

Wpf 3d Three Dimensional Graphics With Wpf And C

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 friendly introduction to the most useful algorithms written in simple, intuitive English The revised and updated second edition of Essential Algorithms, offers an accessible introduction to computer algorithms. The book contains a description of important classical algorithms and explains when each is appropriate. The author shows how to analyze algorithms in order to understand their behavior and teaches techniques that the can be used to create new algorithms to meet future needs. The text includes useful algorithms such as: methods for manipulating common data structures, advanced data structures, network algorithms, and numerical algorithms. It also offers a variety of general problem-solving techniques. In addition to describing algorithms and approaches, the author offers details on how to analyze the performance of algorithms. The book is filled with exercises that can be used to explore ways to modify the algorithms in order to apply them to new situations. This updated edition of Essential Algorithms: Contains explanations of algorithms in simple terms, rather than complicated math Steps through powerful algorithms that can be used to solve difficult programming problems Helps prepare for programming job interviews that typically include algorithmic questions Offers methods can be applied to any programming language Includes exercises and solutions useful to both professionals and students Provides code examples updated and written in Python and C# Essential Algorithms has been updated and revised and offers professionals and students a hands-on guide to analyzing algorithms as well as the techniques and applications. The book also includes a collection of questions that may appear in a job interview. The book's website will include reference implementations in Python and C# (which can be easily applied to Java and C++).

Revised ed. of: Computer graphics / James D. Foley ... [et al.]. -- 2nd ed. -- Reading, Mass.: Addison-Wesley, 1995.

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Microsoft's Windows Presentation Foundation (WPF) provides the foundation for building applications and high-quality user experiences for the Windows operating system. It blends the application user interface, documents, and media content, while exploiting the full power of your computer's operating system. Its functionality extends to the support for tablet PCs and other forms of input device, and it provides a more modern imaging and printing pipeline, accessibility and UI automation infrastructure, data-driven user interfaces and visualization, and integration points for weaving the application experience into the Windows shell. This book shows you how WPF really works. It provides you with the no-nonsense, practical advice that you need in order to build high-quality WPF applications quickly and easily. After giving you a firm foundation, it goes on to explore the more advance aspects of WPF and how they relate to the others elements of the .NET 4.0 platform and associated technologies such as Silverlight. 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.

Provides information on programming 3D graphics using Windows Presentation Foundation 3D API.

Windows Presentation Foundations (WPF), formerly code-named Avalon, is part of a suite of new technologies collectively known as 'The WinFX stack'. The suite, coupled with ancillary technologies such as XAML and LINQ provides a powerful addition to the .NET 2.0 Framework for creating applications for Windows Vista, and WinFX-enabled Windows XP computers. This book explains what WPF is, how it can be used and how it fits into the wider picture of new WinFX technologies. Readers get quickly up to speed with new coding techniques and processes needed for successful WPF coding, and receive a thorough practical grounding in how the technologies can be used.

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 OOPS 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

Learn advanced C# concepts and techniques such as building caches, cryptography, and parallel programming by solving interesting programming challenges Key Features Gain useful insights on advanced C# programming topics and APIs Use locking and cached values to solve parallel problems Take advantage of .NET's cryptographic tools to encrypt and decrypt strings Book Description C# is a multi-paradigm programming language. The Modern C# Challenge covers with aspects of the .NET Framework such as the Task Parallel Library (TPL) and CryptoAPI. It also encourages you to explore important programming trade-offs such as time versus space or simplicity. There may be many ways to solve a problem and there is often no single right way, but some solutions are definitely better than others. This book has combined these solutions to help you solve real-world problems with C#. In addition to describing programming trade-offs, The Modern C# Challenge will help you build a useful toolkit of techniques such as value caching, statistical analysis, and geometric algorithms. By the end of this book, you will have walked through challenges in C# and explored the .NET Framework in order to develop program logic for real-world applications. What you will learn Perform statistical calculations such as finding the standard deviation Find combinations and permutations Search directories for files matching patterns using LINQ and PLINQ Find areas of polygons using geometric operations Randomize arrays and lists with extension methods Explore the filesystem to find duplicate files Simulate complex systems and implement equality in a class Use cryptographic techniques to encrypt and decrypt strings and files Who this book is for The Modern C# Challenge is for all C# developers of different abilities wanting to solve real-world problems. There are problems for everyone at any level of expertise in C#

This book provides comprehensive details of developing ultra-modern, responsive single-page applications (SPA) for quantitative finance using ASP.NET Core and Angular. It pays special attention to create distributed web SPA applications and reusable libraries that can be directly used to solve real-world problems in quantitative finance. The book contains: Overview of ASP.NET Core and Angular, which is necessary to create SPA for quantitative finance. Step-by-step approaches to create a variety of Angular compatible real-time stock charts and technical indicators using ECharts and TA-Lib. Introduction to access market data from online data sources using .NET Web API and Angular service, including EOD, intraday, real-time stock quotes, interest rates. Detailed procedures to price equity options and fixed-income instruments using QuantLib, including European/American/Barrier/Bermudan options, bonds, CDS, as well as related topics such as cash flows, term structures, yield curves, discount factors, and zero-coupon bonds. Detailed explanation to linear analysis and machine learning in finance, which covers linear regression, PCA, KNN, SVM, and neural networks. In-depth descriptions of trading strategy development and back-testing for crossover and z-score based

trading signals.

This easy-to-read guide provides everything you need to know to get started writing striking 3D graphics programming with WPF and C#. The book's three parts describe 3D basics, building many different shapes, and advanced topics. Specific topics include: * The lights, cameras, materials, texture coordinates, and other details that you need to create a 3D scene * Orthographic, perspective, and other projections that emphasize different aspects of a scene * Special material treatments such as specular reflection, wireframes, and solid and translucent materials * Examples of many shapes including flat polygons, boxes, Platonic solids, spheres, tori, cones, and more * Advanced objects such as parametric surfaces, surfaces of transformation, fractal surfaces, and 2D and 3D text * Higher-level scene management to let users select and move objects * Advanced techniques such as loading models created in other applications and using skeletons

Microsoft's Windows Presentation Foundation (WPF) provides the foundation for building applications and high-quality user experiences for the Windows operating system. It blends the application user interface, documents, and media content, while exploiting the full power of your computer's operating system. Its functionality extends to the support for tablet PCs and other forms of input device, and provides a more modern imaging and printing pipeline, accessibility and user interface automation infrastructure, data-driven user interface and visualization, and integration points for weaving the application experience into the Windows shell. This book shows you how WPF really works. It provides you with the no-nonsense, practical advice that you need in order to build high-quality WPF applications quickly and easily. Having built a firm foundation, it goes on to explore more advanced aspects of WPF and how they relate to the others elements of the .NET 4.0 platform and associated technologies such as Silverlight.

Abstracts of V International Scientific and Practical Conference

The books included in this set are: 9780470502204 Professional ASP.NET 4: in C# and VB: Written by three highly recognized and regarded ASP.NET experts, this book provides comprehensive coverage on ASP.NET 4 with a unique approach featuring examples in both C# and VB, as is the incomparable coverage of core ASP.NET. 9780470502259 Professional C# 4 and .NET 4: After a quick refresher on C# basics, the author dream team moves on to provide you with details of language and framework features including LINQ, LINQ to SQL, LINQ to XML, WCF, WPF, Workflow, and Generics. 9780470548653 Professional Visual Studio 2010: This book gets you quickly up to speed on what you can expect from Visual Studio 2010. Packed with helpful examples, this comprehensive guide explains examines the features of Visual Studio 2010, which allows you to create and manage programming projects for the Windows platform. 9780470499832 Visual Basic 2010 Programmer's Reference: This reference guide provides you with a broad, solid

understanding of essential Visual Basic 2010 topics and clearly explains how to use this powerful programming language to perform a variety of tasks 9780470477229 WPF Programmer's Reference: Windows Presentation Foundation with C# 2010 and .NET 4: Written by a leading expert on Microsoft graphics programming, this richly illustrated book provides an introduction to WPF development and explains fundamental WPF concepts. 9780470257029 Professional SQL Server 2008 Programming: This expanded best-seller includes new coverage of SQL Server 2008's new datatypes, new indexing structures, manageability features, and advanced time-zone handling.

??John Wiley & Sons??????

Demonstrates how games that will run on all Windows 8 devices can be developed using C# and XAML. Covers the whole game development experience from initial setup and game design through to user interface design, coding, and deployment to the Windows Store. Intended for users who are already familiar with programming one of the two main managed Visual Studio languages, C# or Visual Basic.NET.

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. This book provides readers with a complete A-Z for using C# with the .NET 2.0 Platform and the .NET 3.0 extensions. It contains new chapters digging deeply into the interactions between the existing framework and the new extensions to give readers the edge when they come to evaluation and implement .NET 3.0 for the first time. To provide even more support, the book includes a bonus CD that provides over five hundred pages of carefully selected additional content to help broaden a reader's understanding of both .NET 2.0 and .NET 3.0.

With its support for dynamic programming, C# 4.0 continues to evolve as a versatile language on its own. But when C# is used with .NET Framework 4, the combination is incredibly powerful. This bestselling tutorial shows you how to build web, desktop, and rich Internet applications using C# 4.0 with .NET's database capabilities, UI framework (WPF), extensive communication services (WCF), and more. In this sixth edition, .NET experts Ian Griffiths, Matthew Adams, and Jesse Liberty cover the latest enhancements to C#, as well as the fundamentals of both the language and framework. You'll learn concurrent programming with C# 4.0, and how to use .NET tools such as the Entity Framework for easier data access, and the Silverlight platform for browser-based RIA development. Learn C# fundamentals, such as variables, flow control, loops, and methods Build complex programs with object-oriented and functional programming techniques Process large collections of data with the native query features in LINQ Communicate across networks with

Windows Communication Foundation (WCF) Learn the advantages of C# 4.0's dynamic language features Build interactive Windows applications with Windows Presentation Foundation (WPF) Create rich web applications with Silverlight and ASP.NET

This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book. It includes a detailed discussion of APIs with step-by-step explanation of development of a real-world sample application. The purpose of this book is to explain how to develop applications using the Kinect for Windows SDK. If you are a beginner and looking to start developing applications using the Kinect for Windows SDK, and if you want to build motion-sensing, speech-recognizing applications with Kinect, this book is for you. This book uses C# and WPF (Windows Presentation Foundation).

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.

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

This book explains how WPF works from the ground up. It is one of the first books available, and also one of the most detailed. It follows on from the author's previous and highly successful books covering Windows Forms. It is a one-stop shop in Apress' proven 'Pro' style that leaves readers with a deep understanding of the technology and able to take the concepts away and apply them for themselves. The book is written by Matthew MacDonald, author of two highly successful books on WPF's predecessor technology and with a proven track record of explaining breaking technologies clearly and precisely.

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.

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Microsoft graphics programming, this richly illustrated book provides an introduction to WPF development and explains fundamental WPF concepts. It is packed with helpful examples and progresses through a range of topics that gradually increase in their complexity.

9780470257029 Professional SQL Server 2008 Programming: This expanded best-seller includes new coverage of SQL Server 2008's new datatypes, new indexing structures, manageability features, and advanced time-zone handling. As an added bonus, also includes Professional SQL Server 2005 Programmers for .NET 4 developers still working in a SQL Server 2005 setting.

This book provides all the tools you need to develop ultra-modern multiple-page applications (MPAs) using ASP.NET Core Razor Pages, Angular elements, WebPack, RxJS, and mini-SPAs (Single-Page Applications). It will be useful for web programmers, business developers, and students of all skill levels who are interested in web-application developments. This book teaches you how to build a modern web site/application using a hybrid approach – the simplest being host one or more mini-SPAs within a larger multiple-page web application. It shows how to split a web application into functional parts, and convert each functional part into its own SPA. These mini-SPAs together form a complete multiple-page application. For each mini SPA, we use a simple JavaScript routing system to organize the states of the application and switch between different views by watching changes on the URL. The technical stack for backend consists of operating system, web server, database, and programming logic. This book chooses ASP.NET Core Razor Pages and SQL Server as the backend framework. A Razor page consists of a Razor view and a code behind file. Each Razor page is self-contained with its own view and code organized together, resulting in a simpler app, which makes coding page-focused scenarios easier and more productive. The front-end components enable the user's interaction with the web application. In this book, we choose TypeScript, npm, WebPack, RxJS, and Angular as our front-end technical stack. TypeScript is a modern JavaScript development language that provides optional static type checking, classes, and interfaces. It also offers advanced Intellisense, auto-completion, navigation, and refactoring, which makes code easier to read and understand. WebPack is a bundler and it comes in handy when you need to pack multiple assets together into a dependency graph. There is a rising tendency to use WebPack because it can fulfil nearly all tasks that you would perform through a task runner. RxJS is a library for reactive programming using observables, which make it easier to compose asynchronous or callback-based code. This book will explain how to use all of these technologies together to create a modern web application. Angular is a popular front-end JavaScript framework. Even though it is used for SPA development, we can still take advantage of this framework in building modern multiple-page web applications, i.e., we can use Angular in a non-SPA way via Angular elements. Angular elements are Angular components packaged as custom elements, a web standard for defining new HTML elements in a framework-agnostic way. This book shows how to embed Angular elements into our modern MPA project without having to migrate an entire application to Angular. This book also includes the other selected topics, including how to use Microsoft ML.NET to solve machine learning problems, such as classification, regression, and clustering; how to create various charts and graphics using ECharts; how to use SignalR to add real-time features to your web apps; how to use dependency injection, and how to create custom tag helpers and Razor Class Libraries in Razor Pages.

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