



# Fundamentals of XAML and Microsoft Expression Blend

Course ID#: 1411-195-04-W

Microsoft Course # 10553A

Hours: 21

## Course Content

### Course Description:

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.

### Prerequisites:

In addition to the professional experience, this course requires that student meet the following prerequisites or equivalent knowledge: 3 months of professional programming experience with Visual Studio 2010. Some professional experience in developing either ASP.NET Web applications or Windows Forms desktop applications. 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.

### Topics:

#### Binding in XAML

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

#### Lab: Getting Started with XAML-Based

#### Application Development

- Creating a 'Hello World' WPF Application
- Creating a 'Hello World' Silverlight Application
- Using the Expression Blend 4 and Visual Studio 2010 Development Environments
- Exploring the Expression Blend 4 Development Environment

#### 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

#### Lab: Creating Vector Graphics with Expression Studio 4

- Creating a Silverlight Application and Website by using Microsoft Expression Blend 4
- Creating an Expression Design 4 Background
- Distorting Text on a Path



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- Using Expression Design 4 Files in Expression Blend 4
- Create Vector Graphics with Expression Blend 4.
- Create Vector Graphics with Expression Design 4.
- Import Vector Graphics into Expression Blend 4.

## Laying out a XAML-Based Application.

- Organizing Controls in the User Interface
- Adding and Manipulating Controls

### Lab: Laying out a XAML-Based Application

- Adding TextBlocks and Buttons to MainPage.xaml
- Using the Grid
- Adding a Hyperlink to the Grid
- Adding a Button to the Grid
- Testing the Application
- Adding Backgrounds to MainPage.xaml and DesignMode.xaml (as time permits)

## Developing and Debugging XAML-Based Applications

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

### Lab : Developing and Debugging XAML-Based Applications

- Creating HTML Hosting Pages
- Customizing the App.Xaml Code-Behind File in Visual Studio 2010
- Debugging a Silverlight Application
- Retrieving URL Parameters in the App.xaml Code-Behind File
- Using URL Parameters in the Application
- Rewrite as: Exercise 6: Designing the Greeting Card Page (optional)
- Adding Code to Display Values From the URL

## Module 5: Creating Controls Programmatically and Working with Media Files.

- Creating and Using Controls Programmatically
- Working with Media Files

### Lab: Creating Controls Programmatically and Working with Media Files

- Exercise 1: Creating Controls Programmatically
- Exercise 2: Building a Video Player

## Working with Resources, Styles, Control Templates, and Behaviors.

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

### Lab: Working with Resources, Styles, Control Templates, and Behaviors

- Using Resources in Expression Blend 4
- Changing a Property Using a Conditional Behavior
- Calling Methods from a Conditional Behavior
- Using XAML Styles
- Using XAML Control Templates

## Implementing Transforms, Animations, and Visual States

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

### Lab: Implementing Transforms, Animations, and Visual States

- Preparing Objects for Animation
- Creating and Playing a StoryBoard
- Using Visual States for the Video Page
- Adding a Visual State for the Video Controls
- Controlling States Programmatically



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## **Binding in XAML**

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

## **Lab: Binding in XAML**

- Binding Controls
- Creating a Master/Detail View in WPF

## **Prototyping Applications by Using SketchFlow in Expression Blend 4**

- Prototyping Applications with SketchFlow
- Packaging and Reviewing Prototypes Developed with SketchFlow

## **Lab: Prototyping Applications by Using SketchFlow in Expression Blend 4**

- Creating an Expression SketchFlow Application
- Creating SketchFlow Screens
- Configuring the Login Screen
- Configuring the Card Gallery Screen
- Packaging the SketchFlow Solution
- Performing the Client Role
- Performing the Developer Role