

## Professional Windows Embedded Compact 7

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. *Patterns of Enterprise Application Architecture* is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include

- Dividing an enterprise application into layers
- The major approaches to organizing business logic
- An in-depth treatment of mapping between objects and relational databases
- Using Model-View-Controller to organize a Web presentation
- Handling concurrency for data that spans multiple transactions
- Designing distributed object interfaces

Foreword. A transformed scientific method. Earth and environment. Health and wellbeing. Scientific infrastructure. Scholarly communication.

“We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document.” —Soumith Chintala, co-creator of PyTorch

Key Features Written by PyTorch’s creator and key contributors

- Develop deep learning models in a familiar Pythonic way
- Use PyTorch to build an image classifier for cancer detection
- Diagnose problems with your neural network and improve training with data augmentation

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It’s great for building quick models, and it scales smoothly from laptop to enterprise. *Deep Learning with PyTorch* teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image

classifier from scratch. After covering the basics, you'll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks. What You Will Learn Understanding deep learning data structures such as tensors and neural networks Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

With more than 250 ready-to-use recipes, this solutions-oriented introduction to the Windows PowerShell scripting environment and language provides administrators with the tools to be productive immediately.

bull; The Compact Framework brings familiar .NET development to mobile devices. bull; This technology enables millions of Microsoft programmers to develop Windows CE applications. bull; Written by two Microsoft Compact Framework team members. The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like

lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples.

Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Presents the basics for designing mobile applications for wireless-capable devices using .NET Compact Framework 2.0, SQL Server 2005, and Microsoft Windows Mobile 5.0.

Describes how to put software security into practice, covering such topics as risk analysis, coding policies, Agile Methods, cryptographic standards, and threat tree patterns.

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## Online Library Professional Windows Embedded Compact 7

Windows XP Embedded - Windows Embedded for Point of Service, and much more...

Learn to program an array of customized devices and solutions As a compact, highly efficient, scalable operating system, Windows Embedded Compact 7 (WEC7) is one of the best options for developing a new generation of network-enabled, media-rich, and service-oriented devices. This in-depth resource takes you through the benefits and capabilities of WEC7 so that you can start using this performance development platform today. Divided into several major sections, the book begins with an introduction and then moves on to coverage of OS design, application development, advanced application development, how to deploy WEC7 devices, and more. Examines the benefits of Windows Embedded Compact 7 (WEC7) Reviews the various elements of OS design, including configuring and building a customized OS runtime image, using debugging and remote tools, and more Explains how to develop native code applications with Visual Studio 2010, develop database applications with SQL server compact, and use the application deployment option Discusses how to deploy a WEC device, use the boot loader, launch WEC using BIOSLoader, and deploy a WEC power toy If you're interested in learning more about embedded development or you're seeking a higher performance development platform, then this is the book for you.

When it comes to network security, many users and administrators are running scared, and justifiably so. The sophistication of attacks against computer systems increases with each new Internet worm. What's the worst an attacker can do to you? You'd better find out, right? That's what Security Warrior teaches you. Based on the principle that the only way to defend yourself is to understand your attacker in depth, Security Warrior reveals how your systems can be attacked. Covering everything from reverse engineering to SQL attacks, and including topics like social engineering, antifoensics, and common attacks against UNIX and Windows systems, this book teaches you to know your enemy and how to be prepared to do battle. Security Warrior places particular emphasis on reverse engineering. RE is a fundamental skill for the administrator, who must be aware of all kinds of malware that can be installed on his machines -- trojaned binaries, "spyware" that looks innocuous but that sends private data back to its creator, and more. This is the only book to discuss reverse engineering for Linux or Windows CE. It's also the only book that shows you how SQL injection works, enabling you to inspect your database and web applications for vulnerability. Security Warrior is the most comprehensive and up-to-date book covering the art of computer war: attacks against computer systems and their defenses. It's often scary, and never comforting. If you're on the front lines, defending your site against attackers, you need this book. On your shelf--and in your hands.

bull; bull;The .NET Compact Framework (CF) brings the power of .NET to mobile devices, yet there is very little information on how to use it effectively bull;The number of developers using the .NET CF over the next few years is anticipated to increase greatly bull;Covers related important topics such as SQL Server 2000 Windows CE edition

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL

skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

"Get the definitive guide to programming Windows Embedded CE--now in its fourth edition and updated for version 6.0. This practical reference focuses on the core operating system and includes extensive sample applications in Microsoft® Visual C++"--Resource description page.

Based on the popular Artech House classic, Digital Communication Systems Engineering with Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Introducing Microsoft Power BI enables you to evaluate when and how to use Power BI. Get inspired to improve business processes in your company by leveraging the available analytical and collaborative features of this environment. Be sure to watch for the publication of Alberto Ferrari and Marco Russo's upcoming retail book, Analyzing Data with Power BI and Power Pivot for Excel (ISBN 9781509302765). Go to the book's page at the Microsoft Press Store here for more details:<http://aka.ms/analyzingdata/details>. Learn more about Power BI at <https://powerbi.microsoft.com/>.

"If you're interested in developing for this burgeoning platform, there is no one better able to get you up-to-speed." –From the

Foreword by Rob Tiffany, mobility architect, Microsoft Completely revised and updated for .NET Compact Framework 2.0 and 3.5, Visual Studio 2008, and Windows Mobile Smart Phones, Programming .NET Compact Framework 3.5, Second Edition, teaches you how to write highly effective applications for handheld wireless devices with small screens, limited memory, and finite battery life. This book is the definitive tutorial and reference for the .NET Compact Framework and Windows Mobile. If you're interested in developing for this burgeoning platform, there is no one better able to get you up to speed than industry veterans, master programmers, and teachers Paul Yao and David Durant. With this book you will learn how to Use each of the ten API sets available for Windows Mobile; when to use each; and, especially, when to use Win32 and the .NET Compact Framework 2.0 and 3.5 Write programs that make the most of a Windows Mobile device's limited battery life Efficiently invoke Win32 APIs from the .NET Compact Framework Write exceptional, data-driven applications using data binding and .NET controls Manage device data with the object store, file I/O, and the registry Work with databases using ADO.NET and LINQ Synchronize mobile data with remote databases and the remote API Make a mobile device work with the Windows Communication Foundation (WCF) Create graphical output on Windows Mobile devices If you want to learn Windows Mobile development but only have limited experience with the .NET Framework, this is the only book you need.

Tiffany details how to make SQL Server data available to mobile employees. He walks readers through the process of building a four-tier mobile synchronization architecture designed to scale to thousands of users. (Computer Books)

The new edition of this bestselling title on Distributed Systems has been thoroughly revised throughout to reflect the state of the art in this rapidly developing field. It emphasizes the principles used in the design and construction of distributed computer systems based on networks of workstations and server computers.

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

Get a head start deploying Windows 10—with tips and best practices from experts in the field. This guide shows you how to deploy Windows 10 in an automated way without impacting end users by leveraging System Center Configuration Manager, which is the most used product to deploy Microsoft operating systems in the industry today.

Professional Windows Embedded Compact 7 John Wiley & Sons

\* \* Paul Yao is acclaimed as the best writer on the .NET Compact Framework (CF) \* Practical, code-rich tutorial for experienced programmers wishing to transfer their skills to smart devices \* Covers topics not found in other books, such as controls, data handling, graphics, and ActiveSync \* Microsoft is pushing the Compact Framework very heavily.

Windows Embedded Compact 7 is the natural choice for developing sophisticated, small-footprint devices for both consumers and the enterprise. For this latest version, a number of significant enhancements have been made, most notably the ability to run multi-core processors and address more than the 512 MB of memory constraint in previous versions. Using familiar developer tools, Pro Windows Embedded Compact 7 will take you on a deep-dive into device driver development. You'll learn how to set up your working environment, the tools that you'll need and how to think about developing for small devices before quickly putting theory into practice and developing your own first driver from the ground up. As you delve deeper into the details of driver development, you'll learn how to master hardware details, deal with I/O and interrupts, work with networks, and test and debug your drivers ready for deployment—all in the company of an author who's been working with Windows CE for more than a decade. Packed with code samples, Pro Windows Embedded Compact 7 contains everything you'll need to start developing for small footprint devices with confidence.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Optimize Windows system reliability and performance with Sysinternals IT pros and power users consider the free Windows Sysinternals tools indispensable for diagnosing, troubleshooting, and deeply understanding the Windows platform. In this extensively updated guide, Sysinternals creator Mark Russinovich and Windows expert Aaron Margosis help you use these powerful tools to optimize any Windows system's reliability, efficiency, performance, and security. The authors first explain Sysinternals' capabilities and help you get started fast. Next, they offer in-depth coverage of each major tool, from Process Explorer and Process Monitor to Sysinternals' security and file utilities. Then, building on this knowledge, they show the tools being used to solve real-world cases involving error messages, hangs, sluggishness, malware infections, and much more. Windows Sysinternals creator Mark Russinovich and Aaron Margosis show you how to: Use Process Explorer to display detailed process and system information Use Process Monitor to capture low-level system events, and quickly filter the output to narrow down root causes List, categorize, and manage software that starts when you start or sign in to your computer, or when you run Microsoft Office or Internet Explorer Verify digital signatures of files, of running programs, and of the modules loaded in those programs Use Autoruns, Process Explorer, Sigcheck, and Process Monitor features that can identify and clean malware



infestations Inspect permissions on files, keys, services, shares, and other objects Use Sysmon to monitor security-relevant events across your network Generate memory dumps when a process meets specified criteria Execute processes remotely, and close files that were opened remotely Manage Active Directory objects and trace LDAP API calls Capture detailed data about processors, memory, and clocks Troubleshoot unbootable devices, file-in-use errors, unexplained communication, and many other problems Understand Windows core concepts that aren't well-documented elsewhere

Bestselling text, *The Essentials of Computer Organization and Architecture*, Fourth Edition, is comprehensive enough to address all necessary organization and architecture topics, but concise enough to be appropriate for a single-term course. Its focus on real-world examples and practical applications encourages students to develop a "big-picture" understanding of how essential organization and architecture concepts are applied in the computing world. In addition to direct correlation with the ACM/IEEE guidelines for computer organization and architecture, the text exposes readers to the inner workings of a modern digital computer through an integrated presentation of fundamental concepts and principles.

Students who are beginning studies in technology need a strong foundation in the basics before moving on to more advanced technology courses and certification programs. The Microsoft Technology Associate (MTA) is a new and innovative certification track designed to provide a pathway for future success in technology courses and careers. The MTA program curriculum helps instructors teach and validate fundamental technology concepts and provides students with a foundation for their careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future success in and out of the classroom. This text covers fundamental skills in such areas as Programming and an understanding of general software development, web, desktop, and database applications.

"Raymond Chen is the original raconteur of Windows." --Scott Hanselman, ComputerZen.com "Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it!" --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect "Very interesting read. Raymond tells the inside story of why Windows is the way it is." --Eric Gunnerson, Program Manager, Microsoft Corporation "Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about." --Matt Pietrek, MSDN Magazine's Under the Hood Columnist "Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, *The Old New Thing* is a captivating collection of anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software." --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files

called "hives"? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the "hidden Windows" you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen

Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies

Help drive the next wave of smart, connected devices. Guided by two experts on Windows Embedded CE, you'll examine the core architecture, tools, and techniques that streamline the development process—and help get your ideas to market faster. Discover how to: Install the development environment and toolset Apply the device-planning practices that help optimize development time and resources Exploit the unified build system, including batch file and console utilities Use—or create—board support packages for hardware-specific code Dig into driver infrastructure, classes, and development processes Design and configure a custom run-time image Test and verify devices with the Windows Embedded CE Test Kit Create an SDK to extend your application to third-party developers

Microsoft's Windows Presentation Foundation (WPF) provides you with a development framework for building high-quality user experiences for the Windows operating system. It blends together rich content from a wide range of sources and allows you unparalleled access to the processing power of your Windows computer. Pro WPF 4.5 in C# provides a thorough, authoritative guide to how WPF really works. Packed with no-nonsense examples and practical advice you'll learn everything you need to know in order to use WPF in a professional setting. The book begins by building a firm foundation of elementary concepts, using your existing C# skills as a frame of reference, before moving on to discuss advanced concepts and demonstrate them in a hands-on way that emphasizes the time and effort savings that can be gained. Dive deeper into Windows 7—with new content and new resources on CD! The Deluxe Edition of the ultimate, in-depth reference to Windows 7 has been fully updated for SP1 and Internet Explorer 9, and features 300+ pages of additional coverage and advanced topics. It's now

packed with even more timesaving solutions, troubleshooting tips, and workarounds from the experts—and includes a fully searchable eBook and other online resources. Topics include installation, configuration, and setup; network connections and troubleshooting; remote access; managing programs; controlling user access and accounts; advanced file management; working with Internet Explorer 9; managing security features and issues; using Windows Live Essentials 2011; performance monitoring and tuning; backups and maintenance; sharing networked resources; hardware and device drivers. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

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