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Adam Nathan is a principal software architect for Microsoft, a best-selling technical author, and a prolific developer of apps for Windows. He introduced XAML to countless

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developers through his books on a variety of Microsoft technologies. Currently a part of Microsoft's Windows division, Adam has previously worked on Visual Studio and the Common Language Runtime.

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Adam Nathan is a principal software architect for Microsoft, a best-selling technical author, and arguably the world's most prolific developer for Windows Phone. He introduced XAML to countless developers through his books on a variety of Microsoft technologies. Currently a part of Microsoft's Startup Business Group, Adam has previously worked on Visual Studio and the Common Language Runtime.

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Adam Nathan is a technical author/speaker, and currently works as a software architect at Google. Adam was the core architect of Microsoft Popfly. He has been involved with .NET technologies from the beginning, and has written a 1,600-page book on .NET/COM Interoperability. He also created the PINVOKE.NET wiki, which helps .NET developers use unmanaged APIs.

The #1 WPF Book--Now Updated for WPF 4.5! Thorough, authoritative coverage, practical examples, clear writing, and full-color presentation make this one of the most widely acclaimed programming books of the last decade. Windows Presentation

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Examines the Silverlight feature areas in depth: graphics, text, audio, video, animation, ink, events, and more

Demonstrates how to create reusable controls and perform common tasks (such as drag-and-drop) using basic building blocks

Explains how to download assets asynchronously to maximize your user experience

Demonstrates how to create hybrid applications that mix Silverlight content with HTML or Flash content

Highlights features scheduled for future versions of Silverlight while showing how to

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With Microsoft new Universal Windows Apps tools, it's easy to share code between Windows 8.1 and Windows Phone 8.1 XAML apps. Now, developers can deliver beautiful end 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 smartphone markets. In Universal Windows Apps with XAML and C# Unleashed, the world's #1 XAML expert shows Windows developers how to do all this, and more. Just as he did in previous best-sellers like Windows Presentation

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Foundation Unleashed and Windows 8 Apps with XAML and C# Unleashed, Adam Nathan delivers comprehensive coverage, accessible explanations, and plenty of outstanding full-color code samples. Drawing on his unsurpassed experience with modern Windows mobile development, 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 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.

A guide for the XAML declarative markup language covers such topics

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as how to apply XAML's syntax, namespaces, and keywords; mix XAML with procedural code; and use styles, templates, and visual states to redesign controls.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. The focus of the book is on COM Interoperability (since it's a much larger subject), and the heart of the discussion is broken down into four parts: Using COM Components Within the .NET Framework Using .NET Framework Components from COM Designing Good .NET Framework Components for COM Clients Designing Good COM Components for .NET Framework Clients The scope of the book is just about everything

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related to using "unmanaged code" in the .NET Framework. Technologies built on top of COM Interoperability are also covered-Interoperability of Windows Forms Controls and ActiveX controls, Interoperability with COM+, and Interoperability with Distributed COM (DCOM). Although Platform Invocation Services is a separate technology from COM Interoperability, there are many areas of overlap, so including in the book is a natural fit. All of these technologies are a core part of the Common Language Runtime and .NET Framework, and will likely be used not only as the path of migration for existing software projects, but for brand new software development for the next several years.

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Building Advanced User Experiences

In this book, two leading Windows Presentation Foundation experts give developers everything they need to build next-generation WPF applications—software that is more robust, usable, and compelling.

Drawing on their close ties with Microsoft's WPF development team, Pavan Podila and Kevin Hoffman give you a clear, robust, and practical understanding of WPF, its underpinnings, its overall architecture, and its design philosophy. Podila and Hoffman introduce never-before-published WPF design patterns and support them with robust, real-world code examples—all presented in full color, just as they appear in Visual Studio. The authors begin by explaining how to “think in WPF,” and then introduce powerful new

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techniques for everything from handling 3D layouts to creating game-like physics effects. Along the way, they offer in-depth coverage of data binding, building interactivity, and control development: three of WPF's most challenging concepts. You'll learn how to choose the right WPF features for every programming challenge, and use those features far more creatively and effectively. If you want to build truly outstanding WPF applications, this is the book that will get you there. Master the patterns and techniques you need to build state-of-the-art WPF applications Write more powerful and effective applications that reflect a deep understanding of WPF's design philosophy Learn how WPF has evolved, and take full advantage of its growing sophistication Make the most of advanced

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