

Inside The Microsoft Build Engine Using Msbuild And Team Foundation Build By Hashimi Sayed Ibrahim Bartholomew William 2011 Paperback

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MSBuild Trickery "O'Reilly Media, Inc."

"Welcome to one of the greatest collaborations you could dream of in the world of C# books—and probably far beyond!" —From the Foreword by Mads Torgersen, C# Program Manager, Microsoft
 Essential C# 6.0 is a well-organized, no-fluff guide to the latest versions of C# for programmers at all levels of experience. Fully updated to reflect new C# 6.0 and .NET 4.6 features and patterns, it will help you write C# code that's simple, powerful, robust, secure, and maintainable. This book's authors are world-class C# experts: long-time Microsoft MVP and Regional Director Mark Michaelis and Eric Lippert, formerly principal developer on Microsoft's C# compiler team. Together, they cover the entire language, illustrating key constructs with succinct examples and offering a complete foundation for successful C# development. Essential C# 6.0 makes it easy to program with any version of C#, whether you're creating new code or maintaining existing systems. Separate indexes for C# versions 4, 5, and 6 help you quickly find version-specific answers with accompanying visual indicators that help you identify which language innovations will work when. This edition also includes a set of best-practice C# Coding Guidelines updated to leverage C# 6.0 constructs. Coverage includes Mastering C# data types, operators, control flow, methods, and parameters Using C# object-oriented constructs, including classes, inheritance, interfaces, and more—all with the significantly simplified syntax of C# 6.0 Working with well-formed value and reference types Implementing reliable, effective exception handling Reducing code complexity with generics, delegates, lambda expressions, and events (including a simplified C# 6.0 syntax for triggering events) Learning dynamic programming with reflection and attributes Querying diverse data collections using LINQ with query expressions Creating custom collections that operate against business objects Using collection interfaces and standard query operators to access .NET collections Understanding the Common Language Infrastructure and C# in the context of .NET 4.6 Taking advantage of declarative programming, embedded metadata, reflection, and attributes Mastering multithreading and synchronization, including the new async/await paradigm Using P/Invoke, pointers, and direct memory manipulation to interoperate with other languages Understanding how C# programs relate to the underlying runtime For Qualified Instructors An instructor's guide, exercises, and a slide deck are available to support your courses.

The Encyclopaedia Britannica Pearson Professional

Describes how to put software security into practice, covering such topics as risk analysis, coding policies, Agile Methods, cryptographic standards, and threat tree patterns.

Kubernetes: Up and Running Microsoft Press

Access detailed content and examples on Azure SQL, a set of cloud services that allows for SQL Server to be deployed in the cloud. This book teaches the fundamentals of deployment, configuration, security, performance, and availability of Azure SQL from the perspective of these same tasks and capabilities in SQL Server. This distinct approach makes this book an ideal learning platform for readers familiar with SQL Server on-premises who want to migrate their skills toward providing cloud solutions to an enterprise market that is increasingly cloud-focused. If you know SQL Server, you will love this book. You will be able to take your existing knowledge of SQL Server and translate that knowledge into the world of cloud services from the Microsoft Azure platform, and in particular into Azure SQL. This book provides information never seen before about the history and architecture of Azure SQL. Author Bob Ward is a leading expert with access to and support from the

Microsoft engineering team that built Azure SQL and related database cloud services. He presents powerful, behind-the-scenes insights into the workings of one of the most popular database cloud services in the industry. What You Will Learn Know the history of Azure SQL Deploy, configure, and connect to Azure SQL Choose the correct way to deploy SQL Server in Azure Migrate existing SQL Server instances to Azure SQL Monitor and tune Azure SQL's performance to meet your needs Ensure your data and application are highly available Secure your data from attack and theft Who This Book Is For This book is designed to teach SQL Server in the Azure cloud to the SQL Server professional. Anyone who operates, manages, or develops applications for SQL Server will benefit from this book. Readers will be able to translate their current knowledge of SQL Server—especially of SQL Server 2019—directly to Azure. This book is ideal for database professionals looking to remain relevant as their customer base moves into the cloud.

Using MSBuild and Team Foundation Build Simon and Schuster

Proven author provides expert analysis on key new features Visual Studio 2005 release provides an ample catalyst for sales of this book Our .NET 2.0 series has proven to be a very successful book line; this is a member of such

Artificial Intelligence and Its Role in Society Stanford University Press

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Introducing Microsoft Power BI enables you to evaluate when and how to use Power BI. Get inspired to improve business processes in your company by leveraging the available analytical and collaborative features of this environment. Be sure to watch for the publication of Alberto Ferrari and Marco Russo's upcoming retail book, *Analyzing Data with Power BI and Power Pivot for Excel* (ISBN 9781509302765). Go to the book's page at the Microsoft Press Store here for more details:<http://aka.ms/analyzingdata/details>. Learn more about Power BI at <https://powerbi.microsoft.com/>.

Application Delivery and Load Balancing in Microsoft Azure MIT Press

The Markdown markup language is one of the most popular plain-text formatting languages available. Now you can learn the Markdown syntax with the book that's been called "the best Markdown reference." Designed for both novices and experts, *The Markdown Guide* is a comprehensive reference manual that has everything you need to get started and master the Markdown syntax.

Introducing Machine Learning Packt Publishing Ltd

A practical guide to effectively using, customizing, and extending the build engine. As software complexity increases, proper build practices become ever more important. This essential reference drills inside MSBuild-and shows how to maximize your control over the build and deployment process. Learn how to customize and extend build processes with MSBuild-and scale them to the team, product, or enterprise level with Team Foundation Build. Discover how to: * Create and modify MSBuild files-outside the Visual Studio IDE * Use XML-based syntax to declare dynamic properties and items * Apply built-in tasks or write your own * Customize the build process-adding code generation, unit testing, or code analysis * Use batching and incremental builds to reduce build times * Invoke external tools in scripts and create reusable files * Start and stop services * Set assembly versions and extend the clean process * Configure, customize, and extend Team Build-and automate build from end to end

The Future Computed Apress

In *Essential Windows Workflow Foundation*, two WF lead architects—Dharma Shukla and Bob Schmidt—offer an under-the-hood look at the technology, explaining the why and not just the how of WF's key concepts and architecture. Serious WF developers seeking details about how to effectively

utilize and extend the framework by writing activities will find cogent explanations and answers here. With simple and illustrative examples, the authors demonstrate exactly how to leverage WF's extensible programming model to craft domain-specific programs. Drawing on their unique vantage point in designing and developing WF, Shukla and Schmidt deliver authoritative coverage of the core concepts and ideas that form the heart of WF's programming model. The execution model for activities, with details of the activity automaton, bookmarking, scheduling, and the threading model of the WF runtime. Advanced execution concepts, including activity execution contexts, transactions, persistence points, passivation, fault handling, cancellation, compensation, and synchronization. Hosting the WF runtime in applications. The activity component model, with details of validation, compilation, serialization, and visualization. Databinding, XAML, dependency properties, and WF program metadata. Declarative conditions and rules, activity designers, and designer hosting. Custom control flow patterns ranging from simple sequencing and iteration to more complex graphs and state machines. Dynamic editing of running WF program instances. Essential Windows Workflow Foundation is the definitive resource for developers seeking an in-depth understanding of this novel technology.

Code First Inside the Microsoft Build Engine Using MSBuild and Team Foundation Build
Learn Azure in a Month of Lunches, Second Edition, is a tutorial on writing, deploying, and running applications in Azure. In it, you'll work through 21 short lessons that give you real-world experience. Each lesson includes a hands-on lab so you can try out and lock in your new skills. Summary You can be incredibly productive with Azure without mastering every feature, function, and service. Learn Azure in a Month of Lunches, Second Edition gets you up and running quickly, teaching you the most important concepts and tasks in 21 practical bite-sized lessons. As you explore the examples, exercises, and labs, you'll pick up valuable skills immediately and take your first steps to Azure mastery! This fully revised new edition covers core changes to the Azure UI, new Azure features, Azure containers, and the upgraded Azure Kubernetes Service. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Microsoft Azure is vast and powerful, offering virtual servers, application templates, and prebuilt services for everything from data storage to AI. To navigate it all, you need a trustworthy guide. In this book, Microsoft engineer and Azure trainer Iain Foulds focuses on core skills for creating cloud-based applications. About the book Learn Azure in a Month of Lunches, Second Edition, is a tutorial on writing, deploying, and running applications in Azure. In it, you'll work through 21 short lessons that give you real-world experience. Each lesson includes a hands-on lab so you can try out and lock in your new skills. What's inside Understanding Azure beyond point-and-click Securing applications and data Automating your environment Azure services for machine learning, containers, and more About the reader This book is for readers who can write and deploy simple web or client/server applications. About the author Iain Foulds is an engineer and senior content developer with Microsoft. Table of Contents PART 1 - AZURE CORE SERVICES 1 Before you begin 2 Creating a virtual machine 3 Azure Web Apps 4 Introduction to Azure Storage 5 Azure Networking basics PART 2 - HIGH AVAILABILITY AND SCALE 6 Azure Resource Manager 7 High availability and redundancy 8 Load-balancing applications 9 Applications that scale 10 Global databases with Cosmos DB 11 Managing network traffic and routing 12 Monitoring and troubleshooting PART 3 - SECURE BY DEFAULT 13 Backup, recovery, and replication 14 Data encryption 15 Securing information with Azure Key Vault 16 Azure Security Center and updates PART 4 - THE COOL STUFF 17 Machine learning and artificial intelligence 18 Azure Automation 19 Azure containers 20 Azure and the Internet of Things 21 Serverless computing

Creating Mobile Apps with Xamarin.Forms Preview Edition 2 Microsoft Press

"A 22-volume, highly illustrated, A-Z general encyclopedia for all ages, featuring sections on how to use World Book, other research aids, pronunciation key, a student guide to better writing, speaking, and research skills, and comprehensive index"--

From Rural America to Silicon Valley—Making AI Serve Us All Apress

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Web Development with Blazor Pearson Education

MSBuild is more than just a list of source files; it is a declarative programming language, and with the new features in the .Net 4.0 engine, a rather expressive language to boot. This book explores the Microsoft Build Engine used by C#, VB.Net, F# and C++ projects—the 4.0 version shipped with Visual Studio 2010—in depth and in a very practical way, full of examples not covered in the reference material (or in the other book on MSBuild). Inside you'll find: How to unify all your projects How to add help to your build How to simulate loops and data joins How to use inline C# code in project files How to enhance logging ...and over 90 additional tips and tricks, and including some extensive walkthroughs of more advanced topics, like dealing with huge projects and rolling your own tool integrations right in the IDE. You can further explore the content with code samples on the Web. So if you've ever found yourself wondering how to get MSBuild to... Perform some simple arithmetic, or a string replacement (see trick #9) Find a subset of files using a complex expression (see trick #11) Specify the folder where MSBuild.exe resides (see trick #6) Fail the build when your custom task shows an error but the build still succeeds (see trick #2) Get you a list of all the referenced assemblies in your project (see trick #72) Get Visual Studio to stop ignoring your customizations (see trick #82) Search for your customizations, without having to hardcode paths (see trick #16) Allow almost any property to be tweaked (see trick #45) Do something that seems too complex for AfterBuild (see trick #23) Extract the branch name from a path (see trick #99) And don't be put off if you're brand new to MSBuild. If you've ever so much as peeked at the XML in a C# project file, you'll be well served by this book. You'll start from first principals and the most basic mechanisms of MSBuild and the structure of an MSBuild file will be explained. Each trick is small and digestible and presented in a way that you can try out new techniques with just a few lines of MSBuild in a text file. Most of the tricks are things you can copy directly into your own build files and use that day. While many of the tricks stand on their own, the more complex ones are broken down and presented in sequences that progressively build on one another. You won't need any other book on MSBuild! But if you happen to have the other one, MSBuild Trickery will take you far beyond a reference book, providing practical guidance and preparing you for all of those truly unique gotchas that appear when the build runs. With a foreword by Dan Moseley, Microsoft Senior Development Lead for Visual Studio Project & Build.

SDL, a Process for Developing Demonstrably More Secure Software HarperCollins

Digital technologies are spreading rapidly, but digital dividends—the broader benefits of faster growth, more jobs, and better services—are not. If more than 40 percent of adults in East Africa pay their utility bills using a mobile phone, why can't others around the world do the same? If 8 million entrepreneurs in China—one third of them women—can use an e-commerce platform to export goods to 120 countries, why can't entrepreneurs elsewhere achieve the same global reach? And if India can provide unique digital identification to 1 billion people in five years, and thereby reduce corruption by billions of dollars, why can't other countries replicate its success? Indeed, what's holding back countries from realizing the profound and transformational effects that digital

technologies are supposed to deliver? Two main reasons. First, nearly 60 percent of the world's population are still offline and can't participate in the digital economy in any meaningful way. Second, and more important, the benefits of digital technologies can be offset by growing risks. Startups can disrupt incumbents, but not when vested interests and regulatory uncertainty obstruct competition and the entry of new firms. Employment opportunities may be greater, but not when the labor market is polarized. The internet can be a platform for universal empowerment, but not when it becomes a tool for state control and elite capture. The World Development Report 2016 shows that while the digital revolution has forged ahead, its 'analog complements'—the regulations that promote entry and competition, the skills that enable workers to access and then leverage the new economy, and the institutions that are accountable to citizens—have not kept pace. And when these analog complements to digital investments are absent, the development impact can be disappointing. What, then, should countries do? They should formulate digital development strategies that are much broader than current information and communication technology (ICT) strategies. They should create a policy and institutional environment for technology that fosters the greatest benefits. In short, they need to build a strong analog foundation to deliver digital dividends to everyone, everywhere.

Engine of Impact World Bank Publications

A comprehensive guide to using Microsoft Team Foundation Server 2012 Team Foundation Server has become the leading Microsoft productivity tool for software management, and this book covers what developers need to know to use it effectively. Fully revised for the new features of TFS 2012, it provides developers and software project managers with step-by-step instructions and even assists those who are studying for the TFS 2012 certification exam. You'll find a broad overview of TFS, thorough coverage of core functions, a look at extensibility options, and more, written by Microsoft insiders and MVPs. An update of the leading Wrox book on Team Foundation Server, written by an expert team of Microsoft insiders and MVPs Provides a broad overview of Team Foundation Server for developers, software project managers, testers, business analysts, and others wanting to learn how to use TFS Offers administrators the necessary tools to efficiently monitor and manage the TFS environment Covers core TFS functions including project management, work item tracking, version control, test case management, build automation, reporting, and how to write extensions for TFS 2012 Professional Team Foundation Server 2012 builds on the proven Wrox Professional formula to give you a solid background in this software management tool.

3D Graphics Rendering Cookbook "O'Reilly Media, Inc."

Master machine learning concepts and develop real-world solutions Machine learning offers immense opportunities, and Introducing Machine Learning delivers practical knowledge to make the most of them. Dino and Francesco Esposito start with a quick overview of the foundations of artificial intelligence and the basic steps of any machine learning project. Next, they introduce Microsoft's powerful ML.NET library, including capabilities for data processing, training, and evaluation. They present families of algorithms that can be trained to solve real-life problems, as well as deep learning techniques utilizing neural networks. The authors conclude by introducing valuable runtime services available through the Azure cloud platform and consider the long-term business vision for machine learning. · 14-time Microsoft MVP Dino Esposito and Francesco Esposito help you · Explore what's known about how humans learn and how intelligent software is built · Discover which problems machine learning can address · Understand the machine learning pipeline: the steps leading to a deliverable model · Use AutoML to automatically select the best pipeline for any problem and dataset · Master ML.NET, implement its pipeline, and apply its tasks and algorithms · Explore the mathematical foundations of machine learning · Make predictions, improve decision-making, and apply probabilistic methods · Group data via classification and clustering · Learn the fundamentals of deep learning, including neural network design · Leverage AI cloud services to build better real-world solutions faster About This Book · For professionals who want to build machine learning applications: both developers who need data science skills and data scientists who need relevant programming skills · Includes examples of machine learning coding scenarios built using the ML.NET library

Introduction to Multi-Armed Bandits Manning Publications

Dino Esposito's Programming ASP.NET Core is the definitive guide to practical software development with Microsoft's exciting new ASP.NET Core technologies. Unlike competitive books that focus primarily on ASP.NET Core's cross-platform capabilities or only what's changed from earlier versions, Esposito offers a complete learning path for every developer who wants to build production solutions. Esposito's expert coverage includes: Applying all key ASP.NET Core components, including MVC for HTML generation, .NET Core, EF Core, ASP.NET Identity, dependency injection, and more Integrating ASP.NET Core with leading client-side frameworks, including Bootstrap ASP.NET Core code for implementing business logic and data transformations Handling configuration, routing, controllers, views, and common tasks (including posting forms and presenting data) Performing complementary tasks: error handling, logging, application design, authentication, localization, and more Front-end development: ensuring responsiveness, creating mobile views, and providing advanced interactivity Middleware, data access, runtime architecture, and deployment Taking full advantage of the brand-new ASP.NET Core runtime

Microsoft Press

Optimize Windows system reliability and performance with Sysinternals IT pros and power users consider the free Windows Sysinternals tools indispensable for diagnosing, troubleshooting, and deeply understanding the Windows platform. In this extensively updated guide, Sysinternals creator Mark Russinovich and Windows expert Aaron Margosis help you use these powerful tools to optimize any Windows system's reliability, efficiency, performance, and security. The authors first explain Sysinternals' capabilities and help you get started fast. Next, they offer in-depth coverage of each major tool, from Process Explorer and Process Monitor to Sysinternals' security and file utilities. Then, building on this knowledge, they show the tools being used to solve real-world cases involving error messages, hangs, sluggishness, malware infections, and much more. Windows Sysinternals creator Mark Russinovich and Aaron Margosis show you how to: Use Process Explorer to display detailed process and system information Use Process Monitor to capture low-level system events, and quickly filter the output to narrow down root causes List, categorize, and manage software that starts when you start or sign in to your computer, or when you run Microsoft Office or Internet Explorer Verify digital signatures of files, of running programs, and of the modules loaded in those programs Use Autoruns, Process Explorer, Sigcheck, and Process Monitor features that can identify and clean malware infestations Inspect permissions on files, keys, services, shares, and other objects Use Sysmon to monitor security-relevant events across your network Generate memory dumps when a process meets specified criteria Execute processes remotely, and close files that were opened remotely Manage Active Directory objects and trace LDAP API calls Capture detailed data about processors, memory, and clocks Troubleshoot unbootable devices, file-in-use errors, unexplained communication, and many other problems Understand Windows core concepts that aren't well-documented elsewhere

Community-Led Practices to Build the Worlds We Need O'Reilly Media

Prepare to be a Microsoft Lists advocate and transform the way data is harnessed in your organization Key Features Get to grips with Microsoft Lists and organize your data efficiently

Discover best practices and real-world scenarios to track information, events, and issues in your organization Take control of your data by creating custom data models using Microsoft Lists Book Description Microsoft Lists is an extremely flexible and powerful platform for creating custom data models. Hands-On Microsoft Lists is an easy-to-read guide for those who want to get started with Lists, as well as those who are already familiar with the basic concepts and want to create custom and flexible Lists that are easily available through a web interface. This comprehensive introduction to Lists will show you how to get up to speed in no time with the help of practical guidance and examples. Complete with hands-on tutorials and projects, you'll understand how to use and implement Microsoft Lists effectively. You'll start by covering all the basic concepts that will help you to build your Microsoft Lists and get the most out of the platform. As you progress, you'll explore how to customize Microsoft Lists layouts and forms. Later chapters will guide you through integrating Microsoft Lists with the Power Platform. Throughout the book, you'll work with practical scenarios that you can use daily to improve the collaboration in your organization. By the end of this Microsoft book, you'll have learned how to create custom data models to improve the way your data is put together, managed, and consumed in your workplace. What you will learn Use the Lists platform effectively in the modern workplace Get to grips with data privacy Discover how to customize Microsoft Lists data and forms Automate processes using Microsoft Lists Extend the default features of Microsoft Lists using the SharePoint framework Create custom list templates using PnP PowerShell Extend Microsoft Lists using Power Platform Who this book is for This book is for business professionals and end users working with Microsoft 365 tools such as Microsoft SharePoint and Microsoft Teams who are looking to improve the way their data is structured, managed, and consumed inside an organization. Basic knowledge of SharePoint and Excel is assumed.

Using MSBuild and Team Foundation Build Pearson Education

Build a 3D rendering engine from scratch while solving problems in a step-by-step way with the help of useful recipes Key Features Learn to integrate modern rendering techniques into a single performant 3D rendering engine Leverage Vulkan to render 3D content, use AZDO in OpenGL

applications, and understand modern real-time rendering methods Implement a physically based rendering pipeline from scratch in Vulkan and OpenGL Book Description OpenGL is a popular cross-language, cross-platform application programming interface (API) used for rendering 2D and 3D graphics, while Vulkan is a low-overhead, cross-platform 3D graphics API that targets high-performance applications. 3D Graphics Rendering Cookbook helps you learn about modern graphics rendering algorithms and techniques using C++ programming along with OpenGL and Vulkan APIs. The book begins by setting up a development environment and takes you through the steps involved in building a 3D rendering engine with the help of basic, yet self-contained, recipes. Each recipe will enable you to incrementally add features to your codebase and show you how to integrate different 3D rendering techniques and algorithms into one large project. You'll also get to grips with core techniques such as physically based rendering, image-based rendering, and CPU/GPU geometry culling, to name a few. As you advance, you'll explore common techniques and solutions that will help you to work with large datasets for 2D and 3D rendering. Finally, you'll discover how to apply optimization techniques to build performant and feature-rich graphics applications. By the end of this 3D rendering book, you'll have gained an improved understanding of best practices used in modern graphics APIs and be able to create fast and versatile 3D rendering frameworks. What you will learn Improve the performance of legacy OpenGL applications Manage a substantial amount of content in real-time 3D rendering engines Discover how to debug and profile graphics applications Understand how to use the Approaching Zero Driver Overhead (AZDO) philosophy in OpenGL Integrate various rendering techniques into a single application Find out how to develop Vulkan applications Implement a physically based rendering pipeline from scratch Integrate a physics library with your rendering engine Who this book is for This book is for 3D graphics developers who are familiar with the mathematical fundamentals of 3D rendering and want to gain expertise in writing fast rendering engines with advanced techniques using C++ libraries and APIs. A solid understanding of C++ and basic linear algebra, as well as experience in creating custom 3D applications without using premade rendering engines is required.

Digital Dividends Microsoft Press

Presents a guide to the software build and deployment process using MSBuild.

Related with Inside The Microsoft Build Engine Using Msbuild And Team Foundation Build By Hashimi Sayed Ibrahim Bartholomew William 2011 Paperback:

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