

# Visual Studio



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# VS Code



# Visual Studio 2013 Vs Professional 2013

**Buddy James, Lori Lalonde**



## **Visual Studio 2013 Vs Professional 2013:**

*Visual Studio 2013 Cookbook* Jeff Martin, Richard Banks, 2014-03-17 This book is a practical guide to using Visual Studio 2013 that will help you become familiar with the improvements made over previous versions. Each recipe provides a hands-on approach to the new features with step-by-step instructions on how to increase your productivity. If you are a developer excited about the new features introduced in Visual Studio 2013 then no matter what your programming language of choice is, Visual Studio 2013 Cookbook is for you. You should have a good knowledge of working with previous versions of Visual Studio to enjoy the recipes in this book. This book provides practical examples to help you use Visual Studio 2013 more effectively.

[Professional Visual Studio 2013](#) Bruce Johnson, 2014-03-05 Comprehensive guide to Visual Studio 2013. Visual Studio is your essential tool for Windows programming. Visual Studio 2013 features important updates to the user interface and to productivity. In Professional Visual Studio 2013, author Microsoft Certified Trainer and Microsoft Visual C# MVP Bruce Johnson brings three decades of industry experience to guide you through the update and he doesn't just gloss over the basics. With his unique IDE-centric approach, he steers into the nooks and crannies to help you use Visual Studio 2013 to its maximum potential. Choose from more theme options, check out the new icons, and make your settings portable. Step up your workflow with hover colors, auto brace completion, peek, and CodeLens. Code ASP.NET faster than ever with new shortcuts. Get acquainted with the new SharePoint 2013 environment. Find your way around the new XAML editor for Windows Store apps. Visual Studio 2013 includes better support for advanced debugging techniques, vast improvements to the visual database tools, and new support for UI testing for Windows Store apps. This update is the key to smoother, quicker programming. Professional Visual Studio 2013 is your map to everything inside.

**Professional Application Lifecycle Management with Visual Studio 2013** Mickey Gousset, Martin Hinshelwood, Brian A. Randell, Brian Keller, Martin Woodward, 2014-03-26 Ramp up your software development with this comprehensive resource. Microsoft's Application Lifecycle Management (ALM) makes software development easier and now features support for iOS, MacOS, Android, and Java development. If you are an application developer, some of the important factors you undoubtedly consider in selecting development frameworks and tools include agility, seamless collaboration, capabilities, flexibility, and ease of use. Microsoft's ALM suite of productivity tools includes new functionality and extensibility that are sure to grab your attention. Professional Application Lifecycle Management with Visual Studio 2013 provides in-depth coverage of these new capabilities. Authors Mickey Gousset, Martin Hinshelwood, Brian A. Randell, Brian Keller, and Martin Woodward are Visual Studio and ALM experts, and their hands-on approach makes adopting new ALM functionality easy. Streamline software design and deployment with Microsoft tools and methodologies. Gain a practical overview of ALM with step-by-step guides and reference material. Case studies illustrate specific functionality and provide in-depth instruction. Use new capabilities to support iOS, MacOS, Android, and Java development. Discover this comprehensive solution for modeling, designing, and coordinating enterprise software.

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**Professional Team Foundation Server 2013** Steven St. Jean,Damian Brady,Ed Blankenship,Martin Woodward,Grant Holliday,2014-05-05 Team Foundation Server is now for everyone Team Foundation Server is an integral part of Microsoft s Application Lifecycle Management suite for managing and delivering software projects The 2013 update has opened up TFS for everyone by expanding capabilities to support iOS MacOS Android and Java development Professional Team Foundation Server 2013 covers the latest updates for Agile Project Management Test Case Management Release Management and shows new users the TFS workflow for managing and delivering products The authors leverage their positions as MVP Microsoft insiders to guide you step by step through all things TFS as well as help prepare you for the Team Foundation Server Certification Exam 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 Gives TFS administrators the tools they need 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 Explains extensibility options and how to write extensions for TFS Helps certification candidates prepare for the Microsoft Team Foundation Server 2013 certification exam Professional Team Foundation Server 2013 is the ultimate guide to mastering this invaluable developer s tool

**Pro Windows 8.1 Development with XAML and C#** Jesse Liberty,Jon Galloway,Philip Japikse,2014-05-29 Windows 8 1 apps are revolutionizing development on the Windows platform Fast fluid tactile and chrome free they provide a brand new look and feel for Windows users These apps rely on Microsoft s Windows 8 modern UI to provide their rich and engaging user experiences for both desktop and tablet users The new UI in turn relies upon the Windows Runtime WinRT to give its apps unparalleled flexibility and power Understanding this stack of new technologies and how they tie in to the proven C language and the XAML standard is the subject of this book Experienced writers Jesse Liberty Phil Japikse and Jon Galloway explain how you can get the most from Windows 8 1 by focusing on the features that you need for your project and bringing your existing C coding knowledge to bear They begin with a nuts and bolts examination of how the technologies fit together and show you everything you need to get up and running with the new platform Once you have a good understanding on the basics you progress to more advanced topics steadily increasing your understanding as a whole This holistic knowledge is essential to truly master Windows 8 1 development Each topic is covered clearly and concisely and is packed with the details you need to code effectively The most important features are given a no nonsense in depth treatment and chapters contain examples that demonstrate both the power and the subtlety of Windows 8 1

Unreal

Engine: Game Development from A to Z Joanna Lee, John P. Doran, Nitish Misra, 2016-08-31 Develop fantastic games and solve common development problems with Unreal Engine 4 About This Book Investigate the big world of Unreal Engine computer graphics rendering and Material editor to implement in your games Construct a top notch game by using the assets offered by Unreal Engine thereby reducing the time to download create assets on your own Understand when and why to use different features and functionalities of Unreal Engine 4 to create your own games Learn to use Unreal 4 by making a first person puzzle game Blockmania for Android Who This Book Is For This path is ideal for those who have a strong interest in game development and some development experience An intermediate understanding of C is recommended What You Will Learn Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level Get clued up about working with Slate Unreal s UI solution through the UMG Editor Put together your own content and materials to build cutscenes and learn how to light scenes effectively Get tips and tricks on how to create environments using terrain for outdoor areas and a workflow for interiors as well using brushes Explore the ways to package your game for Android Devices and porting it to the Google Playstore Know inside out about creating materials and applying them to assets for better performance Understand the differences between BSP and static meshes to make objects interactive In Detail Unreal Engine technology powers hundreds of games This Learning Path will help you create great 2D and 3D games that are distributed across multiple platforms The first module Learning Unreal Engine Game Development starts with small simple game ideas and playable projects It starts by showing you the basics in the context of an individual game level Then you ll learn how to add details such as actors animation effects and so on to the game This module aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4 By the end of this module you will be able to put into practise your own content After getting familiar with Unreal Engine s core concepts it s time that you dive into the field of game development In this second module Unreal Engine Game Development Cookbook we show you how to solve development problems using Unreal Engine which you can work through as you build your own unique project Every recipe provides step by step instructions with explanations of how these features work and alternative approaches and research materials so you can learn even more You will start by building out levels for your game followed by recipes to help you create environments place meshes and implement your characters By the end of this module you will see how to create a health bar and main menu and then get your game ready to be deployed and published The final step is to create your very own game that will keep mobile users hooked This is what you ll be learning in our third module Learning Unreal Engine Android Game Development Once you get the hang of things you will start developing our game wherein you will graduate from movement and character control to AI and spawning Once you ve created your application you will learn how to port and publish your game to the Google Play Store With this course you will be inspired to come up with your own great ideas for your future game development projects Style and approach A practical collection of bestselling Packt titles this Learning

Path aims to help you skill up with Unreal Engine by curating some of our best titles into an essential sequential collection

**Professional Visual Studio 2015** Bruce Johnson, 2015-08-19 In depth coverage of the major Visual Studio 2015 revamp Professional Visual Studio 2015 is the leading pro's guide to new and upgraded features of Microsoft Visual Studio With a unique IDE centric approach and deep dive into the software's many nooks and crannies this book will bring you up to speed quickly on everything Visual Studio 2015 has to offer Whether you're new to Visual Studio or just upgrading you'll appreciate in depth professional explanation of updates features and support 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 The Visual Studio 2015 release fixes a number of issues that deterred many professionals from adopting VS 2013 Old products have been retooled and new features are aimed at productivity enhancement and fixes to UI Fully aligned with VS 2015 this guide walks you through the changes and helps you incorporate helpful new features into the way you work Discover new options for themes displays and settings Learn the new workflow and shortcuts to ASP.NET code Master improved debugging and unit testing support capabilities Exploit changes to Windows STORE apps phone apps Azure and SharePoint

*Unreal Engine Game Development Cookbook* John P. Doran, 2015-10-30 Over 40 recipes to accelerate the process of learning game design and solving development problems using Unreal Engine About This Book Explore the quickest way to tackle common challenges faced in Unreal Engine Create your own content levels light scenes and materials and work with Blueprints and C# scripting An intermediate fast paced Unreal Engine guide with targeted recipes to design games within its framework Who This Book Is For This book is for those who are relatively experienced with Unreal Engine 4 and have knowledge of its fundamentals Working knowledge of C# is required What You Will Learn Discover editor functionalities for an in depth insight into game design Develop environments using terrain for outdoor areas and a workflow for interiors as well using brushes Design various kinds of materials with unique features such as mirrors and glows Explore the various ways that lighting can be used in the engine Build various level effects using Blueprints Unreal's visual scripting system Set up a development environment and develop custom functionality with C# for your games Create healthbars and main menus with animations using Slate Unreal's UI solution through the UMG Editor Package and create an installer to get your project out into the world In Detail Unreal Engine is a powerful tool with rich functionalities to create games It equips you with the skills to easily build mobile and desktop games from scratch without worrying about which platform they will run on You can focus on the individual complexities of game development such as animation and rendering This book takes you on a journey to jumpstart your game design efforts You will learn various aspects of the Unreal engine commonly encountered with practical examples of how it can be used with numerous references for further study You will start by getting acquainted with Unreal Engine 4 and

building out levels for your game This will be followed by recipes to help you create environments place meshes and implement your characters You will then learn to work with lights camera and shadows to include special effects in your game Moving on you ll learn Blueprint scripting and C programming to enable you to achieve trigger effects and add simple functionalities By the end of the book you will see how to create a healthbar and main menu and then get your game ready to be deployed and published Style and approach This book offers detailed easy to follow recipes that will help you master a wide range of Unreal Engine 4 s features Every recipe provides step by step instructions with explanations of how these features work and alternative approaches and research materials so you can learn even more **Pro NuGet** Maarten Balliauw,Xavier Decoster,2014-01-23 Pro NuGet will give you a solid practical understanding of both how to keep your software dependencies under control and what best practices have been developed within the NuGet community to ensure long term reliability Whether you re working entirely with NET assemblies or also using CSS HTML and JavaScript files within your applications this book will show you how to manage their requirements smoothly and reliably As sponsors of the NuGet project Microsoft have led the way in showing how NuGet can be used to great effect showing how it is now virtually indispensable to anyone working with MVC and the NET Framework So don t delay Learn how to use NuGet effectively today and thank yourself for the time and stress that this powerful free extension will save you NuGet is an open source Visual Studio extension that makes it easy to manage libraries components and configuration files from within your Visual Studio project As every developer knows the more complex your application becomes the more chance there is of a dependency conflict arising within the resources upon which you depend This situation known as dependency hell used to be an arduous task to unravel and rectify NuGet changes this situation completely saving you untold time and stress **Pro XAML with C#** Buddy James,Lori Lalonde,2015-07-09 Pro XAML with C Application Development Strategies is your guide to real world development practices on Microsoft s XAML based platforms with examples in WPF Windows 8 1 and Windows Phone 8 1 Learn how to properly plan and architect an application on one or more of these platforms for a robust scalable solution In Part I authors Buddy James and Lori Lalonde introduce you to XAML and reveal proven techniques for developing successful line of business applications You ll also find out about some of the conflicting needs and interests that you might encounter as an enterprise XAML developer Part II begins to lay the groundwork to help you properly architect your application providing you with a deeper understanding of domain driven design and the Model View ViewModel design pattern You will also learn about proper exception handling and logging techniques and how to cover your code with unit tests to reduce bugs and validate your design Part III explores implementation and deployment details for each of Microsoft s XAML UIs along with advice on deploying and maintaining your application across different devices using version control repositories and continuous integration Pro XAML with C Application Development Strategies is for intermediate to experienced developers looking to improve their professional practice Readers should have experience working with C and at least one XAML based

technology WPF Silverlight Windows Store or Windows Phone

## **The Fundamentals of C/C++ Game Programming**

Brian Beuken, 2018-02-21 This book is aimed at giving novice coders an understanding of the methods and techniques used in professional games development Designed to help develop and strengthen problem solving and basic C C skills it also will help to develop familiarity targeting and using fixed restricted hardware which are key skills in console development It allows the reader to increase their confidence as game programmers by walking them through increasingly involved game concepts while maintaining the understanding that despite the increased complexity the core methods remain consistent with the advancement of the technology the technology only enhances the gaming experience It also demonstrates underlying principles of game coding in practical step by step ways to increase exposure and confidence in game coding concepts Key Features Increases the confidence of new coders by demonstrating how to get things done Introduces evolving projects to reinforce concepts both directly and indirectly that the reader will use to produce and then enhance the project Provides tutorials on Graphics API s that can be easily understood by a novice Demystifies hardware used to gain new effects without blinding the user to the technical wizardry going on under the system Gives a sense of achievement to the reader and pushes them toward improvement

*Applied Architecture Patterns on the Microsoft Platform Second Edition* Andre Dovgal, Gregor Noriskin, Dmitri Olechko, 2014-07-25 Presented in a scenario driven tutorial way we lead you through fictitious example problems and present you with the best solutions This book is intended for architects developers and managers who need to improve their knowledge of the Microsoft application platform This book will appeal to anyone especially consultants who want to get up to speed on selecting the most appropriate platform for a particular problem A good understanding of the general Windows platform and development technologies would be helpful

[Xamarin: Cross-Platform Mobile Application Development](#) Jonathan Peppers, George Taskos, Can Bilgin, 2016-08-31 Master the skills required to develop cross platform applications from drawing board to app store s using Xamarin About This Book Learn to deliver high performance native apps that leverage platform specific acceleration complied for native performance Learn development techniques that will allow you to use and create custom layouts for cross platform UI Gain the knowledge needed to become more efficient in testing deploying and monitoring your applications Implement application life cycle management concepts to manage cross platform projects Who This Book Is For Mobile application developers wanting to develop skills required to steer cross platform applications using Xamarin What You Will Learn Share C code across platforms and call native Objective C or Java libraries from C Submit your app to the Apple App Store and Google Play Use the out of the box services to support third party libraries Find out how to get feedback while your application is used by your users Create shared data access using a local SQLite database and a REST service Test and monitor your applications Gain memory management skills to avoid memory leaks and premature code cycles while decreasing the memory print of your applications Integrate network resources with cross platform applications Design and implement eye catching and reusable UI components without

compromising on nativity in mobile applications In Detail Developing a mobile application for just one platform is becoming a thing of the past Companies expect their apps to be supported on iOS Android and Windows Phone while leveraging the best native features on all three platforms Xamarin s tools help ease this problem by giving developers a single toolset to target all three platforms The main goal of this course is to equip you with knowledge to successfully analyze develop and manage Xamarin cross platform projects using the most efficient robust and scalable implementation patterns Module 1 is a step by step guide to building real world applications for iOS and Android The module walks you through building a chat application complete with a backend web service and native features such as GPS location camera and push notifications Additionally you ll learn how to use external libraries with Xamarin and Xamarin Forms Module 2 provide you recipes on how to create an architecture that will be maintainable extendable use Xamarin Forms plugins to boost productivity We start with a simple creation of a Xamarin Forms solution customize the style and behavior of views for each platform Further on we demonstrate the power of architecting a cross platform solution Next you will utilize and access hardware features that vary from platform to platform with cross platform techniques You will master the steps of getting the app ready and publishing it in the app store The last module starts with general topics such as memory management asynchronous programming local storage networking and platform specific features You will learn about key tools to leverage the pattern and advanced implementation strategies Finally we show you the toolset for application lifecycle management to help you prepare the development pipeline to manage and see cross platform projects through to public or private release After the completion of this course you will learn a path that will get you up and running with developing cross platform mobile applications and help you become the go to person when it comes to Xamarin Style and approach This course will serve as comprehensive guide for developing cross platform applications with Xamarin with a unique approach that will engage you like never before as you create real world cross platform apps on your own [Altova® MapForce® 2013 User & Reference Manual](#) ,

[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

*Pro Office 365 Development* Michael Mayberry, Mark Collins, 2014-11-01 Pro Office 365 Development Second Edition is a practical hands on guide to building applications for the cloud with Office 365 Combine Office 365 features out of the box with custom code to make the most of what this increasingly powerful and flexible platform has to offer As an Office 365 developer you have an amazing range of technologies at your fingertips Build custom SharePoint apps in Visual Studio using HTML5 CSS and jQuery Create declarative workflow applications with Visio and SharePoint Designer Use Access Web Database to publish your data on the web or write Exchange and Lync applications All these possibilities and more are covered You also have unprecedented control and flexibility over how you use these technologies in your applications With a powerful set of Office 365 APIs you can now access and integrate Office 365 data directly into your web or native applications with full control of authentication authorization and discovery No prior cloud experience is necessary Sample projects are designed to bring the reader up to speed quickly with full step by step instructions to maximize your success across the whole Office 365 suite Whether you want to build desktop client applications or browser only solutions Pro Office 365 Development will show you how to do it

*Professional Microsoft SQL Server 2014 Integration Services* Brian Knight, Devin Knight, Jessica M. Moss, Mike Davis, Chris Rock, 2014-04-17 Fill the gap between planning and doing with SSIS 2014 The 2014 release of Microsoft's SQL Server Integration Services provides enhancements for managing extraction transformation and load operations plus expanded in memory capabilities improved disaster recovery increased scalability and much more The increased functionality will streamline your ETL processes and smooth out your workflow but the catch is that your workflow must change New tools come with new best practices and Professional Microsoft SQL Server 2014 Integration Services will keep you ahead of the curve SQL Server MVP Brian Knight is the most respected name in the business and your ultimate guide to navigating the changes to use Microsoft SQL Server Integration Services 2014 to your utmost advantage Implement new best practices for effective use of SSIS Work through tutorials for hands on learning of complex techniques Read case studies that illustrate the more advanced concepts Learn directly from the foremost authority on SSIS SQL Server Integration Services is a complex tool but it's the lifeblood of your work You need to know it inside out and you must understand the full potential of its capabilities in order to use it effectively You need to make sure the right architecture is in place Professional Microsoft SQL Server 2014 Integration Services is your roadmap to understanding SSIS on a fundamental level and setting yourself up for success

*Building Cloud Apps with Microsoft Azure* Scott Guthrie, Mark

Simms, Tom Dykstra, Rick Anderson, Mike Wasson, 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

**Pro SharePoint 2013 Administration** Robert Garrett, 2013-05-20 A guide to SharePoint 2013 provides information on its features and capabilities for administrators covering such topics as social computing metadata management backup administration and business intelligence [Professional C# 5.0 and .NET 4.5.1](#)

Christian Nagel, Jay Glynn, Morgan Skinner, 2014-02-19 Comprehensive advanced coverage of C 5 0 and NET 4 5 1 Whether you re a C guru or transitioning from C C staying up to date is critical to your success Professional C 5 0 and NET 4 5 1 is your go to guide for navigating the programming environment for the Windows platform After a quick refresher of the C basics the team of expert authors dives in to C 5 0 and updates for NET 4 5 1 Includes Different behaviors for NET 4 5 1 and the changes to Visual Studio 2013 Changes to ASP NET Core Web Forms MVC and Web API Updated Windows 8 deployments and localization event logs and data flow Shuffling of ADO NET Entity Framework Additions to Windows Workflow Foundation New Windows Runtime 2 0 updates

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