

Course 469: Silverlight 3 Development (3 Days)

Course Description...

Silverlight 3 provides a solid framework for building Rich Internet Applications (RIAs) that can run in a variety of browsers on multiple operating systems. Applications built using Silverlight 3 can take advantage of a rich set of features including built-in support for animations, robust controls, integrated networking classes, deep zoom images and flexible data binding. In this course you'll learn key concepts, development techniques and architectural best practices that will lower the Silverlight development learning curve and allow you to build applications more productively.

Pre-Requisites...

Experience building .NET applications with C# or VB.

What You'll Learn...

- How to Write XAML Code
- Key Silverlight Controls
- How to Customize and Style Controls
- Business Data Integration Techniques
- Consumption of REST and Web Service Data
- WCF RIA Services Fundamentals
- The Importance of Custom Type Converters
- Creating Offline Silverlight Applications
- How the Silverlight Toolkit can be used to Chart Data
- Key architectural concepts

See next page for detailed course outline...



Course Details...

Getting Started with Silverlight 3 Application Development

- Creating a Silverlight 3 Project in Visual Studio 3008
- Silverlight 3 Players
- Linking Silverlight Projects to Web Projects
- Debugging a Silverlight 3 Project
- Enabling Out-of-Browser Support

Introduction to XAML

- XAML Rules
- Introduction to XAML elements and attributes
- Working with Geometries
- Handling events

Using Silverlight Controls

- Defining Layout controls in XAML
- Defining User Interface controls in XAML
- Creating User Controls

Working with Styles and Templates

- Defining styles in App.xaml
- Applying styles to controls
- Using Merged Resource Dictionaries
- Customizing controls with templates
- Using Expression Blend to customize control templates

Binding Data to Controls

- Introduction to data binding
- Binding to Items controls
- Creating data templates
- Creating re-useable data templates
- Building and using type converters
- Bind data using Expression Blend

Silverlight 3 Networking Features

- Understanding cross-domain issues
- Retrieving data from ASMX and WCF Services
- Retrieving data from REST services
- Using sockets

Using WCF RIA Services

- Introduction to RIA Services
- Using the DomainService Class
- Using the DomainDataSource
- Authentication and Authorization
- Data validation



Silverlight Architectural Concepts

- Introduction to the Model-View ViewModel (MVVM) pattern
- The role of the Model
- Creating a service agent layer
- Creating ViewModel classes
- Binding ViewModel classes to Views
- Working with an Event Bus

Creating Animations

- Introduction to animations
- Defining a storyboard with animations
- Controlling a Storyboard
- Using the VisualStateManager with Expression Blend