"Continuing Windows Presentation Foundation (WPF) with C#"

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Presentation

- Name
- Company affiliation
- Area of expertise
- ▶ C# experience
- Expectations for the course



Prerequisites

- Basic knowledge of WPF
 - Code-behind and XAML
 - Controls
 - Resources
 - Styles, Trigger, and Animations
- Working knowledge of C# and Visual Studio
 - Object-oriented development
 - Classes
 - Interfaces
 - Delegates
 - Editing and Debugging
- An interest in digging deeper into WPF @



Course Contents

- Module 01: "A Quick Tour of WPF Fundamentals"
- Module 02: "Data Binding Properties"
- Module 03: "Data Binding Collections"
- Module 04: "Events and Commands"
- Module 05: "Control Templates and User-Defined Controls"
- ▶ Module 06: "Threads and Asynchrony in WPF"
- ▶ Module 07: "Introducing the MVVM Design Pattern"
- Module 08: "MVVM Problems and Solutions"
- ▶ Module 09: "WPF Testing and Debugging"



Course Material

- ▶ Book + Curriculum
 - Adam Nathan: "WPF 4.5 Unleashed" Sams Publishing (2013)
 - Links to MSDN help pages and further resources
- Electronic delivery
 - Curriculum
 - Slides
 - Examples for every module
 - Labs (and lab solutions) for every module
- Course evaluation after Day 3



Practical Information

- ▶ Each course day will be from 9.00 to 16.00
- Breaks
- ▶ Toilets
- Food and beverages
- Phones
- Smoking
- Any questions...?



