Essential Silverlight 2 Up-to-Date

Wenz, Christian


Table of Contents

Preface; Who This Book Is For; How This Book Is Organized; What You Need to Use This Book; Conventions Used in This Book; Using Code Examples; How to Contact Us; Acknowledgments; Introduction; Chapter 1: Introducing Silverlight 2; 1.1 Rich Internet Applications; 1.2 RIA Technologies; 1.3 Further Reading; Chapter 2: Introducing WPF; 2.1 Vectors; 2.2 WPF; 2.3 XAML; 2.4 Further Reading; Chapter 3: Getting Started with Silverlight 2; 3.1 Setting Up a Silverlight Development System; 3.2 A First Silverlight Example: Creating a Web Site; 3.3 A Second Silverlight Example: Creating a Project; 3.4 Further Reading; Chapter 4: Introducing Silverlight Tools; 4.1 XML Editors; 4.2 Vector Graphics Editors; 4.3 Silverlight IDEs; 4.4 Further Reading; Chapter 5: Introducing XAML; 5.1 Using Text; 5.2 Using Shapes; 5.3 Positioning Elements; 5.4 Using Images; 5.5 Using Brushes; 5.6 Using Grids and Panels; 5.7 Further Reading; Chapter 6: Handling User Interaction and Events; 6.1 Events and Event Handlers; 6.2 Mouse Events; 6.3 Keyboard Events; 6.4 Further Reading; Chapter 7: Transforming and Animating Content; 7.1 Transformations; 7.2 Animations; 7.3 Further Reading; Chapter 8: Adding Sound and Video; 8.1 Preparing Multimedia Data; 8.2 MediaElement; 8.3 Further Reading; Chapter 9: Using Silverlight Controls; 9.1 The TextBox Control; 9.2 The CheckBox Control; 9.3 The RadioButton Control; 9.4 The ListBox Control; 9.5 The Button Control; 9.6 The ToggleButton Control; 9.7 The Calendar Control; 9.8 The DatePicker Control; 9.9 Further Reading; Chapter 10: Using Silverlight Data Binding; 10.1 Data Binding with Markup; 10.2 Data Binding with Code; 10.3 One-Way Data Binding; 10.4 Two-Way Data Binding; 10.5 Data Conversions; 10.6 Data Validation; 10.7 Further Reading; Chapter 11: Styles and Templates; 11.1 Styles; 11.2 Templates; 11.3 The Visual State Manager; Programming Silverlight with .NET; Chapter 12: Adding Silverlight Content to ASP.NET 3.5 Applications; 12.1 Embedding XAML; 12.2 Embedding Media Content; 12.3 Further Reading; Chapter 13: Using External Network Resources; 13.1 Using HTTP Resources; 13.2 Consuming WCF Services; 13.3 Security Restrictions For External Resources; 13.4 Further Reading; Chapter 14: Reading and Writing Local Files; 14.1 Accessing Local Files; 14.2 Using Isolated Storage; 14.3 Further Reading; Programming Silverlight with JavaScript; Chapter 15: Accessing Silverlight Content with JavaScript (and Vice Versa); 15.1 Accessing the Plug-in; 15.2 Communicating with the Plug-in; 15.3 Communicating with Managed Code; 15.4 Further Reading; Chapter 16: Special Silverlight JavaScript APIs; 16.1 Advanced JavaScript APIs; 16.2 Dynamically Downloading Content; 16.3 Using Additional Fonts; 16.4 Further Reading; Appendix Silverlight JavaScript Reference; Using the Silverlight Plug-in; Colophon;