MOC10553

Fundamentals of XAML and Microsoft Expression Blend

MODULE 1: BINDING IN XAML

- ✓ Introduction to XAML-Based Applications
- ✓ Tools for Designing and Developing XAML-Based Applications
- ✓ Anatomy of a XAML-Based Application

MODULE 2: CREATING VECTOR GRAPHICS WITH EXPRESSION STUDIO 4

- ✓ Creating Vector Graphics with Expression Blend 4
- ✓ Creating Vector Graphics with Expression Design 4
- ✓ Importing Vector Graphics into Expression Blend 4

MODULE 3: LAYING OUT A XAML-BASED APPLICATION

- ✓ Organizing Controls in the User Interface
- ✓ Adding and Manipulating Controls

MODULE 4: DEVELOPING AND DEBUGGING XAML-BASED APPLICATIONS

- ✓ Developing WPF Applications
- ✓ Developing Silverlight Applications
- ✓ Hosting Silverlight Applications
- ✓ Debugging XAML-Based Applications

MODULE 5: CREATING CONTROLS PROGRAMMATICALLY AND WORKING WITH MEDIA FILES

- ✓ Creating and Using Controls Programmatically
- ✓ Working with Media Files

MODULE 6: WORKING WITH RESOURCES, STYLES, CONTROL TEMPLATES, AND BEHAVIORS

- ✓ Working with Resources
- ✓ Working with Styles and Control Templates
- ✓ Working with Actions, Triggers, and Behaviors

MODULE 7: IMPLEMENTING TRANSFORMS, ANIMATIONS, AND VISUAL STATES

- ✓ Transforms in XAML-Based Applications
- ✓ Animations in XAML-Based Applications

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✓ Implementing and Working with Visual States

MODULE 8: BINDING IN XAML

✓ Property Binding in XAML-Based Applications
✓ Data Binding in XAML-Based Applications

MODULE 9: PROTOTYPING APPLICATIONS BY USING SKETCHFLOW IN EXPRESSION BLEND 4

✓ Prototyping Applications with SketchFlow
✓ Packaging and Reviewing Prototypes Developed with SketchFlow

Sono previste esercitazioni pratiche su tutti gli argomenti trattati.