10553 Fundamentals of XAML and Microsoft Expression Blend

Days of Training: **3**

Overview

This 3-day course covers core and essential XAML skills. The learner will gain valuable experience developing XAML code in both Visual Studio 2010 and Expression Blend 4. The course teaches the beginner and intermediate tasks that enable the learner to build the foundational skills required to develop professional Silverlight 4 and WPF applications (for the Web, Windows desktops, and Windows Phone 7 devices). The course will include hands-on labs that comprise approximately 50% of the classroom time and enable the student to learn the essential XAML programming tasks that are the building blocks of real-world applications.

Prerequisites

- 1-3 months of professional programming experience with Visual Studio 2010.
- Some professional experience in developing either ASP .NET Web applications or Windows Forms desktop applications.

At Course Completion

Upon successful completion of this course, students will be able to:

- Describe XAML-based applications and the tools they can use to build them.
- Create vector graphics with both Expression Blend 4 and Expression Design 4.
- Create a Silverlight application and a user interface by using various layout controls and other controls from the toolbox.
- Work with key parts and logic of a Silverlight application, such as hosting controls, App events, and InitParams.
- Create XAML objects programmatically.
- Work with Resources, Styles, Control Templates, and Behaviors.
- Implement Transforms, Animations, and Visual States in XAML-based applications.
- Prototype applications by using SketchFlow.

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Lesson 1: Binding in XAML

Introduction to XAML-Based Applications
Tools for Designing and Developing XAML-Based Applications
Anatomy of a XAML-Based Application

Lesson 2: Creating Vector Graphics with Expression Studio 4

Creating Vector Graphics with Expression Blend 4
Creating Vector Graphics with Expression Design 4
Importing Vector Graphics into Expression Blend 4

Lesson 3: Laying out a XAML-Based Application

Organizing Controls in the User Interface
Adding and Manipulating Controls

Lesson 4: Developing and Debugging XAML-Based Applications

Developing WPF Applications
Developing Silverlight Applications
Hosting Silverlight Applications
Debugging XAML-Based Applications

Lesson 5: Creating Controls Programmatically and Working with Media Files

Creating and Using Controls Programmatically
Working with Media Files

Lesson 6: Working with Resources, Styles, Control Templates, and Behaviors

Working with Resources
Working with Styles and Control Templates
Working with Actions, Triggers, and Behaviors

Lesson 7: Implementing Transforms, Animations, and Visual States

Transforms in XAML-Based Applications
Animations in XAML-Based Applications
Implementing and Working with Visual States

Lesson 8: Binding in XAML

Property Binding in XAML-Based Applications
Data Binding in XAML-Based Applications

Lesson 9: Prototyping Applications by Using SketchFlow in Expression Blend 4

Prototyping Applications with SketchFlow
Packaging and Reviewing Prototypes Developed with SketchFlow