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Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Discovering Visual Studio 2012; Introduction; Creating a new project; Upgrading an existing solution; Managing editor windows; Finding Visual Studio commands; Navigating and searching; Searching your code; Using the graphics tools; Chapter 2: Getting Started with Windows Store Applications; Introduction; Creating a Windows Store app; Adding a Windows Store item template to your app; Using the Windows 8 simulator; Defining capabilities and contracts Packaging your Windows Store appValidating your Windows Store app; Chapter 3: Web Development: ASP.NET, HTML5, CSS, and JavaScript; Introduction; Creating HTML5 web pages; Taking advantage of CSS editor improvements; Understanding the JavaScript editor improvements; JavaScript and CSS bundling and minification; Verifying pages with the Page Inspector; Chapter 4: .NET Framework 4.5 Development; Introduction; Adding the Ribbon to a WPF application; Creating a state machine in Visual Studio 2012; Creating a Task-based WCF service; Managing packages with NuGet; Unit testing .NET

applications

Sharing class libraries across runtimes
Detecting duplicate code;
Chapter 5: Debugging Your .NET Application; Introduction; Debugging on remote machines and tablets; Debugging code in production; Debugging parallel code; Visualizing concurrency; Chapter 6: Asynchrony in .NET; Introduction; Making your code asynchronous; Asynchrony and Windows Runtime; Asynchrony and web applications; Actors and the TPL Dataflow Library; Chapter 7: Unwrapping C++ Development; Introduction; Using XAML with C++; Unit testing C++ applications; Analyzing your C++ code; Working with DirectX in Visual Studio 2012

Creating a shader using DGS
Creating and displaying a 3D model; Using the Visual Studio Graphics Debugger; Chapter 8: Working with Team Foundation Server 2012; Introduction; Managing your work; Using local workspaces for source control; Storyboarding user requirements; Performing code reviews; Getting feedback from your users; Appendix: Visual Studio Pot Pourri; Introduction; Creating installer packages; Submitting apps to the Windows Store; Using the new SQL Server Data Tools; Creating Visual Studio add-ins and extensions; Creating your own snippets; Index

Sommario/riassunto

Over 50 simple but incredibly effective recipes for immediately getting practical with the exciting features of Visual Studio 11 with this book and e-book.
