

10262AC

Developing Windows  
Applications with  
Microsoft Visual Studio  
2010

5 DAYS

In this course, experienced developers who know the basics of Windows Forms development gain more advanced Windows Client design and development skills. WinForms and WPF programming models, as well as relative strengths and when to use each technology, are covered.

### Module 1: Windows Client Application Design

Windows Client Technologies

Architectural Patterns

Interoperability between Windows Forms and WPF

### Module 2: Introduction to Visual Studio 2010 and WPF Version 4

What's New in Visual Studio 2010

What's New in WPF Version 4

### Module 3: Designing and Developing a User Interface

Defining Page Layout

Using Content Controls

Using Item Controls

Sharing Logical Resources in a Window

### Module 4: Taking Control of the User Interface

Sharing Logical Resources in an Application

Creating Consistent User Interfaces by Using Styles

Changing the Appearance of Controls by Using Templates

Handling Events and Commands

### Module 5: Testing, Unit Testing, and Debugging

WPF Testing Strategies

Debugging XAML

Providing User Feedback for Unhandled Exceptions

Understanding Security Features

### Module 6: Simple Data Binding and Validation

Overview of Data Binding

Creating a Data Binding

Implementing Property Change Notification

Converting Data

Validating Data

Presenting Data at Design Time

## Module 7: Data Binding to Collections

- Binding to Collections of Objects
- Using Collection Views
- Creating Master-Detail User Interfaces
- Using Data Templates
- Presenting Design Time Data Collections

## Module 8: Enhancing UI Responsiveness

- Implementing Asynchronous Processes
- Implementing Responsive User Interfaces

## Module 9: Integrating Localization and User Assistance Features

- Localization and Globalization
- Implementing User Assistance Features
- Providing User Accessibility Features

## Module 10: WPF 2D Graphics, Multimedia, and Printing

- Displaying 2D Graphics
- Displaying Images
- Adding Multimedia to WPF Applications
- Creating and Printing Documents

## Module 11: Control Customization

- Overview of Control Authoring
- Creating User Controls
- Creating Custom Controls
- Managing Control Appearance by Using Visual States
- Integrating WPF and Windows Forms

## Module 12: Attached Properties and Behaviors in WPF

- Implementing Attached Properties
- Implementing Drag-and-Drop User Interfaces
- Implementing Expression Blend Behaviors, Triggers and Actions

## Module 13: Animations in WPF

- Using Animations
- Using Triggers
- Implementing Data Visualizations

## Module 14: Application State, Settings, and Lifecycle

- Creating Application Settings
- Consuming Application Settings
- Creating Custom Configuration Sections