

# Kurs-Dokumentation



## Zentrum für Informatik ZFI AG

### Fundamentals of XAML and Expression Blend (NXEB)

<http://www.zfi.ch/NXEB>

Weitere Infos finden Sie unter [www.zfi.ch](http://www.zfi.ch) oder via Adresse:

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<b>Titel</b>	<b>Fundamentals of XAML and Expression Blend</b>
<b>Untertitel</b>	
<b>Einleitung</b>	<b>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.</b>
<b>Ihr Nutzen</b>	<b>After completing this course, students will be able to:</b> <ul style="list-style-type: none"><li>- Describe XAML-based applications and the tools they can use to build them.</li><li>- Create vector graphics with both Expression Blend 4 and Expression Design 4.</li><li>- Create a Silverlight application and a user interface by using various layout controls and other controls from the toolbox.</li><li>- Work with key parts and logic of a Silverlight application, such as hosting controls, App events, and InitParams.</li><li>- Create XAML objects programmatically.</li><li>- Work with Resources, Styles, Control Templates, and Behaviors.</li><li>- Implement Transforms, Animations, and Visual States in XAML-based applications.</li><li>- Prototype applications by using SketchFlow.</li></ul>
<b>Voraussetzungen</b>	<b>In addition to the professional experience, this course requires that student meet the following prerequisites:</b> <ul style="list-style-type: none"><li>- 1-3 months of professional programming experience with Visual Studio 2010. In addition to the technical knowledge, students who attend this training should have hands-on experience in the following areas:</li><li>- Some professional experience in developing either ASP.NET Web applications or Windows Forms desktop applications.</li></ul>
<b>Teilnehmerkreis</b>	<b>The target audience for this training course is professional developers who have experience creating Windows Forms and ASP.NET Web application with Visual Studio 2010, and who are interested in learning the core and essential XAML programming tasks that are required for professional Silverlight 4 and WPF programming in both Visual Studio 2010 and Expression Blend 4 environments. This course is intended for developers who have programming experience using either Visual Basic .NET or C# and who understand the concepts of object-oriented programming. This course is designed for developers who need to become comfortable using Expression Blend 4 and Visual Studio 2010. This course is not designed for entry-level programmers.</b>
<b>Unterlagen</b>	<b>Original Microsoft-Kursunterlagen</b>
<b>Folgekurse</b>	

**Inhalt**

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

**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**

**Laying out a XAML-Based Application**  
**Organizing Controls in the User Interface**  
**Adding and Manipulating Controls**

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

**Creating Controls Programmatically and Working with Media Files**  
**Creating and Using Controls Programmatically**  
**Working with Media Files**

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

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

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

**Prototyping Applications by Using SketchFlow in Expression Blend 4**  
**Prototyping Applications with SketchFlow**  
**Packaging and Reviewing Prototypes Developed with SketchFlow**

**Beitrag**

**Der Teilnehmerbeitrag versteht sich rein netto. Das ZFI ist (gemäss MwSt-Gesetz) nicht Mehrwertsteuerpflichtig und erhebt somit keine MwSt. Bei länger als einen Monat dauernden Lehrgängen ist die Zahlung des Teilnehmerbeitrages in mehreren Raten möglich (pro rata temporis).**