

Chapter 1 : Exam: Developing Microsoft Azure and Web Services - WCF Tutorial

Windows Communication Foundation i About the Tutorial WCF stands for Windows Communication Foundation. It is a framework for building, configuring, and deploying network-distributed services.

They are versatile, doing important tasks like making computer rendered aliens look realistic, providing the ripples on a background lake or growing fur on the latest Pixar monster. In the PC world, programmers are often delighted to find that shaders are nothing more than a miniature program that is optimized to run on the computers GPU. This happiness fades when they start exploring the strange programming model underlying shaders however. Writing effective shaders requires a mind shift regarding how to craft a useful algorithm. To top it off, shaders are written in a unfamiliar C-like language. It blends together rich content from a wide range of sources and allows you unparalleled access to the processing power of your Windows computer. This book begins by building a firm foundation of elementary concepts, using your existing C skills as a frame of reference, before moving on to discuss advanced concepts and demonstrate them in a hands-on way that emphasizes the time and effort savings that can be gained. This book begins by building a firm foundation of elementary concepts, using your existing VB skills as a frame of reference, before moving on to discuss advanced concepts and demonstrate them in a hands-on way that emphasizes the time and effort savings that can be gained. NET products and technologies to your solutions. You will cover designing and developing the application, testing and debugging, data access, reporting, and applying styles and themes to enhance the look of the user interface - all using WPF in a very practical, eminently useful context. They have been built to a new paradigm that - if harnessed correctly - can yield unprecedented power and performance. This book shows you how to control that power to produce clean, testable, maintainable code. NET developers learn the new. It is excerpted from the Wrox books: Professional C 4 and. It is an excellent resource to help. NET developers get up to speed fast on. NET 4, C 4. NET 4, and WPF providing all the information needed to program with the important new features, including: WPF Control Development Unleashed 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. 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. Silverlight is a great and growing RIA platform and games are the next level to exploit in it. This book will help C developers to get their fingers on the pulse of 3D in Silverlight. This book uses Balder, an open source 3D engine offering 3D capabilities for Silverlight 3. It leaves out boring matrix algebra and complex 3D mathematics. By the end of the book you will have explored the entire engine, and will be able to design and program your own 3D games with ease! The book starts with thorough coverage of the basics, layouts, styles, resources, and themes. It then takes you through several real-world scenarios, exploring common challenges and application-types. Reproduction of site books is authorized only for informative purposes and strictly for personal, private use.

Chapter 2 : Good and easy books/tutorials to learn WCF latest stuff - Stack Overflow

An elaborate tutorial about the Windows Communication Foundation with hundreds of samples. wcf books, saravanakumar's WCF Tutorial. A great tutorial about the Windows Communication Foundation (WCF) with hundreds of samples.

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WCF Tutorial - For Beginners & Professionals WCF is a Microsoft's unified programming model for building service-oriented applications. It enables developers to build secure, reliable, transacted solutions that can be integrated across platforms and interoperate with existing.

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This eBook is about the basic introduction of the "WCF (Windows Communication Foundation)" for the beginners. Table of Contents WCF Introduction and Contracts.

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Programming WCF Services is the authoritative, bestselling guide to Microsoft's unified platform for developing modern service-oriented applications on Windows.

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Chapter 9 : Essential WCF Practical Implementation

Welcome to my site about WCF tutorial. This tutorial will explain about WCF concepts, creating new service and lot more things in WCF. This is great network distributed system developed by Microsoft for communication between applications.