XAML in a Nutshell

By Lori A. MacVittie

O'Reilly Media, Inc, USA. Paperback. Book Condition: new. BRAND NEW, XAML in a Nutshell, Lori A. MacVittie, When Microsoft releases Windows Vista, the new operating system will support applications that employ graphics now used by computer games-clear, stunning and active. The cornerstone for building these new user interfaces is XAML ("Zammel"), the XML-based markup language that works with Windows Presentation Foundation (WPF), Vista's new graphics subsystem. An acronym for Extensible Application Markup Language, XAML offers a wealth of new controls and elements with exciting capabilities, including animation and rendering of 3D graphics. Windows developers are already jazzed by the possibilities of using XAML for fixed and flow format documents like PDF and HTML, 2D and 3D vector-based graphics, form development, animation, audio and video, transparent layering, and a lot more. Many feel that XAML will eliminate the need for multiple file formats or plug-ins (read: Flash), while lowering development costs and reducing time to market. The problem is, most developers don't know XAML. While it is fairly easy to understand, you still need a quick guide to bring you up to speed before Vista's release, and that's where this book's simple, no nonsense approach comes in. "XAML in a Nutshell"...

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