

MOC50278 Silverlight 3 – Best Practices

Course Summary

Description

This course provides students with the knowledge and skills of best practices in Microsoft Silverlight 3 applications development through a variety of available development techniques, tips and tricks. It introduces the new features and concepts being introduced with the new version of the technology and the patterns of usage of those new techniques. The course focuses on user interfaces, program structure and implementation details changes based on student previous knowledge of Silverlight 2/3.

Objectives

At the end of this course, students will be able to:

- Use hardware acceleration at the places it was intended to.
- Use graphics/rendering engine at maximum performance.
- Use databinding.
- Use ClientHTTP Stack and BrowserHTTP Stack.
- Understand the difference between User Controls and Custom Controls and when each one of them should be used.
- Use Visual State Manager and Behaviors.
- Integrate Silverlight Application within existing web application.
- Build effective communication between number of Silverlight application on the same page and between HTML DOM objects.
- Debug the application using built-in techniques and external tools.
- Localize Silverlight application.
- Use resources.

Topics

- Silverlight 3 – Best Practices

Audience

This course is intended for both novice and experienced .NET programmers who have a minimum of six months development experience and working knowledge of Silverlight 2/3.

Prerequisites

Before attending this course, students must have:

- Working knowledge of C#, HTML and JavaScript
- Working knowledge of Silverlight 2/3 (Silverlight development basics will not be covered in this course)
- Highly recommended: web development knowledge (web development basics will not be covered in this course)

Duration

One day

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Course Outline

I. Silverlight 3 – Best Practices

This module introduces the best practices and lessons learned from real-world Silverlight development.

- A. Silverlight Graphics
- B. Silverlight and Data
- C. Silverlight Controls
- D. Silverlight and Existing Web Applications
- E. Debugging
- F. Localization How-To's
- G. Application Resources
- H. After completing this module, students will be able to:
 - I. Use hardware acceleration at the places it was intended to.
 - J. Use graphics/rendering engine at maximum performance.
 - K. Use databinding.
 - L. Use ClientHTTP Stack and BrowserHTTP Stack.
 - M. Understand the difference between User Controls and Custom Controls and when each one of them should be used.
 - N. Use Visual State Manager and Behaviors.
 - O. Integrate Silverlight Application within existing web application.
 - P. Build effective communication between number of Silverlight application on the same page and between HTML DOM objects.
 - Q. Debug the application using built-in techniques and external tools.
 - R. Localize Silverlight application.
 - S. Use resources.

Additional Reading

To help you prepare for this class, review the following resources:

- Silverlight 3 Development
- Advanced Topics in Silverlight 3 Development