

Windows Communication Foundation

1. Overview

- WCF architecture
- Essential WCF Concepts - Addresses, Contracts, Bindings, Endpoints, Hosting, Clients

2. Contracts

- Designing and working with service contracts
- Contract overloading and inheritance
- Data Contracts
- Serialization
- Attributes

3. Versioning

- Collections & Generics
- Faults
- Errors and exceptions
- Fault Contracts
- Error handling Extensions

4. Transactions

- Transaction Propagation
- Protocols and Managers
- The Transaction Class
- Declarative Programming
- •Explicit Transaction Programming
- With Instance management
- Callbacks

5. Security

- Authentication & Authorization
- Transfer Security
- Scenario-Driven Approach
- Concurrency Management

Windows Presentation Foundation

1. Overview

- WPF architecture
- Essential WPF Concepts:
- Logical and Visual Tree
- Dependency Properties
- Routed Events
- Command
- Class Hierarchy
- Data
- Data Binding
- Controlling Rendering
- Collections

2. Data Providers

- Customizing Data Flow
- Resources
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3. User Controls

- Custom Controls
- Custom Panels