

48

HOURS

Silverlight 4.0

Feb 2012

Date:

05/02/2012

11/02/2012

12/02/2012

19/02/2012

25/02/2012

26/02/2012

Time:

09.00 am – 06.00 pm

Fee:

Rs. 10,000/-

Terms & Conditions

Basic knowledge of ASP.net, C#.net and SQL Server required.

All code behind programming will be in C#.net.

Venue

34/261, Motilal Nagar 3,
Near Azad Ground, M. G.
Road, Goregaon (W),
Mumbai – 400 062.

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Features

1. Be Silverlight professional in 48 hrs.
2. Limited candidates per batch.
3. Efficient lab sessions.
4. Get prepare for Microsoft Certification

Day - I

Introducing Silverlight

1. Silverlight and Web
2. Silverlight and WPF
3. Types of Silverlight applications
4. Getting started with Silverlight development
5. Building first Silverlight web application

Core XAML

1. XAML basics
2. Object Tree and Namespace
3. XAML extensions and type converters
4. Loading XAML at runtime
5. Tools for working in XAML

The application model and plug-in

1. The Silverlight application model
2. Creating Silverlight plug-in
3. Integrating Silverlight plug-in

Integrating with the browser

1. Silverlight and the HTML DOM
2. Managing web page from managed code
3. Working with user's browser window
4. Bridging the scripting and managed code worlds
5. Hosting HTML in Silverlight

Integrating with the desktop

1. Silverlight out of browser
2. Creating out of browser application
3. Escaping the sandbox elevated trust
4. Local file access
5. COM automation
6. Controlling the host window
7. Running in full screen
8. Storing data in isolated storage

Day - II

Rendering, Layout and Transforming

1. The UIElement and FrameworkElement
2. The rendering process
3. The layout system
4. Render transforms
5. 3D projection transforms

Panels

1. Canvas
2. StackPanel
3. Grid

Human Input

1. Capturing keyboard
2. Mouse input
3. Using multi-touch
4. Collecting ink drawings

Text

1. The text system
2. Displaying texts
3. Embedding fonts
4. Entering and editing text
5. Entering and displaying rich text

Controls and User Controls

1. Control
2. Content Control
3. Button Control
4. Items Control
5. Creating User Control

Day - III

Binding

1. Binding with data
2. Understanding binding source
3. Customizing display
4. Creating data templates

Data controls

1. DataGrid
2. DataForm
3. Annotating for display

Input validation

1. The validation example source and UI
2. Exception based property validation
3. Synchronous validation with IDataErrorInfo
4. Asynchronous validation with InotifyDataErrorInfo
5. Annotating for validation
6. Comparison of validation approaches

Networking and communications

1. Trust, security and browser limitations
2. Connecting to data source
3. Client HTTP stack
4. Making data usable
5. Using advance services
6. Connecting to other Silverlight applications

Navigation and dialog

1. Browser navigation background
2. Navigation application template
3. Navigation to pages
4. Navigation out of the browser
5. Showing dialog and pop-ups

Structuring and testing with the

MVVM/ViewModel pattern

1. Project setup and traditional code behind approach
2. Model – View – ViewModel basics
3. Factoring out reusable code
4. Better separation from UI
5. Testing

WCF RIA services

1. WCF RIA services architecture, tooling and template
2. Exposing data with domain services
3. Filtering, sorting, grouping and paging
4. Updating data
5. Loose coupling: using presentation models
6. Business logic
7. Authentication and authorization

Graphics and effects

1. Shapes
2. Geometry
3. Brushes
4. Effects

Printing

1. How Silverlight printing works
2. Printing onscreen information
3. Multipage printing dedicated trees

Working with bitmap images

1. Basic imaging
2. Creating images at runtime
3. Deep Zoom
4. Dealing with dead space

Displaying and capturing media

1. Audio and Video
2. Playlists
3. Interactive playback
4. Using protected content
5. Using Silverlight media framework
6. Working with raw media
7. Using webcam

Animation and behaviors

1. Animation: it's about time
2. Mastering the timeline
3. Storyboard
4. Keyframe
5. Easing functions
6. Behaviors, triggers and actions

Resources, style and control templates

1. Being resourceful
2. Giving your element style
3. Creating templates
4. Dealing with visual states
5. Sharing your visual states

Creating panels and controls

1. Creating custom panel
2. Creating custom control

Day - VI

The install experience and preloaders

1. Handling Silverlight not installed scenarios
2. Using custom preloader

Windows phone 7 development

1. Getting started
2. Building service client in windows phone
3. Using orientation
4. Using back button
5. Using application bar
6. Using input scope
7. Using typing intelligence
8. Using multi-touch interface

Group discussion