Book Recommendations

In OS304, there is a reference library for the class. It contains the books listed below, plus a few others.

**C# Language**

If you are an experienced programmer with several languages under your belt, and you get tired or annoyed with the fluff inherent in traditional programming language textbooks, read *C# 3.0 In a Nutshell*, Joseph and Ben Albahari (O'Reilly). This book conveys a lot of information very quickly, clearly, and concisely. However, it does not delve into applied technologies such as WPF, GDI+, ADO.NET, etc. It stays within the core C# framework.

If you prefer a full language textbook, read *Pro C# 2008 and the .NET 3.5 Platform (Fourth Edition)*, Andrew Troelsen (Apress). This is a large textbook and it does contain a good amount of introductory material, but it is written well and is pleasant to read. It also does delve into applied technologies and .NET base class libraries.

**WPF**

The library contains two books which are both very good, but written from different perspectives and for different purposes as described below.

*WPF UNLEASHED*: This is a textbook designed to be read any way you want—in parts, by browsing, or by reading cover to cover. It contains a listing of several different tracks you could take through the book, depending on your level and purpose. It is full-color, and it shows code as it appears in VS2008 and pictures of the resulting applications. It starts off right away with XAML and code-behind, which is most developers' preferred choice for working with WPF. It also does talk about MS Blend a little bit.

*Applications = Code + Markup*: This thoroughly teaches you the ins and outs of WPF from two separate standpoints. The first half of the book is all done in only C# code, with no XAML, so that you can gain a full understanding of what the components are and how to use them. The second half of the book delves into XAML and XAML + C# applications. Very thorough book, with no pictures—you are expected to be following along and running the code yourself.

**XNA**

The library contains two books which are both very good, but written from different perspectives and for different purposes as described below.

*XNA 3.0 Game Programming Recipes*: This is a tutorial-style book, with 'recipes' laid out in a problem-solution format. It goes from installation to completion of several full games and eventually publishing and selling to Microsoft Marketplace. Good as a reference for specific topics.

*XNA Game Studio 3.0 UNLEASHED*: This is a textbook-style book, meant to be read straight through. Like *Applications = Code + Markup*, it is very thorough and rigorous. Not meant to be used as just a reference, but it is well-written, clear, and well-organized.

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