

Mastering Windows Presentation Foundation 4.x

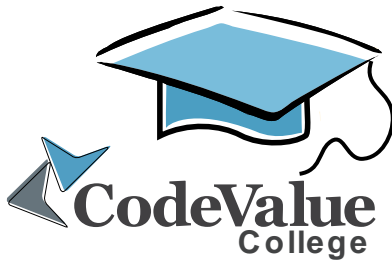
Course Summary Table

Duration:	40 hours instructor-led course
Target Audience:	Windows UI Developers
Pre Requisites:	At least 2 years of experience with .NET and C# Familiarity with UI frameworks is an advantage
Objectives:	Learn to create Windows applications using WPF, with a deep understanding of the principles involved

Abstract

Windows Presentation Foundation (WPF) is the leading UI application framework for Windows today. Built from the ground up on top of DirectX, WPF provides a superb development experience, making it easier to build both rich media and line-of-business (LOB) applications. It combines strong data binding capabilities with rich graphics and media integration (2D, 3D, video, documents).

This course will provide the student with practical skills to start building WPF applications. It is full of guided code samples, exercises and labs that will help you become a great WPF developer.



Syllabus

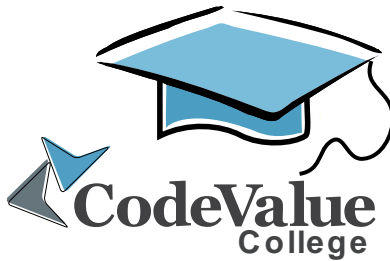
- ✔ Module 1: Introduction to WPF
 - ✔ User Interface and User Experience
 - ✔ Why WPF?
 - ✔ WPF vs. Windows Forms
 - ✔ Tools

- ✔ Module 2: XAML
 - ✔ What is XAML?
 - ✔ Basic XAML
 - ✔ XAML Rules
 - ✔ XAML Extensibility
 - ✔ Custom Types in XAML

- ✔ Module 3: Basic Concepts
 - ✔ Logical and Visual Trees
 - ✔ Dependency Properties
 - ✔ Attached properties
 - ✔ Routed Events
 - ✔ The WPF Class Hierarchy
 - ✔ Application and Windows

- ✔ Module 4: Layout and Panels
 - ✔ Layout Basics
 - ✔ Panels
 - ✔ The Standard panels

- ✔ Module 5: Controls and the Content Model
 - ✔ Anatomy of a WPF Control
 - ✔ The Content Model
 - ✔ Control Families

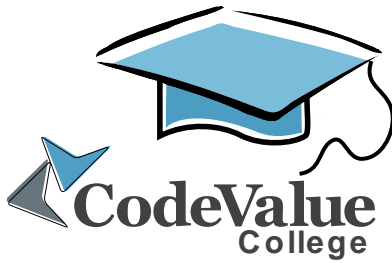


- ✔ Module 6: Resources
 - ✔ Binary Resources
 - ✔ Logical Resources
 - ✔ Static and dynamic resources
 - ✔ Managing resources

- ✔ Module 7: Data Binding & MVVM
 - ✔ Introduction to Data Binding
 - ✔ Simple Data Binding
 - ✔ Binding to Collections
 - ✔ Data Templates
 - ✔ Value Converters
 - ✔ Data Validation
 - ✔ The MVVM Pattern
 - ✔ Commands
 - ✔ Behaviors

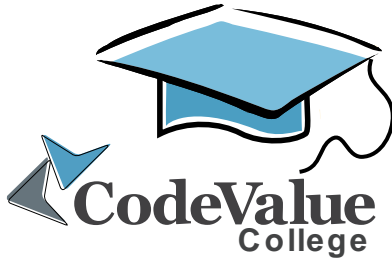
- ✔ Module 8: Styles, Triggers and Control Templates
 - ✔ Styles
 - ✔ Automatic styles
 - ✔ Style inheritance
 - ✔ Triggers
 - ✔ Multi-triggers
 - ✔ Introduction to control templates
 - ✔ Handling control states

- ✔ Module 9: Graphics & Animation
 - ✔ Shapes
 - ✔ Geometries
 - ✔ Transforms
 - ✔ Brushes
 - ✔ Opacity
 - ✔ Animation



- ✔ Module 10: Threading and Asynchronous Operations
 - ✔ Multithreading
 - ✔ Threads and WPF
 - ✔ Asynchronous Operations
 - ✔ Updating the UI
 - ✔ Working with C# 5.0 async operations

- ✔ Module 11: Interoperability (if time permits)
 - ✔ Interoperability Scenarios
 - ✔ Interoperating with Windows Forms
 - ✔ Interoperating with Win32



Course Compatibility Questionnaire

Please answer the following questions as accurately as possible:

Name: _____ Email: _____
 Company: _____ Phone: _____

Language / Technology / Platform	Years of Experience						Level of Familiarity				
C#	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5
XAML	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5
Windows Forms	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5
Blend	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5
Visual Studio	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5
Other _____	0-1	1-2	2-3	3-4	4-5	5+	1	2	3	4	5

What are your expectations from the course?

Have you ever used data binding? Describe your experience.

Thanks!

<http://college.codevalue.net/>