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Introduction to Visual Studio Solution, Projects, and Code Files
~~How to create solution and projects in VS Code using dotnet C# for beginners~~
2. Solutions and Projects How to add a new Project to a existing Solution

Visual Studio Creating Blank Solution Database CI/CD - How to create a solution file (.sln) in Visual Studio for SQL DB Renaming Project Folders \u0026amp; Solution Files in Visual Studio Zipping Up a Visual Studio 2019 Project How To Compile Source Code in Visual Studio! ~~How to rename an existing Visual Studio project?~~ Introduction and creation of Visual Studio .sln file and importing .dacpac file to the project.

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Visual Basic - Open a New Project or an Existing Project

how to run a downloaded project in visual studio HD Create New Project in Visual Studio 2019 How to clone a Solution or Project in Visual Studio I cannot open a Visual Studio Project or Solution ~~Creating .EXE From GitHub Sources | Borderless Gaming Copying a Project in Visual Studio~~ QuickTip: Visual Studio - Save Project Folders

Visual Studio 2017 Changing Project Directory 101 Compiling Software from Source How to Open Existing Project in Visual Studio ~~Solution Vs Project~~ Generate EXE File from C# Project in Visual Studio 2019 How to create a visual studio solution template (multi project)

Class Library Project example in C# with Visual Studio

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Solution tutorial

Making and Working with Libraries in C++ (Multiple Projects in Visual Studio)
Adding Multiple Projects to a Single Solution in Visual Basic
How to Setup To Code ANYTHING ☐☐ | Visual Studio 2019 | Libraries, Includes
How to create C projects in Visual Studio
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With Visual Studio, you can create many different types of ... all you need is Visual Studio and access to the project files. Select the "Close Solution" option if you already have a project ...

How to Resume a Project on Visual Basic

While the first preview of Visual Studio 2022 focused on testing new 64-bit ... To show off 64-bit capabilities, Microsoft

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demonstrated the IDE opening up a solution with 1,600 projects and 300,000 ...

Visual Studio 2022 Preview 2: Better Live Preview, Hot Reload

The build process joins a lot of your files ... solution for building on lots of embedded platforms, including Arduino. I wound up experimenting with two IDEs: Atom and Microsoft Visual Studio ...

PlatformIO And Visual Studio Take Over The World

If you don't already have a copy, you can download Visual Studio 2019 here. Create an ASP.NET Core MVC ... To do this, select the project in the Solution Explorer window and

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right-click and ...

How to use advanced Serilog features in ASP.NET Core MVC

You can even create your own specialized ... Click "Build" and then click "Build Solution." Visual Studio compiles the project and creates two files that appear in the projects BIN folder: a ...

How to Use .NET Class Library in Excel VBA

Some folks seem to be concerned that it will generate code that is identical to code that has been generated under open source licenses that don't allow derivative works, but which will then be used ...

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GitHub Copilot: A Powerful, Controversial Autocomplete for Developers

WekaIO (Weka), one of the fastest-growing data platforms for artificial intelligence/machine learning (AI/ML), life sciences research, and high-performance computing (HPC), today announced that ...

WekaIO Endows Preymaker Artists with Ability to Collaborate Seamlessly on the Cloud

Dr. James McCaffrey of Microsoft Research demonstrates applying the L-BFGS optimization algorithm to the ML logistic regression technique for binary classification -- predicting one of two possible ...

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Logistic Regression Using PyTorch with L-BFGS

If you wanted the tutorial I've been promising for 16 months on how to upscale and improve Deep Space Nine, this is the article you've been waiting for.

How to Upscale Star Trek: Deep Space Nine

In this guide, we'll look into the most interesting new UI changes, features, and tweaks available in the first preview of Windows 11.

Windows 11 Build 22000.51: Everything you need to know

To work with the code examples provided in this article, you should have Visual Studio 2019 ... let's create a simple view.

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To do this, edit the HomeController.cs file and add the following ...

How to use Razor View Engine in ASP.NET Core MVC

Last month, GitHub and OpenAI launched Copilot, a service that provides suggestions for whole lines of code inside development environments like Microsoft Visual Studio. Copilot is powered by an ...

OpenAI warns AI behind GitHub's Copilot may be susceptible to bias

LiDAR-based systems are becoming an increasingly popular choice for security and surveillance applications, due to the technology's accuracy, reliability, and cost-effective ...

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Oyla, Inc. hosts webinar to share why it's time to adopt 3D LiDAR-based sensor fusion security solutions

Copilot is currently available to select applicants as an extension in Visual Studio Code ... Here, the prompt (or context) is the source code file you're working on and the output is the ...

What OpenAI and GitHub's "AI pair programmer" means for the software industry

IDnow, a German-based leader in identity verification-as-a-service solutions announced that it has agreed to acquire ARIADNEXT, a French company specialising in remote identity verification ...

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IDnow and ARIADNEXT combine to create leading Pan-European identity verification platform

"PTC is excited to offer a joint solution with Matterport that gives customers a highly visual and interactive ... and Area Targets to create highly engaging 3D experiences that generate ...

Matterport and PTC Enable Customers to Create Augmented Reality Experiences for Large Spaces

Given the fact that we create nearly 2.5 ... Apache Hadoop is one of the oldest solutions on the market and can be used in combination with other data science software. RapidMiner Studio is a complete ...

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Top Data Science Tools 2021

a leader in team time management and productivity-enhancing solutions, today announced that its flagship product, Tempo Timesheets, now has plugins for Microsoft VS Code via its Visual Studio ...

Tempo Augments Automation: Timesheets Plugins Now Available for Microsoft VS Code and JetBrains

Customers can now enrich digital twins captured with the Matterport platform with interactive AR experiences called Area Targets . This new functionality from PTC, combined with Matterport's ...

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A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

ASP.NET 3.5 is Microsoft's revolutionary ASP.NET technology. It is the principal standard for creating dynamic web pages on the Windows platform. Pro ASP.NET 3.5 in C# 2008 raises the bar for high-quality, practical advice on learning and deploying Microsoft's dynamic web solution.

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Seasoned .NET professionals Matthew MacDonald and Mario Szpuszta explain how you can get the most from this groundbreaking technology. They cover ASP.NET 3.5 as a whole, illustrating both the brand-new features and the functionality carried over from previous versions of ASP. This book will give you the knowledge you need to code real ASP.NET 3.5 applications in the best possible style.

"Tips and tools for turbocharging the IDE"--Cover.

Discover all the secrets of Unreal Engine and create seven fully functional games with the help of step-by-step

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instructions About This Book Understand what a Blueprint is and how to create a complex visual scripting code Discover the infinite possibilities that Unreal Engine offers, and understand which tool to use, where and when Learn to think like a real game developer in order to create enjoyable and bug-free games using this comprehensive and practical handbook Who This Book Is For This book is ideal for intermediate level developers who know how to use Unreal Engine and want to go through a series of projects that will further their expertise. Working knowledge of C++ is a must. What You Will Learn Write clean and reusable Blueprint scripts Develop any kind of game you have in mind, following the rules used by experts Move through Unreal Engine 4, always knowing what you are doing and where to find the

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right tool for your needs Integrate C++ code into your projects using Visual Studio and the tools that Unreal provides Extricate between classes, nodes, interfaces, macros, and functions Work with different types of assets, from 3D objects to audio sources, from UI buttons to animations Explore all the aspects of the game logic—collisions, navigation meshes, matinees, volumes, events, and states In Detail With the arrival of Unreal Engine 4, a new wonderful tool was born: Blueprint. This visual scripting tool allows even non-programmers to develop the logic for their games, allowing almost anyone to create entire games without the need to write a single line of code. The range of features you can access with Blueprint script is pretty extensive, making it one of the foremost choices for many game developers. Unreal

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Engine Game Development Blueprints helps you unleash the real power of Unreal by helping you to create engaging and spectacular games. It will explain all the aspects of developing a game, focusing on visual scripting, and giving you all the information you need to create your own games. We start with an introductory chapter to help you move fluidly inside the Blueprint user interface, recognize its different components, and understand any already written Blueprint script. Following this, you will learn how to modify generated Blueprint classes to produce a single player tic-tac-toe game and personalize it. Next, you will learn how to create simple user interfaces, and how to extend Blueprints through code. This will help you make an informed decision between choosing Blueprint or code. You will then see the real power

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of Unreal unleashed as you create a beautiful scene with moving, AI controlled objects, particles, and lights. Then, you will learn how to create AI using a behavior tree and a global level Blueprint, how to modify the camera, and how to shoot custom bullets. Finally, you will create a complex game using Blueprintable components complete with a menu, power-up, dangerous objects, and different weapons. Style and approach This is an easy-to-follow guide full of practical game examples. Each chapter contains step-by-step instructions to build a complete game and each game uses a different tool in order to cover all the topics in a detailed and progressive manner.

The ASP.NET MVC Framework has always been a good

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platform on which to implement REST-based services, but the introduction of the ASP.NET Web API Framework raised the bar to a whole new level. Now in release version 2.1, the Web API Framework has evolved into a powerful and refreshingly usable platform. This concise book provides technical background and guidance that will enable you to best use the ASP.NET Web API 2 Framework to build world-class REST services. New content in this edition includes: New capabilities in Web API 2 (currently version 2.1). Support for partial updates, or PATCH. API versioning. Support for legacy SOAP-based operations. How to handle non-resource APIs using REST How to best expose relationships between resources JSON Web Tokens, CORS, CSRF Get ready for authors Jamie Kurtz and Brian Wortman to take you from

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zero to REST service hero in no time at all. No prior experience with ASP.NET Web API is required; all Web API-related concepts are introduced from basic principles and developed to the point where you can use them in a production system. A good working knowledge of C# and the .NET Framework are the only prerequisites to best benefit from this book.

This book is the most comprehensive and up to date introduction to ASP.NET ever written. Focusing solely on Visual Basic, with no code samples duplicated in other languages, award winning author Matthew MacDonald introduces you to the very latest thinking and best practices for the ASP.NET 4.5 technology. Assuming no prior coding

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experience, you'll be taught everything you need to know from the ground up. Starting from first principals, you'll learn the skills you need to be an effective ASP.NET developer who is ready to progress to more sophisticated projects and professional work. You'll be taught how to use object orientation and code-behind techniques to lay out your code clearly in a way other developers can easily understand. You'll learn how to query databases from within you web pages, spice up your layouts using ASP.NET AJAX and deploy your finished websites to production servers. You'll also learn how to debug your code when things go wrong and the performance and scalability issues that can affect your web projects as they grow. With this book you can take your first steps towards becoming a successful ASP.NET

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developer with confidence.

This one hundred page book focuses exclusively on how you can best use the ASP.NET MVC 4 Framework to build world-class REST services using the Web API. It sets aside much of what the ASP.NET MVC Framework can do, and focuses exclusively on how the Web API can help you build web services. You will not find any help on CSS, HTML, JavaScript, or jQuery. Nor will you find any help on the Razor view engine, HTML Helpers, or model binding. If you need this information then Pro ASP.NET MVC 4 is your perfect book. ASP.NET MVC 4 and the Web API: Building a REST Service from Start to Finish helps you build cutting-edge REST services using ASP.NET MVC 4 and the Web API in

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more depth and detail than any other resource. ASP.NET MVC has always been a good platform on which to implement REST, but with the advent of the Web API it has now become even better. This book will show you why it's great and how to get the most from it. Author Jamie Kurtz will take you from zero to full-blown REST service hero in no time at all. And you'll even learn how to incorporate some popular open source tools along the way: little or no experience with ASP.NET or the MVC Framework is required.

Mastering Visual Studio .NET provides you, as an experienced programmer, with all the information needed to get the most out of the latest and greatest development tool from Microsoft®. It doesn't matter if you're an MFC, C++,

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STL, ATL, COM, Win32, Visual Basic, C#, HTML, XML, ASP.NET, database, web application, Web service, NT service, stand-alone client, or component programmer targeting Windows® or one of the Windows variants (i.e. Windows CE or the PocketPC) -- this is the book that will help you master the toolkit. Written by experienced developers and trainers John Flanders, Ian Griffiths, and Chris Sells, Mastering Visual Studio .NET begins with fundamental information about maximizing the power of Visual Studio .NET as it comes out of the box, including the following topics: projects and solutions files and the various file editors debugging web projects database projects setup projects To experience the full spectrum of functionality and extensibility, Mastering Visual Studio .NET provides you with the practical

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depth and detail needed to best put these features to work. The second section of the book is about extending VS.NET to suit your specific needs: integrating controls and components with VS.NET the VS.NET automation object model macros and add-ins custom wizards the Visual Studio Integration Program (VSIP) If you're serious about using the VS.NET toolkit, you'll want a book of this magnitude close by. Mastering Visual Studio .NET will take you beyond what you'll read in the standard documentation by offering hints and recommendations that the authors and the community at large have found to be useful after many years of experience.

ASP.NET 4 is the principal standard for creating dynamic web pages on the Windows platform. Pro ASP.NET 4 in C# 2010

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raises the bar for high-quality, practical advice on learning and deploying Microsoft's dynamic web solution. This edition is updated with everything you need to master up to version 4 of ASP.NET, including coverage of ASP.NET MVC, ASP.NET AJAX 4, ASP.NET Dynamic Data, and Silverlight 3.

Seasoned .NET professionals Matthew MacDonald and Mario Szpuszta explain how you can get the most from these groundbreaking technologies. They cover ASP.NET 4 as a whole, illustrating both the newer features and the functionality carried over from previous versions of ASP. This book will give you the knowledge you need to code real ASP.NET 4 applications in the best possible style.

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