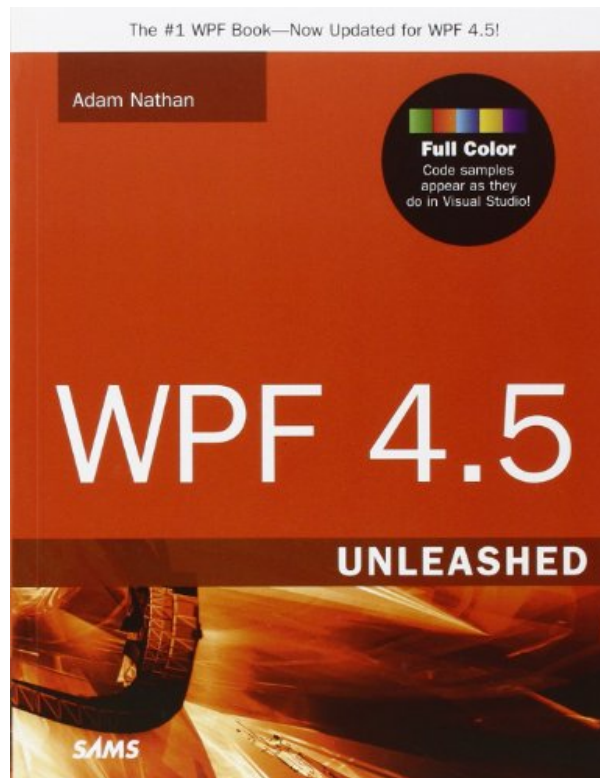


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Thorough, authoritative coverage, practical examples, clear writing, and full-color presentation make this one of the most widely acclaimed programming books of the last decade.

Windows Presentation Foundation (WPF) is the recommended technology for creating modern Windows desktop apps. Whether you want to develop traditional user interfaces or integrate 3D graphics, audio/video, animation, dynamic skinning, touch, rich document support, speech recognition, or more, WPF enables you to do so in a seamless, resolution-independent manner that scales from small tablets to large TVs. WPF 4.5 Unleashed is the authoritative book that covers it all, in a practical and approachable fashion, authored by WPF guru and Microsoft architect Adam Nathan.

- Covers everything you need to know about Extensible Application Markup Language (XAML)
- Examines the WPF feature areas in incredible depth: controls, layout, resources, data binding, styling, graphics, animation, and more
- Delves into topics that aren't covered by most books: 3D, speech, audio/video, documents, effects
- Shows how to create popular UI elements and leverage built-in controls such as the new Office-style Ribbon
- Demonstrates how to create sophisticated UI mechanisms, such as Visual Studio-like collapsible/dockable panes
- Explains how to create first-class custom controls for WPF
- Demonstrates how to create hybrid WPF software that leverages Windows Forms, DirectX, ActiveX, or other non-WPF technologies
- Explains how to exploit desktop features, such as Jump Lists and taskbar customizations, and the same toast notifications used by Windows Store apps

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14 of 14 people found the following review helpful.

Great for those who may be reluctant to move off of WinForms

By TC

I was a little worried that this text would fly right over my head but was pleasantly surprised. It is easy to read and understand, has just the right amount of history and back story for each chapter and the material is presented in a useful and logical order.

If you have at least a moderate knowledge of WinForms and Visual studio the lessons will be easy to understand and do a excellent job of highlighting the differences, advantages and limitations of WPF. Also, there is plenty of depth for experts who are looking for a decent reference.

I purchased the Kindle version thinking if I liked the book I'd get a hard copy. The Kindle version, when viewed using the cloud reader, is near perfectly formatted and is in full color, a nice improvement over previous Kindle programming books I've experienced.

11 of 11 people found the following review helpful.

The best WPF book there is and one of the best technical books I've read to date

By M. Goldshteyn

This book is a prime example of how a WPF book should be written. The author not only presents many topics in an encyclopedic fashion, but also gives details for the "whys." Also, the diagrams in the book are phenomenal in helping to illustrate the examples and descriptions presented in the text. The book has both a lot of breadth and a lot of depth as well. One can choose to read this book "superficially," ignoring the details. However, for those of us who are interested in the whys as well as the hows, this book presents much more depth than I would expect from a WPF (or any software development) book.

As for the rating, I give the content 6 out of 5 stars. On the other hand, I give the publisher (Sams) 2 out of 5



stars. The reason for this is that the pages are ridiculously thin, so you get bleed-through between the two sides of a page, especially in the many densely colored regions that are present in the illustrations in this book. Also, the CMY color plates that are used to add color to the book were often off, resulting in imprecise positioning of colors which is especially noticeable on thin lines and colored text. On top of all of this, two physical pages in my particular book had slight creases in the paper, which resulted in significant misprints on those pages. Fortunately, the resultant printed pages were still legible, so I did not bother to return the book to Amazon or the publisher for a replacement.

In all, because of the quality of the actual content, I do not want to subtract a star or two from the book's rating. However, I think that Sams *\_really\_* needs to do a much better job of printing color books such as this one. Skimping on paper thickness and not aligning the color plates properly is reminiscent of printing errors from the early 80s, not late 2013.

11 of 13 people found the following review helpful.

Written to make you MORE of an expert

By Richard Ulrich

Probably the most important thing you and I look for in these reviews is "Who is this book written for?". The answer here is someone who already knows a good deal of C# programming that wants to become an expert at WPF. If you want a start-from-zero book on how to create user interfaces this is not it. But if you know C# and you want to learn WPF in the context of how it interacts with C code as well as with hardware, this is the book for you. The more you know about programming in general, the more this book will help you.

It's hard to quantify what is meant by "expert" and "the more you know . . ." but if you don't know what inheritance is or what "instanciate" means, you might not get as much out of it. If you know C# and you want to get about as deep into WPF as you can go, this book will take you there. The first three chapters set the stage by giving extensive details on the background, philosophy and operation of WPF. There is even some history thrown in, and the author is in a position to know it! I read those three but started on Chapt 4 where the WPF building really begins.

I can give you some advice as to the path to follow if you're not already a C# expert. I certainly wasn't when I was searching for a book like this but I was a competent programmer. I started with John Sharp's excellent book "Visual C# 2010", beginning on p. 443 he takes you through your first WPF interface in great detail for about 100 pages. After I finished his tutorial, I had no trouble going to "WPF 4.5 Unleashed" and starting on Chapt 4 where Mr. Nathan begins getting into WPF deeply. Between the two I learned a lot of both interface and programming skills. I would not have been able to just jump into "Unleashed" because I didn't quite have the programming skills. You might be in better or worse shape to start.

From what I now know about WPF, there isn't much that it can do that this book doesn't at least touch on. It was a great teaching tool for me and serves now as a reference book when I need to try something advanced.

The writing is succinct and clear. The color graphics and type are VERY helpful and greatly aids following along on your computer, particularly if you Visual Studio.

It's a very good book and I'm glad I bought it.

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