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Installing The
Visual Studio
Plug In

*Leverage the
modern
convenience
and modelling
power of the D
programming
language to*

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Installing The
Visual Studio Plug
develop
In

*software with
native efficiency
About This Book
Acquire the
skills to
understand the
fundamentals of
D through its
support for
imperative and
object-oriented*

Read Book
Installing The
Visual Studio Plug
programming

*Take advantage
of D's powerful
compile-time
features,
templates and
ranges to apply
generative,
generic, and
functional style
A systematic
guide that will*

Read Book
Installing The
Visual Studio Plug
help you

become familiar
with the

concepts in D
with the help of
simple and easy-
to-understand
examples Who

This Book Is For

This book is
intended for
those with some

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Visual Studio Plug
In

*background in a
C-family
language who
want to learn
how to apply
their knowledge
and experience
to D. Perhaps
you're a college
student looking
to use D for
hobby projects,*

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*or a career
programmer
interested in
expanding your
skillset. This
book will help
you get up to
speed with the
language and
avoid common
pitfalls that
arise when*

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*translating C-
family*

experience to D.

*What You Will
Learn Compile
programs with
DMD and*

*manage projects
with DUB Work
efficiently by*

*binding your D
programs with*

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*new and
existing C
libraries*

*Generate code
at compile-time
to enhance
runtime*

performance

Implement

complex

templates for

more powerful

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generic code

*Write idiomatic
D with range-
based functional
pipelines Use
the DUB*

*repository to
find a link with
a variety of D
libraries*

*Implement a
web-app in D*

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in

*from the ground
up In Detail D is
a modern
programming
language that is
both powerful
and efficient. It
combines
multiple
paradigms in a
way that opens
up a whole new*

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In

*world of
software design.*

*It is used to
develop both
desktop and
web*

*applications,
with future
targets*

*including
mobile, and is
available on*

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*multiple
platforms. It is
familiar to
anyone with
some
experience in
one or more of
the C-family
languages.
However,
hidden in the
similarities are*

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several differences that can be surprising when trying to apply common idioms from other languages. When learning D on your own, this can make it more time-

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In
*consuming to
master. In order
to make the
most of the
language and
become an
idiomatic D
programmer,
it's necessary to
learn how to
think in D. This
book*

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familiarizes you with D from the ground up, with a heavy focus on helping you to avoid surprises so that you can take your D knowledge to the next level more quickly and painlessly.

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In

Your journey begins with a taste of the language and the basics of compiling D programs with DMD, the reference D compiler developed by Digital Mars,

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In
*and DUB, a com
munity-
developed build
utility and
package
manager. You
then set out on
an exploration
of major
language
features. This
begins with the*

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in

*fundamentals of
D, including
built-in types,
conditionals,
loops and all of
the basic
building-blocks
of a D program,
followed by an
examination of
D's object-
oriented*

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programming
support. You'll
learn how these
features differ
from languages
you may already
be familiar with.
Next up are D's
compile-time
features, such
as Compile-Time
Function

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In

*Evaluation and
conditional
compilation,
then generic
programming
with templates.
After that, you'll
learn the more
advanced
features of
ranges and
functional*

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pipeline

*programming.
To enhance your
D experience,
you are next
taken on a tour
of the D
ecosystem and
learn how to
make D interact
with C. Finally,
you get a look at*

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In

*D web
development
using the vibe.d
project and the
book closes with
some handy
advice on where
to go next. Style
and approach A
friendly guide to
the D
programming*

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*language and its
ecosystem that
walks*

*programmers
through all they
need to know
for a painless
experience in
learning D.*

*Work in Flutter,
a framework
designed from*

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*the ground up
for dual
platform
development,
with support for
native*

*Java/Kotlin or O
bjective-C/Swift
methods from
Flutter apps.*

*Write your next
app in one*

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In
*language and
build it for both
Android and
iOS. Deliver the
native look, feel,
and
performance
you and your
users expect
from an app
written with
each platform's*

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*own tools and
languages.*

*Deliver apps
fast, doing half
the work you
were doing
before and
exploiting
powerful new
features to
speed up
development.*

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*Write once, run
anywhere.*

*Learn Flutter,
Google's multi-
platform mobile
development
framework.*

*Instantly view
the changes you
make to an app
with stateful hot
reload and*

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*define a
declarative UI in
the same
language as the
app logic,
without having
to use separate
XML UI files.*

*You can also
reuse existing
platform-
specific Android*

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In

*and iOS code
and interact
with it in an
efficient and
simple way. Use
built-in UI
elements - or
build your own -
to create a
simple
calculator app.
Run native*

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in
Java/Kotlin or Objective-C/Swift methods from your Flutter apps, and use a Flutter package to make HTTP requests to a Web API or to perform read and write operations on

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local storage.

Apply visual effects to widgets, create transitions and animations, create a chat app using Firebase, and deploy everything on both platforms.

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Get native look and feel and performance in your Android and iOS apps, and the ability to build for both platforms from a single code base. What You Need: Flutter can be used for

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In

*Android
development on
any Linux,
Windows or
macOS
computer, but
macOS is
needed for iOS
development.*

*Visual Basic
2008 Black
Book Is The*

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*Most
Comprehensive
Book That You
Will Find On
Visual
Baisc.Net. It
Contains Useful
Material On All
The Concepts Of
Visual Basic
2008, And At
The Same Time,*

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In
*Teaches You
How To
Implement
These Concepts
Programmatically
By Providing
Appropriate
Examples Along-
With Detailed
Explanations.
This Edition Of
The Book*

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In
*Particularly
Deals With
Some New And
Advanced
Topics: Such As
Wpf, Wcf, Wf,
Asp.Net, Ajax,
Silverlight, And
Linq. This
Unique Book On
Visual Basic
2008 Has*

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*Extensive
Coverage Of
The Language;
No Doubt, Every
Aspect Of The
Book Is Worth
Its Price. Part I -
.Net Framework
3.5 And Visual
Studio 2008
Chapter 1:
Getting Started*

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With .Net

Framework 3.5

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Introducing

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And Wpf

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*Windows Forms
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2008 Chapter 7:

*Windows Forms
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Chapter 8:

*Windows Forms
Controls- Ii*

Chapter 9:

*Windows Forms
Controls - Iii*

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*Windows Forms
Controls - Iv*

Chapter 11:

*Windows Forms
Controls - V*

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*Introducing
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*Working With
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*Controls,
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Styles,*

*Templates, And
Commands*

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And Multimedia
In Windows*

Forms And Wpf

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3.5 Chapter 15:
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Chapter 16:
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Server Controls
Chapter 17:
Navigation
Controls In
Asp.Net 3.5

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Parts Controls
In Asp.Net 3.5*

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Part Vi -

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*Ado.Net And
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23: Data Access
With Ado.Net
Chapter 24:
Data Binding In
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Applications
Chapter 25:
Data Binding In
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*Foundation
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Chapter 31: The
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Chapter 32:
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Chapter 33:*

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projects. Readers will
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projects that build a
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world solutions. Even
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Server, Analysis
Server, and

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the technical advancement of deep learning in parallel computing environment across bio-engineering diversified domains and its applications. Pursuing an interdisciplinary approach, it focuses on methods used to identify and acquire valid, potentially

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useful knowledge
sources. Managing
the gathered
knowledge and
applying it to
multiple domains
including health
care, social
networks, mining,
recommendation
systems, image
processing, pattern
recognition and
predictions using

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deep learning paradigms is the major strength of this book. This book integrates the core ideas of deep learning and its applications in bio engineering application domains, to be accessible to all scholars and academicians. The proposed techniques

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and concepts in this book can be extended in future to accommodate changing business organizations' needs as well as practitioners' innovative ideas.

Presents novel, in-depth research contributions from a methodological/application perspective in

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understanding the fusion of deep machine learning paradigms and their capabilities in solving a diverse range of problems Illustrates the state-of-the-art and recent developments in the new theories and applications of deep learning approaches applied to parallel

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computing

environment in

bioengineering

systems Provides

concepts and

technologies that are

successfully used in

the implementation

of today's intelligent

data-centric critical

systems and multi-

media Cloud-Big data

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Reference Manual
Silverlight 2 Bible
Pro SQL Server 2012
BI Solutions

A Beginner's Guide
Professional Android
Programming with
Mono for Android
and .NET / C#

Mastering Unity: A
Beginner's Guide
introduces developers
of all ages to the
beautiful and valuable

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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

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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)

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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,

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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

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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

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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

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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,

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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.co>

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m/Mastering-Compute
r-Science/book-
series/MCS

This book is intended for .NET developers with any level of experience and who are interested in building native applications without the hassle of becoming Objective-C or Java experts.

Although it will be

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beneficial to have some development experience, particularly in .NET, Learning Xamarin help even a novice developer get past the headaches of setting up and customizing their new development environment so they can move on to producing high-quality

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native applications
quickly.

Learn to design and build Virtual Reality experiences, applications, and games in Unreal Engine 4 through a series of practical, hands-on projects that teach you to create controllable avatars, user interfaces, and more. Key Features

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Learn about effective VR design and develop virtual reality games and applications for every VR platform Build essential features for VR such as player locomotion and interaction, 3D user interfaces, and 360 media players Learn about multiplayer networking and how

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to extend the engine using plugins and asset packs Book Description Unreal Engine 4 (UE4) is a powerful tool for developing VR games and applications. With its visual scripting language, Blueprint, and built-in support for all major VR headsets, it's a perfect tool for

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designers, artists, and engineers to realize their visions in VR.

This book will guide you step-by-step through a series of projects that teach essential concepts and techniques for VR development in UE4.

You will begin by learning how to think about (and design for) VR and then proceed

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to set up a development environment. A series of practical projects follows, taking you through essential VR concepts. Through these exercises, you'll learn how to set up UE4 projects that run effectively in VR, how to build player locomotion schemes, and how to use hand

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controllers to interact with the world. You'll then move on to create user interfaces in 3D space, use the editor's VR mode to build environments directly in VR, and profile/optimize worlds you've built. Finally, you'll explore more advanced topics, such as displaying stereo media in VR,

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networking in Unreal,
and using plugins to
extend the engine.

Throughout, this book
focuses on creating a
deeper understanding
of why the relevant
tools and techniques
work as they do, so
you can use the
techniques and
concepts learned here
as a springboard for
further learning and

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exploration in VR.

What you will learn

- Understand design principles and concepts for building VR applications
- Set up your development environment with Unreal Blueprints and C++
- Create a player character with several locomotion schemes
- Evaluate and solve performance

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problems in VR to maintain high frame rates Display mono and stereo videos in VR Extend Unreal Engine's capabilities using various plugins Who this book is for This book is for anyone interested in learning to develop Virtual Reality games and applications using UE4. Developers new

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to UE4 will benefit from hands-on projects that guide readers through clearly-explained steps, while both new and experienced developers will learn crucial principles and techniques for VR development in UE4.

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In
Taking a unique
IDE-centric
approach, well-
respected authors
examine the IDE
capabilities readers
will need to perform
specific tasks,
demonstrated in the
context of building
XML Web services
The only book on

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the topic that introduces each characteristic of the IDE followed by an example of the context in which that feature is used

Covers creating custom templates and wizards, reusing code and lightweight code

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generators,
dynamically
generating forms
through reflections,
managing data in
the IDE, using the
SQL designer to
write stored
procedures,
debugging
ASP.NET Web
forms, and much

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Manage and control
Internet-connected
devices from
Windows and
Raspberry Pi.
Master the Windows
IoT Core
application
programming
interface and
feature set to

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develop Internet of
Things applications
on the Raspberry Pi
using your Windows
and .NET
programming skills.
Windows 10 for the
Internet of Things
presents a set of
example projects
covering a wide
range of techniques

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designed specifically
to jump start your
own Internet of
Things creativity.
You'll learn
everything you need
to know about
Windows IoT Core
in order to develop
Windows and IoT
applications that
run on the Pi.

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Microsoft's release of Windows IoT Core is groundbreaking in how it makes the Raspberry Pi and Internet of Things programming accessible to Windows developers. Now it's possible to develop

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for the Raspberry Pi
using native
Windows and all the
related
programming skills
that Windows
programmers have
learned from
developing desktop
and mobile
applications.
Windows 10

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becomes a gateway by which many can experience hardware and Internet of Things development who may never have had the opportunity otherwise. However, even savvy Windows programmers require help to get

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started with hardware development. This book, Windows 10 for the Internet of Things, provides just the help you need to get started in putting your Windows skills to use in a burgeoning new world of

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development for
small devices that
are ubiquitously
connected to the
Internet. What You
Will Learn Learn
Windows 10 on the
Raspberry Pi Read
sensor data and
control actuators
Connect to and
transmit data into

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the cloud Remotely
control your devices
from any web
browser Develop
IOT applications
under Windows
using C# and
Python Store your
IOT data in a
database for later
analysis Who This
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Developers and enthusiasts wanting to take their skills in Windows development and jump on board one of the largest and fastest growing trends to hit the technology world in years – that of connecting everyday

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devices to the Internet. This book shows how to develop for Microsoft's operating-system for devices, Windows 10 IoT Core. Readers learn to develop in C# and Python using Visual Studio, for deployment on

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devices such as the
Raspberry Pi and
the Ardunio.

Expert advice to
help you work
smarter and
increase your
productivity with
Visual Studio. Take
a detailed look into
Visual Studio—and
learn practical

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techniques to help
you work more
efficiently. This
fully revised and
expanded version of
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251 Ways to
Improve Your
Productivity
includes a
comprehensive
collection of tips

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and shortcuts for working with the code editor, visual designers, searches, debugger, and other features in Visual Studio 2005, 2008, and 2010. You'll gain valuable insights for using this IDE—no matter what your

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experience level.

Discover how to:

Change

development

settings and

keyboard mappings

to optimize your

efficiency Save time

initiating a new

project by creating

custom templates

Uncover secrets for

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working with the
toolbox, commands,
and window layouts
Work with files in
more practical ways,
such as using the
File Tab Channel
Use the Editor more
effectively with tips
on selecting and
manipulating code
Apply techniques to

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help reduce the time
you spend

debugging code

Create Visual

Studio extensions to

increase your

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presents start-to-
finish guidance for
planning

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customizing,
deploying,
integrating,
managing, and
securing both cloud
and on-premise
based versions of
Dynamics CRM.
Leading Dynamics
implementer Marc
Wolenik fully
covers Microsoft
Dynamics CRM
2013, Microsoft

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Dynamics CRM Online Fall '13, and many features first introduced in Microsoft's "Polaris" and Update Rollup 12. You'll find thorough coverage of Dynamics' revamped "Flow" interface and advanced cross-platform mobile

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more. Drawing on extensive insider knowledge, Wolenik presents proven best practices and pitfalls to avoid in using every significant

Dynamics CRM 2013 capability—information available in no other book.

Marc J. Wolenik, is

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