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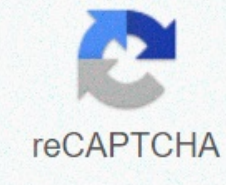
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Learning wcf pdf

This easy-to-use introduction with the Microsoft Windows Communication Foundation (WCF) is ideal for developers who want to learn to build services on a corporate network or as part of an enterprise system. Built into Windows Vista and Longhorn and available for Windows XP and Windows 2003, WCF provides a Service Driven Architecture (SOA) platform that enables secure and reliable communication between systems within an organization or across the Internet. With WCF, software developers can focus on their business applications rather than the pipeline required to connect them. Furthermore, with WCF developers can learn a single programming API to achieve results previously provided by ASMX, Enterprise Services and .NET Remoting. WCF Learning removes the complexity of using this platform by providing detailed answers, explanations, and code samples for the most frequently asked questions asked by software developers. The Windows Communications Fund (or WCF, formerly codenamed Indigo) provides a set of programming APIs that make it easy to build and consume secure, reliable, and engine services. This platform removes the need for developers to learn various technologies such as ASMX, Enterprise Services, and .NET Remoting, to distribute system functionality over an enterprise network or the Internet. WCF, the first truly service-driven platform, delivers innovations that decode service design and development from deployment and distribution - creating a more flexible and agile environment. WCF also summarizes all the latest Web service standards for handling, security, reliability and more. I love it: it's aimed at WPF developers who want to study WCF, but I recommend it even if you're not so familiar with WPF either. I also always suggest that people use a guide that shows WCF working without using Add a reference to a Visual Studio service, which is a tool in VS that you can point to WCF or another Web service and whether it will create multiple root classes that help you connect to that service easily. Most tutorials will have you create a service and then create a client for that service by adding a reference to the service, at least to start with. I highly recommend a tutorial as above, Or it's if you want to start typing earlier (bugmenot.com has devx.com logins you can use if you don't want to sign up) it goes beyond that and shows you how to do it by hand, because it really reinforces the central idea of WCF, so if an app wants to consume a service, all it needs to know is the address of the service, the type of union to use and the contracts (the methods in the service and the metals it uses as parameters and return types). Also note that a lot of tutorials still out there are for VS2008. Not much has changed, but one thing that can confuse newcomers is XML configuration for bindings is redesigned in .NET 4 / VS2010 to make better use of defaults. The configuration files that VS 2010 will generate for you to start with are shorter than a bar when they would appear to lack required information, but in fact they only use default. I didn't finish it, but then I barely read technical books from cover to cover. This book was written on the basis of a beta version of . NET3.0. Since I tried to use it to write .NET 3.5 code, the tutorials haven't always matched. The sample code on the author's website was uploaded to .NET 3.5, so it was helpful. Also, each example was .NET talking to .NET. I found it very restrictive, and the client I used was Javascript. Still, I found the book valuable. I didn't finish it, but then I barely read technical books from cover to cover. This book was written on the basis of a beta version of . NET3.0. Since I tried to use it to write .NET 3.5 code, the tutorials haven't always matched. The sample code on the author's website was uploaded to .NET 3.5, so it was helpful. Also, each example was .NET talking to .NET. I found it very restrictive, and the client I used was Javascript. Still, I found the book valuable. ... More Get Learning WCF now with O'Reilly Learning Online. O'Reilly members experience live online training, plus books, videos and digital content from 200+ publishers. This easy-to-use introduction with the Microsoft Windows Communication Foundation (WCF) is ideal for developers who want to learn to build services on a corporate network or as part of an enterprise system. Built into Windows Vista and Longhorn and available for Windows XP and Windows 2003, WCF provides a Service Driven Architecture (SOA) platform that enables secure and reliable communication between systems within an organization or across the Internet. With WCF, software developers can focus on their business applications rather than the pipeline required to connect them. Furthermore, with WCF developers can learn a single programming API to achieve results previously provided by ASMX, Enterprise Services and .NET Remoting. WCF Learning removes the complexity of using this platform by providing detailed answers, explanations, and code samples for the most frequently asked questions asked by software developers. The Windows Communications Fund (or WCF, formerly codenamed Indigo) provides a set of programming APIs that make it easy to build and consume secure, reliable, and engine services. This platform removes the need for developers to learn various technologies such as ASMX, Enterprise Services, and .NET Remoting, to distribute system functionality over an enterprise network or the Internet. The first truly service-driven platform, WCF delivers innovations to detach design and service development from deployment and distribution - creating more flexible and agile WCF also summarizes all the latest Web service standards for handling, security, reliability and more. View/Send Errata Download code in the WCF example represents a Windows communications root. This is a framework for building, configuring, and deploying services that are distributed over a network. Earlier known as Indigo, it enables hosting services in any type of operating system process. This tutorial explains the basics of WCF and is conveniently divided into different sections. Each section of this tutorial has a sufficient number of examples to explain different WCF concepts. The goal audience of this tutorial is to help readers who want to learn the basics of WCF from scratch. Once this tutorial is complete, readers will acquire enough knowledge about WCF and progress to a higher level of expertise. Prerequisites for anyone with a basic understanding of the .NET framework can use this guide to learn WCF. Early awareness of web services will help collect concepts faster. Fast.

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