

## **Silverlight**

A Web-based digital video technology, using Silverlight, designers are able to prepare media for encoding and distribution, and create W3C standards-compliant sites. Silverlight is a cross-browser, cross-platform plug-in for delivering media and rich interactive applications for the Web. Topics: hosting in the browser, the tools and using Silverlight on the server.

### **Who should take this course?**

This course is designed for students who wish to learn the basic features of Silverlight to better integrate media, graphics and languages into their interactive applications.

### **Course Objectives**

- Design a simple Video Player User Interface in XAML with Expression Blend.
- Use XAML to create a video player in Silverlight.
- Use Expression Blend to build animations.
- Build and use a layout control.
- Demonstrate familiarity with the Visual Studio and .NET interaction.

### **Course Details**

- Length: 7 hours
- Format: Classroom
- Prerequisites: Familiarity with .NET and building Web applications

*The above prerequisites are considered to be the basic skills and knowledge needed prior to taking this class. Instructors will assume your readiness for the class materials and will NOT use class time to discuss prerequisite materials.*



## **Course Contents**

### **Introduction to Silverlight Design and Development**

- Introduction to Silverlight and overview of Silverlight
  - What is it
  - How does it work
  - Where does it fit into the Microsoft stack
  - Where is it going, etc.
  - Introduction to tools, Visual Studio, Expression Blend, Expression Design, Expression Encoder, Deep Zoom Composer
- Introduction to XAML
- Introduction to Visual Studio Tools and .NET Development for Silverlight
- More XAML: Transformations and Animations

### **Programming Silverlight**

- Using XAML Layout Controls
- Using the basic Silverlight controls
- Introduction to user controls
- Silverlight and Networking/Connectivity
- Silverlight and Deep Zoom/Rich media