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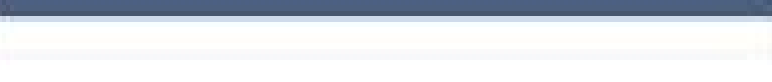
- ☐ Greater Than
☐ Less Than
☒ Greater Than or Equal
☐ Less Than or Equal
☐ Not Equal

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Key Words



The screenshot shows a web browser window with the title "Call Book". The browser's address bar displays "http://127.0.0.1:5500/". The main content area contains a table with two columns: "Name" and "Language". The table is currently empty, with only the column headers visible. The "Name" column header is highlighted in yellow. The "Language" column header is also visible. The table is rendered with a light blue border and a light blue background for the headers.

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Microsoft Visual Studio Express 2015 Guide

John Horton



Microsoft Visual Studio Express 2015 Guide:

Microsoft Visual Studio 2015 Unleashed Lars Powers, Mike Snell, 2015-08-07 Microsoft Visual Studio 2015 empowers you to write next generation applications for any modern environment mobile web cloud universal Windows 10 8 x database and beyond This end to end deep dive will help working developers squeeze maximum productivity out of Microsoft s powerful new toolset The authors combine authoritative and detailed information about Microsoft s latest IDE with extensive insights and best practices drawn from decades of development experience Developers will quickly get comfortable with Visual Studio 2015 s updated interface master its new capabilities leverage its extensive new support for open standards and discover multiple opportunities to leverage its NET 4.6 platform and language improvements By focusing entirely on Visual Studio 2015 Professional the authors go deeper into Microsoft s core product than ever before You ll find expert coverage of everything from debugging through deploying to Azure IDE extension and automation through cross platform mobile development Throughout this book s focus is relentlessly practical how to apply Microsoft s tools to build better software faster Detailed information on how to Master Visual Studio 2015 s updated interface and key tools Solutions Projects Browsers Explorers Editors and Designers to improve productivity Develop robust cross platform mobile apps for Windows iOS and Android using Apache Cordova templates for Visual Studio Use the new ASP.NET 5 to build modern web solutions that run on Windows Mac or Linux Develop Single Page Applications SPAs based on HTML5 and rich client side JavaScript frameworks such as Knockout AngularJS Bootstrap and more Accelerate cloud development with the Azure SDK QuickStart templates and Azure management portal Create mobile service solutions using ASP.NET Web API and WCF Streamline data development across multiple platforms with Entity Framework 7 Develop modern Microsoft Office business applications Perform robust automated unit testing as you code increasing your confidence in changes and refactoring Extend the VS 2015 IDE and Code Editor by creating custom productivity enhancing solutions Download all examples and source code presented in this book from informit.com title 9780672337369 as they become available *Practical Microsoft Visual Studio 2015* Peter Ritchie, 2016-11-21 Learn the details of the most highly recommended practices of software development using the latest version of Visual Studio 2015 Recommended practices are grouped by development phase and explained in far more detail than the typical tips and tricks compilations This book also contains detailed coverage of recognized patterns and practices used to create software in a timely manner with expected quality in the context of using specific Visual Studio 2015 features Creating software is part defined process and part empirical process While there is no single best process to employ in all development scenarios MVP author Peter Ritchie helps readers navigate the complexity of development options and decide which techniques and Visual Studio 2015 features to use based on the needs of their particular project Readers will learn practices such as those related to working in teams design and architecture refactoring source code control workflows unit testing performance testing coding practices use of common patterns code analysis IDE extensions and more What You

Will Learn Use patterns and practices within Visual Studio Implement practices of software creation Work in teams Develop workflows for software projects Who This Book Is For Beginning and intermediate software developers and architects

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

The C# Programmer's Study Guide (MCSD) Ali Asad, Hamza Ali, 2017-06-21 Prepare for Microsoft Certification Exam 70 483 Programming in C The What Why and How of each concept is presented along with quick summaries code challenges and exam questions to review and practice key concepts You will learn how to use Lambda expressions to write LINQ query expressions Asynchronous programming with the Async and Await keywords to maximize performance of slow applications Regular expressions to validate user input Reflection to create and handle types at runtime and much more The source code in the book will be available in the form of iCanCSharp notebooks and scripts that allow you to try out examples and extend them in interesting ways What You Will Learn Understand the necessary knowledge and skill set to prepare for Microsoft Exam 70 483 Study the code challenges and practice questions on C that are relevant to the exam Master the C programming language Who This Book Is For Experienced C and NET programmers and developers who are ready to take and pass the exam in order to get certified

Visual Studio 2015 Cookbook Jeff Martin, 2016-08-19 Over 50 new and improved recipes to put Visual Studio 2015 to work in your crucial development projects About This Book Get to grips with all the new Visual Studio 2015 features regardless of your preferred programming language Apply Visual Studio to all areas of development writing debugging and application lifecycle maintenance Straightforward and hands on advice for building both Windows and Android apps Who This Book Is For If you are a developer excited about the new features introduced in Visual Studio 2015 then no matter what your programming language of choice is Visual Studio 2015 Cookbook is for you You should have a good knowledge of working with previous versions of Visual Studio to benefit from the recipes in this book What You Will Learn Customize the editor's new abilities to fit your development style Create apps for Windows Use Visual Studio to debug parallel and concurrent programs Integrate NET Framework 4.6 effectively Put TypeScript to work in your web applications Develop modern C# 11 with Visual Studio 2015 Protect and manage your source code with Team Foundation Server In Detail Visual Studio 2015 is the premier tool for developers targeting the Microsoft platform Learning how to effectively use this

technology can enhance your productivity while simplifying your most common tasks allowing you more time to focus on your project Visual Studio 2015 is packed with improvements that increase productivity and this book walks you through each one in succession to help you smooth your workflow and get more accomplished From customization and the interface to code snippets and debugging the Visual Studio upgrade expands your options and this book is your fast track guide to getting on board quickly Visual Studio 2015 Cookbook will introduce you to all the new areas of Visual Studio and how they can quickly be put to use to improve your everyday development tasks With this book you will learn not only what VS2015 offers but what it takes to put it to work for your projects Style and approach 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 Microsoft Team Foundation Server 2015 Cookbook Tarun Arora,2016-01-30 Over 80 hands on DevOps and ALM focused recipes for Scrum Teams to enable the Continuous Delivery of high quality Software Faster About This Book Release high quality reliable software quickly through building testing and deployment automation Improve the predictability reliability and availability of TFS in your organization by scheduling administration and maintenance activities Extend customize and integrate tools with TFS enabling your teams to manage their application lifecycles effectively Who This Book Is For This book is aimed at software professionals including Developers Testers Architects Configuration Analysts and Release Managers who want to understand the capabilities of TFS to deliver better quality software faster A working setup of TFS 2015 and some familiarity with the concepts of software life cycle management is assumed What You Will Learn Creating a Team Project with Dashboards Assigning License Adding users and Auditing Access Setting up a Git repository in an existing TFVC based Team Project Setting up branch policies and conducting Pull requests with code reviews Mapping assigning and tracking work items shared by multiple teams Setting up and customizing Backlogs Kanban board Sprint Taskboard and dashboards Creating a Continuous Integration Continuous Build and Release Pipeline Integrating SonarQube with TFBUILD to manage Technical Debt Triggering Selenium Web Tests on a Selenium Test Grid using TFBUILD Using Visual Studio Team Services Cloud load testing capability with new Build framework Extending and customizing the capabilities of Team Foundation Server using API and Process Editor In Detail Team Foundation Server TFS allows you to manage code repositories build processes test infrastructure and deploy labs TFS supports your team enabling you to connect collaborate and deliver on time Microsoft's approach to Application Lifecycle Management ALM provides a flexible and agile environment that adapts to the needs of your team removes barriers between roles and streamlines processes The book introduces you to creating and setting up team projects for scrum teams You ll explore various source control repositories branching and merging activities along with a demonstration of how to embed quality into every code check in Then you ll discover agile project planning and management tools Later emphasis is given to the testing and release management features of TFS which facilitate the

automation of the release pipeline in order to create potentially shippable increments By the end of the book you ll have learned to extend and customize TFS plugins to incorporate them into other platforms and enable teams to manage the software lifecycle effectively Style and approach This book is a recipe based guide that uses a problem solution format to call out inefficiencies in the software development lifecycle and then guides you step by step on how you can use Team Foundation Server to your advantage in those areas *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 **The Mobile Application Hacker's Handbook**

Dominic Chell,Tyrone Erasmus,Shaun Colley,Ollie Whitehouse,2015-02-24 See your app through a hacker s eyes to find the real sources of vulnerability The Mobile Application Hacker s Handbook is a comprehensive guide to securing all mobile applications by approaching the issue from a hacker s point of view Heavily practical this book provides expert guidance toward discovering and exploiting flaws in mobile applications on the iOS Android Blackberry and Windows Phone platforms You will learn a proven methodology for approaching mobile application assessments and the techniques used to prevent

disrupt and remediate the various types of attacks Coverage includes data storage cryptography transport layers data leakage injection attacks runtime manipulation security controls and cross platform apps with vulnerabilities highlighted and detailed information on the methods hackers use to get around standard security Mobile applications are widely used in the consumer and enterprise markets to process and or store sensitive data There is currently little published on the topic of mobile security but with over a million apps in the Apple App Store alone the attack surface is significant This book helps you secure mobile apps by demonstrating the ways in which hackers exploit weak points and flaws to gain access to data Understand the ways data can be stored and how cryptography is defeated Set up an environment for identifying insecurities and the data leakages that arise Develop extensions to bypass security controls and perform injection attacks Learn the different attacks that apply specifically to cross platform apps IT security breaches have made big headlines with millions of consumers vulnerable as major corporations come under attack Learning the tricks of the hacker s trade allows security professionals to lock the app up tight For better mobile security and less vulnerable data The Mobile Application Hacker s Handbook is a practical comprehensive guide

Guide to Distributed Simulation with HLA Okan Topçu, Halit Oğuztüzün, 2017-07-27 This invaluable textbook reference provides a hands on guide to the application of good software development practices to the construction of distributed simulation systems with a particular focus on High Level Architecture HLA Emphasizing a learning by doing approach supported by examples the text offers practical advice on real world development issues for all engineers and programmers entering the field Topics and features explains how to rapidly develop an HLA federation offering an implemented sample for each service area of the HLA federate interface specification describes this implementation using the freely available software tools SimGe and RACoN provides numerous step by step examples code snippets and case studies as well as links to downloadable sample source code uses the Microsoft NET platform and the C programming language in all examples and case studies includes review questions throughout the book for further study examines not only federate application development but also object model construction discusses the employment of HLA in multi agent simulations Providing an accessible introduction and all in one resource for HLA based distributed simulation development this book is an essential guide for students and practitioners training in distributed simulation and distributed interactive simulation

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

Visual Basic 2015 Unleashed Alessandro Del Sole, 2015-07-25 Using Visual Basic 2015 developers can build cutting edge applications that run practically anywhere on Windows desktops new Windows 10 devices in mobile and cloud environments and beyond Visual Basic 2015 Unleashed is the most comprehensive practical reference to modern programming with VB 2015 Long time Visual Basic MVP Alessandro Del Sole walks you through the latest version of the language helping you thoroughly master its most valuable features most powerful programming techniques and most effective development patterns Next he shows how to use Visual Basic 2015 to build robust effective software in a wide range of environments Extensively updated for Visual Basic 2015 s major improvements this guide covers both Visual Basic 2015 Professional Edition for professional developers and the free Community Edition for hobbyists novices and students Del Sole has added detailed coverage of building new universal Windows apps for Windows 10 and using new Visual Studio 2015 capabilities to supercharge your productivity as a developer If you want to leverage all of VB 2015 s power this is the book you need Detailed information on how to Understand the Visual Studio 2015 IDE NET Framework 4.6 and the new NET Core 5 and the anatomy of a VB 2015 application Debug VB applications and implement error handling and exceptions Keep your code clean and well organized with VB 2015 s new refactoring tools Master modern VB object development namespaces

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Beginning Visual Basic 2015 Bryan Newsome, 2015-12-02 Learn Visual Basic step by step and start programming right away Beginning Visual Basic 2015 is the ideal guide for new programmers especially those learning their first language This new edition has been updated to align with Visual Studio 2015 and also refocused to concentrate on key beginner topics Precise step by step instructions walk you through important tasks and clear explanations targeted to beginners will have you writing your first Visual Basic application quickly You'll start from the absolute beginning assuming no prior programming experience and then gradually build your skills to write Visual Basic applications for Windows and the Web Coverage includes objects class libraries graphics databases and much more with explicit instructions on using ASP NET SQL Server ADO NET and XML Visual Studio is the usual environment for Visual Basic programming and the latest upgrade has made Visual Basic more feature compatible with C# to allow programmers to move fluidly between the two languages Don't know C# Don't worry This book starts from the very beginning of Visual Basic programming to help you build your skills from the ground up Understand flow control and data structure Debug Windows applications dialog boxes and menus Master objects and object oriented techniques Access databases program graphics and program for the Web Over three million programmers use Visual Basic and many of them learned it as their first language It's beginner friendly versatile and visually oriented making it an ideal introduction to the programming mindset workflow and hard skills Beginning Visual Basic 2015 gets you started on the right foot with clear patient instruction and plenty of hands on practice

Apache Cordova 4 Programming John M. Wargo, 2015-03-26 Using Apache Cordova 4 you can leverage native technologies and web standards to quickly build cross platform apps for most mobile devices You can deliver a high end user experience where it matters while radically simplifying code maintenance and reuse Apache Cordova 4 Programming is the most concise accessible introduction to this remarkable technology In this essential guide expert mobile developer John Wargo quickly gets you up to speed with all the essentials from installation configuration and tools to building plugins and using Cordova's powerful APIs Wargo helps you make the most of Cordova 4's major enhancements while offering practical guidance for all versions including Adobe PhoneGap Full chapters are dedicated to five major mobile platforms Android iOS Windows Phone Firefox OS and Ubuntu Using rich relevant examples Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle including cross platform testing and debugging Throughout he illuminates Cordova

development best practices streamlining your development process and helping you write high quality apps right from the start Topics include Installing and configuring Cordova s development environment Working with the Cordova command line interfaces Creating Cordova plugins using Plugman and the PhoneGap CLI Cordova s support for Firefox OS and Ubuntu devices Automation Grunt and Gulp and Cordova CLI hooks Microsoft s hybrid toolkit for Visual Studio Third party tools such as AppGyver GapDebug THyM and more Beautifying Cordova apps with third party HTML frameworks such as Bootstrap OpenUI5 Ionic and Onsen UI Running testing and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com where you ll also find updates reflecting Cordova s continuing evolution This book is an ideal companion to Wargo s authoritative collection of Apache Cordova code recipes for each Cordova API Apache Cordova API Cookbook Addison Wesley 2015

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

Visual Studio Lightswitch 2015 Tim Leung, 2015-12-24 In this fully updated second edition award winning author Tim Leung explains how to build data centric business applications for the desktop cloud web and mobile devices in just a few clicks with no code required using Visual Studio Lightswitch 2015 This book explains the basics of Visual Studio Lightswitch 2015 plus new features and key advanced topics that every Microsoft developer needs to know to create modern data services and build clients that can run on multiple devices Visual Studio LightSwitch 2015 is a rapid application deployment tool that simplifies and shortens the time needed to develop business applications The basics are very easily understood but more advanced users will hunger for more How do you design complex layouts How do you query data using LINQ and other syntax structures How do you secure your application against malicious use Visual Studio LightSwitch 2015 answers these questions and more as author Tim Leung winner of a Microsoft 2011 Community Contributor Award for his LightSwitch expertise covers this breakthrough product in detail For serious developers building enhancing and deploying advanced business applications using LightSwitch makes sense because they can benefit from the elegance convenience and cost savings afforded by rapid application development before going beyond the click and you re done interface to include the extra value and depth of coding expertise that their clients value What You Will Learn Build Desktop and HTML5 business applications for PC or mobile devices Create compelling user interfaces that can support multiple languages Fine tune your application with C VB NET JQuery JavaScript and CSS code Integrate with mapping GPS and location services Provide email notification and Microsoft Office compatible data exports Enable users to carry out advanced searches on data Build screen controls that you can share with other developers

C# 6 for Programmers Paul Deitel, Harvey Deitel, 2016-08-09 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 The

professional programmer s Deitel guide to C 6 and object oriented development for Windows Written for programmers with a background in high level language programming C 6 for Programmers applies the Deitel signature live code approach to teaching programming and explores Microsoft s C 6 and NET in depth Concepts are presented in the context of 170 fully coded and tested apps complete with syntax shading code highlighting code walkthroughs program outputs and hundreds of savvy software development tips Start with an introduction to C using an early classes and objects approach then rapidly move on to more advanced topics including LINQ asynchronous programming with async and await and more You ll enjoy the treatment of object oriented programming and an object oriented design UML ATM case study including a complete C implementation When you ve mastered the book you ll be ready to start building industrial strength object oriented C apps Paul Deitel and Harvey Deitel are the founders of Deitel PLINQ Parallel LINQ for multicore performance Asynchronous programming with async and await functional programming with lambdas delegates and immutability Files relational database with LINQ to Entities Object oriented design ATM case study with full code implementation Emphasis on performance and software engineering principles [Develop Microsoft HoloLens Apps Now](#) Allen G. Taylor,2016-10-26 This is the first book to describe the Microsoft HoloLens wearable augmented reality device and provide step by step instructions on how developers can use the HoloLens SDK to create Windows 10 applications that merge holographic virtual reality with the wearer s actual environment Best selling author Allen G Taylor explains how to develop and deliver HoloLens applications via Microsoft s ecosystem for third party apps Readers will also learn how HoloLens differs from other virtual and augmented reality devices and how to create compelling applications to fully utilize its capabilities What You Will Learn The features and capabilities of HoloLens How to build a simple Windows 10 app optimized for HoloLens The tools and resources contained in the HoloLens SDK How to build several HoloLens apps using the SDK tools **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

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