

MOC50280 What's New in Silverlight 3

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 changes based on student previous knowledge of Silverlight 2.

Objectives

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

- Create Silverlight 3 application based on the Visual Studio Silverlight application template(s).
- Use new and old user controls to create a user interface and customize their templates and styles to provide an optimal user experience.
- Use new features in data binding mechanisms to populate controls with a data and connect between them.
- Create Out-Of-Browser experience for Silverlight 3 application and use isolated offline storage in Silverlight applications.
- Optimize Silverlight for SEO and use newly introduced navigation framework.
- Use new media formats and support custom media types.
- Use advanced graphics-related features in Silverlight 3.
- Create sample LOB application using .NET RIA Services.
- Use new features in Blend 3.

Topics

- New Features in Silverlight 3 **This module introduces the new features and concepts in Silverlight 3.** Lessons
- .NET RIA Services

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.

Prerequisites

Before attending this course, students must have:

- Working knowledge of C#, HTML and JavaScript
- Working knowledge of Silverlight 2 (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

Two days

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Course Outline

I. New Features in Silverlight 3

This module introduces the new features and concepts in Silverlight 3.

- A. Graphics
- B. Animation
- C. Media
- D. Accessibility, Navigation and SEO
- E. New Controls and Layout
- F. Input
- G. Text
- H. Data Binding
- I. Styling
- J. Networking
- K. Offline/ Browser Support
- L. Behaviors (Blend 3)
- M. .NET RIA Services

Lab: RIA Services

- Getting Started with Silverlight RIA Applications
- Silverlight RIA Application Customization

After completing this module, students will be able to:

- Create a new Silverlight 3 application from the Visual Studio Silverlight project template(s).
- Use new and old user controls to create a user interface and customize their templates and styles to provide an optimal user experience.
- Use new features in data binding mechanisms to populate controls with a data and connect between them.
- Create Out-Of-Browser experience for Silverlight 3 application and use isolated offline storage in Silverlight applications.
- Optimize Silverlight for SEO and use newly introduced navigation framework.
- Use new media formats and support custom media types.
- Use advanced graphics-related features in Silverlight 3.
- Create sample LOB application using .NET RIA Services.

- Use new features in Blend 3.

II. NET RIA Services

This module introduces the new framework, which manages the data marshalling and handling within Silverlight applications.

- A. RIA Overview
- B. Getting Started with RIA
- C. Domain Operations
- D. Extensibility, validation and security
- E. Silverlight DomainDataSource

Lab: RIA Services

- Getting Started with Silverlight RIA Applications
- Silverlight RIA Application Customization

After completing this module, students will be able to:

- Create a new Silverlight 3 Business Application from the Visual Studio Silverlight project template(s).
- Create a Domain Operations for the application and generate server side CRUD operations.
- Create data validation and secure the data.