

Conclusion

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pluralsight 
hardcore dev and IT training

Course Overview

User Experience

Coding Practices

Extensibility

User Experience

Consider the needs of your users

- **Make it resizable**
- **Choose an appropriate layout**
- **Make it keyboard navigable**
- **Make it accessible**
- **Help the user know what to do**
- **Help the user know what went wrong**
- **Localize it**

Coding Practices

Consider the needs of future developers

- **Have an exception handling strategy**
- **Put long-running tasks on background threads**
- **Name your controls**
- **Segregate your user interface with user controls**
- **Keep business logic out of code behind**
- **Use the Model View Presenter pattern**
- **Use the Command pattern**
- **Use Event Aggregators**

Extensibility

Go beyond what WinForms can do

- **Consider third party controls**
- **Create your own custom controls**
- **Access the Windows API with P/Invoke**
- **Host web content with WebBrowser**
- **Host WPF content with ElementHost**
- **Migrate incrementally to more modern UI frameworks**

Demo App



Podcasters

- **Hello World Podcast**
 - Shawn Wildermuth
- **Yet Another Podcast**
 - Jesse Liberty
- **Hanselminutes**
 - Scott Hanselman
- **Herding Code**
 - K Scott Allen, Kevin Dente, Scott Koon, John Galloway
- **.NET Rocks**
 - Carl Franklin & Richard Campbell

And Finally...

- **Build something awesome!**
- **Feedback welcome!**
 - @mark_heath
 - Pluralsight discussion forum