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| 1. Record Nr.           | UNINA9910964517303321   |
| Autore                  | Nov?k Istv?n  |
| Titolo                  | Beginning Microsoft Visual Studio LightSwitch Development   |
| Pubbl/distr/stampa      | New York, : Wiley, 2011   |
| ISBN                    | 1-283-17774-9<br>9786613177742<br>1-118-14851-7   |
| Edizione                | [1st edition]   |
| Descrizione fisica      | 1 online resource (468 p.)  |
| Collana                 | Wrox programmer to programmer Beginning Visual studio LightSwitch development   |
| Disciplina              | 005.1<br>005.13/3   |
| Soggetti                | Application software - Development - Computer programs<br>C# (Computer program language)<br>Microsoft Visual C#<br>Visual programming (Computer science) - Computer programs<br>Electrical & Computer Engineering<br>Engineering & Applied Sciences<br>Telecommunications<br>Computer Science   |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Description based upon print version of record.   |
| Nota di contenuto       | Beginning: Visual Studio® LightSwitch Development; Contents; Introduction; Part I: An Introduction to Visual Studio LightSwitch; Chapter 1: Prototyping and Rapid Application Development; Line-of-Business Software Development Challenges; LOB Software Development; Changing Project Environment; Creating a Requirements Specification; Feedback Frequency; Application Prototyping; Wireframe Models; Proof-of-Concept Models; Low-Fidelity Prototypes; High-Fidelity Prototypes; Rapid Application Development; RAD Tools; Visual Studio LightSwitch and RAD; Summary<br>Chapter 2: Getting Started With Visual Studio LightswitchGetting to Know Visual Studio; A Short History of Visual Studio; Roots; Other Visual Languages and Tools; Integrating Languages into Visual Studio; |

Moving to .NET; Visual Studio Editions; Visual Studio 2010; Getting to Know Visual Studio LightSwitch; Business Code versus Plumbing Code; LOB Applications and LightSwitch; Installing Visual Studio LightSwitch; Types of Installation; Running LightSwitch for the First Time; Creating Your First LightSwitch Application; Creating a Project; Creating a Table Creating a Screen to List Album Information Making Runtime Customizations; Summary; Chapter 3: Technologies Behind a Lightswitch Application; The Three-Tier Application Architecture Pattern; The Presentation Tier; The Logic Tier; The Data Tier; LightSwitch and the Three-Tier Architecture Pattern; The .NET Framework; The .NET Runtime; .NET Languages; .NET Framework and LightSwitch; Sources for More Information about the .NET Framework; Silverlight 4; A New UI Concept; Layout; Data Binding; Styles and Templates; Sources for More Information about Silverlight 4; SQL Server 2008 SQL Server Features SQL Server 2008 Express; Sources for More Information about SQL Server; SharePoint 2010; SharePoint 2010 Features; SharePoint 2010 Lists and LightSwitch; Microsoft Office; Microsoft Office Application Features; Exporting Information to Microsoft Excel; Windows Azure; Dynamic Resource Allocation; Application Development with Windows Azure; Windows Azure and LightSwitch; Sources for More Information about Windows Azure; Summary; Chapter 4: Customizing Lightswitch Applications; Customizing Data; Creating the Aquarium Database; Connecting to an Existing Database Changing Names and Types in the Existing Table Creating the Cart Table; Customizing Screens; Creating a Creature Catalog; Changing the Grid Layout; Creating a Shopping Cart Screen; Writing Code; Setting a Default Property Value in Code; Setting the Startup Screen; Managing Price Information; Other Points Where Code Is Used; Summary; Part II: Creating Applications with Visual Studio LightSwitch; Chapter 5: Preparing to Develop a Lightswitch Application; The ProjectTrek Sample; The Functionality of ProjectTrek; The ProjectTrek Application Database; LightSwitch Application Development Life cycle The Iterative Model

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## Sommario/riassunto

Learn how LightSwitch can accelerate and simplify application development As Microsoft's newest offering for simplifying application development, LightSwitch opens the development door to creating applications without writing code. This introductory, full-color book shows you how to quickly create, modify, and distribute information for your business with LightSwitch. Packed with simple example programs, this beginner-level resource guides you through a complete small business application using LightSwitch to demonstrate the capabilities of this exciting new tool. You'll explore the

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