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Edizione	[1st edition]
Descrizione fisica	1 online resource (676 p.)
Collana	Expert one-on-one
Disciplina	005.13/3 005.133
Soggetti	C# (Computer program language) Object-oriented programming languages
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index. "Wrox programmer to programmer"--Cover.
Nota di contenuto	Expert One-on-One C# Design and Development; About the Author; About the Technical Editors; Credits; Acknowledgments; Contents; Introduction; Whom This Book Is For; What This Book Covers; How This Book Is Structured; What You Need to Use This Book; Conventions; Source Code; Errata; p2p.wrox.com; Part I: Design Strategies; Chapter 1: Defining the Language Environment; Defining the Design Strategy Elements; Considering the C# Language; Inventorying Your Tools; Gathering Your Resources; Developing Your Design Strategy; Chapter 2: Understanding the Application Lifecycle Understanding the Lifecycle StagesConsidering a Lifecycle Model; Using Agile Programming Techniques; Developing Your Design Strategy; Chapter 3: Defining a Design Strategy; Creating an Object Model; Building a Data Model; Considering User Requirements; Turning Your Design into UML; Developing Your Design Strategy; Chapter 4: Designing the User Interface; Understanding the Application Form Types; Understanding the Common User Interface Types; Developing a User Interaction Strategy; Considering Accessibility Requirements; Developing Your Design Strategy; Chapter 5: Designing with Speed in Mind

Considering Speed vs. Performance
Developing a High Speed Application; Measuring Application Speed; Developing Your Design Strategy; Chapter 6: Designing with Reliability in Mind; Verifying Resource Availability; Saving Data, Settings, and State; Expecting the Unexpected; Considering the Reliability Benefits of RibbonX; Developing Your Design Strategy; Chapter 7: Designing with Security in Mind; Assuming the Worst-Case Scenario; Eliminating Errant Input; Hiding Data from View; Adding Application Monitoring; Using a Team Overview; Developing Your Design Strategy; Part II: Coding Strategies
Chapter 8: Customizing the IDE
Configuring the IDE; Using Snippets, Macros, and Add-ins; Using the Visual Studio Command Line; Coding Your Application; Chapter 9: Scripting; Considering the Scripting Options; Interacting with SQL Server; Scripting Your Application; Using C# Expressions; Developing Windows PowerShell Solutions; Coding Your Application; Chapter 10: Viewing Data in the IDE; Working with the IDE Elements; Understanding the Use of Visualizers; Obtaining Third-Party Visualizers; Creating a Custom Visualizer; Coding Your Application; Chapter 11: Working with Controls and Components
Understanding the Differences between Controls and Components
Defining the Control Types; Building Components; Testing Classes Using the Object Test Bench; Coding Your Application; Chapter 12: Coding the Application; Using an Appropriate Naming Convention; Adding Command Line Functionality; Exiting the Application Properly; Relying on Custom Features; Coding Your Application; Chapter 13: Considering the Documentation; Adding Documentation Support to Your Application; Creating Documentation Comments; Using the Resulting XML File; Alternative Uses for Documentation Output
Coding Your Application

Sommario/riassunto

John P. Mueller demonstrates how you can fine-tune your skill set to create an elegant design that will scale well and produce reliable, speedy, secure, and efficient code. You'll explore several applications and design strategies using C# and you'll learn the best approaches for various system configurations. Mueller shares expert advice on how to create better applications by using fine-tuned design strategies and new methods for writing applications using less code, which improves efficiency. Topics include understanding the application lifecycle, defining a design strategy, designing with
