

## Tfs 2013 Install Guide

Object-Role Modeling (ORM) is a fact-based approach to data modeling that expresses the information requirements of any business domain simply in terms of objects that play roles in relationships. All facts of interest are treated as instances of attribute-free structures known as fact types, where the relationship may be unary (e.g. Person smokes), binary (e.g. Person was born on Date), ternary (e.g. Customer bought Product on Date), or longer. Fact types facilitate natural expression, are easy to populate with examples for validation purposes, and have greater semantic stability than attribute-based structures such as those used in Entity Relationship Modeling (ER) or the Unified Modeling Language (UML). All relevant facts, constraints and derivation rules are expressed in controlled natural language sentences that are intelligible to users in the business domain being modeled. This allows ORM data models to be validated by business domain experts who are unfamiliar with ORM's graphical notation. For the data modeler, ORM's graphical notation covers a much wider range of constraints than can be expressed in industrial ER or UML class diagrams, and thus allows rich visualization of the underlying semantics. Suitable for both novices and experienced practitioners, this book covers the fundamentals of the ORM approach. Written in easy-to-understand language, it shows how to design an ORM model, illustrating each step with simple examples. Each chapter ends with a practical lab that discusses how to use the freeware NORMA tool to enter ORM models and use it to automatically generate verbalizations of the model and map it to a relational database.

JSON (JavaScript Object Notation) is a lightweight text-based data interchange format used to create objects to transfer data over the Internet. It's widely used today by common web applications, as well as mobile applications. This book gives you clear ways that you can exchange objects using JSON, regardless of whether you're developing a web or traditional networked application. You'll start with a brief refresher on JSON and JavaScript syntax and read and write on the client and server. Then, you'll learn how to use JSON in simple AJAX applications using AngularJS and jQuery. Next, you will learn how to exchange objects with databases using MongoDB and CouchDB. You'll also explore how to use JSON in a type-safe manner, writing programs that have fewer bugs.

A step-by-step tutorial with plenty of code and examples to improve your learning curve. If you are a developer and want to create installers for software targeting the Windows platform, then this book is for you. You'll be using plenty of XML and ought to know the basics of writing a well-formed document. No prior experience in WiX or Windows Installer is assumed. You should know your way around Visual Studio to compile projects, add project references and tweak project properties.

Head First C# is a complete learning experience for learning how to program with C#, XAML, the .NET Framework, and Visual Studio. Fun and highly visual, this introduction to C# is designed to keep you engaged

and entertained from first page to last. Updated for Windows 8.1 and Visual Studio 2013, and includes projects for all previous versions of Windows (included in the book, no additional downloading or printing required). You'll build a fully functional video game in the opening chapter, and then learn how to use classes and object-oriented programming, draw graphics and animation, and query data with LINQ and serialize it to files. And you'll do it all by creating games, solving puzzles, and doing hands-on projects. By the time you're done, you'll be a solid C# programmer—and you'll have a great time along the way! Create a fun arcade game in the first chapter, and build games and other projects throughout the book Learn how to use XAML to design attractive and interactive pages and windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF (Windows Presentation Foundation) using the downloadable WPF Learner's Guide Using the Model-View-ViewModel (MVVM) pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio, including the free Express editions.

Head First C#

Unreal Engine: Game Development from A to Z

A Learner's Guide to Real-World Programming with C#, XAML, and .NET

JavaScript JSON Cookbook

HoloLens Beginner's Guide

Microsoft Azure Essentials Azure Machine Learning

*Annotation Code first is an additional means of building a model to be used with the Entity Framework and is creating a lot of excitement in the .NET development community. The reader will begin with an overview of what code first is, why it was created, how it fits into the Entity Framework and when to use it over the alternatives.*

*Over 40 recipes to accelerate the process of learning game design and solving development problems using Unreal Engine About This Book Explore the quickest way to tackle common challenges faced in Unreal Engine Create your own content, levels, light scenes, and materials, and work with Blueprints and C++ scripting An intermediate, fast-paced Unreal Engine guide with targeted recipes to design games within its framework Who This Book Is For This book is for those who are relatively experienced with Unreal Engine 4 and have knowledge of its fundamentals. Working knowledge of C++ is required. What You Will Learn Discover editor functionalities for an in-depth insight into game design Develop environments using terrain for outdoor areas and a workflow for interiors as well using brushes Design various kinds of materials with unique features, such as mirrors and glows Explore the various ways that lighting can be used in the engine Build various level effects using Blueprints, Unreal's visual scripting system Set up a development environment and develop custom functionality with C++ for your games Create healthbars and main menus with animations using Slate, Unreal's UI solution, through the UMG Editor Package and create an installer to get your project out into the world In Detail Unreal Engine is powerful*

*tool with rich functionalities to create games. It equips you with the skills to easily build mobile and desktop games from scratch without worrying about which platform they will run on. You can focus on the individual complexities of game development such as animation and rendering. This book takes you on a journey to jumpstart your game design efforts. You will learn various aspects of the Unreal engine commonly encountered with practical examples of how it can be used, with numerous references for further study. You will start by getting acquainted with Unreal Engine 4 and building out levels for your game. This will be followed by recipes to help you create environments, place meshes, and implement your characters. You will then learn to work with lights, camera, and shadows to include special effects in your game. Moving on, you'll learn Blueprint scripting and C++ programming to enable you to achieve trigger effects and add simple functionalities. By the end of the book, you will see how to create a healthbar and main menu, and then get your game ready to be deployed and published.*

*Style and approach This book offers detailed, easy-to-follow recipes that will help you master a wide range of Unreal Engine 4's features. Every recipe provides step-by-step instructions, with explanations of how these features work, and alternative approaches and research materials so you can learn even more. This book covers the critical as well as the less obvious aspects of managing Microsoft Team Foundation Server 2015 in a variety of development and test environments. Coverage includes basic installation, initial configuration, maintenance, and common trouble shooting techniques, sizing, and performance considerations. Essentials of Administering Team Foundation Server 2015 explains how TFS can help you incorporate source control in your development environment. You'll learn how to set up TFS to match how you develop software. The book covers using TFS in the whole development process, along with practical advice on how to use its features effectively to get up to speed quickly. In addition, the author dives into using TFS in your team covering subjects like setting up accounts for different roles, manage users, and groups--plus what you need to know about TFS security and running a secure team. No discussion of a centralized system like TFS would be complete without learning how to back up and restore it, and the author covers what you will need to know to maintain your TFS including the backup and restore details required to properly plan for disaster recovery. The book details what you need to know about TFS functionality in creating and setting up collections and projects, how to manage the build process with Team Build (including setting it up and deploying build server and agents), using templates to speed up the creation of builds, building multi-platform solutions, and testing. In this book, you'll learn how to: Plan, install, and configure TFS Secure your TFS environment Plan and manage source control with TFS Manage the development process with TFS Manage the build process Test with TFS Ramp up your software development with this comprehensive resource Microsoft's Application Lifecycle Management (ALM) makes software*

development easier and now features support for iOS, MacOS, Android, and Java development. If you are an application developer, some of the important factors you undoubtedly consider in selecting development frameworks and tools include agility, seamless collaboration capabilities, flexibility, and ease of use. Microsoft's ALM suite of productivity tools includes new functionality and extensibility that are sure to grab your attention. Professional Application Lifecycle Management with Visual Studio 2013 provides in-depth coverage of these new capabilities. Authors Mickey Gousset, Martin Hinshelwood, Brian A. Randell, Brian Keller, and Martin Woodward are Visual Studio and ALM experts, and their hands-on approach makes adopting new ALM functionality easy. Streamline software design and deployment with Microsoft tools and methodologies Gain a practical overview of ALM with step-by-step guides and reference material Case studies illustrate specific functionality and provide in-depth instruction Use new capabilities to support iOS, MacOS, Android and Java development Discover this comprehensive solution for modeling, designing, and coordinating enterprise software deployments Over 100 pages of new content, forward-compatible with new product releases Professional Application Lifecycle Management with Visual Studio 2013 provides a complete framework for using ALM to streamline software design and deployment processes using well-developed Microsoft tools and methodologies. Professional Application Lifecycle Management with Visual Studio 2013 is your guide to make use of newly-available ALM features to take your enterprise software development to the next level.

Advice from the Trenches

Essentials of Administering Team Foundation Server 2015

Unreal Engine Game Development Cookbook

Programming the Windows Runtime by Example

OpenCV 4 Computer Vision Application Programming Cookbook

Code First

**Learn the art of leveraging PowerShell to automate Office 365 repetitive tasks About This Book Master the fundamentals of PowerShell to automate Office 365 tasks. Easily administer scenarios such as user management, reporting, cloud services, and many more. A fast-paced guide that leverages PowerShell commands to increase your productivity. Who This Book Is For The book is aimed at sys admins who are administering office 365 tasks and looking forward to automate the manual tasks. They have no knowledge about PowerShell however basic understanding of PowerShell would be advantageous. What You Will Learn Understand the benefits of scripting and automation and get started using Powershell with Office 365 Explore various PowerShell packages and permissions required to manage Office 365 through PowerShell Create, manage, and**

***remove Office 365 accounts and licenses using PowerShell and the Azure AD Learn about using powershell on other platforms and how to use Office 365 APIs through remoting Work with Exchange Online and SharePoint Online using PowerShell Automate your tasks and build easy-to-read reports using PowerShell In Detail While most common administrative tasks are available via the Office 365 admin center, many IT professionals are unaware of the real power that is available to them below the surface. This book aims to educate readers on how learning PowerShell for Office 365 can simplify repetitive and complex administrative tasks, and enable greater control than is available on the surface. The book starts by teaching readers how to access Office 365 through PowerShell and then explains the PowerShell fundamentals required for automating Office 365 tasks. You will then walk through common administrative cmdlets to manage accounts, licensing, and other scenarios such as automating the importing of multiple users, assigning licenses in Office 365, distribution groups, passwords, and so on. Using practical examples, you will learn to enhance your current functionality by working with Exchange Online, and SharePoint Online using PowerShell. Finally, the book will help you effectively manage complex and repetitive tasks (such as license and account management) and build productive reports. By the end of the book, you will have automated major repetitive tasks in Office 365 using PowerShell. Style and approach This step by step guide focuses on teaching the fundamentals of working with PowerShell for Office 365. It covers practical usage examples such as managing user accounts, licensing, and administering common Office 365 services. You will be able to leverage the processes laid out in the book so that you can move forward and explore other less common administrative tasks or functions. You're expected to produce releases at an ever-increasing rate. You're under pressure to add new features and deploy to customers sometime between your first cup of coffee in the morning and lunch, if you have time to eat it. In the meantime, you have the same release processes you've always had and it's got problems. Maybe there's some automation, but there's room for lots of improvement. Manual steps are everywhere, everyone has a different environment, and working all weekend to get a release into production is normal. One of the biggest problems is that changing how your software is released won't happen by waving a magic wand or writing a memo. It comes***

**through effort, time, and money. That takes commitment from every group involved in the software process: test, development, IT (operations), and management. Finally, change is scary. Your current release process bears no similarity to the well-oiled machines you've seen in a dozen PowerPoint presentations, but it's yours, you know its quirks, and you are shipping. This book is here to help you with some of these challenges. It explains how to progressively evolve the process you use to release software. There are many ways to improve the release process. We largely focus on how to improve its implementation, the release pipeline, by using and customizing the default build templates provided by Team Foundation Server (TFS) and Lab Management. We move forward in small iterations so that no single change you make is too drastic or disruptive. The goal of this book is to put you on the road toward continuous delivery. By continuous delivery, we mean that through techniques such as versioning, continuous integration, automation, and environment management, you will be able to decrease the time between when you first have an idea and when that idea is realized as software that's in production. We also hope to show that there are practical business reasons that justify every improvement you want to make. A better release process makes economic sense.**

**Microsoft Azure Essentials from Microsoft Press is a series of free ebooks designed to help you advance your technical skills with Microsoft Azure. This third ebook in the series introduces Microsoft Azure Machine Learning, a service that a developer can use to build predictive analytics models (using training datasets from a variety of data sources) and then easily deploy those models for consumption as cloud web services. The ebook presents an overview of modern data science theory and principles, the associated workflow, and then covers some of the more common machine learning algorithms in use today. It builds a variety of predictive analytics models using real world data, evaluates several different machine learning algorithms and modeling strategies, and then deploys the finished models as machine learning web services on Azure within a matter of minutes. The ebook also expands on a working Azure Machine Learning predictive model example to explore the types of client and server applications you can create to consume Azure Machine Learning web services. Watch Microsoft Press's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the Microsoft Azure Essentials series.**

***Team Foundation Server is now for everyone! Team Foundation Server is an integral part of Microsoft's Application Lifecycle Management suite for managing and delivering software projects. The 2013 update has opened up TFS for everyone by expanding capabilities to support iOS, MacOS, Android, and Java development. Professional Team Foundation Server 2013 covers the latest updates for Agile Project Management, Test-Case Management, Release Management, and shows new users the TFS workflow for managing and delivering products. The authors leverage their positions as MVP Microsoft insiders to guide you step-by-step through all things TFS, as well as help prepare you for the Team Foundation Server Certification Exam. Provides a broad overview of Team Foundation Server for developers, software project managers, testers, business analysts, and others wanting to learn how to use TFS Gives TFS administrators the tools they need to efficiently monitor and manage the TFS environment Covers core TFS functions including project management, work item tracking, version control, test case management, build automation, reporting Explains extensibility options and how to write extensions for TFS Helps certification candidates prepare for the Microsoft Team Foundation Server 2013 certification exam Professional Team Foundation Server 2013 is the ultimate guide to mastering this invaluable developer's tool.***

***A Practical Guide to Data Modeling with ORM***

***AWS Certified Developer Associate All-in-One Exam Guide (Exam DVA-C01)***

***A Practical Guide to Graphics Programming***

***Microsoft Hybrid Cloud Unleashed with Azure Stack and Azure Pro T-SQL Programmer's Guide***

***Team Foundation Server 2015 Customization***

Discover interesting recipes to help you understand the concepts of object detection, image processing, and facial detection Key Features Explore the latest features and APIs in OpenCV 4 and build computer vision algorithms Develop effective, robust, and fail-safe vision for your applications Build computer vision algorithms with machine learning capabilities Book Description OpenCV is an image and video processing library used for all types of image and video analysis. Throughout the book, you'll work through recipes that implement a variety of tasks, such as facial recognition and detection. With 70 self-contained tutorials, this book examines common pain points and best practices for computer vision (CV) developers. Each recipe addresses a specific problem and offers a proven, best-practice solution with insights into how it works, so that you can copy the code and configuration files and modify them

to suit your needs. This book begins by setting up OpenCV, and explains how to manipulate pixels. You'll understand how you can process images with classes and count pixels with histograms. You'll also learn detecting, describing, and matching interest points. As you advance through the chapters, you'll get to grips with estimating projective relations in images, reconstructing 3D scenes, processing video sequences, and tracking visual motion. In the final chapters, you'll cover deep learning concepts such as face and object detection. By the end of the book, you'll be able to confidently implement a range of computer vision algorithms to meet the technical requirements of your complex CV projects.

**What you will learn**

- Install and create a program using the OpenCV library
- Segment images into homogenous regions and extract meaningful objects
- Apply image filters to enhance image content
- Exploit image geometry to relay different views of a pictured scene
- Calibrate the camera from different image observations
- Detect people and objects in images using machine learning techniques
- Reconstruct a 3D scene from images
- Explore face detection using deep learning

**Who this book is for**

If you're a CV developer or professional who already uses or would like to use OpenCV for building computer vision software, this book is for you. You'll also find this book useful if you're a C++ programmer looking to extend your computer vision skillset by learning OpenCV.

Take your expertise to the next level by unraveling various techniques to customize TFS 2015.

**About This Book**

Learn how to efficiently modify your TFS-specific dashboards for complex server plugins. Find out the pros and cons of various extension points and customizations in TFS. A fast-paced guide with highly concentrated information on TFS customizations.

**Who This Book Is For**

This book is intended for anyone with experience with TFS, and in particular, those intermediate users who want to add more value to their organization by making its TFS users more productive. The book requires basic coding skills.

**What You Will Learn**

- Customize TFS 2015 dashboard and administer various components
- Configure board cards, swim lanes, and columns
- Explore the types of changes that can be made on the TFS process templates
- Create your own custom control for the Web and client work item forms
- Build up new check-in policies
- Get to grips with your personal server plugins and their uses
- Customize both XAML builds and the new build system
- Schedule jobs for more complicated business rules to run on a schedule
- Extend your TFS possibilities with service hooks and VSO extensions

**In Detail**

Team Foundation Server is an efficacious collaboration tool that will allow you to share code, track records, software, all in a single package. Integrate it with your existing IDE or editor and let your team work in a flexible environment that adapts to projects of all shapes and sizes. Explore what gives you the edge over other developers by knowing the tips and quick fixes of customizing TFS. Effectively minimize the time users spend interacting with TFS so that they can be more productive. In this book you will quickly cover lots of TFS extension points, from the very



basic task of customizing and configuring dashboards to customizing automated builds and check-in policies. You will learn how to create dashboards in TFS 2015, as well as add tiles, graphs, and more useful modifications. You'll perform customizations that make TFS work for you by streamlining your team's boards. You'll cast modifications to the process template and learn the tips and tricks required to make efficient and valuable uses of your team's board. From team-specific dashboards to complex server plugins, everything is covered in this concentrated guide to aid your knowledge. Delving deep, this book covers the pros and cons of check-in policies, as well as their proper debugging and deployment strategies. After that you will learn about advanced XAML builds and TFS jobs to further experiment with the activities of your jobs on your system. Finally, you will learn about service hooks and the amazing utility of .VSO extensions to help you create new extensions and explore new levels of customization. Style and approach This is an easy-to-follow guide with clearly explained and demonstrated examples.

Over 35 hands-on recipes to create impressive, stunning visuals for a wide range of real-time, interactive applications using OpenGL About This Book Get acquainted with a set of fundamental OpenGL primitives and concepts that enable users to create stunning visuals of arbitrarily complex 2D and 3D datasets for many common applications Explore interactive, real-time visualization of large 2D and 3D datasets or models, including the use of more advanced techniques such as stereoscopic 3D rendering. Create stunning visuals on the latest platforms including mobile phones and state-of-the-art wearable computing devices Who This Book Is For This book is aimed at anyone interested in creating impressive data visualization tools using modern graphics hardware. Whether you are a developer, engineer, or scientist, if you are interested in exploring the power of OpenGL for data visualization, this book is for you. While familiarity with C/C++ is recommended, no previous experience with OpenGL is assumed. What You Will Learn Install, compile, and integrate the OpenGL pipeline into your own project Create interactive applications using GLFW to handle user inputs and the Android Sensor framework to detect gestures and motions on mobile devices Use OpenGL primitives to plot 2-D datasets such as time series dynamically Render complex 3D volumetric datasets with techniques such as data slicers and multiple viewpoint projection Render images, videos, and point cloud data from 3D range-sensing cameras using the OpenGL Shading Language (GLSL) Develop video see-through augmented reality applications on mobile devices with OpenGL ES 3.0 and OpenCV Visualize 3D models with meshes and surfaces using stereoscopic 3D technology In Detail OpenGL is a great multi-platform, cross-language, and hardware-accelerated graphics interface for visualizing large 2D and 3D datasets. Data visualization has become increasingly challenging using conventional approaches as datasets become larger and

larger, especially with the Big Data evolution. From a mobile device to a sophisticated high-performance computing cluster, OpenGL libraries provide developers with an easy-to-use interface to create stunning visuals in 3D in real time for a wide range of interactive applications. This book provides a series of easy-to-follow, hands-on tutorials to create appealing OpenGL-based visualization tools with minimal development time. We will first illustrate how to quickly set up the development environment in Windows, Mac OS X, and Linux. Next, we will demonstrate how to visualize data for a wide range of applications using OpenGL, starting from simple 2D datasets to increasingly complex 3D datasets with more advanced techniques. Each chapter addresses different visualization problems encountered in real life and introduces the relevant OpenGL features and libraries in a modular fashion. By the end of this book, you will be equipped with the essential skills to develop a wide range of impressive OpenGL-based applications for your unique data visualization needs, on platforms ranging from conventional computers to the latest mobile/wearable devices. **Style and approach** This is an easy-to-follow, comprehensive Cookbook showing readers how to create an application with real-time, interactive data visualization in stereoscopic 3D. Each topic is explained in a step-by-step format. A range of hot topics is included, including data visualization on mobile and wearable platforms.

**Master Windows 8.1/Windows Runtime Programming Through 80 Expert Projects** This is the most complete, hands-on, solutions-focused guide to programming modern Windows applications with the Windows Runtime. Leading Windows development consultants Jeremy Likness and John Garland present easy-to-adapt C# and XAML example code for more than 80 projects. Their real-world application examples help you apply Windows 8.1's best improvements, including large tiles, the new search control, flyouts, command bars, native WinRT networking, and new deployment and sideloading options. Drawing on their pioneering experience, they illuminate key areas of the Windows Runtime API, offering uniquely detailed coverage of encryption, cloud connectivity, devices, printers, and media integration. You'll find cutting-edge tips and tricks available in no other book. This is an indispensable resource for all intermediate-to-advanced Windows developers, and for any architect building desktop, tablet, or mobile solutions with Microsoft technologies. Its focus on both C# and XAML will make it valuable to millions of Windows developers already familiar with Silverlight, WPF, and/or .NET. Coverage includes

- Creating robust app interfaces with the newest XAML controls, including flyouts and command bars
- Saving data in a persistent "roaming zone" for syncing across Windows 8.1 devices
- Using Visual State Manager (VSM) to build apps that adapt to various device resolutions and orientations
- Integrating virtually any form of data into your apps
- Connecting with web services, RSS, Atom feeds, and social networks
- Securing apps via authentication, encrypting, signing, and single sign-on with Microsoft Account,

Facebook, Google, and more • Leveraging Windows 8.1 media enhancements that improve battery life and app performance • Networking more effectively with Windows 8.1's revamped HTTP implementation and new location APIs • Using Tiles and Toasts to keep apps alive and connected, even when they aren't running • Enabling users to send content between devices via NFC tap and send • Ensuring accessibility and globalizing your apps • Efficiently debugging, optimizing, packaging, and deploying your apps • Building sideloadable apps that don't have to be published in Windows Store "This book doesn't just focus on singular concepts, it also provides end-to-end perspective on building an app in WinRT. It is one of those essential tools for Windows developers that will help you complete your software goals sooner than without it!" —Tim Heuer, Principal Program Manager Lead, XAML Platform, Microsoft Corporation

Microsoft Visual Studio 2015 Unleashed

Professional Application Lifecycle Management with Visual Studio 2013

Learn the skills you need to work with the world's most popular NoSQL database

PowerShell for Office 365

Processing Metabolomics and Proteomics Data with Open Software

Microsoft Azure Essentials Azure Web Apps for Developers

The "Microsoft Azure Essentials" series helps you advance your technical skills with Microsoft Azure. "Microsoft Azure Essentials: Azure Web Apps for Developers" focuses on providing essential information about developing web applications hosted on Azure Web Apps. It is written with the developer who has experience using Visual Studio and the .NET Framework in mind. If Azure Web Apps is new to you, this book is for you. If you have experience developing for Azure Web Apps, this book is for you, too, because there are features and tools discussed in this text that are new to the platform.

Create interactive and intuitiveness HoloLens applications with ease About This Book Start developing immersive and interactive apps for Microsoft HoloLens Explore the Windows Universal Development platform for HoloLens development Leverage the full set of HoloLens sensors to create mesmerizing apps Who This Book Is For If you are a developer new to Windows Universal development platform and want to get started with HoloLens development, then this is the book for you. No prior experience of C# programming or of the .NET framework is needed to get started with this book. What You Will Learn Write an app that responds to verbal commands Communicate between devices in the boundaries of the UWP

model Create sounds in the app and place them in a 3D space  
Build simple apps that display holograms Interact with the  
physical environment while taking physical boundaries into  
account In Detail HoloLens revolutionizes the way we work  
and interact with the virtual world. HoloLens brings you the  
amazing world of augmented reality and provides an  
opportunity to explore it like never before. This is the  
best book for developers who want to start creating  
interactive and intuitive augmented reality apps for the  
HoloLens platform. You will start with a walkthrough of the  
HoloLens hardware before creating your first app. Next you  
will be introduced to the various HoloLens sensors and find  
out how to program them efficiently so that they can  
interact with the real world seamlessly. Moving on, you will  
learn how to create smart animations and add video overlay  
that implements real-time tracking and motion-sensing  
abilities to your HoloLens app. Finally, you will learn how  
to test your app effectively.

Develop fantastic games and solve common development  
problems with Unreal Engine 4 About This Book Investigate  
the big world of Unreal Engine, computer graphics rendering  
and Material editor to implement in your games Construct a  
top-notch game by using the assets offered by Unreal Engine,  
thereby reducing the time to download, create assets on your  
own. Understand when and why to use different features and  
functionalities of Unreal Engine 4 to create your own games  
Learn to use Unreal 4 by making a first person puzzle game,  
Blockmania, for Android. Who This Book Is For This path is  
ideal for those who have a strong interest in game  
development and some development experience. An intermediate  
understanding of C++ is recommended. What You Will Learn  
Explore the Unreal Engine 4 editor controls and learn how to  
use the editor to create a room in a game level Get clued up  
about working with Slate, Unreal's UI solution through the  
UMG Editor Put together your own content and materials to  
build cutscenes and learn how to light scenes effectively  
Get tips and tricks on how to create environments using  
terrain for outdoor areas and a workflow for interiors as  
well using brushes Explore the ways to package your game for  
Android Devices and porting it to the Google Playstore Know  
inside out about creating materials, and applying them to  
assets for better performance Understand the differences  
between BSP and static meshes to make objects interactive In

Detail Unreal Engine technology powers hundreds of games. This Learning Path will help you create great 2D and 3D games that are distributed across multiple platforms. The first module, Learning Unreal Engine Game Development, starts with small, simple game ideas and playable projects. It starts by showing you the basics in the context of an individual game level. Then, you'll learn how to add details such as actors, animation, effects, and so on to the game. This module aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4. By the end of this module, you will be able to put into practise your own content. After getting familiar with Unreal Engine's core concepts, it's time that you dive into the field of game development. In this second module, Unreal Engine Game Development Cookbook we show you how to solve development problems using Unreal Engine, which you can work through as you build your own unique project. Every recipe provides step-by-step instructions, with explanations of how these features work, and alternative approaches and research materials so you can learn even more. You will start by building out levels for your game, followed by recipes to help you create environments, place meshes, and implement your characters. By the end of this module, you will see how to create a health bar and main menu, and then get your game ready to be deployed and published. The final step is to create your very own game that will keep mobile users hooked. This is what you'll be learning in our third module, Learning Unreal Engine Android Game Development. Once you get the hang of things, you will start developing our game, wherein you will graduate from movement and character control to AI and spawning. Once you've created your application, you will learn how to port and publish your game to the Google Play Store. With this course, you will be inspired to come up with your own great ideas for your future game development projects. Style and approach A practical collection of bestselling Packt titles, this Learning Path aims to help you skill up with Unreal Engine by curating some of our best titles into an essential, sequential collection.

Microsoft Azure Essentials from Microsoft Press is a series of free ebooks designed to help you advance your technical skills with Microsoft Azure. The first ebook in the series, Microsoft Azure Essentials: Fundamentals of Azure,

introduces developers and IT professionals to the wide range of capabilities in Azure. The authors - both Microsoft MVPs in Azure - present both conceptual and how-to content for key areas, including: Azure Websites and Azure Cloud Services Azure Virtual Machines Azure Storage Azure Virtual Networks Databases Azure Active Directory Management tools Business scenarios Watch Microsoft Press's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the "Microsoft Azure Essentials" series.

Microsoft Visual C# 2013 Step by Step

A Practical Guide

Object-Role Modeling Fundamentals

Professional Team Foundation Server 2013

Building a Release Pipeline with Team Foundation Server 2012

Microsoft Visual Basic 2013 Step by Step

Pro T-SQL Programmer's Guide is your guide to making the best use of the powerful, Transact-SQL programming language that is built into Microsoft SQL Server's database engine. This edition is updated to cover the new, in-memory features that are part of SQL Server 2014. Discussing new and existing features, the book takes you on an expert guided tour of Transact-SQL functionality. Fully functioning examples and downloadable source code bring technically accurate and engaging treatment of Transact-SQL into your own hands. Step-by-step explanations ensure clarity, and an advocacy of best-practices will steer you down the road to success. Transact-SQL is the language developers and DBAs use to interact with SQL Server. It's used for everything from querying data, to writing stored procedures, to managing the database. Support for in-memory stored procedures running queries against in-memory tables is new in the language and gets coverage in this edition. Also covered are must-know features such as window functions and data paging that help in writing fast-performing database queries. Developers and DBAs alike can benefit from the expressive power of T-SQL, and Pro T-SQL Programmer's Guide is your roadmap to success in applying this increasingly important database language to everyday business and technical tasks. Covers the newly-introduced, in-memory database features Shares the best practices used by experienced professionals Goes deeply into the subject matter ? an advanced book for the serious reader

Microsoft Visual Studio 2015 empowers you to write next-generation applications for any modern environment: mobile, web, cloud, universal Windows 10/8.x, database, and beyond. This end-to-end deep dive will help working developers squeeze maximum productivity out of Microsoft's powerful new toolset. The authors combine authoritative and detailed information about Microsoft's latest IDE, with extensive insights and best practices drawn from decades of development experience. Developers will quickly get comfortable with Visual Studio 2015's updated interface, master its new capabilities, leverage its

extensive new support for open standards, and discover multiple opportunities to leverage its .NET 4.6 platform and language improvements. By focusing entirely on Visual Studio 2015 Professional, the authors go deeper into Microsoft's core product than ever before. You'll find expert coverage of everything from debugging through deploying to Azure, IDE extension and automation through cross-platform mobile development. Throughout, this book's focus is relentlessly practical: how to apply Microsoft's tools to build better software, faster. Detailed information on how to... Master Visual Studio 2015's updated interface and key tools: Solutions, Projects, Browsers, Explorers, Editors, and Designers to improve productivity Develop robust cross-platform mobile apps for Windows, iOS, and Android using Apache Cordova templates for Visual Studio Use the new ASP.NET 5 to build modern web solutions that run on Windows, Mac, or Linux Develop Single Page Applications (SPAs) based on HTML5 and rich client-side JavaScript frameworks such as Knockout, AngularJS, Bootstrap, and more Accelerate cloud development with the Azure SDK, QuickStart templates, and Azure management portal Create mobile service solutions using ASP.NET Web API and WCF Streamline data development across multiple platforms with Entity Framework 7 Develop modern Microsoft Office business applications Perform robust, automated unit testing as you code, increasing your confidence in changes and refactoring Extend the VS 2015 IDE and Code Editor by creating custom, productivity-enhancing solutions Download all examples and source code presented in this book from [informit.com/title/9780672337369](http://informit.com/title/9780672337369) as they become available.

If you are a developer with a good understanding of WiX projects and would like to further explore advanced WiX topics, this book is for you. To get the most out of this book, knowledge of proper XML syntax is recommended.

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)  
Professional Team Foundation Server 2012

Instantteam Foundation Server 2012 and Project Server 2010 Integration How-To

Mastering Visual Studio .NET

A Comprehensive Guide to WinRT with Examples in C# and XAML

A quick guide to writing fast, safe, and concurrent systems and applications

A fast paced guide that will help you to create, read, update and delete data using MongoDB Key Features Create secure databases with MongoDB Manipulate and maintain your database Model and use data in a NoSQL environment with MongoDB Book Description MongoDB has grown to become the de facto NoSQL database with millions of users, from small start-ups to Fortune 500 companies. It can solve problems that are considered difficult, if not impossible, for aging RDBMS technologies.

Written for version 4 of MongoDB, this book is the easiest way to get started with MongoDB. You will start by getting a MongoDB installation up and running in a safe and secure manner. You will learn how to perform mission-critical create, read, update, and delete operations, and set up database security. You will also learn about advanced features of MongoDB such as the aggregation pipeline, replication, and sharding. You will learn how to build a simple web application that uses MongoDB to respond to AJAX queries, and see how to make use of the MongoDB programming language driver for PHP. The examples incorporate new features available in MongoDB version 4 where appropriate. What you will learn

- Get a standard MongoDB database up and running quickly
- Perform simple CRUD operations on the database using the MongoDB command shell
- Set up a simple aggregation pipeline to return subsets of data grouped, sorted, and filtered
- Safeguard your data via replication and handle massive amounts of data via sharding
- Publish data from a web form to the database using a program language driver
- Explore the basic CRUD operations performed using the PHP MongoDB driver

Who this book is for Web developers, IT professionals and Database Administrators (DBAs) who want to learn how to create and manage MongoDB databases.

Comprehensive, advanced coverage of C# 5.0 and .NET 4.5.1 Whether you're a C# guru or transitioning from C/C++, staying up to date is critical to your success. Professional C# 5.0 and .NET 4.5.1 is your go-to guide for navigating the programming environment for the Windows platform. After a quick refresher of the C# basics, the team of expert authors dives in to C# 5.0 and updates for NET 4.5.1. Includes:

- Different behaviors for .NET 4.5.1 and the changes to Visual Studio 2013
- Changes to ASP.NET Core, Web Forms, MVC, and Web API
- Updated Windows 8 deployments and localization, event logs, and data flow
- Shuffling of ADO.NET Entity Framework
- Additions to Windows Workflow Foundation
- New Windows Runtime 2.0 updates

Leverage the functional programming and concurrency features of Rust and speed up your application development

About This Book

- Get started with Rust to build scalable and high performance applications
- Enhance your application development skills using the power of Rust
- Discover the power of Rust when developing concurrent applications for large and scalable software

Who This Book Is For

The book is for developers looking for a quick entry into using Rust and understanding the core features of the language. Basic programming knowledge is assumed.

What You Will Learn

- Set up your Rust environment to achieve the highest productivity
- Bridge the performance gap between safe and unsafe languages
- Use pattern matching to create flexible code
- Apply generics and traits to develop widely applicable code
- Organize your code in modules and crates
- Build macros to extend Rust's capabilities and reach
- Apply tasks to tackle problems concurrently in a distributed environment

In Detail

Rust is the new, open source, fast, and safe systems programming language for the 21st century, developed at Mozilla Research, and with a steadily growing community. It was created to solve the dilemma between high-level, slow code with minimal control over the system, and low-level, fast code with maximum



system control. It is no longer necessary to learn C/C++ to develop resource intensive and low-level systems applications. This book will give you a head start to solve systems programming and application tasks with Rust. We start off with an argumentation of Rust's unique place in today's landscape of programming languages. You'll install Rust and learn how to work with its package manager Cargo. The various concepts are introduced step by step: variables, types, functions, and control structures to lay the groundwork. Then we explore more structured data such as strings, arrays, and enums, and you'll see how pattern matching works. Throughout all this, we stress the unique ways of reasoning that the Rust compiler uses to produce safe code. Next we look at Rust's specific way of error handling, and the overall importance of traits in Rust code. The pillar of memory safety is treated in depth as we explore the various pointer kinds. Next, you'll see how macros can simplify code generation, and how to compose bigger projects with modules and crates. Finally, you'll discover how we can write safe concurrent code in Rust and interface with C programs, get a view of the Rust ecosystem, and explore the use of the standard library. Style and approach The book takes a pragmatic approach, showing various methods to solve systems programming tasks with Rust and develop resource intensive and low-level systems applications. Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. Get the job done and learn as you go. A how-To book with practical recipes accompanied with rich screenshots for easy comprehension. The How-to style is a very practical book which will take the reader through the process of garnering a basic understanding of TFS and Project Server with practical tutorials and recipes. This book is for users who want to integrate TFS 2012 and Project Server 2010. Readers are expected to know some basic Windows Server commands and account management, and have administrative access to the servers being configured.

SharePoint 2013 Field Guide

WiX 3.6 - A Developer's Guide to Windows Installer XML

Programming Entity Framework

WiX Cookbook

Real-time 3D Rendering with DirectX and HLSL

Rust Essentials

*Your hands-on guide to Visual C# fundamentals Expand your expertise—and teach yourself the fundamentals of Microsoft Visual C# 2013. If you have previous programming experience but are new to Visual C# 2013, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Create and debug C# applications in Visual Studio 2013 Work with variables, identifiers, statements, operators, and methods Create interfaces and define abstract classes Write robust code that can catch and handle exceptions Display and edit data using data binding with Microsoft ADO.NET Entity Framework Respond to user input and touchscreen gestures Handle events arising from multiple sources Develop your first Windows 8.1 apps This effective self-study system delivers complete coverage of every*

topic on the AWS Certified Developer Associate Exam Take the challenging AWS Certified Developer Associate Exam with confidence using the comprehensive information contained in this effective test preparation guide. Written by an Amazon Web Services certified expert and experienced trainer, AWS Certified Developer Associate All-in-One Exam Guide (Exam DVA-C01) covers every subject on the exam and clearly explains how to create, deploy, migrate, monitor, and debug cloud-native applications. Designed to help you pass the exam with ease, this guide also serves as an ideal on-the-job reference. Covers all topics on the exam, including: Getting started with AWS Journey AWS high availability and fault tolerance Working with cloud storage Authentication and authorization Creating SQL and NoSQL databases in AWS Cloud AWS application integration and management Developing cloud-native applications in AWS Building, deploying, and debugging cloud applications Electronic content includes: 130 practice questions Test engine containing full-length practice exams and customizable quizzes Professional Team Foundation Server 2013 John Wiley & Sons Comprehensive guide to Visual Studio 2013 Visual Studio is your essential tool for Windows programming. Visual Studio 2013 features important updates to the user interface and to productivity. In Professional Visual Studio 2013, author, Microsoft Certified Trainer, and Microsoft Visual C# MVP Bruce Johnson brings three decades of industry experience to guide you through the update, and he doesn't just gloss over the basics. With his unique IDE-centric approach, he steers into the nooks and crannies to help you use Visual Studio 2013 to its maximum potential. Choose from more theme options, check out the new icons, and make your settings portable Step up your workflow with hover colors, auto brace completion, peek, and CodeLens Code ASP.NET faster than ever with new shortcuts Get acquainted with the new SharePoint 2013 environment Find your way around the new XAML editor for Windows Store apps Visual Studio 2013 includes better support for advanced debugging techniques, vast improvements to the visual database tools, and new support for UI testing for Windows Store apps. This update is the key to smoother, quicker programming, and Professional Visual Studio 2013 is your map to everything inside. SharePoint 2013

OpenGL Data Visualization Cookbook

Build complex computer vision applications with OpenCV and C++, 4th Edition

Professional Visual Studio 2013

MongoDB 4 Quick Start Guide

Microsoft Azure Essentials - Fundamentals of Azure

"This step-by-step text demystifies modern graphics programming so you can quickly start writing professional code with DirectX and HLSL. Expert graphics instructor Paul Varcholik starts with the basics: a tour of the Direct3D graphics pipeline, a 3D math primer, and an introduction to the best tools and support libraries. Next, you'll discover shader authoring with HLSL. You'll implement basic lighting models, including ambient lighting, diffuse lighting, and specular highlighting. You'll write shaders to support point lights,

spotlights, environment mapping, fog, color blending, normal mapping, and more. Then you'll employ C++ and the Direct3D API to develop a robust, extensible rendering engine. You'll learn about virtual cameras, loading and rendering 3D models, mouse and keyboard input, and you'll create a flexible effect and material system to integrate your shaders. Finally, you'll extend your graphics knowledge with more advanced material, including post-processing techniques for color filtering, Gaussian blurring, bloom, and distortion mapping. You'll develop shaders for casting shadows, work with geometry and tessellation shaders, and implement a complete skeletal animation system for importing and rendering animated models."--Publisher.

Provides information on best practices and strategies for SharePoint implementation, including integrating SharePoint with external data sources, governance strategies, planning for disaster recovery, records management, and security.

A comprehensive guide to using Microsoft Team Foundation Server 2012 Team Foundation Server has become the leading Microsoft productivity tool for software management, and this book covers what developers need to know to use it effectively. Fully revised for the new features of TFS 2012, it provides developers and software project managers with step-by-step instructions and even assists those who are studying for the TFS 2012 certification exam. You'll find a broad overview of TFS, thorough coverage of core functions, a look at extensibility options, and more, written by Microsoft insiders and MVPs. An update of the leading Wrox book on Team Foundation Server, written by an expert team of Microsoft insiders and MVPs Provides a broad overview of Team Foundation Server for developers, software project managers, testers, business analysts, and others wanting to learn how to use TFS Offers administrators the necessary tools to efficiently monitor and manage the TFS environment Covers core TFS functions including project management, work item tracking, version control, test case management, build automation, reporting, and how to write extensions for TFS 2012 Professional Team Foundation Server 2012 builds on the proven Wrox Professional formula to give you a solid background in this software management tool.

Metabolomics and proteomics allow deep insights into the chemistry and physiology of biological systems. This book expounds open-source programs, platforms and programming tools for analysing metabolomics and proteomics mass spectrometry data. In contrast to commercial software, open-source software is created by the academic community, which facilitates the direct interaction between users and developers and accelerates the implementation of new concepts and ideas. The first section of the book covers the basics of mass spectrometry, experimental strategies, data operations, the open-source philosophy, metabolomics, proteomics and statistics/ data mining. In the second section, active programmers and users describe available software packages. Included tutorials, datasets and code examples can be used for training and for building custom workflows. Finally, every reader is invited to participate in the open science movement.

Professional C# 5.0 and .NET 4.5.1

*Using TFS 2015 to accelerate your software development*  
*Professional Team Foundation Server*  
*Assembly Language for X86 Processors*  
*Advice from the Consulting Trenches*

**A step-by-step guide to using Microsoft Visual Basic, covering such topics as building and customizing the user interface, managing data, Visual Studio web development with ASP.NET 4, and working with Windows Phone SDK 8.0.**

**Covers SharePoint 2013, Office 365's SharePoint Online, and Other Office 365 Components In SharePoint 2013 Field Guide, top consultant Errin O'Connor and the team from EPC Group bring together best practices and proven strategies drawn from hundreds of successful SharePoint and Office 365**

**engagements. Reflecting this unsurpassed experience, they guide you through deployments of every type, including the latest considerations around private, public, and hybrid cloud implementations, from ECM to business intelligence (BI), as well as custom development and identity management.**

**O'Connor reveals how world-class consultants approach, plan, implement, and deploy SharePoint 2013 and Office 365's SharePoint Online to maximize both short- and long-term value. He covers every phase and element of the process, including initial "whiteboarding"; consideration around the existing infrastructure; IT roadmaps and the information architecture (IA); and planning for security and compliance in the new IT landscape of the hybrid cloud. SharePoint 2013 Field Guide will be invaluable for implementation team members ranging from solution architects to support professionals, CIOs to end-users. It's like having a team of senior-level SharePoint and Office 365 hybrid**

**architecture consultants by your side, helping you optimize your success from start to finish! Detailed Information on How to...**

**Develop a 24-36 month roadmap reflecting initial requirements, longterm strategies, and key unknowns for organizations from 100 users to 100,000 users Establish governance that reduces risk and increases value, covering the system as well as information architecture components, security, compliance, OneDrive, SharePoint 2013, Office 365, SharePoint Online, Microsoft Azure, Amazon Web Services, and identity management Address unique considerations of large, global, and/or multilingual enterprises Plan for the hybrid cloud (private, public, hybrid, SaaS, PaaS, IaaS) Integrate SharePoint with external data sources: from Oracle and SQL**

**Server to HR, ERP, or document management for business intelligence initiatives Optimize performance across multiple data centers or locations including US and EU compliance and regulatory considerations (PHI, PII, HIPAA, Safe Harbor, etc.) Plan for disaster recovery, business continuity, data replication, and archiving Enforce security via identity management and authentication Safely support mobile devices and apps, including BYOD Implement true records management (ECM/RM) to support legal/compliance requirements Efficiently build custom applications, workflows, apps and web parts Leverage Microsoft Azure or Amazon Web Services (AWS) Microsoft Hybrid Cloud Unleashed brings together comprehensive and practical insights into hybrid cloud technologies, complete CloudOps and DevOps implementation strategies, and detailed guidance for deploying Microsoft Azure Stack in your environment. Written by five Microsoft Cloud and Datacenter Management MVPs, this book is built on real-world scenarios and the authors' extraordinary hands-on experiences as early adopters. Step by step, the authors help you integrate your optimal mix of private and public cloud, with a unified management experience that lets you move workloads at will, achieving unprecedented flexibility. The authors also guide you through all aspects of building your own secure, high-performance hybrid cloud infrastructure. You'll discover how Azure Stack enables you to run data centers with the same scalability, redundancy, and reliability as Microsoft's Azure data centers; how to integrate Azure infrastructure and platform services with internal operations; and how to manage crucial external dependencies. The book concludes with a deep dive into automating and customizing Azure Stack for maximum reliability, productivity, and cost savings. Detailed information on how to Run a private/hybrid cloud on your hardware in your data center, using APIs and code identical to public Azure Apply ITIL and DevOps lifecycles to your hybrid cloud implementation Gain a deep understanding of Azure Stack architecture, components, and internals Install and configure Azure Stack and master the Azure Stack Portal Integrate and utilize infrastructure, core, and custom resource providers Effectively provision, secure, and manage tenants Manage, monitor, troubleshoot, and back up Azure Stack with CloudOps Automate resource provisioning with PowerShell, the Azure CLI, templates, and Azure Stack's API Write your own Azure Resource Manager templates Centrally automate cloud**

**management and complex tasks connected to external systems**  
**Develop customized, production-ready Azure Stack marketplace**  
**items**