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THORNTON ROY

Getting Started with Cognitive Services
CRC Press

Dive headfirst into Microsoft's Computer Vision APIs through sample-driven scenarios! Imagine an app that describes to the visually impaired the objects around them, or reads the Sunday paper, a favorite magazine, or a street sign. Or an app that is capable of monitoring what is happening inside an area without human control, and then makes a decision based on interpreting an occurrence detected with a live camera. This book teaches developers Microsoft's Computer Vision APIs, a service capable of understanding and interpreting the content of any image. Author Del Sole begins by providing a succinct "need to know" overview of the service with descriptions. You then learn from hands-on demonstrations that show how basic C# code examples can be re-

used across platforms. From there you will be guided through two different kinds of applications that interact with the service in two different ways: the more common means of calling a REST service to get back JSON data, and via the .NET libraries that Microsoft has been building to simplify the job (this latter one with Xamarin). What You'll Learn Understand AI's role and how devices and applications use sophisticated algorithms to improve people's lives and business tasks. Analyze images for Optical Character Recognition to detect written words and sentences Think about the next-generation applications in relation to your customers' needs Get up-to-speed on the latest version of the Computer Vision service, which now comes through

Azure Set up an Azure subscription in order to access the Cognitive Services within the portal After reading this book, you will be able to get started with AI services from Microsoft in order to begin building powerful new apps for your company or customers. Who This Book Is For Developers just getting familiar with artificial intelligence. A minimal knowledge of C# is required.

Artist's Market 2018 Apress

The “Microsoft Azure Essentials” series helps you advance your technical skills with Microsoft Azure. “Microsoft Azure Essentials: Azure Web Apps for Developers” focuses on providing essential information about developing web applications hosted on Azure Web Apps. It is written with the developer who has experience using Visual Studio

and the .NET Framework in mind. If Azure Web Apps is new to you, this book is for you. If you have experience developing for Azure Web Apps, this book is for you, too, because there are features and tools discussed in this text that are new to the platform.

Sketches by Seymour and Comic

Illustration Microsoft Press

Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDEKey featuresa- Create and use custom IDE extensionsa- Find, download, and use the best IDE extensions for web, mobile, Azure, and Windowsa- Enhance programming experience and time with debugging toolsa- Enhance coding capabilities with coding toolsa- Test projects proactivelya- Create powerful web, mobile, and Azure solutions for the

real worldDescriptionThis book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features within the tool and the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You will then explore everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript IntelliSense, which will help you focus more on coding. Moving on, you'll learn to work with the dedicated workloads for data storage

and data science. You will also review the more advanced architecture tools concealed within the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools.What will you learnBy the end of the book, you will be able to tackle any solution for any platform head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this book, you will be able to code better and faster, debug better, share your code with more peers, test your code better, and install or publish your apps quicker and without issues.Who this book is forThe book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal

role in presenting all the tools you need to become a better developer. Table of contents

1. Getting started with Visual Studio
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About the author

Ockert du Preez is a self-taught developer who started learning programming since the days of QBasic. He has written several articles over the years detailing his programming quests and adventures. .NET is his second love, just after his wife and kid. He has always been an avid supporter of .NET since the beginning,

and is an expert in VB and C#. He was given the Microsoft Most Valuable Professional Award for .NET (2008-2017). He has worked as a moderator and an article reviewer and currently writes articles for CodeGuru, Developer.com, DevX, and the Database journal. His blog: <https://www.codeguru.com/member.php/Hannes+DuPreez/>

Will Eisner: The Centennial Celebration

John Wiley & Sons

This is a hands-on guide that provides exemplary coverage of all the features and concepts related to PTVS. The book is intended for developers who are aiming to enhance their productivity in Python projects with automation tools that Visual Studio provides for the .Net community. Some basic knowledge of Python programming is essential.

Ravishing Springer

Examples from jewelry, millinery, handbags, perfume, couture, and everyday dress show how the rose--both beautiful and symbolic--has inspired fashion over hundreds of years.

The Studio Magazine Apress

This book introduces readers to the tools needed to protect IT resources and communicate with security specialists when there is a security problem. The book covers a wide range of security topics including Cryptographic Technologies, Network Security, Security Management, Information Assurance, Security Applications, Computer Security, Hardware Security, and Biometrics and Forensics. It introduces the concepts, techniques, methods, approaches, and trends needed by

security specialists to improve their security skills and capabilities. Further, it provides a glimpse into future directions where security techniques, policies, applications, and theories are headed. The book represents a collection of carefully selected and reviewed chapters written by diverse security experts in the listed fields and edited by prominent security researchers. Complementary slides are available for download on the book's website at Springer.com.

50 Years of Rolling Stone John Wiley & Sons

Unity, the world's leading real-time engine, is used to create half of the world's games. This book will teach programming newcomers the C# language in a fun and accessible way through game development. No prior

programming or game development experience is required, only a curious mind.

Highbrow, Lowbrow, Brilliant, Despicable

Yale University Press

Customize all your PrestaShop themes with easy-to-follow recipes designed to remedy common pitfalls. Separated clearly into subjects, you will easily be able to look up the problem you are having and find a solution. Free of jargon and long sections of theory, PrestaShop Recipes enables you to troubleshoot and learn all at the same time. This book will aid you in your PrestaShop development – the free, open source e-commerce content management solution written in PHP and with support for MySQL.

Accessible to small start-ups or larger businesses, it is becoming a very popular

eCommerce solution and this book will enable you to use it to its full potential. What You'll Learn See how PrestaShop works and how it can be customized Turn your PS site into an Events Booking site Apply SEO strategies and improve performance Who This Book Is For PS site owners and developers who are interested in improving or customizing their shop. Site owners will get the same benefit from it as developers because the 'recipe' idea is to provide an easy to follow guide for making customizations a reality.

Machine Learning, Bots, and Agent Solutions Using C# Apress

Master a series of performance-enhancing coding techniques and methods that help them improve the performance of their Unity3D

applications About This Book Discover features and techniques to optimize Unity Engine's CPU cycles, memory usage, and the GPU throughput of any application Explore multiple techniques to solve performance issues with your VR projects Learn the best practices for project organization to save time through an improved workflow Who This Book Is For This book is intended for intermediate and advanced Unity developers who have experience with most of Unity's feature-set, and who want to maximize the performance of their game. Familiarity with the C# language will be needed. What You Will Learn Use the Unity Profiler to find bottlenecks anywhere in your application, and discover how to resolve them Implement best practices for C#

scripting to avoid common pitfalls Develop a solid understanding of the rendering pipeline, and maximize its performance by reducing draw calls and avoiding fill rate bottlenecks Enhance shaders in a way that is accessible to most developers, optimizing them through subtle yet effective performance tweaks Keep your scenes as dynamic as possible by making the most of the Physics engine Organize, filter, and compress your art assets to maximize performance while maintaining high quality Discover different kinds of performance problems that are critical for VR projects and how to tackle them Use the Mono Framework and C# to implement low-level enhancements that maximize memory usage and avoid garbage collection Get to know the best

practices for project organization to save time through an improved workflow. In Detail Unity is an awesome game development engine. Through its massive feature-set and ease-of-use, Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike. This book shows you how to make your games fly with the recent version of Unity 2017, and demonstrates that high performance does not need to be limited to games with the biggest teams and budgets. Since nothing turns gamers away from a game faster than a poor user-experience, the book starts by explaining how to use the Unity Profiler to detect problems. You will learn how to use stopwatches, timers and logging methods to diagnose the problem. You

will then explore techniques to improve performance through better programming practices. Moving on, you will then learn about Unity's built-in batching processes; when they can be used to improve performance, and their limitations. Next, you will import your art assets using minimal space, CPU and memory at runtime, and discover some underused features and approaches for managing asset data. You will also improve graphics, particle system and shader performance with a series of tips and tricks to make the most of GPU parallel processing. You will then delve into the fundamental layers of the Unity3D engine to discuss some issues that may be difficult to understand without a strong knowledge of its inner-workings. The book also introduces you

to the critical performance problems for VR projects and how to tackle them. By the end of the book, you will have learned to improve the development workflow by properly organizing assets and ways to instantiate assets as quickly and waste-free as possible via object pooling. Style and approach This practical book will help readers understand the essentials of the Unity3D engine and how to build games while improving the performance of their applications.

The Modern C++ Challenge

Packt Publishing Ltd

Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE).

Microsoft has invested heavily to deliver their very best development tools and

platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft's "mobile-first", "cloud-first", and "any developer, any platform, any device" strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, *Beginning Visual Studio for Mac* will quickly get you up to speed!

What You'll Learn Prepare, configure,

and debug in the Mac development environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems Cambridge Scholars Publishing This book is the authoritative source on implementing Continuous Delivery practices using Microsoft's Visual Studio and TFS 2015. Microsoft MVP authors Mathias Olausson and Jakob Ehn translate the theory behind this

methodology and show step by step how to implement Continuous Delivery in a real world environment. Building good software is challenging. Building high-quality software on a tight schedule can be close to impossible. Continuous Delivery is an agile and iterative technique that enables developers to deliver solid, working software in every iteration. Continuous delivery practices help IT organizations reduce risk and potentially become as nimble, agile, and innovative as startups. In this book, you'll learn: What Continuous Delivery is and how to use it to create better software more efficiently using Visual Studio 2015 How to use Team Foundation Server 2015 and Visual Studio Online to plan, design, and implement powerful and reliable

deployment pipelines Detailed step-by-step instructions for implementing Continuous Delivery on a real project
Leonora Carrington: Living Legacies

Routledge

For the past fifty years, Rolling Stone has been a leading voice in journalism, cultural criticism, and—above all—music. This landmark book documents the magazine's rise to prominence as the voice of rock and roll and a leading showcase for era-defining photography. From the 1960s to the present day, the book offers a decade-by-decade exploration of American music and history. Interviews with rock legends—Bob Dylan, Mick Jagger, Kurt Cobain, Bruce Springsteen, and more—appear alongside iconic photographs by Baron Wolman, Annie

Leibovitz, Mark Seliger, and other leading image-makers. With feature articles, excerpts, and exposés by such quintessential writers as Hunter S. Thompson, Matt Taibbi, and David Harris, this book is an irresistible and essential keepsake of the magazine that has defined American music for generations of readers.

Become an expert programmer by solving real-world problems Apress
Discover how all levels Artificial Intelligence (AI) can be present in the most unimaginable scenarios of ordinary lives. This book explores subjects such as neural networks, agents, multi agent systems, supervised learning, and unsupervised learning. These and other topics will be addressed with real world examples, so you can learn fundamental

concepts with AI solutions and apply them to your own projects. People tend to talk about AI as something mystical and unrelated to their ordinary life. Practical Artificial Intelligence provides simple explanations and hands on instructions. Rather than focusing on theory and overly scientific language, this book will enable practitioners of all levels to not only learn about AI but implement its practical uses. What You'll Learn Understand agents and multi agents and how they are incorporated Relate machine learning to real-world problems and see what it means to you Apply supervised and unsupervised learning techniques and methods in the real world Implement reinforcement learning, game programming, simulation, and neural networks Who

This Book Is For Computer science students, professionals, and hobbyists interested in AI and its applications. Building Cloud Apps with Microsoft Azure Simon and Schuster Learn how to build web applications from three Microsoft MVPs. After building the data application layer using Entity Framework Core and a RESTful service using ASP.NET Core, you will then build the client side web application three ways: first, using ASP.NET Core, then using Angular 2, and, finally, using React. You will be able to compare and contrast these UI frameworks and select the best one for your needs. .NET Core is a complete rewrite of the popular .NET and its related frameworks. While many concepts are similar between .NET Core and the .NET 4.6 framework, there are

revolutionary changes as well, including updates to Entity Framework Core and ASP.NET Core. The first section of this book covers the three main parts of building applications with C#: Entity Framework, ASP.NET Core Services, and ASP.NET Core Web Applications. There is also an explosion in popularity of JavaScript frameworks for client side development, and the authors cover two of the most popular UI frameworks. Start with TypeScript for developing clean JavaScript, along with a client side build tool such as Gulp, Grunt, and WebPack. Using the same data access layer and RESTful service from the .NET Core application, you can rebuild the UI using Angular 2. Then, repeat the process using React, for a true comparison of building client side applications using

ASP.NET Core, Angular 2, and React. What You'll Learn Understand the fundamentals of .NET Core and what that means to the traditional .NET developer Build a data access layer with Entity Framework Core, a RESTful service with ASP.NET Core MVC, and a website with ASP.NET Core MVC and Bootstrap Automate many build tasks with client side build utilities Who This Book Is For Intermediate to advanced .NET developers

C# 7 and .NET Core: Modern Cross-Platform Development Bloomsbury Publishing

Covers topics such as integrating multiple .NET technologies, cross-language integration, versioning, database and monitoring tools for application development, accessing

data, and COM+.

Clustering Methods for Big Data Analytics Packt Publishing Ltd

The book comprises a series of contributions by international scholars and practitioners from different backgrounds researching in the fields of contemporary visual culture and performance studies. This collection addresses the issue of corporeality as a discursive field (which asks for a “poetics”), and the possible ways in which technology affects and is affected by the body in the context of recent artistic and theoretical developments. The common denominator of the contributions here is their focus on the relationship between body and image expressed as the connection between reality and fiction, presence and

absence, private and public, physical and virtual. The essays cover a wide range of topics within a framework that integrates and emphasises recent artistic practices and current academic debates in the fields of performance studies, visual arts, new aesthetics, perception theories, phenomenology, and media theory. The book addresses these recent trends by articulating issues including the relationship between immediate experience and mediated image; performing the image; the body as fictional territory; performative idioms and technological expression; corporeality, presence and memory; interactivity as a catalyst for multimediality and remediation; visibility, performativity and expanded spectatorship; and the tensions between

public space and intimacy in (social) media environments. The main strength of this volume is the fact that it provides the reader with a fresh, insightful and transdisciplinary perspective on the body-image relationship, an issue widely debated today, especially in the context of global artistic and technological transformations.

Optimize all aspects of Unity performance Apress

Beginning Visual Studio for MacBuild Cross-Platform Apps with Xamarin and .NET CoreApress

Performance Drawing Dr. R. HALICIOGLU
It's true: you can build native apps for iOS, Android, and Windows Phone with C# and the .NET Framework—with help from MonoTouch and Mono for Android. This hands-on guide shows you how to

reuse one codebase across all three platforms by combining the business logic layer of your C# app with separate, fully native UIs. It's an ideal marriage of platform-specific development and the "write once, run everywhere" philosophy. By building a series of simple applications, you'll experience the advantages of using .NET in mobile development and learn how to write complete apps that access the unique features of today's three most important mobile platforms. Learn the building blocks for building applications on iOS, Android, and Windows Phone Discover how the Mono tools interact with iOS and Android Use several techniques and patterns for maximizing non-UI code reuse Determine how much functionality can go into the shared business logic

layer Connect to external resources with .NET's rich networking stack Read and write data using each platform's filesystem and local database Create apps to explore the platforms' location and mapping capabilities

Mobile Development with C#

"O'Reilly Media, Inc."

This ebook walks you through a patterns-based approach to building real-world cloud solutions. The patterns apply to the development process as well as to architecture and coding practices. The content is based on a presentation developed by Scott Guthrie and delivered by him at the Norwegian Developers Conference (NDC) in June of 2013 (part 1, part 2), and at Microsoft Tech Ed Australia in September 2013 (part 1, part 2). Many others updated

and augmented the content while transitioning it from video to written form. Who should read this book Developers who are curious about developing for the cloud, are considering a move to the cloud, or are new to cloud development will find here a concise overview of the most important concepts and practices they need to know. The concepts are illustrated with concrete examples, and each chapter includes links to other resources that provide more in-depth information. The examples and the links to additional resources are for Microsoft frameworks and services, but the principles illustrated apply to other web development frameworks and cloud environments as well. Developers who are already developing for the cloud may

find ideas here that will help make them more successful. Each chapter in the series can be read independently, so you can pick and choose topics that you're interested in. Anyone who watched Scott Guthrie's "Building Real World Cloud Apps with Windows Azure" presentation and wants more details and updated information will find that here.

Assumptions This ebook expects that you have experience developing web applications by using Visual Studio and ASP.NET. Familiarity with C# would be helpful in places.

PC Magazine Apress

The legacy that Will Eisner (1917–2005) had on sequential art cannot be overstated—his innovative storytelling, layouts, and art on his newspaper series *The Spirit* inspired a generation of

cartoonists, and his turn toward an acclaimed run of graphic novels beginning in 1978 with *A Contract with God* helped pioneer the form. This catalogue includes over 175 selected illustrations, reproduced from the original artwork, from the landmark Will Eisner Centennial Celebration exhibitions taking place in 2017 at Le Musée de la Bande Dessinée in Angoulême and the Society of Illustrators in New York. Dual English and French text with essays by Denis Kitchen, Paul Gravett, and John Lind. Celebrating the centennial of a master storyteller! Over 175 Eisner illustrations, reproduced from the originals! The official catalogue to exhibitions at Le Musée de la Bande Dessinée in Angoulême and The Society of Illustrators in New York!