



Microsoft Visual Studio Express 2015 Guide

Imar Spaanjaars



Microsoft Visual Studio Express 2015 Guide:

Visual Basic Quickstart Guide Aspen Olmsted, 2023-10-20 Master software development with Visual Basic from core concepts to real world applications with this comprehensive guide Key Features Acquire a solid understanding of object oriented programming OOP principles such as inheritance and polymorphism Develop expertise in maintaining legacy code with increased efficiency Learn to read write and differentiate between VB Script VBA VB Classic and VB NET Code Purchase of the print or Kindle book includes a free PDF eBook Book Description Whether you re an absolute beginner or an experienced developer looking to learn the Visual Basic language this book takes a hands on approach to guide you through the process From the very first chapters you ll delve into writing programs exploring core concepts such as data types decision branching and iteration Additionally you ll get to grips with working with data structures file I O and essential object oriented principles like inheritance and polymorphism This book goes beyond the basics to equip you with the skills to read and write code across the entire VB family spanning VB Script VBA VB Classic and VB NET enabling you to handle legacy code maintenance with ease With clear explanations practical examples and hands on exercises this book empowers you to tackle real world software development tasks whether you re enhancing existing projects or embarking on new ones It addresses common challenges like distinguishing between the variations of the VB programming language to help you choose the right one for your projects Don t let VB s extensive legacy daunt you embrace it with this comprehensive guide that equips you with practical up to date coding skills to overcome the challenges presented by Visual Basic s rich history of over two decades What you will learn Acquire a solid understanding of object oriented programming OOP principles such as inheritance and polymorphism Develop expertise in maintaining legacy code with increased efficiency Learn to read write and differentiate between Visual Basic Script Visual Basic for Applications Visual Basic Classic and VB NET Code Purchase of the print or Kindle book includes a free PDF e book Who this book is for If you re a software developer or web developer either already engaged in or aspiring to be involved in maintaining enhancing administering and defending visual basic programs websites and scripts this book is for you It s an excellent resource for beginners in software development who want to learn Visual Basic from scratch

Beginning ASP.NET 4.5: in C# and VB Imar Spaanjaars, 2012-11-05 The ultimate programming guide to ASP NET 4 5 by popular author and Microsoft MVP Imar Spaanjaars Updated for ASP NET 4 5 this introductory book is filled with helpful examples and contains a user friendly step by step format Written by popular author and Microsoft ASP NET MVP Imar Spaanjaars this book walks you through ASP NET Microsoft s technology for building dynamically generated web pages This edition retains the highly accessible approach to building the Planet Wrox website example an online community site featuring product reviews picture sharing bonus content for registered users and more Contains the comprehensive guide to the latest technology additions to ASP NET 4 5 Shows how to build basic ASP NET web pages and configure their server Includes information on how to add features with pre built server controls Reveals how to

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Beginning ASP NET 4 5 in C and VB uses Spaanjaars s distinct writing style to put you at ease with learning ASP NET 4 5

The C# Player's Guide (eBook) R. B. Whitaker,2012-09-27 Visual Studio 2015 Cookbook Jeff Martin,2016-08-19
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This book is a practical guide to using Visual Studio 2015 and will help you become familiar with the improvements made in
previous versions Each recipe provides a hands on approach to the new features with step by step instructions on how to
increase your productivity *The Definitive Guide to ImageMagick* Michael Still,2006-11-09 An open source project backed
by years of continual development ImageMagick supports over 90 image formats and can perform impressive operations such
as creating images from scratch changing colors stretching rotating and overlaying images and overlaying text on images
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processing task Through the books coverage of the ImageMagick interfaces for C Perl PHP and Ruby you ll learn how to
incorporate ImageMagick features into a variety of applications *Training Guide Programming in HTML5 with JavaScript*

and CSS3 (MCSD) Glenn Johnson, 2013-03-15 Designed to help experienced programmers develop real world job role specific skills this Training Guide focuses on creating applications with HTML5 JavaScript and CSS3 Build hands on expertise through a series of lessons exercises and suggested practices and help maximize your performance on the job Provides in depth hands on training you take at your own pace Focuses on job role specific expertise for using HTML5 JavaScript and CSS3 to begin building modern web and Windows 8 apps Features pragmatic lessons exercises and practices Creates a foundation of skills which along with on the job experience can be measured by Microsoft Certification exams such as 70 480 Coverage includes creating HTML5 documents implementing styles with CSS3 JavaScript in depth using Microsoft developer tools AJAX multimedia support drawing with Canvas and SVG drag and drop functionality location aware apps web storage offline apps writing your first simple Windows 8 apps and other key topics *The IDE Crasher's Guide Compendium: Volumes One - Three* David J. Andrew, 2018-10-31 Built from the process of years of study application and function among the various parts of the technological community this monthly periodical is set to provide a glorious array of teaching from software development penetration testing securities server functionality to open innovations *Beginning C++ Game Programming* John Horton, 2016-10-07 Learn C from scratch and get started building your very own games About This Book This book offers a fun way to learn modern C programming while building exciting 2D games This beginner friendly guide offers a fast paced but engaging approach to game development Dive headfirst into building a wide variety of desktop games that gradually increase in complexity It is packed with many suggestions to expand your finished games that will make you think critically technically and creatively Who This Book Is For This book is perfect for you if any of the following describes you You have no C programming knowledge whatsoever or need a beginner level refresher course if you want to learn to build games or just use games as an engaging way to learn C if you have aspirations to publish a game one day perhaps on Steam or if you just want to have loads of fun and impress friends with your creations What You Will Learn Get to know C from scratch while simultaneously learning game building Learn the basics of C such as variables loops and functions to animate game objects respond to collisions keep score play sound effects and build your first playable game Use more advanced C topics such as classes inheritance and references to spawn and control thousands of enemies shoot with a rapid fire machine gun and realize random scrolling game worlds Stretch your C knowledge beyond the beginner level and use concepts such as pointers references and the Standard Template Library to add features like split screen coop immersive directional sound and custom levels loaded from level design files Get ready to go and build your own unique games In Detail This book is all about offering you a fun introduction to the world of game programming C and the OpenGL powered SFML using three fun fully playable games These games are an addictive frantic two button tapper a multi level zombie survival shooter and a split screen multiplayer puzzle platformer We will start with the very basics of programming such as variables loops and conditions and you will become more skillful with each game as you move through the key C topics such as OOP

Object Orientated Programming C pointers and an introduction to the Standard Template Library While building these games you will also learn exciting game programming concepts like particle effects directional sound spatialization OpenGL programmable Shaders spawning thousands of objects and more Style and approach This book offers a fun example driven approach to learning game development and C In addition to explaining game development techniques in an engaging style the games are built in a way that introduces the key C topics in a practical and not theory based way with multiple runnable playable stages in each chapter *The IDE Crasher's Guide: Volume Two September 2018 Edition* David J.

Andrew,2018-09-03 Built from the process of years of study application and function among the various parts of the technological community this monthly periodical is set to provide a glorious array of teaching from software development penetration testing securities server functionality to open innovations [AutoCAD 2015 and AutoCAD LT 2015 Bible](#) Ellen Finkelstein,2014-08-13 The perfect reference for all AutoCAD users AutoCAD 2015 and AutoCAD LT 2015 Bible is the book you want to have close at hand to answer those day to day questions about this industry leading software Author and Autodesk University instructor Ellen Finkelstein guides readers through AutoCAD 2015 and AutoCAD LT 2015 with clear easy to understand instruction and hands on tutorials that allow even total beginners to create a design on their very first day Although simple and fundamental enough to be used by those new to CAD the book is so comprehensive that even Autodesk power users will want to keep a copy on their desks Here is what you ll find inside the book Part I Introducing AutoCAD and AutoCAD LT Basics Part II Drawing in Two Dimensions Part III Working with Data Part IV Drawing in Three Dimensions Part V Organizing and Managing Drawings Part VI Customizing AutoCAD and AutoCAD LT Part VII Programming AutoCAD Part VIII Appendixes Appendix A Installing and Configuring AutoCAD and AutoCAD LT Appendix B AutoCAD and AutoCAD LT Resources In addition the book also explores advanced techniques like programming with AutoLISP and VBA and demonstrates AutoCAD 2015 customization that can smooth workflow The companion website contains real world drawings for each tutorial plus bonus chapters and video tutorials If you need to become an AutoCAD guru AutoCAD 2015 and AutoCAD LT 2015 Bible is the one resource that will get you there quickly **Getting Started with Advanced C#**

Vaskaran Sarcar,2020-06-25 Understand and work with the most important features of advanced C in different programming environments This book teaches you the fundamental features of advanced C and how to incorporate them in different programming techniques using Visual Studio 2019 The book is divided into two parts Part I covers the fundamentals and essentials of advanced programming in C You will be introduced to delegates and events and then move on to lambda expressions Part II teaches you how to implement these features in different programming techniques starting with generic programming After that you will learn about thread programming and asynchronous programming to benefit from a multi threaded environment Finally you will learn database programming using ADO NET to connect to a MySQL database and you will know how to exercise SQL statements and stored procedures through your C applications What You Will Learn Use

delegates events and lambda expressions in advanced programming Make your application flexible by utilizing generics Create a fast application with multi threading and asynchronous programming Work in Visual Studio Community Edition which is the most common IDE for using C Understand alternative implementations along with their pros and cons Who This Book Is For Developers and programmers who are already working in C **Learning ArcGIS Runtime SDK for .NET** Ron Vincent,2016-06-30 Learn how to build native cross platform mapping apps with this comprehensive and practical guide using the MVVM pattern About This Book Enhance the user experience with the power of ArcGIS runtime SDK for NET This clear well segregated book has all the information you need on ArcGIS Runtime SDK Just name it this book has it This highly practical book empowers you to build your own custom application Get to know the inner details of ArcGIS Runtime SDK from our experts in this book written by Ron Vincent with 24 years experience in the GIS industry and many in GIS training Who This Book Is For This book caters to long term users of Esri s technologies that are new to mobile development or are transitioning from older Esri technologies such as ArcGIS Engine It is also for users who are unfamiliar with Esri or GIS and are in need of a mapping solution for either their desktop or a mobile platform or both The book requires knowledge of NET What You Will Learn Understand and implement the MVVM pattern using MVVM Light Create and add layers from offline and online resources such as ArcGIS Online or ArcGIS for Server Create a 2D or 3D map and decide what kind of symbology to use Symbolize the layers based on the geometry Search and find objects in the layers Geocode an address and create a route using an address Edit layer objects from online content and offline content Test the application using test driven development and then build and release the application for the intended audience In Detail ArcGIS is a geographic information system GIS that enables you to work with maps and geographic information It can be used to create and utilize maps compile geographic data analyze mapped information share and discover geographic information and manage geographic information in a database This book starts by showing you where ArcGIS Runtime fits within Esri s overall platform strategy You ll create an initial map using the SDK then use it to get an understanding of the MVVM model You ll find out about the different kinds of layers and start adding layers and you ll learn to transform maps into a 3D scene The next chapters will help you comprehend and extract information contained in the maps using co ordinates and layer objects Towards the end you will learn to set the symbology decide whether to use 2D or 3D see how to implement 2D or 3D and learn to search and find objects You ll also get to grips with many other standard features of the Application Programming Interface API including create applications and finally testing licensing and deploying them Once completed you will be able to meet most of the common requirements of any mapping application for desktop or mobile platforms Style and approach This comprehensive book takes a completely practical approach where every chapter explains the important concepts and demonstrates a practical application of them in a hands on manner *Automating SOLIDWORKS 2021 Using Macros* Mike Spens,2021-03-18 Engineers working with SOLIDWORKS are often faced with tedious repetitive work that can consume a lot

of time but it doesn't have to be this way. One of the most exciting aspects of SOLIDWORKS is its robust programming interface or API. The SOLIDWORKS API allows you to write code that can perform almost any series of actions for you. SOLIDWORKS was built from the ground up to automate and in this book you will learn how to take advantage of these powerful tools to speed up your work. Automating SOLIDWORKS 2021 Using Macros is designed as a tutorial to help beginner to intermediate programmers develop macros for SOLIDWORKS. Experience with programming isn't required. The book starts with a new chapter on the fundamentals of Visual Basic .NET and the SOLIDWORKS API to make the learning process easier for beginners. The rest of the book introduces you to developing macros using the SOLIDWORKS API. The book concludes with a chapter dedicated to some of the author's favorite source code for you to use as the basis for typical automation procedures. The focus of this book is primarily on the Visual Studio Tools for Applications (VSTA) macro interface. It covers many of the major API functions through practical use cases. It will teach you the fundamentals of Visual Basic .NET as well as SOLIDWORKS PDM Professional, SOLIDWORKS Document Manager, and Excel API functions. Author Mike Spens has been professionally developing macros for SOLIDWORKS for more than a decade. He has helped numerous companies develop their own programs and streamline their workflows. If you want to learn how to develop your own macros for SOLIDWORKS following best practices and using well-written code, then this is the perfect book for you. **C# 6 and**

.NET Core 1.0: Modern Cross-Platform Development Mark J. Price, 2016-03-29 Create powerful cross platform applications using C# 6, .NET Core 1.0, ASP.NET Core 1.0, and Visual Studio 2015. About This Book Build modern cross platform applications with .NET Core 1.0. Get up to speed with C# and up to date with all the latest features of C# 6. Start creating professional web applications with ASP.NET Core 1.0. Who This Book Is For Are you struggling to get started with C#? Or maybe you're interested in the potential of the new cross platform features that .NET Core can offer. If so, C# 6 and .NET Core 1.0 is the book for you. While you don't need to know any of the latest features of C# or .NET to get started, it would be beneficial if you have some programming experience. What You Will Learn Build cross platform applications using C# 6 and .NET Core 1.0. Explore ASP.NET Core 1.0 and learn how to create professional web applications. Improve your application's performance using multitasking. Use Entity Framework Core 1.0 and learn how to build Code First databases. Master object oriented programming with C# to increase code reuse and efficiency. Familiarize yourself with cross device app development using the Universal Windows Platform and XAML. Query and manipulate data using LINQ. Protect your data by using encryption and hashing. In Detail With the release of .NET Core 1.0, you can now create applications for Mac OS X and Linux as well as Windows using the development tools you know and love. C# 6 and .NET Core 1.0 has been divided into three high impact sections to help start putting these new features to work. First, we'll run you through the basics of C# as well as object oriented programming before taking a quick tour through the latest features of C# 6 such as string interpolation for easier variable value output, exception filtering, and how to perform static class imports. We'll also cover both the full feature mature .NET

Framework and the new cross platform NET Core After quickly taking you through C and how NET works we ll dive into the internals of the NET class libraries covering topics such as performance monitoring debugging internationalization serialization and encryption We ll look at Entity Framework Core 1 0 and how to develop Code First entity data models as well as how to use LINQ to query and manipulate that data The final section will demonstrate the major types of applications that you can build and deploy cross device and cross platform In this section we ll cover Universal Windows Platform UWP apps web applications and web services Lastly we ll help you build a complete application that can be hosted on all of today s most popular platforms including Linux and Docker By the end of the book you ll be armed with all the knowledge you need to build modern cross platform applications using C and NET Core Style and approach This book takes a step by step approach and is filled with exciting projects and fascinating theory It uses three high impact sections to equip you with all the tools you ll need to build modern cross platform applications using C and NET Core

[Handbook of Research on Maximizing Cognitive Learning through Knowledge Visualization](#) Ursyn, Anna,2015-02-28 The representation of abstract data and ideas can be a difficult and tedious task to handle when learning new concepts however the advances of emerging technology have allowed for new methods of representing such conceptual data The Handbook of Research on Maximizing Cognitive Learning through Knowledge Visualization focuses on the use of visualization technologies to assist in the process of better comprehending scientific concepts data and applications Highlighting the utilization of visual power and the roles of sensory perceptions computer graphics animation and digital storytelling this book is an essential reference source for instructors engineers programmers and software developers interested in the exchange of information through the visual depiction of data

[Mastering Assembly Programming](#) Alexey Lyashko,2017-09-27 Incorporate the assembly language routines in your high level language applications Key Features Understand the Assembly programming concepts and the benefits of examining the AL codes generated from high level languages Learn to incorporate the assembly language routines in your high level language applications Understand how a CPU works when programming in high level languages Book DescriptionThe Assembly language is the lowest level human readable programming language on any platform Knowing the way things are on the Assembly level will help developers design their code in a much more elegant and efficient way It may be produced by compiling source code from a high level programming language such as C C but can also be written from scratch Assembly code can be converted to machine code using an assembler The first section of the book starts with setting up the development environment on Windows and Linux mentioning most common toolchains The reader is led through the basic structure of CPU and memory and is presented the most important Assembly instructions through examples for both Windows and Linux 32 and 64 bits Then the reader would understand how high level languages are translated into Assembly and then compiled into object code Finally we will cover patching existing code either legacy code without sources or a running code in same or remote process What you will learn Obtain deeper understanding of the underlying platform

Understand binary arithmetic and logic operations Create elegant and efficient code in Assembly language Understand how to link Assembly code to outer world Obtain in depth understanding of relevant internal mechanisms of Intel CPU Write stable efficient and elegant patches for running processes Who this book is for This book is for developers who would like to learn about Assembly language Prior programming knowledge of C and C# is assumed [Roslyn Cookbook](#) Manish Vasani,2017-07-31 Use Roslyn as a service to write powerful extensions and tools and use them in Visual Studio to improve code quality and maintain your source code more effectively About This Book Use Roslyn extensions and tools in Visual Studio to enforce house rules on code and fix security and performance vulnerabilities in your code Write Roslyn extensions using the Roslyn service API to help developers enforce conventions and design idioms Improve developer productivity by using Roslyn based agile development features in Visual Studio such as live unit testing C# interactive and scripting Contribute to the C# language and compiler tool chain to analyze and edit code Who This Book Is For NET Developers and architects who are interested in taking full advantage of the Roslyn based extensions and tools to improve the development processes will find this book useful Roslyn contributors i.e the producers and C# community developers will also find this book useful What You Will Learn Write extensions to analyze source code and report warnings and errors Edit C# source code to fix compiler analyzer diagnostics or refactor source code Improve code maintenance and readability by using analyzers and code fixes Catch security and performance issues by using PUMA scan analyzers and FxCop analyzers Perform Live Unit tests in Visual Studio Use C# interactive and scripting in Visual Studio Design a new C# language feature and implement various compiler phases for a new language feature Write command line tools to analyze and edit C# code In Detail Open sourcing the C# and Visual Basic compilers is one of the most appreciated things by the NET community especially as it exposes rich code analysis APIs to analyze and edit code If you want to use Roslyn API to write powerful extensions and contribute to the C# developer tool chain then this book is for you Additionally if you are just a NET developer and want to use this rich Roslyn based functionality in Visual Studio to improve the code quality and maintenance of your code base then this book is also for you This book is divided into the following broad modules Writing and consuming analyzers fixers Chapters 1-5 You will learn to write different categories of Roslyn analyzers and harness and configure analyzers in your C# projects to catch quality security and performance issues Moving ahead you will learn how to improve code maintenance and readability by using code fixes and refactorings and also learn how to write them Using Roslyn based agile development features Chapters 6 and 7 You will learn how to improve developer productivity in Visual Studio by using features such as live unit testing C# interactive and scripting Contributing to the C# language and compiler tool chain Chapters 8-10 You will see the power of open sourcing the Roslyn compiler via the simple steps this book provides thus you will contribute a completely new C# language feature and implement it in the Roslyn compiler codebase Finally you will write simple command line tools based on the Roslyn service API to analyze and edit C# code Style and approach This book takes a recipe based approach teaching you

how to perform various hacks with the Compiler API in your hands **Beginning Windows Mixed Reality Programming**
Sean Ong, 2017-07-25 Develop applications and experiences for Microsoft's HoloLens and other Windows mixed reality devices This easy to follow guide removes the mystery behind creating amazing augmented reality experiences Mixed reality development tools and resources are provided Beginning Windows Mixed Reality Programming clearly explains all the nuances of mixed reality software development You'll learn how to create 3D objects and holograms interact with holograms using voice commands and hand gestures use spatial mapping and 3D spatial sound build with Microsoft's HoloToolkit create intuitive user interfaces and make truly awe inspiring mixed reality experiences Start building the holographic future today What You Will Learn Prototype ideas quickly Get started with Unity the preferred tool for animating 3D objects Explore where to find 3D models for your project or make your own Use spatial sound voice commands and gestures Build with the HoloToolkit to make apps the easy way Publish to the Windows Store and make money from your app Who This Book Is For Programmers with little or no graphics or mixed reality experience **Professional DNN7** Shaun Walker, Bruce Chapman, Cathal Connolly, Peter Donker, Israel Martinez, Charles Nurse, Chris Paterra, Clinton Bland, Ashish Prasad, Nathan Rover, Mitchel Sellers, Dennis Shiao, Will Strohl, Erik van Ballegoij, Scott Willhite, Ralph Williams, Jr., 2015-05-13 A variety of positive change has recently taken place in the DNN ecosystem code base and underlying technology Professional DNN7 Open Source NET CMS Platform provides thorough coverage of all aspects of DNN including the latest features API's and updates Looking to ramp up your knowledge of DNN7 If so this book is for you In this book you'll learn how to install configure administer develop modules and much more DNN has undergone a significant transformation over the past 4 years The rebrand from DotNetNuke to DNN was just the start The entire platform was migrated from VB to C the user interface was overhauled providing a much improved user experience dramatic improvements in functionality performance were made including support for social collaboration and mobile devices Recently API's that make modern client side development easy have been introduced as well The underlying technology platform has migrated from ASP.NET 2.0 to ASP.NET 4.0 and DNN has also integrated Microsoft's Web API as the service framework at the core of the DNN solution All of these enhancements provide developers with a lot of power in one solution In previous Professional DotNetNuke books DotNetNuke founder Shaun Walker authored a popular introductory chapter covering the evolution of the DNN open source project He will expand this initial chapter with information about venture capital funding commercialization and software business insights which will be of interest to DNN enthusiasts as well as technology entrepreneurs DNN site builders administrators and developers will learn how to determine if they have met the installation requirements and install DNN administer and host a DNN site and install and configure modules manage users and keep a DNN installation secure localize a DNN site for multiple languages build custom DNN modules in C using the model of separation of database business logic and presentation layers customize the DNN look with skinning make their site social with EVOQ Hands-On GPU-Accelerated

Computer Vision with OpenCV and CUDA Bhaumik Vaidya, 2018-09-26 Discover how CUDA allows OpenCV to handle complex and rapidly growing image data processing in computer and machine vision by accessing the power of GPU Key Features Explore examples to leverage the GPU processing power with OpenCV and CUDA Enhance the performance of algorithms on embedded hardware platforms Discover C and Python libraries for GPU acceleration Book Description Computer vision has been revolutionizing a wide range of industries and OpenCV is the most widely chosen tool for computer vision with its ability to work in multiple programming languages Nowadays in computer vision there is a need to process large images in real time which is difficult to handle for OpenCV on its own This is where CUDA comes into the picture allowing OpenCV to leverage powerful NVIDIA GPUs This book provides a detailed overview of integrating OpenCV with CUDA for practical applications To start with you ll understand GPU programming with CUDA an essential aspect for computer vision developers who have never worked with GPUs You ll then move on to exploring OpenCV acceleration with GPUs and CUDA by walking through some practical examples Once you have got to grips with the core concepts you ll familiarize yourself with deploying OpenCV applications on NVIDIA Jetson TX1 which is popular for computer vision and deep learning applications The last chapters of the book explain PyCUDA a Python library that leverages the power of CUDA and GPUs for accelerations and can be used by computer vision developers who use OpenCV with Python By the end of this book you ll have enhanced computer vision applications with the help of this book s hands on approach What you will learn Understand how to access GPU device properties and capabilities from CUDA programs Learn how to accelerate searching and sorting algorithms Detect shapes such as lines and circles in images Explore object tracking and detection with algorithms Process videos using different video analysis techniques in Jetson TX1 Access GPU device properties from the PyCUDA program Understand how kernel execution works Who this book is for This book is a go to guide for you if you are a developer working with OpenCV and want to learn how to process more complex image data by exploiting GPU processing A thorough understanding of computer vision concepts and programming languages such as C or Python is expected

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