Developing Rich Interactive Applications Using WPF and Silverlight

Source	Topic/Activity Name
Chapter 1	Introductory Simulation (This is a flash presentation.)
	Rationale
	Objectives
	Introduction to RIAs
	Web 2.0 Experience
	Developing RIA
	Exploring WPF
	WPF Architecture
	Developing WPF Applications
	Exploring Silverlight
	The Silverlight Architecture and Processing
	Silevrlight Processing
	Features of Silverlight
	Developing Silverlight Applications
	Summary

Source	Topic/Activity Name
Chapter 2	Objectives
	Designing UI with XAML
	Features of XAML
	Understanding the Silverlight XAML Page
	Summary

Source	Topic/Activity Name
Chapter 3	Objectives
	Understanding the Event Handling Model
	Describing the Event Model
	Working with Event Handlers
	Handling Keyboard Events
	Identifying Keyboard Events
	Handling Mouse Events
	Summary

Source	Topic/Activity Name
Chapter 4	Objectives
	Working with Shapes
	Working with Geometric Objects
	Working with Brushes
	Applying Opacity Mask
	Applying Transformations
	Summary

Source	Topic/Activity Name
	Objectives
	Adding Text
	Enhancing Text
	Working with Images
	Introduction to Deep Zoom Composer
	Working with Single Large Image
	Working with Collection of Images
	Summary

Source	Topic/Activity Name
Chapter 5	Objectives
	Creating a Deep Zoom Project
	Importing the Images
	Composing the Images
	Exporting the Images
	Using Deep Zoom Composed Images in Silverlight Applications
	Summary

Source	Topic/Activity Name
Chapter 6	Objectives
	Customizing Built-In controls
	Understanding User Controls
	Understanding Custom Controls
	Summary

Source	Topic/Activity Name
	Objectives
	Working with Styles and Templates
	Creating a Style
	Applying the Style
	Identifying the Components of a Template
	Creating Templates
	Summary

Source	Topic/Activity Name
Chapter 7	Objectives
	Understanding Animation Concepts
	Creating a Storyboard
	Defining Timelines
	Applying Animation Effects
	Creating the From/To/By Animation
	Creating the Key-frame Animation

Source	Topic/Activity Name
Chapter 8	Objectives
	Working with Audio and Video Elements
	Using the MediaElement Object
	Using the Timeline Markers
	Encoding and Streaming Videos

| Encoding Videos |
| Streaming Video |
| Summary |

Source	Topic/Activity Name
Chapter 9	Objectives
	Introducing Data Binding
	Modes of Data Binding
	Accessing ADO.NET Data Services
	Creating the Entity Data Model
	Creating the ADO.NET Data Service
	Accessing the Data Service
	Summary

Source	Topic/Activity Name
Chapter 10	Objectives
	Integrating Silverlight with ASP.NET
	Integrating Silverlight by Using ASP.NET Server Controls
	Integrating Silverlight by Using JavaScript
	Exploring WCF Service
	WCF Architecture
	WCF Programming Basics
	Understanding LINQ
	LINQ Programming Model
	Summary

Source	Topic/Activity Name
Chapter 11	Objectives
	Isolated Storage in Silverlight
	Working with Isolated Storage
	Working with Web Feeds
	Introducing Content Syndication
	Publishing and Consuming Feeds
	Summary

Source	Topic/Activity Name
	Objectives
	Communicating Between Client and Server
	Summary
	Total Time

Source	Topic/Activity Name
Chapter 12	Objectives
	Understanding Dynamic Languages
	Application of Dynamic Languages
	Dynamic Language Runtime
	IronPython Architecture
	Creating a Silverlight Application with IronPython
	Summary

Source	Topic/Activity Name
Chapter 13	Objectives

Introducing Unit Testing	
Identifying Structure of a Unit Test	
Working with Assert Statements	
Summary	

Source	Topic/Activity Name
Chapter 14	Objectives
	Introducing XBAP Applications
	Understanding XBAP
	Implementing XBAP
	Clearing XBAP Caches
	Comparing Silverlight with XBAP
	Identifying Security Requirements in XBAP
	Summary