

Silverlight

1. Introduction to Silverlight

- Silverlight Architecture
- Supported Platforms
- Key components
- Understanding development roles - developers & designers

2. Hands-on with XAML

- XAML Essentials
- UI Design
- Controlling Layout
- Grids
- Canvas
- Viewbox

3. Building Silverlight Browser Controls

- Silverlight Controls
- Content & List Controls
- Tooltips
- Typed / Implicit Styling
- RichTextBox
- Drag & Drop
- Navigation Controls
- Silverlight Toolkit Controls
- Reusable Resources (Skinning)
- Visual States – BeforeLoaded, AfterLoaded, and BeforeUnloaded

4. Data Binding & Grouping

- Connecting UI elements
- Data Flow
- ADO.NET
- LINQ
- Entity Framework
- Data Validation

5. Azure, WCF & RIA Services

- ASP.NET Integration
- WCF
- MVVM
- PRISM
- Authentication & Validation
- Deploying on Azure

6. Managed Extensibility Framework (MEF)

- Designing extensible applications and components

7. Test Driven Development (TDD)

- Unit Testing Silverlight apps
- Mock objects & Moq

