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# Programming Wpf

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Building Enterprise Applications with Windows Presentation Foundation and the Model View ViewModel Pattern

WPF Recipes in C# 2008

Building Windows Ui with Windows Presentation Foundation

Pro C# 9 with .NET 5

.NET Development with the Windows Presentation Foundation

Applied WPF 4 in Context

Exploring Windows Presentation Foundation

A Problem-Solution Approach

Professional WPF Programming

Professional Wpf Programming

Programming WPF

Visual Basic Graphics Programming

With Practical Applications in .NET 5

Mastering Windows Presentation Foundation

Programming ASP.NET 3.5

Programming C# 3.0

Practical C# and WPF For Financial Markets

Professional WPF Programming

100 recipes to build rich desktop client applications on Windows

Three-dimensional Graphics Programming for the Windows Presentation Foundation

Programming C# 8.0

Building Advanced User Experiences

Programming Reactive Extensions and LINQ

Build N-Tier Applications with WPF, AJAX, Silverlight, LINQ, WCF, and More

WPF Control Development Unleashed

Covers Visual Studio 2008 SP1 and .Net 3.5 SP1

Practical WPF Graphics Programming

Practical WPF Charts and Graphics

A Problem-Solution Approach

Practical Software Development Using WPF and C#

Foundational Principles and Practices in Programming

3D Programming for Windows

C# 2008 Programming: Covers .Net 3.5 Black Book, Platinum Ed

Windows Presentation Foundation Unleashed

Best-Selling Guide to Building Windows and Web Applications with C# 3.0

WPF 4.5 Unleashed

Building Web Applications

Programming Windows Presentation Foundation

Visual Basic 2008 Programming Black Book, Platinum Edition (With Cd)  
Learn WPF MVVM - XAML, C# and the MVVM pattern

*Programming Wpf*

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## CHEN AUTUMN

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Building Enterprise Applications with Windows Presentation Foundation and the Model View ViewModel Pattern "O'Reilly Media, Inc."

.NET 3.5 will help you create better Windows applications, build Web Services that are more powerful, implement new Workflow projects and dramatically enhance the user's experience. But it does so with what appears to be a collection of disparate technologies. In *Programming .NET 3.5*, bestselling author Jesse Liberty and industry expert Alex Horovitz uncover the common threads that unite the .NET 3.5 technologies, so you can benefit from the best practices and architectural patterns baked into this newest generation of Microsoft frameworks. While single-topic .NET 3.5 books delve into Windows Presentation Foundation and the other frameworks in greater detail, *Programming .NET 3.5* offers a "Grand Tour" of the release that describes how the four principal technologies can be used together, with Ajax, to build modern n-tier and service-oriented applications. Developers have struggled to implement these patterns with previous versions of the .NET Framework, but this hands-on guide uses real-world examples and fully annotated source code to demonstrate how .NET 3.5 can make it easy. The concepts and technologies that this book covers include: XAML -- Microsoft's new XML-based markup language for UI, used with WPF Windows Presentation Foundation (WPF) -- a new presentation framework and graphics subsystem for Windows that puts Vista-like effect in your grasp Ajax Windows Communication Foundation (WCF) - a new standards-based framework that enables applications to communicate across a network using a variety of protocols Workflow Foundation (WF) -- framework for defining, executing, and managing workflows CardSpace -- framework for managing the identities of your users You'll learn how to use each of the four frameworks alone and in concert to build a series of meaningful example applications. Examples are written in C#, and all of the source code will be available for download at both the O'Reilly and the authors' site, which offers access to a free support forum. Between them, authors Jesse Liberty and Alex Horovitz have nearly forty years of experience in delivering commercial applications for companies such as Citibank, Apple, AT&T, NeXt, PBS, Ziff Davis, and dozens of smaller organizations. Their combined experience is valuable for telling the story of .NET 3.5 and how it will shorten the development life cycle for applications developers, and enhance your productivity.

WPF Recipes in C# 2008 "O'Reilly Media, Inc."

You're a developer who knows nothing to WPF. Which is fine, except that you need to start coding your next application using WPF and the MVVM pattern. Don't worry: I have you covered. I've been training hundreds of developers like you during 15 years, and converted my experience into this book. I know from experience teaching what takes more time to learn in WPF, and will spend time only where appropriate. Plus this book is packed with exercises which build up into a full project: you develop a small e-commerce sample application. You'll allow users to browse for products, and you'll

also create a back-end where users will be able to list and edit products. Read this book, and you can code your WPF application within a week.

*Building Windows Ui with Windows Presentation Foundation* "O'Reilly Media, Inc."

Windows Presentation Foundation (WPF) replaces Microsoft's diverse presentation technologies with a unified, state-of-the-art platform for building rich applications. WPF combines the best of Windows and the Web; fully integrates user interfaces, documents, and media; and leverages the full power of XML-based declarative programming. In *Essential Windows Presentation Foundation*, former WPF architect Chris Anderson systematically introduces this breakthrough platform, focusing on the concepts and techniques working developers need in order to build robust applications for real users. Drawing on his unique experience as an architect on the team, Anderson thoroughly illuminates the crucial new concepts underlying WPF and reveals how its APIs work together to offer developers unprecedented value. Through working sample code, you'll discover how WPF draws on the Web's simple models for markup and deployment, common frame for applications, and rich server connectivity, and on Windows' rich client model, simple programming model, strong control over look-and-feel, and rich networking. Topics explored in depth include WPF components and architecture Key WPF design decisions--and why they matter XAML markup language Controls Layouts Visuals and media, including 2D, 3D, video, and animation Data integration Actions Styles WPF Base Services

*Pro C# 9 with .NET 5* "O'Reilly Media, Inc."

Windows Presentation Foundation is Microsoft's API for creating Windows applications. It gives the programmer the ability to produce dazzling, graphics-rich programs easily without having to delve into the messy details of the graphics subsystem. To use this power, however, the programmer must learn new concepts for laying out pages and displaying graphics. *Illustrated WPF* presents these concepts clearly and visually—making them easier to understand and retain.

*.NET Development with the Windows Presentation Foundation* Apress

Build effective user interfaces with Windows Presentation Foundation Windows Presentation Foundation (WPF) is included with the Windows operating system and provides a programming model for building applications that provide a clear separation between the UI and business logic. Written by a leading expert on Microsoft graphics programming, this richly illustrated book provides an introduction to WPF development and explains fundamental WPF concepts. Packed with helpful examples, this reference progresses through a range of topics that gradually increase in their complexity. You'll quickly start building applications while you learn how to use both Expression Blend and Visual Studio to build UIs. In addition, the book addresses the needs of programmer who write the code behind the UI and shows you how operations can be performed using both XAML and C#. Topics Covered: Overview of WPF WPF in Visual Studio Expression Blend Common Properties Content Controls Layout Controls User Interaction Controls Two-Dimensional Drawing Controls Properties Pens and Brushes Events and Code-Behind Resources Styles and Property Triggers Event Triggers and Animation Templates Themes and Skins Printing Data Binding Commanding

Transformations and Effects Documents Navigation-Based Applications Three-Dimensional Drawing Silverlight Even if you only have a minimal amount of experience, by the end of the book, you will be able to build dynamic and responsive user interfaces with WPF.

*Applied WPF 4 in Context* Sams Publishing

Get a thorough introduction to ADO.NET Entity Framework 4 -- Microsoft's core framework for modeling and interacting with data in .NET applications. The second edition of this acclaimed guide provides a hands-on tour of the framework latest version in Visual Studio 2010 and .NET Framework 4. Not only will you learn how to use EF4 in a variety of applications, you'll also gain a deep understanding of its architecture and APIs. Written by Julia Lerman, the leading independent authority on the framework, *Programming Entity Framework* covers it all -- from the Entity Data Model and Object Services to WCF Services, MVC Apps, and unit testing. This book highlights important changes for experienced developers familiar with the earlier version. Understand the core concepts you need to make the best use of the EF4 in your applications Learn to query your data, using either LINQ to Entities or Entity SQL Create Windows Forms, WPF, ASP.NET Web Forms, and ASP.NET MVC applications Build and consume WCF Services, WCF Data Services, and WCF RIA Services Use Object Services to work directly with your entity objects Create persistent ignorant entities, repositories, and write unit tests Delve into model customization, relationship management, change tracking, data concurrency, and more Get scores of reusable examples -- written in C# (with notes on Visual Basic syntax) -- that you can implement right away

[Exploring Windows Presentation Foundation](#) CreateSpace

*Practical C# and WPF for Financial Markets* provides a complete explanation of .NET programming in quantitative finance. It demonstrates how to implement quant models and back-test trading strategies. It pays special attention to creating business applications and reusable C# libraries that can be directly used to solve real-world problems in quantitative finance. The book contains:

- Overview of C#, WPF programming, data binding, and MVVM pattern, which is necessary to create MVVM compatible .NET financial applications.
- Step-by-step approaches to create a variety of MVVM compatible 2D/3D charts, stock charts, and technical indicators using my own chart package and Microsoft chart control.
- Introduction to free market data retrieval from online data sources using .NET interfaces. These data include EOD, real-time intraday, interest rate, foreign exchange rate, and option chain data.
- Detailed procedures to price equity options and fixed-income instruments, including European/American/Barrier options, bonds, and CDS, as well as discussions on related topics such as cash flows, term structures, yield curves, discount factors, and zero-coupon bonds.
- Introduction to linear analysis, time series analysis, and machine learning in finance, which covers linear regression, PCA, SVM, and neural networks.
- In-depth descriptions of trading strategy development and back-testing, including strategies for single stock trading, stock pairs trading, and trading for multi-asset portfolios.

**A Problem-Solution Approach** "O'Reilly Media, Inc."

With *Programming ASP.NET 3.5*, you'll quickly learn to create state-of-the-art applications using Microsoft's popular web development technology and Visual Studio 2008. This updated bestseller provides comprehensive and easy-to-understand information to help you use several .NET 3.5 technologies for faster development and better web application performance-including ASP.NET

AJAX for interactive user interfaces, LINQ for data access, and Windows Communication Foundation (WCF) for web services. *Programming ASP.NET 3.5* includes examples and sample code that let you explore development with ASP.NET in more depth. With this book, you will: Learn about AJAX and ASP.NET server controls included with Visual Studio 2008 Discover how to use the DataSource and data-bound controls in ADO.NET Use the new LINQ API and learn how to make use of it within ASP.NET pages Create a uniform look and feel throughout your application with Master Pages Use navigation controls to build site maps, menus, and breadcrumbs quickly and easily Build and use various web services with WCF Detect errors during development and handle them in your production code Learn how to configure and deploy your website Written by Microsoft technology experts Jesse Liberty, Dan Hurwitz, and Dan Maharry, *Programming ASP.NET 3.5* is the best book for learning how to build dynamic, interactive web applications using Microsoft's latest technologies.

[Professional WPF Programming](#) John Wiley & Sons

Gain comprehensive insight into WPF mechanics and capabilities. Key Features Gain a strong foundation in WPF features and patterns Leverage the MVVM pattern to build decoupled, maintainable apps Increase efficiency through Performance tuning and UI automation Book Description Windows Presentation Foundation (WPF) is Microsoft's development tool for building rich Windows client user experiences that incorporate UIs, media, and documents. With the updates in .NET 4.7, Visual Studio 2017, C# 7, and .NET Standard 2.0, WPF has taken giant strides and is now easier than ever for developers to use. If you want to get an in-depth view of WPF mechanics and capabilities, then this book is for you. The book begins by teaching you about the fundamentals of WPF and then quickly shows you the standard controls and the layout options. It teaches you about data bindings and how to utilize resources and the MVVM pattern to maintain a clean and reusable structure in your code. After this, you will explore the animation capabilities of WPF and see how they integrate with other mechanisms. Towards the end of the book, you will learn about WCF services and explore WPF's support for debugging and asynchronous operations. By the end of the book, you will have a deep understanding of WPF and will know how to build resilient applications. What you will learn Understand the fundamentals of WPF Explore the major controls and manage element layout Implement data binding Create custom elements that lead to a particular implementation path Customize controls, styles, and templates in XAML Leverage the MVVM pattern to maintain a clean and reusable structure in your code Master practical animations Integrate WCF services in a WPF application Implement WPF's support for debugging and asynchronous operations Who this book is for The book is intended for developers who are relatively new to WPF (Windows Presentation Foundation), or those who have been working with WPF for some time, but want to get a deeper understanding of its foundation and concepts to gain practical knowledge. Basic knowledge of C# and Visual Studio is assumed.

**Professional Wpf Programming** Apress

If you want to build applications that take full advantage of Windows Vista's new user interface capabilities, you need to learn Microsoft's Windows Presentation Foundation (WPF). This new edition, fully updated for the official release of .NET 3.0, is designed to get you up to speed on this technology quickly. By page 2, you'll be writing a simple WPF application. By the end of Chapter 1, you'll have taken a complete tour of WPF and its major elements. WPF is the new presentation

framework for Windows Vista that also works with Windows XP. It's a cornucopia of new technologies, which includes a new graphics engine that supports 3-D graphics, animation, and more; an XML-based markup language, called XAML, for declaring the structure of your Windows UI; and a radical new model for controls. This second edition includes new chapters on printing, XPS, 3-D, navigation, text and documents, along with a new appendix that covers Microsoft's new WPF/E platform for delivering richer UI through standard web browsers -- much like Adobe Flash. Content from the first edition has been significantly expanded and modified. Programming WPF includes: Scores of C# and XAML examples that show you what it takes to get a WPF application up and running, from a simple "Hello, Avalon" program to a tic-tac-toe game Insightful discussions of the powerful new programming styles that WPF brings to Windows development, especially its new model for controls A color insert to better illustrate WPF support for 3-D, color, and other graphics effects A tutorial on XAML, the new HTML-like markup language for declaring Windows UI An explanation and comparison of the features that support interoperability with Windows Forms and other Windows legacy applications WPF represents the best of the control-based Windows world and the content-based web world. Programming WPF helps you bring it all together.

*Programming WPF* John Wiley & Sons

Creating 2D and 3D charts is one of the most common uses of computer graphics. Such charts can have wide applications in representing mathematical, physical, and economic functions in your daily life. Whether you are an engineer, a quantitative analyst, a teacher, or a student, you will end up dealing with charting applications to some degree. Windows Presentation Foundation (WPF) is a next-generation graphics platform that enables you to build advanced user interfaces incorporating documents, media, 2D and 3D graphics, and animations. It is an ideal development tool that allows you to not only generate data, but also easily represent data graphically. Practical WPF Charts and Graphics provides all the tools you will need to develop professional chart and graphics applications in WPF and C#. This book will be useful for WPF and C# programmers of all skill levels, providing a complete and comprehensive explanation of WPF's graphics capability and the creation of various charts, and paying special attention to the details of code implementation.

*Visual Basic Graphics Programming* John Wiley & Sons

The #1 WPF Book--Now Updated for WPF 4.5! Thorough, authoritative coverage, practical examples, clear writing, and full-color presentation make this one of the most widely acclaimed programming books of the last decade. Windows Presentation Foundation (WPF) is the recommended technology for creating modern Windows desktop apps. Whether you want to develop traditional user interfaces or integrate 3D graphics, audio/video, animation, dynamic skinning, touch, rich document support, speech recognition, or more, WPF enables you to do so in a seamless, resolution-independent manner that scales from small tablets to large TVs. WPF 4.5 Unleashed is the authoritative book that covers it all, in a practical and approachable fashion, authored by WPF guru and Microsoft architect Adam Nathan. Covers everything you need to know about Extensible Application Markup Language (XAML) Examines the WPF feature areas in incredible depth: controls, layout, resources, data binding, styling, graphics, animation, and more Delves into topics that aren't covered by most books: 3D, speech, audio/video, documents, effects Shows how to create popular UI elements and leverage built-in controls such as the new Office-style Ribbon Demonstrates how to create

sophisticated UI mechanisms, such as Visual Studio-like collapsible/dockable panes Explains how to create first-class custom controls for WPF Demonstrates how to create hybrid WPF software that leverages Windows Forms, DirectX, ActiveX, or other non-WPF technologies Explains how to exploit desktop features, such as Jump Lists and taskbar customizations, and the same toast notifications used by Windows Store apps

*With Practical Applications in .NET 5* "O'Reilly Media, Inc."

Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take advantage of WPF's advanced printing capabilities Grow as a developer by improving your overall software design skills Introduction 1 Part I Getting Started 1 What WPF Is and Isn't 5 2 Understanding XAML 17 3 Introducing the Font Viewer 27 4 Handling Application Layout 41 5 Using Basic Controls 59 6 Introducing Data Binding 75 Part II Reaching the User 7 Designing an Application 93 8 Building a Text Document Editor 107 9 Getting a Handle on Events 121 10 Commands 145 11 Output 157 Part III Visualizing Data 12 Building a Contact Manager 177 13 Presenters and Views 193 14 Resources and Styles 211 15 Digging Deeper into Data Binding 229 16 Visualizing Lists 251 Part IV Creating Rich Experiences 17 Building a Media Viewer 267 18 Drawing with Shapes 291 19 Colors and Brushes 315 20 Transforms and Effects 331 21 Using Control Templates 347 22 Triggers 369 23 Animation 383 24 Best Practices 407 Part V Appendixes Appendix A: Tools and Resources 423 Appendix B: 3D Tutorial Using ZAM 3D 427 Appendix C: Project Source (downloadable) 437 Index 439

**Mastering Windows Presentation Foundation** Wrox

Professional WPF Programming If you want to learn how to build killer user interfaces for Windows and the web, then this book is for you. It arms you with the tools and code you'll need to effectively utilize the Windows Presentation Foundation (WPF). From creating appealing graphics and animated structures to enhancing performance and security, you'll be programming in no time. First you'll explore the WPF framework and learn how to develop basic applications with ASP.NET or Visual Basic(r). Next you'll discover how to build more sophisticated WPF interfaces using Microsoft(r) ExpressionBlend and then progress to more advanced programming techniques. Throughout the book, you'll find best practices for enterprise architectures using the WPF and its underlying

technology. All this will help you quickly learn how to develop next-generation applications on the .NET 2.0 platform using the WPF. What you will learn from this book How to write applications with identical UIs on both Windows and the web Tips for collaborating design and code development with Microsoft(r) Expression Blend All about the object models, built-in server controls, HTML markup, code-behind, and the coordinative structure of each file How to migrate Win32 applications to WPF Techniques for integrating special effects and custom controls into an application Advanced development concepts, including building workflows and a WCF service Who this book is for This book is for experienced .NET developers who want to begin creating WPF web and desktop applications. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

### **Programming ASP.NET 3.5** Apress

Visual Basic 2008 Black Book Is The Most Comprehensive Book That You Will Find On Visual Basic.Net. It Contains Useful Material On All The Concepts Of Visual Basic 2008, And At The Same Time, Teaches You How To Implement These Concepts Programmatically By Providing Appropriate Examples Along-With Detailed Explanations. This Edition Of The Book Particularly Deals With Some New And Advanced Topics: Such As Wpf, Wcf, Wf, Asp.Net, Ajax, Silverlight, And Linq. This Unique Book On Visual Basic 2008 Has Extensive Coverage Of The Language; No Doubt, Every Aspect Of The Book Is Worth Its Price. Part I - .Net Framework 3.5 And Visual Studio 2008 Chapter 1: Getting Started With .Net Framework 3.5 Chapter 2: Introducing Visual Studio 2008 Part II - Visual Basic Programming Language And Oop Chapter 3: Introducing Visual Basic 2008 Chapter 4: Flow Control And Exception Handling In Visual Basic 2008 Chapter 5: Object-Oriented Programming In Visual Basic 2008 Part III - Windows Forms And Wpf Chapter 6: Windows Forms In Visual Basic 2008 Chapter 7: Windows Forms Controls - I Chapter 8: Windows Forms Controls- II Chapter 9: Windows Forms Controls - III Chapter 10: Windows Forms Controls - IV Chapter 11: Windows Forms Controls - V Chapter 12: Introducing Windows Presentation Foundation Chapter 13: Working With Wpf 3.5 Controls, Resources, Styles, Templates, And Commands Chapter 14: Using Graphics And Multimedia In Windows Forms And Wpf Part IV - Asp.Net 3.5 Chapter 15: Introducing Asp.Net 3.5 And Web Forms Chapter 16: Standard Web Server Controls Chapter 17: Navigation Controls In Asp.Net 3.5 Chapter 18: Login And Web Parts Controls In Asp.Net 3.5 Chapter 19: Enhancing Web Applications With Silverlight Part V - Services And Deployment Chapter 20: Asp.Net 3.5 Web Services Chapter 21: Introducing Windows Communication Foundation Chapter 22: Deploying Windows And Web Applications Part VI - ADO.Net And Linq Chapter 23: Data Access With ADO.Net Chapter 24: Data Binding In Windows Forms And Wpf Applications Chapter 25: Data Binding In Asp.Net Applications Chapter 26: Working With Linq Part VII - Advanced Topics Chapter 27: Working With Windows Workflow Foundation Chapter 28: Threading In Visual Basic 2008 Chapter 29: Collections And Generics Chapter 30: Working With Xml And .Net Chapter 31: The My Object Chapter 32: .Net Assemblies Chapter 33: Developing Windows Mobile Applications Chapter 34: Security And Cryptography In .Net Chapter 35: .Net Remoting In Visual Basic 2008 Chapter 36: Human Resources

Management System

### **Programming C# 3.0** John Wiley & Sons

Thought-provoking and accessible in approach, this updated and expanded second edition of the Programming WPF: Building Windows UI with Windows Presentation Foundation provides a user-friendly introduction to the subject. Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to [info@risepress.pw](mailto:info@risepress.pw) Rise Press

*Practical C# and WPF For Financial Markets* Pearson Education

Programming WPF Building Windows UI with Windows Presentation Foundation "O'Reilly Media, Inc."

### **Professional WPF Programming** Apress

Windows Professional Foundation (WPF) offers amazing opportunities to .NET programmers in terms of the user interfaces they can deliver to their customers. But this significant technological advance comes with a steep learning curve, requiring the programmer to learn new classes, new syntax, and an entirely new approach to user interface development. Although WPF has been generally available since 2008, commercial take-up has been relatively slow, and the publicly available body of knowledge has been weak in terms of real-world examples and best-practice information. Using WPF Recipes in C# 2008, you'll find a simple and straightforward approach to solving the problems you face every day. Each solution contains a complete, working example that demonstrates how to make the best use of WPF. You can use the example as a template to solve your own problem or as a base on which to build a solution tailored to your specific needs. Packed with well-structured and documented solutions to a broad range of common WPF problems, this book, will be a valuable addition to any C# programmer's reference library. Examples included provide you with a rich source of information as you begin to learn and will be an invaluable quick-reference guide once you're a proficient WPF programmer. The emphasis on solving the day-to-day WPF problems that all programmers face frees you from needing to trawl through weighty programming tomes or sift through API documentation, allowing you to focus on the more interesting and innovative aspects of your project.

### **100 recipes to build rich desktop client applications on Windows** Apress

The Windows Presentation Foundation (WPF) is a next generation graphics platform that is part of .NET 3.0 and .NET 3.5. It allows you to build advanced user interfaces that incorporate documents, media, 2D and 3D graphics, animations, and web-like characteristics. "Practical WPF Graphics Programming" provides all the tools you need to develop professional graphics applications using WPF and C#. This book will be useful for WPF and C# programmers of all skill levels. It provides a complete and comprehensive explanation of the WPF graphics capability, and pays special attention to the details of code implementation. The book shows you how to create a variety of graphics ranging from simple 2D shapes to complex 3D surfaces and interactive 3D models. It includes over 120 code examples, which cover broad array of topics on WPF graphics programming. You will learn how to create a full range of 2D and 3D graphics applications and how to implement custom 3D

geometries and shapes that can be reused in your WPF projects. Please visit the author's website for more information about this book at [www.authors.unicadpublish.com/jack\\_xu](http://www.authors.unicadpublish.com/jack_xu).

**Three-dimensional Graphics Programming for the Windows Presentation Foundation**

Manning Publications

Provides information on the framework and elements of WPF and includes instructions on writing a WPF application.