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~~XAML UWP 002 |~~

~~Creating your~~

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in a WPF app

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Navigation

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- Creating and

Publishing WPF

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//Build 2015 -

What's New in
XAML for

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Windows Apps(2)

*Get started with
your first*

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Windows app

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~~Windows Desktop:~~

~~.NET Standup~~

~~August 22nd 2019~~

~~App Center for~~

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Integrating UWP

components into

Win32

applications

Getting started

with UWP

Universal

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With Xaml

This tutorial teaches you how to use XAML and C# to create a simple "Hello, world" app for the Universal Windows Platform (UWP) on Windows 10. With a single project in Microsoft

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Visual Studio,
you can build an
app that runs on
any Windows 10
device. Here
you'll learn how
to: Create a new
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project that
targets Windows
10 and the UWP.

*Learn how to
create a "Hello,*

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world" app

(XAML) - UWP ...

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Windows
developers need
to build
universal apps
that adapt
smoothly for any
device running
Windows 8.1,
Windows Phone
8.1, or their
successors.

*Universal
Windows® Apps
Page 20/134*

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with XAML and C#

Unleashed [Book]

Open Visual

Studio. From the

top menu bar,

choose File >

New > Project.

In the left pane

of the New

Project dialog

box, expand

Visual C#, and

then choose

Windows

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Universal. In the middle pane, choose Blank App (Universal Windows). Then, name the project HelloWorld and choose OK.

*Create a UWP App
with Visual
Studio and C# |
Microsoft Docs*

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even when
running on
Windows 8.1, are
hosted in a
window. Not only
that, but an app
running on a PC
can use multiple
windows
simultaneously.
Although they
are called
windows in XAML-
specific APIs,

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windows are
often called
views in Windows
Runtime APIs.

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*Displaying
Multiple Windows
| Universal
Windows Apps
with ...*

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A set of common
controls and
useful

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components for
WinRT XAML
applications.

Please note that
this app is a
live demo of
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commercial UI
control products
and is only
intended for
the.NET

Universal
Windows app

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developer
community.
Universal
Windows
Windows
application
development
requires Windows
10 and Visual
Studio 2015.

*Get Actipro
Universal
Windows Controls
- Microsoft*

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This chapter from Universal Windows Apps With Xaml And Windows Apps with XAML and C# Unleashed begins by examining a very important topic, although one that many developers take for granted: the threading model for universal

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apps. This background is especially helpful for the advanced feature of writing an app that displays multiple windows, which is the second topic in ...

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*Between Pages /
Universal
Windows Apps
With Xaml And
with ...*

The Universal
Windows Platform
extends C#,
Visual Basic, or
C++/CX concepts
of properties
and their values
by adding the
dependency
property system.

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Topics in this section also document the XAML language as it's used by the UWP and basic to advanced scenarios about how to use XAML to define the UI for your UWP app.

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tools, it's easy
to share code
between Windows
8.1 and Windows
Phone 8.1 XAML
apps. Now,
developers can
deliver
beautiful end

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user experiences on all new Windows devices, with radically less cost and development effort. This means they can painlessly extend their conventional PC development work to fast-growing tablet and

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InformIT
Windows 10
introduces the
Universal
Windows Platform
(UWP), which
provides a

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common app
platform on
every device
that runs

Windows 10. The
UWP core APIs
are the same on
all Windows
devices. If your
app only uses
the core APIs,
it will run on
any Windows 10
device no matter

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whether you are targeting a desktop PC, Xbox, Mixed-reality headset, and so on.

*What's a
Universal
Windows Platform
(UWP) app? - UWP*

...

It has never
been easier to

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reach multiple-
device markets!
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all the knowledge
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to build
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that adapt
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Universal

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*Windows Apps
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Unleashed by
Adam ...*

Grid is a layout panel that supports arranging child elements in rows and columns. You typically define layout behavior for a Grid in XAML by

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providing one or
more

`RowDefinition`
elements as the
value of `Grid.Row`
`wDefinitions`,

and one or more
`ColumnDefinition`
elements as the
value of `Grid.Co`
`lumnDefinitions`.

Then, you apply
the `Grid.Row` and
`Grid.Column`

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attached
properties to
each of the
element ...

C Unleashed

*Grid Class (Windows.UI.Xaml.Controls) - Windows
UWP ...*

Windows 10 is an
exciting release
for developers,
with support for
Universal

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Windows apps that run across all Windows 10 devices – on the phone in your pocket, the tablet or laptop in your bag, the PC on your desk, the Xbox console in your living room, the Surface Hub, and IoT devices.

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*What's New in
Visual Studio
Tools for
Universal*

Windows Apps

Universal

Windows apps are
there to allow
the same app to
be written for
Windows 8.1

Store and

Windows Phone

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8.1 with little code changes. Note that it's not the same as linking a Windows and Phone app in the Store - this can be done in the non-Universal model as well; here I'm referring to actual code

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sharing, whether
the apps will be
linked in the
Store or not.

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With Microsoft
new Universal
Windows Apps
tools, it's easy
to share code
between Windows
8.1 and Windows

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Phone 8.1 XAML

apps. Now,
developers can
deliver

beautiful end
user experiences
on all new
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with radically
less cost and
development
effort. This
means they can
painlessly

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extend their
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markets. In
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world's #1 XAML
expert shows
Windows

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developers how
to do all this,
and more. Just
as he did in
previous best-
sellers like
Windows
Presentation
Foundation
Unleashed and
Windows 8 Apps
with XAML and C#
Unleashed, Adam
Nathan delivers

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comprehensive
coverage,
accessible
explanations,
and plenty of
outstanding full-
color code
samples. Drawing
on his
unsurpassed
experience with
modern Windows
mobile
development,

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Nathan shows how to build the apps you want to build -- not just the apps Microsoft's SDK makes easy.

You'll learn how to unify your Visual Studio code bases for assets ranging from user controls to

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styles,
graphics, and
animation.
You'll even
learn how to
unify your
monetization,
delivering apps
and in-app
purchases on
both Windows and
Windows Phone
through a single
purchase.

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Full Color:
Figures and code
appear as they
do in Visual
Studio.

Universal
Windows apps are
a total game-
changer. You can
now write once
and deploy your
app to any
modern PC,

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tablet, phone,
or other Windows
device.

Suddenly, it's
quick and easy
to serve new
devices and form
factors, sharing
unified assets
ranging from
code to styles
to user
controls. It has
never been

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experience and
direct input
from Microsoft's
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Nathan
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assesses the
technology's
strengths and
limitations.

This full-color

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guide walks you
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key task
involved in

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Windows app:
layout and
input, working
with the app
model, using
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universal,
localized apps
that exploit the
vast global
scale of the
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Size, position,
and transform
elements within
layouts that
gracefully adapt
to different
devices Handle
input from
touch, mouse,
pen, keyboard,
and any sensor
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and advertising
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content, items,
text, images,
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and more Create
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vector graphics
and animations
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templates, and

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controls without
losing
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Bind data
sources to
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presentation and
updates Easily
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commands:

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Project,

Settings Use

contracts to

build apps that

cooperate to

perform complex

tasks Improve

the user

experience even

when your app

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isn't running

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Develop Windows
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faster and more
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using the
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Windows

Platform. You

will use Xamarin

to create apps

for macOS, iOS,

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Building Apps
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HoloLens. You
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and students
coming into the
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In Windows 10
Microsoft has
created a single
platform with a
common runtime
to enable
development of
single code-base
applications
running on
various Windows

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devices. These applications are called Universal Windows Apps.

With the introduction of the Universal App Platform (UAP), an integrated set of development tools and APIs/SDKs for Windows 10, it

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is now truly possible to have "One Windows Platform" to develop Universal Apps. The Model-View-View-Model (MVVM) pattern is valued by many developers as an excellent way of creating sophisticated

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modern
applications.
Its clear
separation of
presentation and
business logic
produces a clean
implementation
that promotes
speed,
scalability and
code reuse in
applications
with a complex

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UI. These characteristics are particularly valuable to WPF developers. This 200 page, information-rich, guide we will show you how MVVM works with both XAML (C#) and HTML5 (JavaScript) flavors of

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Windows 10

Universal Apps.
Beginning with a
brief recap of

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One Windows

Platform and

MVVM concepts

under .NET (to
provide a common
frame of

reference) the

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author then will then dive into the details of how MVVM can best be implemented for Windows 10 Universal Apps, showing a working application framework in each case.

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Figures and code appear as they do in Visual

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want to write

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with XAML, one

person can help

you more than

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reputation as
the world's #1
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putting it to
work. Now, he's
written the
definitive,
practical XAML
tutorial and
reference: XAML
Unleashed.

Nathan answers
the questions
you're most

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likely to ask, walks through the tasks you're sure to perform, and helps you avoid problems as you use XAML. You'll learn how to create effective user interfaces for line-of-business apps, consumer apps, reusable

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controls, or
anything else.
These techniques
will be

invaluable
whether you're
creating
universal

Windows apps or
working with
Silverlight or
WPF. XAML

Unleashed is
packed with C#

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and XAML code examples that are fully color-coded to match their appearance in Visual Studio--the same approach that has made Nathan's previous Unleashed books so popular. Detailed

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in a smooth and
intuitive user
interface Make
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book you need to

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the marketplace.

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introduces the new options open to you, with

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You'll need to understand the pros and cons of a phone-first or cross-platform

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approach and
make the right
decisions
depending on
your current
needs and
priorities: do
you want to take
advantage of the
full power of
native device
interaction? Or
is it more
important to

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offer an app across a range of devices and tap into a wider potential market? These considerations and more are discussed as Lars Klint sets you a challenge: build it right! Part II drills down into the

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phone-first approach to app development, including a description of breaking changes from Windows Phone 8 and a showcase and code examples for all the latest features. Part III then shows you how to

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set up a
Universal
Windows App and
adapt the UI for
a range of
different
devices. You'll
want your users
to have a great
and consistent
experience on
any device, but
your phone app
should still

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feel like a
phone app, with
controls that
feel right in
that context,
and a
presentation
that works for a
smaller screen
size. Finally
you'll learn
what you can do
to future-proof
your apps for

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long-term

success in the
marketplace.

Windows Phone

8.1 Development

Revealed is the
book you'll want
at your side as
you prepare to
launch your next
app to the
Windows Phone
marketplace.

What you'll

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learn Meet the new dual landscape of Windows Phone development: pure Windows Phone and Universal Windows Apps. Understand the pros and cons of each and how to choose the approach that's

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right for you in each case, depending on your situation and needs. Get up to speed with the latest features in both Windows Phone and Universal Windows Apps, with code examples for each. Learn how

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a phone-first approach can help you tap into the best native features, and how a Universal Windows App can open up a new and wider audience.

Understand the new storage, notifications

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and output
options for
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and how to
design a
consistent app
experience
across multiple
devices with a
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Windows App
Future-proof
your app, ready
for the next

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versions of
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Readers should
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development in
C# and XAML.

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nuts-and-bolts
examination of
how XAML and C#
7 fit together
and obtain a
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Windows 10. Once
you have a good
understanding of
the basics, you
progress to more
advanced topics

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steadily
increasing your
understanding as
a whole. This
holistic
knowledge is
essential to get
the most out of
Windows 10
development.
Each topic is
covered clearly
and concisely
and is packed

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with the details you need to code effectively. The most important features are given a no-nonsense, in-depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 10.

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Development with
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focuses on the

features that

you need for

your project and

brings your

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coding knowledge

to bear. What

You'll Learn

Discover what

universal

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Windows 10 apps
are capable of
and why they are
special Use
advanced
features to
create immersive
and engaging
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using the cross-
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standards of
XAML and C#.

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Modern Cross-
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professional web
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experience or
have a science,
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mathematics
(STEM)
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want to gain a
solid foundation
with C# and to
be introduced to
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applications
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and will work
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on Windows,

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Explore ASP.NET
Core and learn
how to create
professional web
applications
Improve your
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out how to build

code-first

databases Master

object-oriented

programming with

C# to increase

code reuse and

efficiency

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using the

Universal
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and XAML Query
and manipulate
data using LINQ
Protect your
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encryption and
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Detail If you

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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,

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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

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1.6 class
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and encryption.
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section will
demonstrate the
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