

MCTS Syllabus

Silverlight 4 Development

Duration : 30 days

Binding in XAML

- Introduction to XAML-Based Applications
- Tools for Designing and Developing XAML-Based Applications
- Anatomy of a XAML-Based Application

Creating Vector Graphics with Expression Studio 4

- Creating Vector Graphics with Expression Blend 4
- Creating Vector Graphics with Expression Design 4
- Importing Vector Graphics into Expression Blend 4

Laying out a XAML-Based Application

- Organizing Controls in the User Interface
- Adding and Manipulating Controls

Developing and Debugging XAML-Based Applications

- Developing WPF Applications
- Developing Silverlight Applications
- Hosting Silverlight Applications
- Debugging XAML-Based Applications

Creating Controls Programmatically and Working with Media Files

- Creating and Using Controls Programmatically

- Working with Media Files

Working with Resources, Styles, Control Templates, and Behaviors

- Working with Resources
- Working with Styles and Control Templates
- Working with Actions, Triggers, and Behaviors

Implementing Transforms, Animations, and Visual States

- Transforms in XAML-Based Applications
- Animations in XAML-Based Applications
- Implementing and Working with Visual States

Binding in XAML

- Property Binding in XAML-Based Applications
- Data Binding in XAML-Based Applications

Prototyping Applications by Using SketchFlow in Expression Blend 4

- Prototyping Applications with SketchFlow
- Packaging and Reviewing Prototypes Developed with SketchFlow