

Microsoft Silverlight 4 for Developers

Course Length: 5 days

Price: \$2,500

Summary

Silverlight 4.0 makes it possible for developers to create rich, interactive applications delivered through a Web browser to nearly any client operating system, including Windows, Mac, and Linux. This course introduces the basics of creating and hosting Silverlight applications, working through many of the important controls, through binding Silverlight applications to live data. This course then moves beyond the basics to cover working through some more advanced controls, more graphic issues including shapes, geometries, brushes, transforms, and animations, through deploying Silverlight applications. This course uses Visual Studio 2010 and can be taught in either VB.NET or C#. When registering for this course, please indicate your preferred language so we can order the proper courseware.

Who Should Attend?

This course assumes that students have some programming background and experience using Visual Studio 2010. This course assumes knowledge of VB.NET or C#, of the .NET Framework, and the current (or a prior) version of Visual Studio.

Course Outline

Introduction to Silverlight 4

- Compare declarative and procedural coding styles
- Investigate the Silverlight designer in Visual Studio 2010
- Controls and events in Silverlight 4

Layout

- Understand how the layout system works in Silverlight
- Using various containers to control layout
- Using alignment and sizing to control layout

Simple Controls

- Border, Button, CheckBox and RadioButton controls
- View and enter text using TextBlock, TextBox and PasswordBox controls
- Work with dates using the DatePicker and Calendar controls
- Using the Slider, ProgressBar and MediaElement controls

Advanced Controls

- Learn to use controls that enable users to select an item from a list
- Add menus to applications
- Explore controls that enable you to better organize content

Styles and Resources

- Investigate XAML Resources
- Learn about the hierarchy of resources
- Work with resources programmatically
- Organize resources with resource dictionaries
- Experiment with XAML Styles
- Apply Styles dynamically
- Work with Style inheritance

Navigation

- Explore navigation in Silverlight applications
- Build page-based applications that support navigation
- Navigate using XAML and code
- Use the Navigation Application project template

Binding

- Use Binding objects to bind data sources and targets
- Add data converters to manage conversion during the binding process
- Use data templates to modify the layout of bound data in lists

Working with Data

- Retrieve data from a WCF service
- Create common data bound forms
- Display information from main and related tables

Advanced Data Controls

- Explore how to use the DataGrid control to display data
- See how to use the DataGrid control to edit data
- Learn how to use the DataForm and DataPager controls to display data

Shapes and Geometries

- Learn to use basic shapes: lines, ellipses, rectangles, and polygons
- Add line caps and joins
- Work with geometries and paths
- Investigate the geometry mini-language

Brushes and Transforms

- Work with solid, gradient, and image brushes
- Add transparency effects, including opacity mask
- Investigate built-in transforms
- Add reflection effect using opacity mask and transforms

Deployment

- See how to deploy Silverlight applications
- See how to deploy out-of-browser applications
- Explore how to customize the installation of Silverlight

Introducing Expression Blend

- Compare Visual Studio and Expression Blend
- Examine the Blend integrated development environment
- Learn about Expression Blend's designer panels
- Integrate Expression Blend with Visual Studio
- Create resources and set up element-to-element binding in Expression Blend

Introducing Animation

- Understand how animation works in XAML applications
- Examine animation, storyboard, and trigger objects
- Learn to start animations in code
- Work with DoubleAnimation, ColorAnimation, and PointAnimation objects
- Examine properties of the animation classes
- Try out various easing functions
- Use Expression Blend to interactively create animations

Additional Data Techniques

- See how to store data locally with isolated storage
- See how to retrieve data from a WCF data service and work with it in a Silverlight application

Silverlight and Networking

- See how to make cross-domain calls from Silverlight applications
- Explore how to use the WebClient class to request data from Web Sites