

# Choosing the Right Tool for the Job

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**pluralsight**   
hardcore dev and IT training

# The Right Tool for the Job

The essence is that, as a developer, you should know and use both tools. The old adagio (VS for developers, Blend for designers) doesn't hold true anymore



- Code behind
- Defining simple elements and layouts
- Events & event handlers
- Data Binding
- Debugging and analysing

- Defining more complicated layouts, templates
- Data Binding
- Working with resources and styling
- Working with sample data
- Animations & the Visual State Manager

The Blend logo, which is a blue square with the word "Blend" in white text.

Blend

# Course Summary

- Introduction
- Basic Elements, Brushes and Shapes
- Control Basics and Interacting
- Panels and the Layout System
- Data Binding
- ItemsControls
- Resources & Styling
- Debugging and Analysing

# What's Next?

Have a look at the deep dive courses at Pluralsight! 😊

- **WPF**

- WPF and XAML Fundamentals, Ian Griffiths ( <http://bit.ly/1mhfltm> )

- **Data Binding**

- WPF Data Binding In Depth, Brian Noyes ( <http://bit.ly/1jRCL58> )

- **MVVM**

- MVVM Light Toolkit Fundamentals, Laurent Bugnion  
( <http://bit.ly/1mFwEym> )

**You're Ready to be AWESOME!**

