

Inside The Microsoft Build Engine Using Msbuild And Team Foundation Build By Hashimi Sayed Bartholomew William Microsoft Press 2011 Paperback 2nd Edition Paperback

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Pro WPF 4.5 in C# - Matthew MacDonald 2013-02-01
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.

Code Generation with Roslyn - Nick Harrison

2017-02-28

Learn how Roslyn's new code generation capability will let you write software that is more concise, runs faster, and is easier to maintain. You will learn from real-world business applications to create better software by letting the computer write its own code based on your business logic already defined in lookup tables. **Code Generation with Roslyn** is the first book to cover this new capability. You will learn how these techniques can be used to simplify systems integration so that if one system already defines business logic through lookup tables, you can integrate a new system and share business logic by allowing the new system to write its own business logic based on already existing table-based business logic. One of the many benefits you will discover is that Roslyn uses an innovative approach to compiler design, opening up the inner workings of the compiler process. You will learn how to see the syntax tree that Roslyn is building as

it compiles your code. Additionally, you will learn to feed it your own syntax tree that you create on the fly. What You'll Learn Structure logic to be stored in database design Build complex conditional logic based on lookup data in the database Compile code that you generate programmatically Discover generated code and run it dynamically to implement new business logic Debug problems in generated code Deploy and access generated code Who This Book Is For Back end developers in very dynamic fast-paced business environments. Developers focused on integrating different systems across an enterprise should also find this information useful.

C# 5.0 Unleashed - Bart De Smet 2013-04-17

Buy the print C# 5.0 Unleashed and get the eBook version for free! See inside the book for access code and details. C# 5.0 Unleashed is for anyone who wants to learn the C# programming language in depth, understanding how

language features truly work. While giving you those insights, you learn where and how to use the features to design various kinds of software. This book not only teaches the language's capabilities, it also looks behind the scenes to build a solid foundation to aid you in understanding the .NET platform as a whole. ħ Bart De Smet offers exceptional insight into the features of both the language and Microsoft's broader framework. He doesn't just cover the "what" and "how" of effective C# programming: He explains the "why," so you can consistently choose the right language and platform features, maximizing your efficiency and effectiveness. ħ The early chapters introduce the .NET platform, the tooling ecosystem, and the C# programming language, followed by in-depth coverage of the C# programming language itself, with immediate application of language features. The last chapters give an overview of the .NET

Framework libraries about which every good developer on the platform should know. Understand the .NET platform: its language support, libraries, tools, and more Learn where C# fits, how it has evolved, and where it's headed Master essential language features including expressions, operators, types, objects, and methods Efficiently manage exceptions and resources Write more effective C# object-oriented code Make the most of generics, collections, delegates, reflection, and other advanced language features Use LINQ to express queries for any form of data Master dynamic programming techniques built on .NET's Dynamic Language Runtime (DLR) Work with namespaces, assemblies, and application domains Write more efficient code using threading, synchronization, and advanced parallel programming techniques Leverage the Base Class Library (BCL) to quickly perform many common tasks Instrument, diagnose, test, and troubleshoot your C# code

Understand how to use the new C# 5.0 asynchronous programming features Leverage interoperability with Windows Runtime to build Windows 8 applications **Solid Code** - Donis Marshall 2009-02-18 Get best-in-class engineering practices to help you write more-robust, bug-free code. Two Microsoft .NET development experts share real-world examples and proven methods for optimizing the software development life cycle—from avoiding costly programming pitfalls to making your development team more efficient. Managed code developers at all levels will find design, prototyping, implementation, debugging, and testing tips to boost the quality of their code—today. Optimize each stage of the development process—from design to testing—and produce higher-quality applications. Use metaprogramming to reduce code complexity, while increasing flexibility and maintainability Treat performance as a feature—and

manage it throughout the development life cycle Apply best practices for application scalability Employ preventative security measures to ward off malicious attacks Practice defensive programming to catch bugs before run time Incorporate automated builds, code analysis, and testing into the daily engineering process Implement better source-control management and check-in procedures Establish a quality-driven, milestone-based project rhythm—and improve your results!

Programming ASP.NET MVC

4 - Jess Chadwick 2012-09-26

Provides information on using ASP.NET MVC 4 to build server-side Web applications.

Pro ASP.NET Web API

Security - Badrinarayanan

Lakshmiraghavan 2013-05-13

ASP.NET Web API is a key part of ASP.NET MVC 4 and the platform of choice for building RESTful services that can be accessed by a wide range of devices. Everything from JavaScript libraries to RIA plugins, RFID readers to smart phones can consume your

services using platform-agnostic HTTP. With such wide accessibility, securing your code effectively needs to be a top priority. You will quickly find that the WCF security protocols you're familiar with from .NET are less suitable than they once were in this new environment, proving themselves cumbersome and limited in terms of the standards they can work with. Fortunately, ASP.NET Web API provides a simple, robust security solution of its own that fits neatly within the ASP.NET MVC programming model and secures your code without the need for SOAP, meaning that there is no limit to the range of devices that it can work with - if it can understand HTTP, then it can be secured by Web API. These SOAP-less security techniques are the focus of this book.

Beginning ASP.NET 4.5 in

C# - Matthew MacDonald

2012-10-24

This book is the most comprehensive and up to date introduction to ASP.NET ever written. Focussing solely on

C#, with no code samples duplicated in other languages, award winning author Matthew MacDonald introduces you to the very latest thinking and best practices for the ASP.NET 4.5 technology. Assuming no prior coding experience, you'll be taught everything you need to know from the ground up. Starting from first principals, you'll learn the skills you need to be an effective ASP.NET developer who is ready to progress to more sophisticated projects and professional work. You'll be taught how to use object orientation and code-behind techniques to lay out your code clearly in a way other developers can easily understand. You'll learn how to query databases from within you web pages, spice up your layouts using ASP.NET AJAX and deploy your finished websites to production servers. You'll also learn how to debug your code when things go wrong and the performance and scalability issues that can affect your web projects as they grow. With you book you can take your first step

towards becoming a successful ASP.NET developer with confidence.

ASP.NET Core Application Development - James Chambers 2016-11-29

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. Through four complete sprints, this book takes you through every step needed to build brand new cross-platform web apps with ASP.NET Core, and make them available on the Internet. You won't just master Microsoft's revolutionary open source ASP.NET Core technology: you'll learn how to integrate the immense power of MVC, Docker, Azure Web Apps, Visual Studio and Visual Studio Code, C#, JavaScript, TypeScript, and Entity Framework. Working through the authors' carefully designed sprints, you'll start with a blank canvas, move through software architecture and design, adjusting to user feedback, recovering from mistakes,

builds, testing, deployment, maintenance, refactoring, and more. Along the way, you'll learn techniques for delivering state-of-the-art software to users more rapidly and repeatably than ever before.

Practical .NET2 and C#2 -

Patrick Smacchia 2006

The author placed itself from the point of view of the developer which must be quickly productive and anticipate changes without having to reinvent the wheel. More than half the book is dedicated to the 2.0 version of .NET and covers: The .NET platform, The C#2 language and The .NET Framework. With several reminders to fundamental, it is the perfect book for the student, the beginner or even the seasoned developer.

Modern Web Development with ASP.NET Core 3 -

Ricardo Peres 2020-06-25

Explore the tools and techniques to build scalable and secured RESTful web services and web applications using C# 8 and ASP. NET Core 3.1 Key FeaturesDelve into

MVC patterns, configuration, routing, and deployment to build professional-grade applicationsLearn how to integrate ASP applications with the JavaScript frameworks React, Vue, and AngularImprove the performance of applications and the development team by implementing advanced ASP.NET Core conceptsBook Description ASP.NET has been the preferred choice of web developers for a long time. With ASP.NET Core 3, Microsoft has made internal changes to the framework along with introducing new additions that will change the way you approach web development. This second edition has been thoroughly updated to help you make the most of the latest features in the framework, right from gRPC and conventions to Blazor, which has a new chapter dedicated to it. You'll begin with an overview of the essential topics, exploring the Model-View-Controller (MVC) pattern, various platforms, dependencies, and frameworks.

Next, you'll learn how to set up and configure the MVC environment, before delving into advanced routing options. As you advance, you'll get to grips with controllers and actions to process requests, and later understand how to create HTML inputs for models. Moving on, you'll discover the essential aspects of syntax and processes when working with Razor. You'll also get up to speed with client-side development and explore the testing, logging, scalability, and security aspects of ASP.NET Core. Finally, you'll learn how to deploy ASP.NET Core to several environments, such as Azure, Amazon Web Services (AWS), and Docker. By the end of the book, you'll be well versed in development in ASP.NET Core and will have a deep understanding of how to interact with the framework and work cross-platform. What you will learn Understand the new capabilities of ASP.NET Core 3.1 Become well versed in how to configure ASP.NET Core to use it to its full potential Create controllers and

action methods, and understand how to maintain state Implement and validate forms and retrieve information from them Improve productivity by enforcing reuse, process forms, and effective security measures Delve into the new Blazor development model Deploy ASP.NET Core applications to new environments, such as Microsoft Azure, AWS, and Docker Who this book is for If you are a developer with basic knowledge of ASP.NET MVC and want to build powerful applications, then this book is for you. Developers who want to explore the latest changes in ASP.NET Core 3.1 to build professional-level applications will also find this book useful. Familiarity with C#, ASP.NET Core, HTML, and CSS is expected to get the most out of this book.

The Art of Unit Testing - Roy Osherove 2013-11-24

Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that

are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation

(mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com. Table of Contents PART 1 GETTING STARTED The basics of unit

testing A first unit test PART 2
CORE TECHNIQUES Using
stubs to break dependencies
Interaction testing using mock
objects Isolation (mocking)
frameworks Digging deeper
into isolation frameworks PART
3 THE TEST CODE Test
hierarchies and organization
The pillars of good unit tests
PART 4 DESIGN AND
PROCESS Integrating unit
testing into the organization
Working with legacy code
Design and testability
Programming Razor - Jess
Chadwick 2011-09-09
Take Razor for a test drive and
discover first hand how this
scripting syntax simplifies the
way you create dynamic, data-
driven websites. With this
concise guide, you'll work with
Razor syntax by building
example websites with
Microsoft WebMatrix and
ASP.NET MVC. You'll quickly
learn how Razor lets you
combine code and content in a
fluid and expressive manner on
Windows-based servers.
Programming Razor also
explores components of the
Razor API, and shows you how

Razor templates are turned
into rendered HTML. By the
end of this book, you'll be able
to create Razor-based websites
with custom extensions that
meet the specific needs of your
projects. Use Razor with
Microsoft WebMatrix to build a
working blog, complete with
data Organize and manage
your web application, using
Razor features for layouts,
sections, and partial views
Create clean and effective
ASP.NET MVC views with the
Razor View Engine Learn how
the Razor API interprets Razor
templates and turns them into
executable .NET code
Implement advanced
techniques for exposing
reusable code and sharing
ASP.NET MVC views across
projects
Docker on Windows - Elton
Stoneman 2017-07-13
Learn how to run new and old
Windows applications in
Docker containers. About This
Book Package traditional .NET
Frameworks apps and new
.NET Core apps as Docker
images, and run them in
containers for increased

efficiency, portability, and security Design and implement distributed applications that run across connected containers, using enterprise-grade open source software from public Docker images Build a full Continuous Deployment pipeline for a .NET Framework application, and deploy it to a highly-available Docker swarm running in the cloud Who This Book Is For If you want to modernize an old monolithic application without rewriting it, smooth the deployment to production, or move to DevOps or the cloud, then Docker is the enabler for you. This book gives you a solid grounding in Docker so you can confidently approach all of these scenarios. What You Will Learn Comprehend key Docker concepts: images, containers, registries, and swarms Run Docker on Windows 10, Windows Server 2016, and in the cloud Deploy and monitor distributed solutions across multiple Docker containers Run containers with high availability and fail-over with Docker Swarm Master security

in-depth with the Docker platform, making your apps more secure Build a Continuous Deployment pipeline by running Jenkins in Docker Debug applications running in Docker containers using Visual Studio Plan the adoption of Docker in your own organization In Detail Docker is a platform for running server applications in lightweight units called containers. You can run Docker on Windows Server 2016 and Windows 10, and run your existing apps in containers to get significant improvements in efficiency, security, and portability. This book teaches you all you need to know about Docker on Windows, from 101 to deploying highly-available workloads in production. This book takes you on a Docker journey, starting with the key concepts and simple examples of how to run .NET Framework and .NET Core apps in Windows Docker containers. Then it moves on to more complex examples—using Docker to modernize the architecture and development

of traditional ASP.NET and SQL Server apps. The examples show you how to break up monoliths into distributed apps and deploy them to a clustered environment in the cloud, using the exact same artifacts you use to run them locally. To help you move confidently to production, it then explains Docker security, and the management and support options. The book finishes with guidance on getting started with Docker in your own projects, together with some real-world case studies for Docker implementations, from small-scale on-premises apps to very large-scale apps running on Azure. Style and approach Using a step-by-step approach, this book shows you how to use Docker on Windows. It includes practical examples and real-world technical and business scenarios that will help you effectively implement Docker in your environment. There are over 50 examples of Dockerized applications, using C# .NET projects as the source and packaging them into

Docker images.

Programming Microsoft ASP.NET 4 - Dino Esposito
2011-02-15

Completely reengineered for ASP.NET 4—this definitive guide deftly illuminates the core architecture and programming features of ASP.NET 4 in a single, pragmatic volume. Web development expert Dino Esposito provides essential, architectural-level guidance, along with the in-depth technical insights designed to take you—and your solutions—to the next level. The book covers Dynamic Data, AJAX, Microsoft Silverlight, ASP.NET MVC, Web forms, LINQ, and security strategies—and features extensive code samples in Microsoft Visual C#(R) 2010.

WiX Cookbook - Nick Ramirez
2015-01-30

If you are a developer with a good understanding of WiX projects and would like to further explore advanced WiX topics, this book is for you. To get the most out of this book, knowledge of proper XML

syntax is recommended.

Programming Microsoft

Dynamics CRM 4.0 - Jim

Steger 2008-10-15

Get answers to common questions about setting up the design environment and building custom solutions with Microsoft Dynamics CRM. Delve into core architecture, tools, and techniques, and learn how to exploit powerful customization features.

Authored by industry-leading experts, this book shows how to deliver intelligent CRM solutions that meet the unique challenges and requirements of your business. Discover how to: Set up the development environment Enhance the product's APIs with your own code Execute business logic using plug-ins Build custom workflows that extend native workflow functions Create user-friendly integration with scripts and application extensions Code custom pages optimized for Microsoft Outlook with Offline Access Extend Microsoft Dynamics CRM using ASP.NET Create advanced Windows Workflow

Foundation solutions Extend multilingual and multicurrency features Construct a custom security-access solution Get code samples on the Web.

INSIDE THE MICROSOFT BUILD ENGINE USING MSBUILD AND TEAM FOUNDATION BUILD, 2ND EDITION (With CD) - Sayed Ibrahim Hashimi 2011-09-01

Inside the Microsoft Build Engine - Sayed Hashimi 2010-12-24

As software complexity increases, proper build practices become ever more important. This essential reference—fully updated for Visual Studio 2010—drills inside MSBuild and shows you how to maximize your control over the build and deployment process. Learn how to customize and extend build processes with MSBuild—and scale them to the team, product, or enterprise level with Team Foundation Build.

Professional Team Foundation Server 2012 - Ed Blankenship 2012-12-14
A comprehensive guide to

using Microsoft Team Foundation Server 2012 Team Foundation Server has become the leading Microsoft productivity tool for software management, and this book covers what developers need to know to use it effectively. Fully revised for the new features of TFS 2012, it provides developers and software project managers with step-by-step instructions and even assists those who are studying for the TFS 2012 certification exam. You'll find a broad overview of TFS, thorough coverage of core functions, a look at extensibility options, and more, written by Microsoft insiders and MVPs. An update of the leading Wrox book on Team Foundation Server, written by an expert team of Microsoft insiders and MVPs Provides a broad overview of Team Foundation Server for developers, software project managers, testers, business analysts, and others wanting to learn how to use TFS Offers administrators the necessary tools to efficiently monitor and manage the TFS environment

Covers core TFS functions including project management, work item tracking, version control, test case management, build automation, reporting, and how to write extensions for TFS 2012 Professional Team Foundation Server 2012 builds on the proven Wrox Professional formula to give you a solid background in this software management tool.

C# 9 and .NET 5 - Modern Cross-Platform Development

- Mark J. Price 2020-11-10

Publisher's Note: Microsoft will stop supporting .NET 5 in early May 2022. A new edition of this book is available that uses .NET 6 (an LTS release with support up until November 2024), C# 10, and Visual Studio 2022, as well as Visual Studio Code. Key Features • Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor • Strengthen your command of ASP.NET Core 5.0 and create professional websites and services • Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description

In *C# 9 and .NET 5 - Modern Cross-Platform Development, Fifth Edition*, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the `record` keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. The best type of application for

learning the C# language constructs and many of the .NET libraries is one that does not distract with unnecessary application code. For that reason, the C# and .NET topics covered in Chapters 1 to 13 feature console applications. In Chapters 14 to 20, having mastered the basics of the language and libraries, you will build practical applications using ASP.NET Core, Model-View-Controller (MVC), and Blazor. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn

- Build your own types with object-oriented programming
- Query and manipulate data using LINQ
- Build websites and services using ASP.NET Core 5
- Create intelligent apps using machine learning
- Use Entity Framework Core and work with relational databases
- Discover Windows app development using the Universal Windows Platform and XAML
- Build rich web

experiences using the Blazor framework • Build mobile applications for iOS and Android using Xamarin.Forms

Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book.

Table of Contents • Hello, C#!
Welcome, .NET Core!
• Speaking C# • Controlling Flow and Converting Types • Writing, Debugging, and Testing Functions • Building Your Own Types with Object-Oriented Programming • Implementing Interfaces and Inheriting Classes • Understanding and Packaging .NET Types • Working with Common .NET Types •

Working with Files, Streams, and Serialization (N.B. Please use the Look Inside option to see further chapters) Review "Mark Price's extraordinary book covers every aspect of C# 9 and .NET 5. It is filled with step-by-step demonstrations and will be of tremendous value both to those who want to learn C# and to more experienced C# programmers making the transition to C# 9. Highly recommended!" -- Jesse Liberty - author of Programming C# and Learning C# (O'Reilly Media)

Programming ASP.NET Core, Programming

ASP.NET Core - Dino Esposito
2018-05-10

The complete, pragmatic guide to building high-value solutions with ASP.NET Core

Programming ASP.NET Core is the definitive guide to practical web-based application development with Microsoft's new ASP.NET Core framework. Microsoft MVP Dino Esposito introduces proven techniques and well-crafted example code for solving real problems with ASP.NET Core. Step by step,

he guides you through using all key ASP.NET Core technologies, including MVC for HTML generation, .NET Core, EF Core, ASP.NET Identity, dependency injection, and much more. Esposito thoroughly covers ASP.NET Core's cross-platform capabilities and what's changed from older ASP.NET versions, but he doesn't stop there: he offers a complete learning path for every developer who wants to build production solutions, including mobile-specific solutions. Microsoft MVP Dino Esposito shows how to:

- Create new projects and understand their structure
- Set up and use the familiar MVC application model in ASP.NET Core
- Write controller class code to govern all stages of request processing
- Serve HTML from controllers, or directly via Razor Pages
- Master the Razor language for quickly defining the layout of HTML views
- Manage cross-cutting concerns such as global configuration data, error and exception handling, controller

class design, and dependency injection

- Secure applications with user authentication and ASP.NET Core's policy-based user authorization API
- Design for efficient data access, and choose the right option for reading and writing data
- Build ASP.NET Core Web APIs that return JSON, XML, or other data
- Use data binding to programmatically update visual components with fresh information
- Build device-friendly web views for iOS and Android
- Explore the radically new ASP.NET Core runtime environment and Dependency Injection (DI) infrastructure

Introducing Machine Learning - Dino Esposito 2020-02-05

Master machine learning concepts and develop real-world solutions

Machine learning offers immense opportunities, and *Introducing Machine Learning* delivers practical knowledge to make the most of them. Dino and Francesco Esposito start with a quick overview of the foundations of artificial intelligence and the basic steps of any machine learning

project. Next, they introduce Microsoft's powerful ML.NET library, including capabilities for data processing, training, and evaluation. They present families of algorithms that can be trained to solve real-life problems, as well as deep learning techniques utilizing neural networks. The authors conclude by introducing valuable runtime services available through the Azure cloud platform and consider the long-term business vision for machine learning.

- 14-time Microsoft MVP Dino Esposito and Francesco Esposito help you
- Explore what's known about how humans learn and how intelligent software is built
- Discover which problems machine learning can address
- Understand the machine learning pipeline: the steps leading to a deliverable model
- Use AutoML to automatically select the best pipeline for any problem and dataset
- Master ML.NET, implement its pipeline, and apply its tasks and algorithms
- Explore the mathematical foundations of machine learning
- Make

predictions, improve decision-making, and apply probabilistic methods

- Group data via classification and clustering
- Learn the fundamentals of deep learning, including neural network design
- Leverage AI cloud services to build better real-world solutions faster

About This Book

- For professionals who want to build machine learning applications: both developers who need data science skills and data scientists who need relevant programming skills
- Includes examples of machine learning coding scenarios built using the ML.NET library

Agile Principles, Patterns, and Practices in C# - Robert C. Martin 2006-07-20

With the award-winning book *Agile Software Development: Principles, Patterns, and Practices*, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, *Agile*

Principles, Patterns, and Practices in C#. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are

a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, Agile Principles, Patterns, and Practices in C# is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

Supplement to Inside the Microsoft Build Engine -

Sayed Hashimi 2013-04-15

Get the supplement that helps you drill even further into MSBuild—and maximize your control over the software build and deployment process.

Designed as a companion to the popular book Inside the Microsoft Build Engine: Using MSBuild and Team Foundation Build, Second Edition, this supplement extends your knowledge by covering what's new in Visual Studio 2012 for MSBuild and Team Foundation Build. You'll also gain a fresh cookbook of examples to help you get productive with UI changes, batching, Team Foundation Server, offline apps, database publishing, and

other essential topics. Extends your knowledge of MSBuild with all-new coverage of Visual Studio 2012 Shares additional hands-on insights and guidance from two expert authors

Provides a cookbook of examples to study and reuse
C# Tutorials - Herong's Tutorial Examples - Dr. Herong Yang 2020-12-20

This book is a collection of notes and sample codes written by the author while he was learning C#. Topics include: Data, Variables and Expressions; Logical Expressions and Conditional Statements; Arrays and Loops; Data Types; Precision of "float", "double", and "decimal"; Performance of "float", "double", and "decimal"; Binary Representation of "float" and "double" Values; Binary Representation of "decimal" Values - Methods; Execution Environment; Common Language Runtime; Intermediate Language Assembler and Disassembler; Private Memory vs. Virtual Memory; Multithreading programs; Async and Await

Feature; WPF (Windows Presentation Foundation); MSBuild tool; XAML (eXtensible Application Markup Language). Updated in 2020 (Version 3.31) with minor changes. For latest updates and free sample chapters, visit <http://www.herongyang.com/C-Sharp>.

MSBuild Trickery - Brian Kretzler 2011-08-01

MSBuild is more than just a list of source files; it is a declarative programming language, and with the new features in the .Net 4.0 engine, a rather expressive language to boot. This book explores the Microsoft Build Engine used by C#, VB.Net, F# and C++ projects-the 4.0 version shipped with Visual Studio 2010-in depth and in a very practical way, full of examples not covered in the reference material (or in the other book on MSBuild). Inside you'll find: How to unify all your projects How to add help to your build How to simulate loops and data joins How to use inline C# code in project files How to enhance logging ...and over 90

additional tips and tricks, and including some extensive walkthroughs of more advanced topics, like dealing with huge projects and rolling your own tool integrations right in the IDE. You can further explore the content with code samples on the Web. So if you've ever found yourself wondering how to get MSBuild to... Perform some simple arithmetic, or a string replacement (see trick #9) Find a subset of files using a complex expression (see trick #11) Specify the folder where MSBuild.exe resides (see trick #6) Fail the build when your custom task shows an error but the build still succeeds (see trick #2) Get you a list of all the referenced assemblies in your project (see trick #72) Get Visual Studio to stop ignoring your customizations (see trick #82) Search for your customizations, without having to hardcode paths (see trick #16) Allow almost any property to be tweaked (see trick #45) Do something that seems too complex for AfterBuild (see trick #23) Extract the branch

name from a path (see trick #99) And don't be put off if you're brand new to MSBuild. If you've ever so much as peeked at the XML in a C# project file, you'll be well served by this book. You'll start from first principals and the most basic mechanisms of MSBuild and the structure of an MSBuild file will be explained. Each trick is small and digestible and presented in a way that you can try out new techniques with just a few lines of MSBuild in a text file. Most of the tricks are things you can copy directly into your own build files and use that day. While many of the tricks stand on their own, the more complex ones are broken down and presented in sequences that progressively build on one another. You won't need any other book on MSBuild! But if you happen to have the other one, MSBuild Trickery will take you far beyond a reference book, providing practical guidance and preparing you for all of those truly unique gotchas that appear when the build runs. With a foreword by

Dan Moseley, Microsoft Senior Development Lead for Visual Studio Project & Build.

Team Foundation Server 2008 in Action - Jamil Azher
2008-11-30

In complex software projects, managing the development process can be as critical to success as writing the code itself. A project may involve dozens of developers, managers, architects, testers, and customers, hundreds of builds, and thousands of opportunities to get off-track. To keep tabs on the people, tasks, and components of a medium- to large-scale project, most teams use a development system that allows for easy monitoring, follow-up, and accountability. Microsoft Team Foundation Server 2008 (TFS), the server component of Microsoft's Visual Studio Team System (VSTS), provides a powerful collaborative platform for software-development teams. The product offers an integrated toolset for tracking work items, creating test cases, managing source code, generating builds, constructing

database schemas, and so on. Because in software development one size does not fit all, TFS provides process customization, project management, and reporting capabilities to build solutions around your requirements. Team Foundation Server 2008 in Action is a hands-on guide to Team Foundation Server 2008. Written for developers with a good handle on TFS basics, this book shows you how to solve real-life problems. It's not a repetition of Microsoft's product documentation. Team Foundation Server 2008 in Action is a practitioner's handbook for how to work with TFS under common constraints. This book walks you through real-life software engineering problems based on hundreds of hours of TFS experience. You'll benefit from expert author Jamil Azher's extensive interactions with members of Microsoft's TFS team and MVPs, survey feedback from the author's blog, and interviews with organizations and user groups using TFS. Instead of just

offering a high-level overview, the book provides detailed solutions for solving common- and not-so-common-problems using TFS. It discusses the strengths as well as weaknesses of TFS, and suggests appropriate problem resolution steps, workarounds, or custom solutions. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Fluid Engine Development -

Doyub Kim 2017-01-20

From the splash of breaking waves to turbulent swirling smoke, the mathematical dynamics of fluids are varied and continue to be one of the most challenging aspects in animation. *Fluid Engine Development* demonstrates how to create a working fluid engine through the use of particles and grids, and even a combination of the two. Core algorithms are explained from a developer's perspective in a practical, approachable way that will not overwhelm readers. The Code Repository

offers further opportunity for growth and discussion with continuously changing content and source codes. This book helps to serve as the ultimate guide to navigating complex fluid animation and development.

Begin to Code with C# - Rob Miles 2016-08-31

Become a C#

programmer—and have fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own learning, empowering you to build unique and useful programs. Microsoft has completely reinvented the beginning programmer's tutorial, reflecting deep research into how today's beginners learn, and why other books fall short. *Begin to Code with C#* is packed with innovations, from its "Snaps" prebuilt operations to its "Make Something Happen" projects. Whether you're a total beginner or you've tried before, this guide will put the

power, excitement, and fun of programming where it belongs: in your hands! Easy, friendly, and you're in control! Learn how to... • Get the free tools you need to create modern programs • Work with 150 sample programs that illustrate important concepts • Use the sample programs as starting points for your own programs • Explore exactly what happens when a program runs • Approach program development with a professional perspective • Use powerful productivity shortcuts built into Microsoft Visual Studio • Master classes, interfaces, methods, and other essential concepts • Organize programs so they're easy to construct and improve • Capture and respond to user input • Store and manipulate many types of real-world data • Create interactive games that are fun to play • Build modern interfaces your users will love • Test and debug your code—and avoid problems in the first place

Moving to Microsoft Visual Studio 2010 - Ken Haines 2010

This book will show you how to transition from previous versions of Microsoft® Visual Studio, to Visual Studio 2010. The book will showcase new features in Visual Studio 2010 that ease the creation of applications. Real-world applications will be used throughout to demonstrate the features and ease of use. This book is for professional developers who are working with previous versions of Visual Studio and are looking to make the move to Visual Studio 2010 Professional. The book is not a language primer, a language reference, or a single technology book. It's a book that will help professional developers move from previous versions of Visual Studio (starting with 2003 and on up). It will cover the features of Visual Studio 2010 through an application. It will go through a lot of the exciting new language features and new versions of the most popular technologies without putting the emphasis on the technologies themselves. It will instead put the emphasis on

how you would get to those new tools and features from Visual Studio 2010. If you are expecting this book to thoroughly cover the new Entity Framework or ASP.NET MVC 2, this is not the book for you. If you want to read a book where the focus is on Visual Studio 2010 and on the reasons for moving to Visual Studio 2010, this is the book for you.

Windows PowerShell in Action - Bruce Payette 2011

A guide to using Windows PowerShell to script Windows administrative tasks and control Windows from the command line.

Deploying .NET Applications

- Sayed Hashimi 2006-11-22
Proven author provides expert analysis on key new features Visual Studio 2005 release provides an ample catalyst for sales of this book Our .NET 2.0 series has proven to be a very successful book line; this is a member of such

[Building Cloud Apps with Microsoft Azure](#) - Scott Guthrie 2014-07-18

This ebook walks you through a patterns-based approach to

building real-world cloud solutions. The patterns apply to the development process as well as to architecture and coding practices. The content is based on a presentation developed by Scott Guthrie and delivered by him at the Norwegian Developers Conference (NDC) in June of 2013 (part 1, part 2), and at Microsoft Tech Ed Australia in September 2013 (part 1, part 2). Many others updated and augmented the content while transitioning it from video to written form. Who should read this book Developers who are curious about developing for the cloud, are considering a move to the cloud, or are new to cloud development will find here a concise overview of the most important concepts and practices they need to know. The concepts are illustrated with concrete examples, and each chapter includes links to other resources that provide more in-depth information. The examples and the links to additional resources are for Microsoft frameworks and services, but the principles

illustrated apply to other web development frameworks and cloud environments as well. Developers who are already developing for the cloud may find ideas here that will help make them more successful. Each chapter in the series can be read independently, so you can pick and choose topics that you're interested in. Anyone who watched Scott Guthrie's "Building Real World Cloud Apps with Windows Azure" presentation and wants more details and updated information will find that here. Assumptions This ebook expects that you have experience developing web applications by using Visual Studio and ASP.NET. Familiarity with C# would be helpful in places.

Learn Docker in a Month of Lunches - Elton Stoneman 2020-08-04

Summary Go from zero to production readiness with Docker in 22 bite-sized lessons! Learn Docker in a Month of Lunches is an accessible task-focused guide to Docker on Linux, Windows, or Mac

systems. In it, you'll learn practical Docker skills to help you tackle the challenges of modern IT, from cloud migration and microservices to handling legacy systems. There's no excessive theory or niche-use cases—just a quick-and-easy guide to the essentials of Docker you'll use every day. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology The idea behind Docker is simple: package applications in lightweight virtual containers that can be easily installed. The results of this simple idea are huge! Docker makes it possible to manage applications without creating custom infrastructures. Free, open source, and battle-tested, Docker has quickly become must-know technology for developers and administrators. About the book Learn Docker in a Month of Lunches introduces Docker concepts through a series of brief hands-on lessons. Following a

learning path perfected by author Elton Stoneman, you'll run containers by chapter 2 and package applications by chapter 3. Each lesson teaches a practical skill you can practice on Windows, macOS, and Linux systems. By the end of the month you'll know how to containerize and run any kind of application with Docker. What's inside Package applications to run in containers Put containers into production Build optimized Docker images Run containerized apps at scale About the reader For IT professionals. No previous Docker experience required. About the author Elton Stoneman is a consultant, a former architect at Docker, a Microsoft MVP, and a Pluralsight author. Table of Contents PART 1 - UNDERSTANDING DOCKER CONTAINERS AND IMAGES 1. Before you begin 2. Understanding Docker and running Hello World 3. Building your own Docker images 4. Packaging applications from source code

into Docker Images 5. Sharing images with Docker Hub and other registries 6. Using Docker volumes for persistent storage PART 2 - RUNNING DISTRIBUTED APPLICATIONS IN CONTAINERS 7. Running multi-container apps with Docker Compose 8. Supporting reliability with health checks and dependency checks 9. Adding observability with containerized monitoring 10. Running multiple environments with Docker Compose 11. Building and testing applications with Docker and Docker Compose PART 3 - RUNNING AT SCALE WITH A CONTAINER ORCHESTRATOR 12. Understanding orchestration: Docker Swarm and Kubernetes 13. Deploying distributed applications as stacks in Docker Swarm 14. Automating releases with upgrades and rollbacks 15. Configuring Docker for secure remote access and CI/CD 16. Building Docker images that run anywhere: Linux, Windows, Intel, and Arm PART 4 - GETTING YOUR CONTAINERS READY FOR PRODUCTION 17.

Optimizing your Docker images for size, speed, and security 18.
Application configuration management in containers 19.
Writing and managing application logs with Docker 20.
Controlling HTTP traffic to containers with a reverse proxy 21.
Asynchronous communication with a message queue 22.
Never the end

The C# Player's Guide (eBook) - R. B. Whitaker
2012-09-27

IronPython in Action -
Christian J. Muirhead
2009-03-01

In 2005, Microsoft quietly announced an initiative to bring dynamic languages to the .NET platform. The starting point for this project was a .NET implementation of Python, dubbed IronPython. After a couple years of incubation, IronPython is ready for real-world use. It blends the simplicity, elegance, and dynamism of Python with the power of the .NET framework. IronPython in Action offers a comprehensive, hands-on introduction to Microsoft's

exciting new approach for programming the .NET framework. It approaches IronPython as a first class .NET language, fully integrated with the .NET environment, Visual Studio, and even the open-source Mono implementation. You'll learn how IronPython can be embedded as a ready-made scripting language into C# and VB.NET programs, used for writing full applications or for web development with ASP. Even better, you'll see how IronPython works in Silverlight for client-side web programming. IronPython opens up exciting new possibilities. Because it's a dynamic language, it permits programming paradigms not easily available in VB and C#. In this book, authors Michael Foord and Christian Muirhead explore the world of functional programming, live introspection, dynamic typing and duck typing , metaprogramming, and more. IronPython in Action explores these topics with examples, making use of the Python

interactive console to explore the .NET framework with live objects. The expert authors provide a complete introduction for programmers to both the Python language and the power of the .NET framework. The book also shows how to extend IronPython with C#, extending C# and VB.NET applications with Python, using IronPython with .NET 3.0 and Powershell, IronPython as a Windows scripting tool, and much more. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Essential C# 6.0 - Mark Michaelis 2015-09-19

“Welcome to one of the greatest collaborations you could dream of in the world of C# books—and probably far beyond!” —From the Foreword by Mads Torgersen, C# Program Manager, Microsoft

Essential C# 6.0 is a well-organized, no-fluff guide to the latest versions of C# for programmers at all levels of experience. Fully updated to

reflect new C# 6.0 and .NET 4.6 features and patterns, it will help you write C# code that’s simple, powerful, robust, secure, and maintainable. This book’s authors are world-class C# experts: long-time Microsoft MVP and Regional Director Mark Michaelis and Eric Lippert, formerly principal developer on Microsoft’s C# compiler team. Together, they cover the entire language, illustrating key constructs with succinct examples and offering a complete foundation for successful C# development. *Essential C# 6.0* makes it easy to program with any version of C#, whether you’re creating new code or maintaining existing systems. Separate indexes for C# versions 4, 5, and 6 help you quickly find version-specific answers with accompanying visual indicators that help you identify which language innovations will work when. This edition also includes a set of best-practice C# Coding Guidelines updated to leverage C# 6.0 constructs. Coverage includes Mastering C# data types, operators,

control flow, methods, and parameters Using C# object-oriented constructs, including classes, inheritance, interfaces, and more—all with the significantly simplified syntax of C# 6.0 Working with well-formed value and reference types Implementing reliable, effective exception handling Reducing code complexity with generics, delegates, lambda expressions, and events (including a simplified C# 6.0 syntax for triggering events) Learning dynamic programming with reflection and attributes Querying diverse data collections using LINQ with query expressions Creating custom collections that operate against business objects Using collection interfaces and standard query operators to access .NET collections Understanding the Common Language Infrastructure and C# in the context of .NET 4.6 Taking advantage of declarative programming, embedded metadata, reflection, and attributes Mastering multithreading and

synchronization, including the new async/await paradigm Using P/Invoke, pointers, and direct memory manipulation to interoperate with other languages Understanding how C# programs relate to the underlying runtime For Qualified Instructors An instructor's guide, exercises, and a slide deck are available to support your courses. *Programming Microsoft Azure Service Fabric* - Haishi Bai 2018-05-25 Build, operate, and orchestrate scalable microservices applications in the cloud This book combines a comprehensive guide to success with Microsoft Azure Service Fabric and a practical catalog of design patterns and best practices for microservices design, implementation, and operation. Haishi Bai brings together all the information you'll need to deliver scalable and reliable distributed microservices applications on Service Fabric. He thoroughly covers the crucial DevOps aspects of utilizing Service Fabric,

reviews its interactions with key cloud-based services, and introduces essential service integration mechanisms such as messaging systems and reactive systems. Leading Microsoft Azure expert Haishi Bai shows how to: Set up your Service Fabric development environment Program and deploy Service Fabric applications to a local or a cloud-based cluster Compare and use stateful services, stateless services, and the actor model Design Service Fabric applications to maximize availability, reliability, and scalability Improve management efficiency via scripting Configure network security and other advanced cluster settings Collect diagnostic data, and use Azure Operational Management Suite to interpret it Integrate microservices components developed in parallel Use containers to mobilize applications for failover, replication, scaling, and load balancing Streamline containerization with Docker in Linux and Windows

environments Orchestrate containers to schedule workloads and maintain services at desired states Implement proven design patterns for common cloud application workloads Balance throughput, latency, scalability, and cost
Professional Visual Studio 2017 - Bruce Johnson 2017-10-18 Skip the basics and delve right into Visual Studio 2017 advanced features and tools *Professional Visual Studio 2017* is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all

with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically

to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is your ideal guide.

Expert Delphi - Pawel Glowacki 2017-06-30

Become a developer superhero and build stunning cross-platform apps with Delphi

About This Book A one-stop guide on Delphi to help you

build cross-platform apps This book covers important

concepts such as the

FireMonkey library, shows you how to interact with the

Internet of Things, and enables you to integrate with Cloud

services The code is explained in detail with observations on

how to create native apps for Ios and Android with a single

code base Who This Book Is

For If you want to create stunning applications for

mobile, desktop, the cloud, and the Internet of Things, then

this book is for you. This book is for developers who would

like to build native cross-platform apps with a single

codebase for iOS and Android.

A basic knowledge of Delphi is assumed, although we do cover a primer on the language.

What You Will Learn

Understand the basics of Delphi and the FireMonkey application platform as well as the specifics of Android and iOS platforms Complete complex apps quickly with access to platform features and APIs using a single, easy-to-maintain code base Work with local data sources, including embedded SQL databases, REST servers, and Backend-as-a-Service providers Take full advantage of mobile hardware capabilities by working with sensors and Internet of Things gadgets and devices Integrate with cloud services and data using REST APIs and scalable multi-tier frameworks for outstanding multi-user and social experience Architect and deploy powerful mobile back-end services and get super-productive by leveraging Delphi IDE agile functionality Get to know the best practices for writing a high-quality, reliable, and maintainable codebase in the Delphi Object

Pascal language In Detail

Delphi is the most powerful Object Pascal IDE and component library for cross-platform native app development. It enables building natively compiled, blazingly fast apps for all major platforms including Android, iOS, Windows, Mac, and Linux. If you want to build server-side applications, create web services, and have clear GUIs for your project, then this book is for you. The book begins with a basic primer on Delphi helping you get accustomed to the IDE and the Object Pascal language and will then quickly move on to advanced-level concepts. Through this book, we'll help you understand the architecture of applications and will teach you the important concepts of the FireMonkey library, show you how to build server-side services, and enable you to interact with the Internet of Things. Towards the end, you will learn to integrate your app with various web services and deploy them. By the end of the book, you will be able to build

powerful, cross-platform,
native apps for iOS and
Android with a single code
base. Style and approach This

book will help you build cross-
platform mobile apps with
Delphi using a step-by-step
approach.