professional development tools that help you to develop applications for any platform with ease. Whether you want to create web, mobile, or desktop applications, Microsoft Visual Studio is your one-stop solution. This book demonstrates some of the most sophisticated capabilities of the IDE and shows you how to use the integrated development environment (IDE) more efficiently to be more productive. You'll begin by gradually building on concepts, starting with the basics. The introductory chapters cover shortcuts, snippets, and numerous optimization tricks, as well as debugging techniques, source control integration, and other important IDE features that will help you make your time more productive. With the groundwork in place, more advanced concepts such as the inner workings of project and item templates are covered. You will also learn how to write quality, secure code more efficiently as well as discover how certain Visual Studio features work 'under the hood'. By the end of the Visual Studio book, you'll have learned how to write more secure code faster than ever using your knowledge of the extensions and processes to make developing successful solutions more enjoyable and repeatable. What you will learn
Understand the similarities and differences between VS

and VS Code Get to grips with numerous keyboard shortcuts to improve efficiency Discover IDE tips and tricks that make it easier to write code Experiment with code snippets that make it easier to write repeating code patterns Find out how to customize project and item templates the help of hands-on exercises Use Visual Studio extensions for ease and improved productivity Delve into Visual Studio's behind the scenes operations Who this book is for This book is for C# and .NET developers who want to become more efficient and take advantage of features they may not be aware of in the IDE. Those looking to increase their productivity and write quality code more quickly by fully utilizing the power of the Visual Studio IDE will also find this book useful.

This book exposes innovative techniques for developing native macOS desktop applications by using C# and the .NET Core 3.1. You will discover that the implementation of a macOS native application can be done with other tools than the classical tools proposed by Apple: SwiftUI, C ... Before reserved to C++ programmers, the macOS application arena is now open to the C# developer's community. What you will learn in this book? - Essentials macOS commands (for rookie macOS user). - Essentials C# coding techniques (for rookie C# developer). - Setup an efficient professional development environment for .NET Core 3.1 on your Mac. - Review a panel of technical solutions for the GUI implementation. - Choose the adapted UI for your application specific needs. - Code your desktop application (boilerplates furnished). - Produce macOS executables from your C# project. - Package and distribute your application for the macOS ecosystem. Who is it for? - macOS C++, Java or Swift developers. - ASP.NET C# developers. - Windows C# developers. Accelerate your project start. This book includes project templates (boilerplates) useful for starting quickly and easily the coding of your macOS desktop application. This book avoids you a long and tedious phase of research for the most relevant technical solution for your app. Thus, you can focus on the functional features of the application rather than the technical constraints of the Mac OS X system.

Mastering Visual Studio Code empowers the readers to get the most out of VS Code, an extremely popular and powerful code editor. Microsoft Visual Studio Code (VS Code) is a free and open-source code and text editor. Despite its modest size, VS Code includes numerous significant features that have made it one of the most popular code editors in recent years. VS Code is compatible with various programming languages including Java, C++, Python, CSS, Go, and Docker files. VS Code also lets you add and create new extensions, such as code linkers, debuggers, and support for cloud and web development. Compared to other text editors, the VS Code user interface allows for a lot of interactivity. Some of the major advantages of Visual Studio Code are: • Cross-stack development using an open technology platform • Huge repository of plug-ins produced by the community and professionals • Debug tools for generic usage • Cross-platform support, including Linux, Mac, and Windows. A good and powerful code editor is a vital part of any developer's toolkit. VS Code has all the features any developer might need. As such, learning about Visual Studio Code and understanding its various offerings and features is a good idea. With Mastering Visual Studio Code, using VS Code will become a breeze, regardless of the language that you are coding in, thereby boosting your productivity. The Mastering Computer Science series, edited by Sufyan bin Uzayr, a writer and educator with more than a decade of experience in the computing field.

Learn how LightSwitch can accelerate and simplify application development As Microsoft's newest offering for simplifying application development, LightSwitch opens the development door to creating applications without writing code. This introductory, full-color book shows you how to quickly create, modify, and distribute information for your business with LightSwitch. Packed with simple example programs, this beginner-level resource guides you through a complete small business application using LightSwitch to demonstrate the capabilities of this new tool. You'll explore the most common application development issues that developers encounter on a daily basis and learn how LightSwitch makes them easier to handle with solutions that streamline application development without requiring code. Get you started with Visual

LightSwitch, Microsoft's newest offering for simplifying application development Shows you how to prepare a LightSwitch application and at the technologies behind a LightSwitch application Addresses working with simple data screens, working with master-detail data screens using exciting SQL server data Looks at deploying applications, using SharePoint 2010 lists, and extending Visual Studio LightSwitch If you're ready to simplify the application development process without writing a piece of code, then this is the book for you!

Lua Quick Start Guide

Build modern web apps with ASP.NET Core 2.0, MVC, and EF Core 2

Beginning OS X Lion Apps Development

Build intelligent apps, websites, and services with Blazor, ASP.NET Core, and Entity Framework Core using Visual Studio Code

Beginning Visual Basic 2015

Visual Studio Code for Python Programmers

Extending Visual Studio IDE for Productivity, Quality, Tooling, and Analysis

Publisher's Note: Microsoft will stop supporting .NET 5 in early May 2022. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022, as well as Visual Studio Code. Key Features

- Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor
- Strengthen your command of ASP.NET Core 5.0 and create professional websites and services
- Build cross-platform apps for Windows, macOS, Linux, iOS, and Android

Book Description In C# 9 and .NET 5 - Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. The best type of application for learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn

- Build your own types with object-oriented programming
- Query and manipulate data using LINQ
- Build websites and services using ASP.NET Core 5
- Create intelligent apps using machine learning
- Use Entity Framework Core and work with relational

databases • Discover Windows app development using the Universal Windows Platform and XAML • Build rich web experiences using the Blazor framework • Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book. Table of Contents • Hello, C#! Welcome, .NET Core! • Speaking C# • Controlling Flow and Converting Types • Writing, Debugging, and Testing Functions • Building Your Own Types with Object-Oriented Programming • Implementing Interfaces and Inheriting Classes • Understanding and Packaging .NET Types • Working with Common .NET Types • Working with Files, Streams, and Serialization (N.B. Please use the Look Inside option to see further chapters) Review "Mark Price's extraordinary book covers every aspect of C# 9 and .NET 5. It is filled with step-by-step demonstrations and will be of tremendous value both to those who want to learn C# and to more experienced C# programmers making the transition to C# 9. Highly recommended!" -- Jesse Liberty - author of Programming C# and Learning C# (O'Reilly Media)

The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for

math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and efficiently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.

Easily get started programming using the ultra-versatile C# 7 and Visual Studio 2017 Beginning C# 7 Programming with Visual Studio 2017 is the beginner's ultimate guide to the world's most popular programming language. Whether you're new to programming entirely, or just new to C#, there has never been a better time to get started. The new C# 7 and Visual Studio 2017 updates feature a number of new tools and features that streamline the workflow, simplify the code, and make it easier than ever to build high-quality apps. This book walks you through everything you need to know, starting from the very basics, to have you programming in no time. You'll learn about variables, flow control, and object oriented programming, then move into Web and Windows programming as well as databases and XML. The companion website provides downloadable code examples, and practical Try It Out sections provide explicit, step-by-step instructions for writing your own useful, customizable code. C# 7 can be used to build Windows applications, program Windows 10, and write Web apps when used alongside ASP.NET. With programming skills becoming de rigueur in fields far beyond the tech world, C# 7 is a great place to start building versatile, helpful skills. This book gets you started quickly and easily with instruction from a master-team of C# programmers. Learn how to program using the world's leading programming language Build smarter, faster apps using the latest features in C# 7 and Visual Studio 2017 Find and fix bugs sooner, saving headaches down the line Integrate with all .NET Core, Azure applications, cloud services, Docker containers, and more The world of programming can seem intimidating to a beginner, and the prospect of learning a whole new "language" can seem daunting. Beginning C# 7 Programming with Visual Studio 2017 demystifies the process and shows you how to bring your ideas to life.

Dive headfirst into Microsoft's Computer Vision APIs through sample-driven scenarios! Imagine an app that describes to the visually impaired the objects around them, or reads the Sunday paper, a favorite magazine, or a street sign. Or an app that is capable of monitoring what is happening inside an area without human control, and then makes a decision based on interpreting an occurrence detected with a live camera. This book teaches developers Microsoft's Computer Vision APIs, a service capable of understanding and interpreting the content of any image. Author Del Sole begins by providing a succinct "need to know" overview of the service with descriptions. You then learn from hands-on demonstrations that show how basic C# code examples can be re-used across platforms. From there you will be guided through two different kinds of applications that interact with the service in two different ways: the more common means of calling a REST service to get back JSON data, and via the .NET libraries that

Microsoft has been building to simplify the job (this latter one with Xamarin). What You'll Learn Understand AI's role and how devices and applications use sophisticated algorithms to improve people's lives and business tasks. Analyze images for Optical Character Recognition to detect written words and sentences Think about the next-generation applications in relation to your customers' needs Get up-to-speed on the latest version of the Computer Vision service, which now comes through Azure Set up an Azure subscription in order to access the Cognitive Services within the portal After reading this book, you will be able to get started with AI services from Microsoft in order to begin building powerful new apps for your company or customers. Who This Book Is For Developers just getting familiar with artificial intelligence. A minimal knowledge of C# is required.

From Novice to Pro, Visual Basic .NET Edition

Learn to program with C++ by building fun games, 2nd Edition

Xamarin with Visual Studio

Launch your mobile development career by creating Android and iOS applications using .NET and C# (English Edition)

Migrating Applications to the Cloud with Azure

Beginning C++ Game Programming

C# 7 and .NET Core: Modern Cross-Platform Development

Expert guidance on using Visual Studio Code for editing and debugging your web development projects Visual Studio Code, a free, open source, cross-compatible source code editor, is one of the most popular choices for web developers. It is fast, lightweight, customizable, and contains built-in support for JavaScript, Typescript, and Node.js extensions for other languages, including C++, Python, and PHP. Features such as debugging capability, embedded Git control, syntax highlighting, code snippets, and IntelliSense intelligent code completion support—several of which set it apart from the competition—help make Visual Studio Code an impressive, out-of-the-box solution. Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers helps readers to become familiar with and productive in Visual Studio Code. This up-to-date guide covers all of the essential components of the software, including the editing features of the workspace, advanced functionality such as code refactoring and key binding, and integration with Grunt, Gulp, NPM, and other external tools. New users, experienced developers, and those considering moving from another developer tool will benefit from this book's detailed, yet easy-to-follow information on Visual Studio Code.

This book: Teaches readers how to use Visual Studio Code to do full-stack development Explains the steps to install Visual Studio Code on Windows, Mac and Linux platforms Provides a foundation for non-users considering moving to Visual Studio Code Helps current users expand their knowledge of the tool and its available extensions Describes how to open a .NET Core project and get end-to-end execution and debugging functionality Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers is an invaluable guide for both professional and hobbyist web developers seeking immediately-useful information on Visual Studio Code.

Beginning Visual Studio for Mac Build Cross-Platform Apps with Xamarin and .NET Core Apress Modern Cross-Platform Development About This Book Build modern, cross-platform applications with .NET Core Get up to speed with C#, and up to date with all the latest features of C# 7 Start creating professional web applications with ASP.NET Core Who This Book Is For This book is targeted towards readers who have some prior programming experience or have a science, technology, engineering, or mathematics (STEM) background, and want to gain a solid foundation with C# and to be introduced to the types of applications they could build and will work cross-platform on Windows, Linux, and macOS. What You Will Learn Build cross-platform applications using C# 7 and .NET Core Explore ASP.NET Core and learn how to create professional web applications Improve your application's performance using multitasking Use Entity Framework Core and find out how to build code-first databases Master object-oriented programming with C# to increase code reuse and efficiency Familiarize yourself with cross-device app development using the Universal Windows Platform and XAML Query and manipulate data using LINQ Protect your data by using encryption and hashing In Detail If you want to build powerful cross-platform applications with C# 7 and .NET Core, then this book is for you. First, we'll run you through the basics of C#, as well as object-oriented programming, before taking a quick tour through the latest features of C# 7 such as tuples, pattern matching, out variables, and so on. After quickly taking you through C# and how .NET works, we'll dive into the .NET Standard 1.6 class libraries, covering topics such as performance, monitoring, debugging, serialization and encryption. The final section will demonstrate the major types of application that you can build and deploy cross-device and cross-platform. In

this section, we'll cover Universal Windows Platform (UWP) apps, web applications, mobile apps, and web services. Lastly, we'll look at how you can package and deploy your applications so that they can be hosted on all of today's most popular platforms, including Linux and Docker. By the end of the book, you'll be armed with all the knowledge you need to build modern, cross-platform applications using C# and .NET Core. Style and approach This book takes a step-by-step approach and is filled with exciting projects and fascinating theory. It uses three high-impact sections to equip you with all the tools you'll need to build modern, cross-platform applications using C# and .NET Core.

Get the most out of .NET framework using standard libraries and create a .NET Standard 2.0 library from scratch Key Features Write code once and share within .NET ecosystem in Windows, Linux and macOS Give your .NET Libraries a common framework in cloud and on premise with the latest .NET Standard 2.0 Build a wide range of applications from Mobile with Xamarin to Web with ASP.NET Book Description The .NET Standard is a standard that represents a set of APIs that all .NET platforms have to implement, making it easy for developers to access and use one common library for their development needs. This book begins with a quick refresher, helping you understand the mechanics of the new standard and offering insight into how it works. You'll explore the core library concepts, such as working with collections, configurations, I/O, security, and multithreading. You'll explore the iOS and Android libraries of Xamarin and we'll guide you through creating a .NET Standard 2.0 library, which you'll use with both Android and iOS applications. In the final chapters, you'll learn the various debugging and diagnostics tools to deliver quality libraries and create a NuGet package of the .NET Standard 2.0 library. By the end of this book, you'll be able to expand your current workflow to various .NET flavors and have the essential skills to create a .NET Standard 2.0 library from scratch to package and deliver it to the world. What you will learn Create a .NET Standard 2.0 library Use System.IO within the .NET Standard 2.0 Make use of your legacy .NET libraries with the new .NET Core standard Explore the thread support to create a multithreaded .NET Standard 2.0 library Create a .NET Standard 2.0 library and use it with an Android and iOS application Implement various Visual Studio 2017 diagnostics and debugging tools Create a NuGet Package and submit the package to the NuGet Package

Manager Use Visual Studio 2017 azure tools to deploy the application to Azure Test and deliver a .NET Standard 2.0 library Who this book is for This book is for .NET developers who are looking to build dynamic applications with the latest .NET Standard. C# knowledge is required.

The easiest way to learn Lua programming

Professional C# 7 and .NET Core 2.0

Evolved Code Editing for Windows, macOS, and Linux

Beginning C# 7 Programming with Visual Studio 2017

Explore Azure Applied AI Services, Azure Cognitive Services and Azure Machine Learning with Practical Illustrations (English Edition)

Getting Started with Cognitive Services

Learn Visual Basic step by step and start programming right away Beginning Visual Basic 2015 is the ideal guide for new programmers, especially those learning their first language. This new edition has been updated to align with Visual Studio 2015, and also refocused to concentrate on key beginner topics. Precise, step-by-step instructions walk you through important tasks, and clear explanations targeted to beginners will have you writing your first Visual Basic application quickly. You'll start from the absolute beginning, assuming no prior programming experience, and then gradually build your skills to write Visual Basic applications for Windows and the Web. Coverage includes objects, class libraries, graphics, databases, and much more, with explicit instructions on using ASP.NET, SQL Server, ADO.NET, and XML. Visual Studio is the usual environment for Visual Basic programming, and the latest upgrade has made Visual Basic more feature compatible with C# to allow programmers to move fluidly between the two languages. Don't know C#? Don't worry! This book starts from the very beginning of Visual Basic programming to help you build your skills from the ground-up. Understand flow control and data structure Debug Windows applications, dialog boxes, and menus Master objects and object-oriented techniques Access databases, program graphics, and program for the Web Over three million programmers use Visual Basic, and many of them learned it as their first language. It's beginner-friendly, versatile, and visually oriented, making it an ideal introduction to the programming mindset, workflow, and hard skills. Beginning Visual Basic 2015 gets you started on the right foot, with clear, patient instruction and plenty of hands-on practice.

Modernize your apps with Microsoft Azure by moving web, desktop, and mobile apps to the cloud Key Features Decide which migration strategy is most suitable for your organization and create a migration roadmap Move existing infrastructure to Azure and learn strategies to reduce cost, increase storage, and improve ROI Design secure, scalable, and cost-effective

solutions with the help of practical examples Book Description Whether you are trying to re-architect a legacy app or build a cloud-ready app from scratch, using the Azure ecosystem with .NET and Java technologies helps you to strategize and plan your app modernization process effectively. With this book, you'll learn how to modernize your applications by using Azure for containerization, DevOps, microservices, and serverless solutions to reduce development time and costs, while also making your applications robust, secure, and scalable. You will delve into improving application efficiency by using container services such as Azure Container Service, Azure Kubernetes Service (AKS), and more. Next, you will learn to modernize your application by implementing DevOps throughout your application development life cycle. You will then focus on increasing the scalability and performance of your overall application with microservices, before learning how to add extra functionality to your application with Azure serverless solutions. Finally, you'll get up to speed with monitoring and troubleshooting techniques. By the end of this book, you will have learned how to use the Azure ecosystem to refactor, re-architect, and rebuild your web, mobile, and desktop applications. What you will learn Use DevOps and containerization technologies to modernize your applications and infrastructure Build microservices using Azure Service Fabric Develop scalable applications using Azure Functions Manage and deploy your application code and database connectivity Secure and monitor your applications in Azure effectively Design for high availability and disaster recovery Who this book is for This book is for .NET and Java developers who want to modernize their applications using Azure. Solution architects and experienced developers interested in modernizing legacy applications using Azure will also find this book useful. Some prior understanding of cloud computing concepts will be beneficial.

What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

After a brief introduction to Visual Studio 2005 and the .Net Framework, the expert authors introduce readers to the fundamentals of the Visual Basic 2005 language End-of-chapter exercises help readers to quickly learn to build rich and professional-looking applications for Microsoft Windows, intranets and the Internet, and mobile devices Offers thorough coverage of the new Visual Studio 2005 tools and features Covers object-oriented programming, creating custom controls, working with databases, creating menus, and working with graphics Addresses building class libraries, Web services and

.NET remoting, and deploying applications

Build apps with C# and XAML that run on Windows, macOS, iOS, Android, and WebAssembly

Learn C on the Mac

Developing native macOS GUI software with C#

Creating Cross-Platform C# Applications with Uno Platform

Building JavaScript, CSS, HTML and Ajax-based Applications for iPhone, Android, Palm Pre, BlackBerry, Windows Mobile and Nokia S60

With this visual guide to computer programming for beginners, it has never been easier to learn how to code. Coding skills are in high demand and the need for programmers is still growing. Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing essential skills within easy reach. Each chapter contains tutorials on practical projects designed to teach you the main applications of each language, such as building websites, creating games, and designing apps. The book also looks at many of the main coding languages that are out there, outlining the key applications of each language, so you can choose the right language for you. You'll learn to think like a programmer by breaking a problem down into parts, before turning those parts into lines of code. Short, easy-to-follow steps show you, piece by piece, how to build a complete program. There are challenges for you to tackle to build your confidence before moving on. Written by a team of expert coders and coding teachers, Beginner's Step-by-Step Coding Course is the ideal way to get to set you on the road to code.

Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE). Microsoft has invested heavily to deliver their very best development tools and platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft's "mobile-first", "cloud-first", and "any developer, any platform, any device" strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, Beginning Visual Studio for Mac will quickly get you up to speed! What You'll Learn Prepare, configure, and debug in the Mac development environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems

Develop apps for the iPhone, iPad, and Apple wearables using Visual Studio for the Mac. Learn how to set up your development environment and emulators, and how to create adaptive user interfaces for various platforms. Expert Dawid Borycki guides you

through the fundamentals of programming for Apple platforms (Model View Controller, Test Driven Development), navigation patterns, gesture handling, accessing user's location, and reading and consuming data from web services. After reading this book you will be able to build native apps that look and feel like other apps built into iOS, watchOS, and tvOS, and have the skills that are in high demand in today's market. If you are already programming C# apps for web or desktop, you will learn how to extend your skill set to Apple mobile, wearable, and smart TV platforms. What You'll Learn Build and implement native apps for Apple platforms Create adaptive, universal views and handle navigation between them Access user's location and handle touch input Consume data from web services Minimize app development time with C# Who This Book Is For Developers who are interested in mobile and device development, as well as experienced non-Apple developers who want to switch or extend their skill set to programming for Apple platforms