

Microsoft Visual Basic Reloaded 4th Edition

The Art of Getting Computer Science PhD is an autobiographical book where Emdad Ahmed highlighted the experiences that he has gone through during the past 25 years (1988-2012) in various capacities both as Computer Science student as well as Computer Science faculty at different higher educational institutions in USA, Australia and Bangladesh. This book will be a valuable source of reference for computing professional at large. In the 150 pages book Emdad Ahmed tells the story in a lively manner balancing computer science hard job and life.

The books included in this set are: 9780470502204 Professional ASP.NET 4: in C# and VB: Written by three highly recognized and regarded ASP.NET experts, this book provides comprehensive coverage on ASP.NET 4 with a unique approach featuring examples in both C# and VB, as is the incomparable coverage of core ASP.NET. 9780470502259 Professional C# 4 and .NET 4: After a quick refresher on C# basics, the author dream team moves on to provide you with details of language and framework features including LINQ, LINQ to SQL, LINQ to XML, WCF, WPF, Workflow, and Generics. 9780470548653 Professional Visual Studio 2010: This book gets you quickly up to speed on what you can expect from Visual Studio 2010. Packed with helpful examples, this comprehensive guide explains examines the features of Visual Studio 2010, which allows you to create and manage programming projects for the Windows platform. 9780470499832 Visual Basic 2010 Programmer's Reference: This reference guide provides you with a broad, solid understanding of essential Visual Basic 2010 topics and clearly explains how to use this powerful programming language to perform a variety of tasks 9780470477229 WPF Programmer's Reference: Windows Presentation Foundation with C# 2010 and .NET 4: Written by a leading expert on Microsoft graphics programming, this richly illustrated book provides an introduction to WPF development and explains fundamental WPF concepts. 9780470257029 Professional SQL Server 2008 Programming: This expanded best-seller includes new coverage of SQL Server 2008's new datatypes, new indexing structures, manageability features, and advanced time-zone handling.

The books included in this set are: 9780470502204 Professional ASP.NET 4: in C# and VB: Written by three highly recognized and regarded ASP.NET experts, this book provides comprehensive coverage on ASP.NET 4 with a unique approach featuring examples in both C# and VB, as is the incomparable coverage of core ASP.NET. After a fast-paced refresher on essentials such as server controls, the book delves into expert coverage of all the latest capabilities of ASP.NET 4. 9780470502259 Professional C# 4 and .NET 4: After a quick refresher on C# basics, the author dream team moves on to provide you with details of language and framework features including LINQ, LINQ to SQL, LINQ to XML, WCF, WPF, Workflow, and Generics. Coverage also spans ASP.NET programming with C#, working in Visual Studio 2010 with C#, and more. With this book, you'll quickly get up to date on all the newest capabilities of C# 4. 9780470548653 Professional Visual Studio 2010: This book gets you quickly up to speed on what you can expect from Visual Studio 2010. Packed with helpful examples, this comprehensive guide explains examines the features of Visual Studio 2010, which allows you to create and manage programming projects for the Windows platform. It walks you through every facet of the Integrated Development Environment (IDE), from common tasks and functions to its powerful tools 9780470499832 Visual Basic 2010 Programmer's Reference: This reference guide provides you with a broad, solid understanding of essential Visual Basic 2010 topics and clearly explains how to use this powerful programming language to perform a variety of tasks. As a tutorial, the book describes the Visual Basic language and covers essential Visual Basic topics. The material presents categorized information regarding specific operations and reveals useful tips, tricks, and tidbits to help you make the most of the new Visual Basic 2010. 9780470477229 WPF Programmer's Reference: Windows Presentation Foundation with C# 2010 and .NET 4: Written by a leading expert on Microsoft graphics programming, this richly illustrated book provides an introduction to WPF development and explains fundamental WPF concepts. It is packed with helpful examples and progresses through a range of topics that gradually increase in their complexity. 9780470257029 Professional SQL Server 2008 Programming: This expanded best-seller includes new coverage of SQL Server 2008's new datatypes, new indexing structures, manageability features, and advanced time-zone handling. As an added bonus, also includes Professional SQL Server 2005 Programmers for .NET 4 developers still working in a SQL Server 2005 setting.

The PC has longtime outgrown its function as a pure computer and has become an all-purpose machine. This book is targeted towards those people that want to control existing or self-built hardware from their computer. Using Visual Basic as Rapid Application Development tool we will take you on a journey to unlock the world beyond the connectors of the PC. After familiarizing yourself with Visual Basic, its development environment and the toolset it offers, items such as serial communications, printer ports, bitbanging, protocol emulation, ISA, USB and Ethernet interfacing and the remote control of test-equipment over the GPIB bus are covered in extent. Each topic is accompanied by clear, ready to run code, and where necessary, schematics are provided that will get your project up to speed in no time. This book will show you advanced things like: using tools like Debug to find hardware addresses, setting up remote communication using TCP/IP and UDP sockets and even writing your own internet servers. Or how about connecting your own block of hardware over USB or Ethernet and controlling it from Visual Basic. Other things like inter-program communication, DDE and the new graphics interface of Windows XP are covered as well. All examples are ready to compile using Visual Basic 5.0, 6.0, NET or 2005. Extensive coverage is given on the differences between what could be called Visual Basic Classic and Visual Basic NET / 2005.

After reading Programming the Web with Visual Basic .NET, developers will understand how to build and deploy top quality, professionally designed, highly usable Web applications using Visual Basic .NET.

Rare edition with unique illustrations. Kipling wrote some of the best animal stories for children, including his Jungle Books and Just So stories. His language is rich, inventive, and sonorous. He is regarded as a major innovator in the art of the short story; his children's books are classics of children's literature. This is an adaptation of a famous Rudyard Kipling story, which explains how the elephant got its trunk. The story is set in Africa, when the world was new and elephants did not have trunks.

Offer your students a comprehensive introduction to programming using C++ as the illustrative language! By actively working through this hands-on text, students will gain confidence knowing that they have mastered essential C++ skills and techniques. Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) <http://aka.ms/611111pdf> Download the EPUB file (71.2 MB) <http://aka.ms/611111epub> Download the Mobi for Kindle file (113 MB) <http://aka.ms/611111mobi> Download Companion Files (132 MB) <http://aka.ms/611111files>

Focusing on the modern techniques of programming, this text provides an early introduction to database concepts using Access and is

applicable to SQL Server and other databases through Connectivity layer. Throughout the text, an emphasis is placed on correct use and correct terms in Visual Basic. Real world examples prepare students for their first job experience where they would be using Visual Basic. Readers learn to master the basics of effective programming as they work through Visual Basic 2015's latest features with the wealth of hands-on applications in this book's engaging real-world setting. PROGRAMMING WITH MICROSOFT VISUAL BASIC 2015, 7E by best-selling author Diane Zak offers an ideal introduction to programming with a dynamic visual presentation, step-by-step tutorials, and strategically placed activity boxes. New hands-on applications, timely examples, and practical exercises help you learn how to effectively plan and create interactive Visual Basic 2015 applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Readers learn to master the fundamentals of effective programming while working through Visual Basic 2017's latest features with a wealth of hands-on applications -- all placed in context within this book's engaging real-world setting. PROGRAMMING WITH MICROSOFT VISUAL BASIC 2017, 8E by best-selling technology author Diane Zak offers an ideal introduction to programming with a dynamic visual presentation, step-by-step tutorials, and strategically placed activity boxes. New hands-on applications, timely examples, and practical exercises address a variety of learning styles. Even readers with no prior programming experience can learn how to effectively plan and create interactive Visual Basic 2017 applications right away. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Explores the architecture, components, and tools of Microsoft Dynamics AX 2012 R3, including forms, security, SharePoint integration, workflow infrastructure, reporting, automating tasks and document distribution, and application domain frameworks.

Get the best out of your games by scripting them using UE4 About This Book A straightforward and easy-to-follow format A selection of the most important tasks and problems Carefully organized instructions to solve problems efficiently Clear explanations of what you did Solutions that can be applied to solve real-world problems Who This Book Is For This book is intended for game developers who understand the fundamentals of game design and C++ and would like to incorporate native code into the games they make with Unreal. They will be programmers who want to extend the engine, or implement systems and Actors that allow designers control and flexibility when building levels. What You Will Learn Build function libraries (Blueprints) containing reusable code to reduce upkeep Move low-level functions from Blueprint into C++ to improve performance Abstract away complex implementation details to simplify designer workflows Incorporate existing libraries into your game to add extra functionality such as hardware integration Implement AI tasks and behaviors in Blueprints and C++ Generate data to control the appearance and content of UI elements In Detail Unreal Engine 4 (UE4) is a complete suite of game development tools made by game developers, for game developers. With more than 100 practical recipes, this book is a guide showcasing techniques to use the power of C++ scripting while developing games with UE4. It will start with adding and editing C++ classes from within the Unreal Editor. It will delve into one of Unreal's primary strengths, the ability for designers to customize programmer-developed actors and components. It will help you understand the benefits of when and how to use C++ as the scripting tool. With a blend of task-oriented recipes, this book will provide actionable information about scripting games with UE4, and manipulating the game and the development environment using C++. Towards the end of the book, you will be empowered to become a top-notch developer with Unreal Engine 4 using C++ as the scripting language. Style and approach A recipe based practical guide to show you how you can leverage C++ to manipulate and change your game behavior and game design using Unreal Engine 4.

Pairing fundamental programming concepts with both business applications and fun and engaging game applications, the fully revised fifth edition of MICROSOFT VISUAL BASIC 2012: RELOADED provides a solid foundation in programming principles and how to use them. The book begins by covering the basics, from creating user interfaces to understanding variables, constants, and calculations. Building on this knowledge, coverage progresses to more advanced topics, such as manipulating and querying a Microsoft Access database, creating Web applications, and creating classes and objects. This new edition leverages the powerful pedagogy of previous editions while bringing the content up-to-date with detailed explanations of the new features of Visual Basic 2012 and new examples and applications that illustrate how those features are put to work. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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.

Explore 101 of the most useful Visual Basic .NET applications in action--and jumpstart your own Microsoft .NET Framework-based development projects. This guide provides expert, behind-the-code commentary on 101 fully executable code samples--distilling more than 700 hours of programming time into best practices for Microsoft Windows Forms development. Each code sample demonstrates core features and functions of Visual Basic .NET and the .NET Framework, explains the underlying programming concepts, and provides a complete code walkthrough. From creating basic data entry forms to drilling deep into the .NET Framework, you'll learn the techniques that Microsoft's own developers use to write real-world applications with Visual Basic .NET. Get code, comments, and instruction to help you: Build smart client applications using Windows Forms Use Microsoft ADO.NET to build data-centric applications Master advanced .NET-based techniques: threading, remoting, and serialization Use GDI+ to manipulate images and animate your solutions Use performance counters and the Event Log to monitor the OS and instrument your applications Exploit COM+ features such as transactions and role-based security Implement application security features such as encryption and authentication Automate Microsoft Office and Internet Explorer using COM Interop Create and deploy add-ins for Microsoft Visual Studio Enable application messaging via MSMQ Create and consume Web services Plus: See how to use what's new in Visual Studio .NET 2003 and .NET Framework 1.1 Learn how Microsoft Windows Server 2003 impacts application development and support Get guidelines for applying the coding conventions described in the book

Readers learn fundamental programming concepts paired with both business applications and fun, engaging game applications -- all within the fully revised 6th Edition of MICROSOFT VISUAL BASIC 2015: RELOADED. This dynamic book provides a solid foundation in programming principles while clearly demonstrating how to most effectively use those principles. The book begins by covering the basics, from creating user interfaces to understanding variables, constants, and calculations. Building on this knowledge, coverage progresses to more advanced topics, such as manipulating and querying a Microsoft Access database, creating Web applications, and creating classes and objects. This new edition combines powerful, proven learning features from previous editions with the latest content. Clear explanations detail the new features of Visual Basic 2015 while new examples and applications illustrate how those features are put to work. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Complete coverage of all key .NET 4 and Visual Studio 2010 languages and technologies .NET 4 is Microsoft's latest version of their core programming platform, and Visual Studio 2010 is the toolset that helps write .NET 4 applications. This comprehensive resource offers one-stop shopping for all you need to know to get productive with .NET 4. Experienced author and .NET guru Mitchel Sellers reviews all the important new features of .NET 4, including .NET charting and ASP.NET charting, ASP.NET dynamic data and jQuery, and the addition of F# as a supported package language. The expansive coverage is divided into six distinctive parts for easy navigation, and addresses: Visual Studio 2010, .NET 4, ASP.NET, the C# language, the VB.NET language, and the new F# language. A practical approach and complete examples round out this much-needed reference. Focuses on the new and important features of the latest version Microsoft's core programming platform-.NET 4-as well as Visual Studio 2010, which allows you to write .NET 4 applications Provides comprehensive coverage divided into six parts: Visual Studio 2010, .NET 4, ASP.NET, the C# language, the VB.NET language, and the new F# language Discusses Visual Studio snippets and templates, .NET charting components, the .NET framework and WPF, LINQ, and the Entity framework Explores various aspects of Visual Basic 2010, such as multi-line lambdas, auto-implemented properties, nullable optional parameters, and more This investigative look at .NET 4 and Visual Studio 2010 will help you identify and isolate key elements that can benefit you immediately.

Skip the basics and delve right into Visual Studio 2017 advanced features and tools Professional Visual Studio 2017 is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is your ideal guide.

Get a head start deploying Windows 10—with tips and best practices from experts in the field. This guide shows you how to deploy Windows 10 in an automated way without impacting end users by leveraging System Center Configuration Manager, which is the most used product to deploy Microsoft operating systems in the industry today.

Teach yourself the fundamentals of Web development with ASP.NET 4—one step at a time. With STEP BY STEP, you get the guidance and learn-by-doing examples you need to start building Web applications and Web services in the Microsoft Visual Studio(R) 2010 environment. The author—a highly regarded programming expert, writer, and instructor—illuminates ASP.NET features through practical examples that help developers quickly grasp concepts and apply techniques to the real world. The book also includes a companion CD with code samples, data sets, and a fully searchable eBook. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

Your hands-on, step-by-step guide to learning Visual Basic 2010. Teach yourself the essential tools and techniques for Visual Basic 2010—one step at a time. No matter what your skill level, you'll find the practical guidance and examples you need to start building professional applications for Windows and the Web. Discover how to: Work in the Microsoft Visual Studio 2010 Integrated Development Environment (IDE) Master essential techniques—from managing data and variables to using inheritance and dialog boxes Create professional-looking Uis; add visual effects and print support Build compelling Web features with the Visual Web Developer tool Use Microsoft ADO.NET and advanced data presentation controls Debug your programs and handle run-time errors Use new features, such as Query Builder, and Microsoft .NET Framework For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

This three-volume set written by the Visual Basic team covers the most commonly sought information about Visual Basic technology. The Language Reference provides A-Z listings for the objects, functions, statements, methods, properties, and events encompassed by the Visual Basic language. The Controls Reference describes the custom controls that ship with Visual Basic. Finally, the Component Tools Guide contains information about component tools, from add-ins and dynamic link libraries to ActiveX components.

Stellar author team of Microsoft MVPs helps developers and administrators get the most out of Windows IIS 8 If you're a developer or administrator, you'll want to get thoroughly up to speed on Microsoft's new IIS 8 platform with this complete, in-depth reference. Prepare yourself to administer IIS 8 in not only commercial websites and corporate intranets, but also the mass web hosting market with this expert content. The book covers common administrative tasks associated with monitoring and managing an IIS environment—and then moves well beyond, into extensibility, scripted admin, and other complex topics. The book highlights automated options outside the GUI, options that include the PowerShell provider and AppCmd tool. It explores extensibility options for developers, including ISAPI and HTTPModules. And, it delves into security protocols and high availability/load balancing at a level of detail that is not often found in IIS books. Author team includes Microsoft MVPs and an IIS team member Covers the management and monitoring of Microsoft Internet Information Services (IIS) 8 for administrators and developers, including MOF and MOM Delves into topics not often included in IIS books, including using the PowerShell provider and AppCmd tool and other automated options, and extending IIS 8 with ISAPI or HTTPModules Explores security issues in depth, including high availability/load balancing, and the Kerberos, NTLM, and PKI/SSL protocols Explains how to debug and troubleshoot IIS Professional Microsoft IIS 8 features a wealth of information gathered from individuals running major intranets and web hosting facilities today, making this an indispensable and real-world reference to keep on hand.

The Systems Development Handbook provides practical guidance for the range of new applications problems, featuring contributions from many industry experts. The book provides step-by-step charts, tables, schematics, and a comprehensive index for easy access to topics and areas of related interest. Topics include cooperative processing; the transition to object-oriented development; rapid application development tools and graphical user interfaces (GUIs); database architecture in distributed

computing; development tools and techniques, including design, measurement, and production; and more.

Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

Pairing fundamental programming concepts with business applications and also fun and engaging game applications, MICROSOFT VISUAL BASIC 2010: RELOADED, 4E provides a solid foundation in programming principles and how to use them. The book begins by covering the basics, like creating user interfaces, and understanding variables, constants, and calculations. Building upon this knowledge, coverage progresses to more advanced topics like creating classes and objects and using ADO.NET, LINQ, and ASP.NET. This edition leverages the powerful pedagogy of previous editions, but brings it up-to-date with Visual Basic 2010 and new examples and applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

With Programming ASP.NET 3.5, you'll quickly learn to create state-of-the-art applications using Microsoft's popular web development technology and Visual Studio 2008. This updated bestseller provides comprehensive and easy-to-understand information to help you use several .NET 3.5 technologies for faster development and better web application performance—including ASP.NET AJAX for interactive user interfaces, LINQ for data access, and Windows Communication Foundation (WCF) for web services. Programming ASP.NET 3.5 includes examples and sample code that let you explore development with ASP.NET in more depth. With this book, you will: Learn about AJAX and ASP.NET server controls included with Visual Studio 2008 Discover how to use the DataSource and data-bound controls in ADO.NET Use the new LINQ API and learn how to make use of it within ASP.NET pages Create a uniform look and feel throughout your application with Master Pages Use navigation controls to build site maps, menus, and breadcrumbs quickly and easily Build and use various web services with WCF Detect errors during development and handle them in your production code Learn how to configure and deploy your website Written by Microsoft technology experts Jesse Liberty, Dan Hurwitz, and Dan Maharry, Programming ASP.NET 3.5 is the best book for learning how to build dynamic, interactive web applications using Microsoft's latest technologies.

This book is for anyone who wants to learn how to build rich and interactive Microsoft ASP.NET web sites. With the knowledge you gain from this book, you create a great foundation to build any type of web site, ranging from simple hobby-related web sites to sites you may be creating for commercial purposes. Using this book's step-by-step format you'll learn to: Obtain, install, and customize Visual Web Developer (VWD) 2008 create a new web site and how to add new pages to it. use the numerous tools in VWD to create HTML and ASP.NET pages use the VWD tools and CSS, the language that is used to format web pages What ASP.NET server controls are, what they are used for, and how to use them program web pages Visual Basic or C# create consistent-looking pages through the use of master pages, skins, and themes build the navigation structure of your site create and use User Controls and enhance them to repeat content like menus and banners accept, validate, and process user input and send e-mail from your ASP.NET web application create good looking, flicker free web page interaction with ASP.NET Ajax the basics of SQL, the language used access and alter data in a database use the database tools found in Visual Web Developer use the ASP.NET data controls to create an interface for your users to interact with your application's data use LINQ to SQL to access SQL Server databases without writing a lot of manual code change the visual appearance of your data through the use of control styles interact with the data-bound controls and speed up your application use the security ASP.NET features to create user accounts, distinguish between anonymous and logged on users, and manage the users in your system create personalized web pages with content targeted at individual users find and fix problems with VWD debugging tools deploy and run your final web site

Now readers can master Microsoft Visual Basic with the step-by-step, visual approach and professional programming opportunities in MICROSOFT VISUAL BASIC 2015 FOR WINDOWS, WEB, WINDOWS STORE, AND DATABASE APPLICATIONS: COMPREHENSIVE. This book's innovative step-by-step approach blends demonstrations of professional-quality programs with in-depth discussions of programming concepts and techniques. Reader have numerous opportunities for hands-on practice and actual programming in each chapter. The new edition retains popular features and pedagogy from this best-selling series, while emphasizing changes in today's increasingly mobile-oriented world. This book provides a strong foundation for the number one job in today's tech sector -- app development -- as readers learn Windows programming for 2015, including Windows Desktop, database, web, and Windows Store development. Chapter 12, which covers the Windows Store, will be posted online at CengageBrain.com, to provide readers with the latest updates for Windows 10. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Part of a series of specialized guides on System Center, this book focuses on Microsoft System Center Operations Manager. For the seasoned professional, it covers the role of the Operations Manager product, the best practices for working with management packs, how to use the reporting feature to simplify managing the product, how to thoroughly troubleshoot, and how to use and install Operations Manager in the Microsoft Azure Public Cloud environment.

Explains how to write Web applications with ASP.NET and Visual C# .NET, covering tools, technologies, and techniques.

With numerous hands-on activities this certification guide for Microsoft Visual Basic 6.0, provides all the certification information you need to prepare for the MCSD exam #70-176: Designing and Implementing Desktop Applications with Microsoft Visual Basic 6.0.

The definitive programming guide to ASP.NET, by popular author and Microsoft MVP Imar Spaanjaars Updated for ASP.NET 4, this introductory book retains its helpful examples and step-by-step format from the previous version and keeps the style of offering code examples written in both C# and Visual Basic. Beloved author and Microsoft ASP.NET MVP walks you through ASP.NET, Microsoft's

technology for building dynamically generated Web pages from database content. You'll discover many improvements that ASP.NET 4 offers over the previous version, such as the ASP.NET MVC framework, Ajax improvements, jQuery support, and more. You'll gradually build a Web site example that takes you through the processes of building basic ASP.NET Web pages, adding features with pre-built server controls, designing consistent pages, displaying data, and more. Popular author and Microsoft ASP.NET MVP Imar Spaanjaars updates you on the latest updates to ASP.NET 4, Microsoft's technology for building dynamic Web pages from database content Shows you how the 4 version differs from ASP.NET 3.5 and reviews its new features, including the ASP.NET MVC framework, various Ajax improvements, jQuery support, and more Spaanjaars's distinct writing style puts you at ease with learning ASP.NET 4.

Summary Entity Framework 4 in Action is an example-rich tutorial for .NET developers with full coverage of EF 4 features. The book begins with a review of the core ideas behind the ORM model and shows through detailed examples and larger case studies how Entity Framework offers a smooth transition from a traditional ADO.NET approach. About the Technology Entity Framework builds on the ADO.NET persistence model and the language features of LINQ to create a powerful persistence mechanism that bridges the gap between relational databases and object-oriented languages. About the Book Entity Framework 4 in Action is an example-rich tutorial that helps .NET developers learn and master the subject. It begins by explaining object/relational mapping and then shows how you can easily transition to EF from ADO.NET.

Through numerous focused examples and two larger case studies, the book unfolds the EF story in a clear, easy-to-follow style.

Infrastructure and inner workings of EF are discussed when you need them to understand a particular feature. This book is written for .NET developers. Knowledge of ADO.NET is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Full coverage of EF 4 features Layer separation, Data Layer, and Domain Model Best practices Table of Contents PART 1 REDEFINING YOUR DATA-ACCESS STRATEGY Data access reloaded: Entity Framework Getting started with Entity Framework PART 2 GETTING STARTED WITH ENTITY FRAMEWORK Querying the object model: the basics Querying with LINQ to Entities Domain model mapping Understanding the entity lifecycle Persisting objects into the database Handling concurrency and transactions PART 3 MASTERING ENTITY FRAMEWORK An alternative way of querying: Entity SQL Working with stored procedures Working with functions and views Exploring EDM metadata Customizing code and the designer

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