



Silverlight2.0 essence of development technologies (C # version of the Masters with CD lecture)

By -

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 609 Publisher: Science Pub. Date :2009-05-01 version 1. Silverlight 2.0 is a popular cross-platform and cross browser technology. it can create feature-rich multimedia effects. interactive interface. Book is a comprehensive introduction to the essence of Silverlight 2.0 technology to help readers quickly grasp the Silverlight technology. The book introduces the Silverlight development environment to build. and then introduced Silverlight and related technologies. and by example to deepen the reader's understanding. The book is 16 chapters. including the creation of Silverlight applications running. split and deployment. application services. user interface design. pattern. brush. transform. animation. controls for the use of styles and templates customize the appearance and operating mode. data binding. the use of multimedia features. remote access to host resources. mouse control skills. CD-ROM with the book provides examples of the book's source code (including C # and VB Edition version) and by Zhang Limin Research soundtrack recording high-definition video technology. This book can serve as a beginning. middle Silverlight developers to learn from books. Contents: Chapter 01 road towards Silverlight2.0 1-1 Silverlight framework for the technical...



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