

"Something big is about to happen...."

—From the Foreword by Don Box, Architect, Microsoft Corporation



Essential Windows Workflow Foundation

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Essential Windows Workflow Foundation Dharma Shukla,Bob Schmidt,2006-10-05 In Essential Windows Workflow Foundation two WF lead architects Dharma Shukla and Bob Schmidt offer an under the hood look at the technology explaining the why and not just the how of WF s key concepts and architecture Serious WF developers seeking details about how to effectively utilize and extend the framework by writing activities will find cogent explanations and answers here With simple and illustrative examples the authors demonstrate exactly how to leverage WF s extensible programming model to craft domain specific programs Drawing on their unique vantage point in designing and developing WF Shukla and Schmidt deliver authoritative coverage of The core concepts and ideas that form the heart of WF s programming model The execution model for activities with details of the activity automaton bookmarking scheduling and the threading model of the WF runtime Advanced execution concepts including activity execution contexts transactions persistence points passivation fault handling cancellation compensation and synchronization Hosting the WF runtime in applications The activity component model with details of validation compilation serialization and visualization Databinding XAML dependency properties and WF program metadata Declarative conditions and rules activity designers and designer hosting Custom control flow patterns ranging from simple sequencing and iteration to more complex graphs and state machines Dynamic editing of running WF program instances Essential Windows Workflow Foundation is the definitive resource for developers seeking an in depth understanding of this novel technology

Essential Windows Presentation Foundation (WPF) Chris Anderson,2007-04-11 Windows Presentation Foundation WPF replaces Microsoft s diverse presentation technologies with a unified state of the art platform for building rich applications WPF combines the best of Windows and the Web fully integrates user interfaces documents and media and leverages the full power of XML based declarative programming In Essential Windows Presentation Foundation former WPF architect Chris Anderson systematically introduces this breakthrough platform focusing on the concepts and techniques working developers need in order to build robust applications for real users Drawing on his unique experience as an architect on the team Anderson thoroughly illuminates the crucial new concepts underlying WPF and reveals how its APIs work together to offer developers unprecedented value Through working sample code you ll discover how WPF draws on the Web s simple models for markup and deployment common frame for applications and rich server connectivity and on Windows rich client model simple programming model strong control over look and feel and rich networking Topics explored in depth include WPF components and architecture Key WPF design decisions and why they matter XAML markup language Controls Layouts Visuals and media including 2D 3D video and animation Data integration Actions Styles WPF Base Services

Windows Communication Foundation 3.5 Unleashed Craig McMurty,Nigel Watling,Matt Winkler,Marc Mercuri,2008-10-07 Windows Communication Foundation WCF is Microsoft s dynamic technology for allowing autonomous software to communicate Superseding earlier technologies such as COM DCOM NET

Remoting ASP NET Web Services and the Web Services Enhancements for NET WCF provides a single solution that is designed to always be the best way to exchange data among software entities. It also provides the infrastructure for developing the next generation of Web Services with support for the WS family of specifications and a new serialization system for enhanced performance. In the 3.5 release WCF has been expanded to include support for REST, JSON, and Syndication. RSS and Atom services further broadening the possibilities for what can be done. For information technology professionals, WCF supplies an impressive array of administration tools that enterprises and software vendors can use to reduce the cost of ownership of their solutions without writing a single line of code. Most important, WCF delivers on the promise of model driven software development with the new software factory approach by which one can iteratively design solutions in a modeling language and generate executables from lower level class libraries.

Windows Communication Foundation 3.5 Unleashed is designed to be the essential resource for software developers and architects working with WCF. The book guides readers through a conceptual understanding of all the facilities of WCF and provides step by step guides to applying the technology to practical problems. As evangelists at Microsoft for WCF, WF, and CardSpace, Craig McMurtry, Marc Mercuri, Nigel Watling, and Matt Winkler are uniquely positioned to write this book. They had access to the development team and to the product as it was being built. Their work with enterprises and outside software vendors has given them unique insight into how others see the software, how they want to apply it, and the challenges they face in doing so. Gives you nearly 100 best practices for programming with WCF. Provides detailed coverage of how to version services that you will not find anywhere else. Delves into using WCF together with Windows Workflow Foundation (WF) and Windows CardSpace. Provides detailed coverage of the new high performance data contract serializer for NET. Walks you through creating secure, reliable, transacted messaging and how to understand the available options. Introduces you to federated claims based security and shows you how to incorporate SAML and WS-Trust security token services into your architecture. Provides step by step instructions for how to customize every aspect of WCF. Shows you how to add behaviors, communication channels, message encoders, and transports. Presents options for implementing publish/subscribe solutions. Gives clear guidance on peer to peer communications with WCF.

Essential C# 2.0 Mark Michaelis, 2006-07-13. A new edition of this title is available. ISBN 10 0321533925. ISBN 13 9780321533920. Essential C# 2.0 pulls off a very difficult task. The early chapters are comprehensible by beginning developers while the later chapters pull no punches and provide the experienced developer with the detailed information they need to make the most of C# 2.0. Starting with the first chapter, Mark has successfully interwoven tidbits of information useful to even the most advanced developer while keeping the book approachable. Chris Kinsman, chief architect, Vertafore, Microsoft Regional Director. How refreshing. This book deals with C# thoroughly rather than skimming over the whole .NET framework. It is valuable to newcomers and professionals alike. Jon Skeet, C# MVP. Essential C# 2.0 is a one stop shop for an experienced programmer looking to ramp up on one of the hottest languages around today. Mark delivers an intelligent

and detailed tour of C providing newcomers to the language with a solid foundation of skill on which to build their next generation of applications Stephen Toub technical editor MSDN Magazine This book provides complete up to date coverage of all the programming constructs in C Masterfully organized it allows beginning programmers to get on board and leads more experienced programmers into the world of structured programming Because of its unwavering focus on the essential programming constructs of C such as generics delegates and much more this book is indispensable For programmers who want to solve their day to day programming issues using the latest features this modern programming language has to offer this book is indispensable Narendra Poflee IT integration specialist Itron Inc Essential C 2 0 is an ideal book for all programmers interested in C If you are a beginner you will quickly learn the basics of C programming and become familiar with the concepts The flow of the text is easy to follow and does a great job of not repeating concepts that have already been covered For the experienced programmer this book has priceless nuggets embedded within its pages making it a great read for programmers who are already familiar with C This will be a book that I will keep next to my computer for years to come Michael Stokesbary software engineer Itron Inc Essential C 2 0 is a clear concise guide to C including the features new to C 2 0 The book clearly presents material for beginners and experts and provides contrasts and comparisons between C and other languages The C language is covered comprehensively and each important construct is illustrated with succinct code examples Complete code examples are available online Mark Michaelis has organized the material for quick access Graphical mind maps at the beginning of each chapter show what material is covered and how each topic relates to the whole Following the C introduction readers will learn about C primitive data types value types reference types type conversions and arrays Operators and control flow loops conditional logic and sequential programming Methods parameters exception handling and structured programming Classes inheritance structures interfaces and object oriented programming Well formed types operator overloading namespaces and garbage collection Generics collections and iterators Reflection attributes and declarative programming Threading synchronization and multi threaded patterns Interoperability and unsafe code The Common Language Infrastructure that underlies C C 2 0 has a multitude of new features that make the language even more powerful productive and efficient These new features are thoroughly covered in this book A separate appendix on C 2 0 topics helps readers quickly find new features of the language Whether you re just starting out as a programmer are an experienced developer looking to learn C or are a seasoned C programmer interested in learning the new features of C 2 0 Essential C 2 0 gives you just what you need to quickly get up and running writing C applications *Essential Windows Communication Foundation (WCF)* Richard Crane, Steve Resnick, Chris Bowen, 2008-02-11 Whether this is the first time or the fifty first time you re using WCF you ll learn something new by reading this book Nicholas Allen Program Manager Web Services Microsoft Windows Communication Foundation WCF is the easiest way to produce and consume Web services on the Microsoft platform With NET 3 5 WCF has been extensively revamped and Visual Studio 2008 gives developers powerful

new tools for utilizing it Essential Windows Communication Foundation shows developers exactly how to make the most of WCF with NET 3.5 and Visual Studio 2008 Drawing on extensive experience working with early adopters three Microsoft insiders systematically address the topics developers ask about WCF The authors approach each subject with practical advice and present best practices tips and tricks for solving problems Throughout you ll find detailed explanations solutions for the pain points of WCF development and an extensive collection of reusable code examples Coverage includes Using WCF contracts to define complex structures and interfaces Understanding WCF s channel stacks and channel model architecture Configuring the WCF communication stack to use only the protocols you need Using standard and custom service behaviors to manage concurrency instances transactions and more Serializing data from NET types to XML Infosets and representing Infosets on the wire Hosting WCF services via IIS managed NET applications and Windows Activation Services WCF security in depth authentication transport and message level security and Internet and intranet scenarios Improving reliability exception handling diagnostics and more Workflow services new integration points between WCF 3.5 and Windows Workflow Foundation Building client to client peer network based applications Utilizing WCF for non SOAP Web services AJAX and JSON examples and NET 3.5 hosting classes Microsoft s Steve Resnick Richard Crane and Chris Bowen are technology experts at the Microsoft Technology Center in Boston They specialize in helping customers improve their technical agility by applying WCF and related technologies Resnick has specialized in Internet technologies and distributed computing at Microsoft since 1995 He is a frequent speaker at Microsoft events and is now technology director for the U S Microsoft Technology Centers Crane has more than 15 years of experience in senior software development roles He specializes in large scale Web sites distributed computing transactional systems and performance analysis Bowen has been an architect and developer for more than 15 years at companies such as Monster.com and Staples and is co author of Professional Visual Studio 2005 Team System Foreword xxv Preface xxvii Chapter 1 Basics 1 Chapter 2 Contracts 33 Chapter 3 Channels 91 Chapter 4 Bindings 111 Chapter 5 Behaviors 181 Chapter 6 Serialization and Encoding 241 Chapter 7 Hosting 287 Chapter 8 Security 315 Chapter 9 Diagnostics 375 Chapter 10 Exception Handling 403 Chapter 11 Workflow Services 423 Chapter 12 Peer Networking 459 Chapter 13 Programmable Web 503 Appendix Advanced Topics 537 Index 553 **Professional**

BizTalk Server 2006 Darren Jefford, Kevin B. Smith, Ewan Fairweather, 2007-04-27 This book provides insight into how industry experts have successfully architected developed and maintained Microsoft BizTalk Server in mission critical environments Authored by highly regarded consultants with a wealth of knowledge on designing building and operating enterprise applications using BizTalk this comprehensive guide gives you the techniques and best practices you ll need to develop effective projects Darren Jefford is a Principal Consultant with the Microsoft UK Application Development Consulting ADC team who has extensive real world experience with BizTalk Server and the broader Microsoft platform Kevin B Smith formerly worked as a Technical Lead Software Design Engineer for the BizTalk Server Product Team and helped ship three

versions of BizTalk Server Ewan Fairweather works as a Premier Field Engineer for Microsoft providing onsite support to enterprise customers including maintaining and optimizing their BizTalk Server solutions Architects developers testers and administrators will achieve instant success when they apply the deep technical information covered in this book They will better appreciate the internal workings of BizTalk Server and will understand detailed solutions for challenges often experienced with BizTalk based systems

The C# Programming Language Anders Hejlsberg,Mads Torgersen,Scott Wiltamuth,Peter Golde,2008-10-08 Based on my own experience I can safely say that every NET developer who reads this will have at least one aha moment and will be a better developer for it From the Foreword by Don Box The popular C programming language combines the high productivity of rapid application development languages with the raw power of C and C Now C 3 0 adds functional programming techniques and LINQ Language INTeGrated Query The C Programming Language Third Edition is the authoritative and annotated technical reference for C 3 0 Written by Anders Hejlsberg the language s architect and his colleagues Mads Torgersen Scott Wiltamuth and Peter Golde this volume has been completely updated and reorganized for C 3 0 The book provides the complete specification of the language along with descriptions reference materials code samples and annotations from nine prominent C gurus The many annotations a new feature in this edition bring a depth and breadth of understanding rarely found in any programming book As the main text of the book introduces the concepts of the C language cogent annotations explain why they are important how they are used how they relate to other languages and even how they evolved This book is the definitive must have reference for any developer who wants to understand C

Framework Design Guidelines Krzysztof Cwalina,Brad Abrams,2008-10-22 This is the eBook version of the print title Framework Design Guidelines Second Edition Access to all the samples applications and content on the DVD is available through the product catalog page www.informit.com title 9780321545619 Navigate to the Downloads tab and click on the DVD Contents links see instructions in back pages of your eBook Framework Design Guidelines Second Edition teaches developers the best practices for designing reusable libraries for the Microsoft NET Framework Expanded and updated for NET 3 5 this new edition focuses on the design issues that directly affect the programmability of a class library specifically its publicly accessible APIs This book can improve the work of any NET developer producing code that other developers will use It includes copious annotations to the guidelines by thirty five prominent architects and practitioners of the NET Framework providing a lively discussion of the reasons for the guidelines as well as examples of when to break those guidelines Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down From their significant combined experience and deep insight you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting and guidelines for ensuring extensibility How and how not to design exceptions Guidelines for and examples of common framework design patterns Guidelines in this book are

presented in four major forms Do Consider Avoid and Do not These directives help focus attention on practices that should always be used those that should generally be used those that should rarely be used and those that should never be used Every guideline includes a discussion of its applicability and most include a code example to help illuminate the dialogue Framework Design Guidelines Second Edition is the only definitive source of best practices for managed code API development direct from the architects themselves A companion DVD includes the Designing NET Class Libraries video series instructional presentations by the authors on design guidelines for developing classes and components that extend the NET Framework A sample API specification and other useful resources and tools are also included

Designing Forms for Microsoft Office InfoPath and Forms Services 2007 Scott Roberts,Hagen Green,2007-02-05 Microsoft Office InfoPath represents a revolutionary leap in XML technologies and a new paradigm for gathering business critical information I am delighted that Scott Roberts and Hagen Green two distinguished members of the InfoPath product team decided to share their experience in this book From the Foreword by Jean Paoli cocreator of XML 1 0 and Microsoft Office InfoPath Microsoft Office InfoPath 2007 offers breakthrough tools for gathering managing and integrating business critical information and creating efficient forms driven processes Two longtime members of Microsoft s InfoPath product team have written the first comprehensive hands on guide to building successful XML based solutions with InfoPath 2007 The book opens with a practical primer on the fundamentals of InfoPath form template design for information workers and application developers at all levels of experience It then moves into advanced techniques for customizing integrating and extending form templates with all the code examples and detail needed by professional developers Learn how to Design form templates create blank form templates insert and customize controls use advanced formatting and construct and lay out views Work with data start with XML data or schema manually edit data sources and understand design time visuals Add custom business logic to forms and integrate them with other applications Retrieve and query data from external data sources including XML files databases SharePoint lists Web services and ADO NET DataSets Submit and receive form data using ADO NET Save preview and publish to e mail SharePoint and more Build reusable components with template parts Create workflows with SharePoint and InfoPath E Mail Forms Administer Forms Services and Web enabled form templates Build advanced form templates using C form code custom controls add ins and the new InfoPath 2007 managed object model Design form templates using Visual Studio Tools for Office VSTO Update secure and optimize your form templates List of Figures List of Tables Foreword Preface About the Authors PART I Designing Forms Chapter 1 Introduction to InfoPath 2007 Chapter 2 Basics of InfoPath Form Design Chapter 3 Working with Data Chapter 4 Advanced Controls and Customization Chapter 5 Adding Logic without Code Chapter 6 Retrieving Data from External Sources Chapter 7 Extended Features of Data Connections Chapter 8 Submitting Form Data Chapter 9 Saving and Publishing Chapter 10 Building Reusable Components Chapter 11 Security and Deployment Chapter 12 Creating Reports Chapter 13 Workflow Chapter 14 Introduction to Forms Services Part II Advanced

Form Design Chapter 15 Writing Code in InfoPath Chapter 16 Visual Studio Tools for Microsoft Office InfoPath 2007 Chapter 17 Advanced Forms Services Chapter 18 Hosting InfoPath Chapter 19 Building Custom Controls Using ActiveX Technologies Chapter 20 Add ins Chapter 21 Importers and Exporters Appendix Further Reading Index **Visual Studio Team System**

James W. Newkirk, Will W. Stott, 2007-05-17 Visual Studio Team System VSTS gives Microsoft development teams a powerful integrated toolset for Agile development Visual Studio Team System Better Software Development for Agile Teams is a comprehensive start to finish guide to making the most of VSTS in real world Agile environments Using a book length case study the authors show how to use VSTS to improve every aspect of software development step by step from project planning through design and from coding through testing and deployment Agile consultant Will Stott and Microsoft development lead James Newkirk carefully integrate theory and practice offering hands on exercises practical insights into core Extreme Programming XP techniques and much more Coverage includes Using VSTS to support the transition to Agile values and techniques Forming Agile teams and building effective process frameworks Leveraging Team Foundation Version Control to help teams manage change and share their code effectively Implementing incremental builds and integration with Team Foundation Build Making the most of VSTS tools for Test Driven Development and refactoring Bringing agility into software modeling and using patterns to model solutions more effectively Using the FIT integrated testing framework to make sure customers are getting what they need Estimating prioritizing and planning Agile projects

Embracing the Tune of Expression: An Emotional Symphony within **Essential Windows Workflow Foundation Bob Schmidt**

In some sort of eaten by screens and the ceaseless chatter of quick communication, the melodic beauty and emotional symphony developed by the written word often diminish into the back ground, eclipsed by the persistent noise and disturbances that permeate our lives. Nevertheless, nestled within the pages of **Essential Windows Workflow Foundation Bob Schmidt** a wonderful fictional value overflowing with raw feelings, lies an immersive symphony waiting to be embraced. Constructed by a wonderful musician of language, that captivating masterpiece conducts readers on a psychological journey, skillfully unraveling the hidden tunes and profound affect resonating within each carefully constructed phrase. Within the depths of the touching examination, we can examine the book is central harmonies, analyze its enthralling publishing type, and submit ourselves to the profound resonance that echoes in the depths of readers souls.

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