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图书基本信息

书名：<<应用=代码+标记>>

13位ISBN编号：9787506283328

10位ISBN编号：7506283328

出版时间：2007-6

出版时间：世界图书出版公司

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页数：1002

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内容概要

This Book shows you how to use the Microsoft Windows Presentation Foundation (WPF) to write programs that run under Microsoft Windows. These programs can be either regular stand-alone Windows applications (which are now often called client applications) or front ends for distributed applications. The WPF is considered to be the primary application programming interface (API) for Microsoft Windows Vista, but you can also run WPF applications under Microsoft Windows XP with Service Pack 2 or Windows Server 2003 after you have installed Microsoft .NET Framework 3.0. Although you use the WPF for writing what are sometimes called "regular type Windows apps," these are definitely not your parents' Windows programs. The WPF includes a new look, a new philosophy concerning control customization, new graphics facilities (including animation and 3D), and a new programming interface. The WPF actually has two interrelated programming interfaces. You can write WPF programs entirely using C# or any other programming language that complies with the .NET Common Language Specification (CLS). In addition, the WPF includes an exciting new XML-based markup language called the Extensible Application Markup Language (or XAML, pronounced "zammel") , and in some cases you can write entire programs in XAML. Generally, however, you will build your applications from both code and markup (as the title of this book implies) . You'll use XAML for defining the user interface and visuals of your application-including graphics and animation-and you'll write code for handling user input events.

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作者简介

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编辑推荐

本书为英文版。

本书是介绍微软最新客户应用程序接口的权威指导用书。

对于如何用XAML语言以及C#创建微软Windows Vista应用程序接口给出了专家级的指导方案。

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