

MOC50279 Silverlight 3 Development

Course Summary

Description

This course provides students with the knowledge and skills to develop Microsoft Silverlight 3 applications through a variety of available development tools and techniques. It introduces the new features and concepts being introduced with the new version of the technology. The course focuses on user interfaces, program structure and implementation details.

Objectives

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

- Create a simple Silverlight 2/3 application based on the Visual Studio Silverlight application template.
- Use existing user controls to create a user interface and customize their templates and styles to provide an optimal user experience.
- Create Silverlight custom controls.
- Use data binding mechanisms to populate controls with a data.
- Consume existing WCF/Web services from Silverlight applications.
- Communicate with the Silverlight hosting environment (HTML DOM)

Topics

- Silverlight Development Introduction
- Silverlight Development

Audience

This course is intended for both novice and experienced .NET programmers who have a minimum of six months development experience and have basic Windows navigation skills.

Prerequisites

Before attending this course, students must have:

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

Duration

Three days

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Course Outline

I. Silverlight Development Introduction

This module explains how to start developing Silverlight applications, which tools are needed, the purpose and motivation of XAML, which user controls are available out of the box and how to use them.

- A. Introduction to Silverlight
- B. Silverlight XAML and XAML editing tools
- C. Silverlight application architecture, "Hello World!" with Silverlight
- D. Available controls
- E. Handling and publishing events
- F. Transformations
- G. Animations
- H. Silverlight 3 Text Features
- I. Behaviors

After completing this module, students will be able to:

- Create a new Silverlight application from the Visual Studio Silverlight project template
- Understand the motivation for XAML and tools for working with it
- Integrate existing user controls in Silverlight projects
- Publish and consume events in Silverlight applications
- Use transformations and animations in Silverlight applications

Silverlight Development

This module explains how to access XAML objects from managed code, create new XAML objects dynamically, develop user controls and custom controls, create control templates and styles, use data binding and customize user control states with the Visual State Manager.

- A. Managing XAML objects
- B. Creating XAML objects from managed code, Managing XAML objects from managed code
- C. Silverlight user controls and custom controls
- D. Control templates and styles
- E. Dependency Properties
- F. Data binding

- G. Visual State Manager
- H. Networking

Lab: Hands On #1

- Layouts
- Code-behind data binding
- Data templates
- Consuming WCF services

Lab: Hands On #2

- User controls
- XAML data binding
- IvalueConverter

Lab: Hands On #3

- VisualStateManager
- Animations

After completing this module, students will be able to:

- Access, create and manage XAML objects from managed code
- Create user controls
- Create and apply styles and templates
- Consume WCF services
- Bind data to Silverlight controls from code and from XAML
- Use new features in data binding mechanisms to populate controls with a data and connect between them.
- Customize the behavior of user controls with Visual State Manager
- Handle events in Silverlight applications