

Code in the Sun!

Visual Studio LIVE!

ROYAL PACIFIC RESORT AT UNIVERSAL

November 16-20

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VISUAL STUDIO LIVE! CONFERENCE CO-CHAIRS



Andrew Brust Visual Studio Live! Conference Co-Chair Senior Director, Datameer



Rockford Lhotka Visual Studio Live! Conference Co-Chair CTO, Magenic



Brian Randell Visual Studio Live! Conference Co-Chair Partner, MCW Technologies











WHAT IS LIVE! 360?



LIVE! 360 IS A UNIQUE CONFERENCE WHERE THE IT AND DEVELOPER COMMUNITY CONVERGE TO TEST-DRIVE LEADING EDGE TECHNOLOGIES AND FUEL UP ON CURRENT ONES.

These five co-located events incorporate knowledge transfer and networking, along with finely tuned education and training, as you create your own custom conference, mixing and matching sessions and workshops to best suit your needs. Whether you are a developer who uses Visual Studio, SQL Server, and SharePoint; or an IT Pro looking for ways to modernize your datacenter or assistance with your SharePoint administrative duties; or a DBA focused on building and supporting successful applications using SQL Server, the agendas are crafted for (almost) every IT title.

ATTENDEES OF ANY OF THE LIVE! EVENTS WILL HAVE UNLIMITED ACCESS TO ALL FIVE. MIX-AND-MATCH SESSIONS TO CREATE A CUSTOM CONFERENCE!



CODE IN THE SUN and experience unbiased and practical development training on the Microsoft Platform.



This is **IT TRAINING THAT'S WORTH THE TRAVEL**, focused entirely on making your datacenter more modern, more capable, and more manageable.



SQL Server Live! will leave you with the skills needed to **DRIVE DATA FORWARD**, whether you are a DBA, developer, IT Pro, or Analyst.



CHART THE BEST COLLABORATION COURSE with SharePoint Live!, providing leading-edge SharePoint knowledge and training



Presented in partnership with Magenic, this unique conference **LEADS THE WAY TO LEARNING** how to architect, design and build a complete Modern App.









REASONS TO ATTEND Live! 360 Orlando

THE ULTIMATE EDUCATION DESTINATION. Located at the

beautiful (and attendee favorite) Royal Pacific Resort at Universal Orlando, the setting and time of year are perfect for bringing the family along to enjoy all that Orlando has to offer.



SO MANY OPTIONS; SO LITTLE

TIME. These forward-thinking and educational events are geared toward both the IT and Developer community. Whether you are a developer who uses Visual Studio and SQL Server, or an IT Pro who is looking to improve your technical skills or just getting into your SharePoint administrative duties, or a DBA looking to maintain, tune and consolidate, the agendas are crafted for (almost) every IT title.

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5 GREAT CONFERENCES; 1 GREAT PRICE! Attend any one of the Live! 360 events and you'll have unlimited access to all five—and it's all included in one low price!



4 CREATE YOUR OWN AGENDA.

Mix and match sessions and workshops from any of the five events to best serve your needs. Because of the convenient co-location, there will be even more opportunities to access 75+ speakers, 900+ fellow attendees, and a robust exhibit floor—all enhancing your event experience.



GET TO KNOW YOUR

NEIGHBOR. Incorporating knowledge transfer, networking and leading-edge training into five intense days, these conferences will get you up-to-date on current technologies with a look to the future, while connecting you with your peers from around the world.

6 PERSPECTIVE FROM EVERY

ANGLE. We feature both unbiased industry experts and Microsoft insiders, so you'll hear every side of the story on the most recent software and industry updates.









A MESSAGE FROM THE CONFERENCE CO-CHAIRS

AS USUAL, OUR INDUSTRY AND THE MICROSOFT DEVELOPMENT PLATFORM IS IN A CONSTANT STATE OF CHANGE.

Microsoft continues its rapid evolution of Windows (PC, tablet, and mobile), even as it adds support for cross-platform Web applications and partners with Xamarin to support native applications too. Add to that the pace of change in Web technologies, Microsoft's ongoing commitments to JavaScript / TypeScript and its continuous stream of enhancements to Azure, and the whole stack continues to improve and transform.

This year we have a new platform in Windows 10 to consider, new tools in Visual Studio 2015, and a whole set of enhancements to the ALM stack with Team Foundation Server 2015 and Visual Studio Online.

We think there's a great way to digest these changes and seize their collective opportunity, and that's to hear about them directly from the finest expert speakers in the business.

We're Andrew Brust, Rockford Lhotka, and Brian Randell, and as Conference Co-Chairs for Visual Studio Live! Orlando, we'd like to personally invite you to join us this November at the Royal Pacific Resort in Orlando, FL, where we'll have some of the best content and speakers that you'll find at a technical conference. We've put together an amazing lineup of sessions on: Windows Client, ASP.NET, HTML5 / JavaScript, Cross-Platform Mobile Development, ALM and Team Development, Data Management, DevOps, Azure / Cloud Computing and more.

We've also got coverage on technologies like Microsoft Visual Studio 2015 / .NET 4.6, ASP.NET 5, Web API, Single Page Web Apps, WPF, Xamarin, and TypeScript. Then there's our workshop content, covering cross-platform mobile development using C# and Xamarin; AngularJS; DevOps for developers; WCF and Web API; and a special workshop on the Mongo, Express, Angular and Node (MEAN) stack of technologies. These sessions and workshops drill deep into the new subjects you need to master and the fundamentals that are always important.

Plus, Visual Studio Live! is once again a part of Live! 360, which means we've worked with the other conference chairs to ensure our content is aligned with the co-located technology tracks at Live! 360. This gives you the unique chance to explore SQL Server, SharePoint, Modern Apps and IT Pro content in addition to the leading-edge and relevant developer education you've come to expect from Visual Studio Live!

Microsoft, and its developer technologies are at a crossroads, and you've got to keep up with the changes. At such a pivotal time, Internet-based

content isn't enough. Find a way to get to Visual Studio Live! Orlando and get live content and interaction with independent experts. Your career deserves nothing less.



Andrew Brust Senior Director, Datameer Visual Studio Live! Conference Co-Chair



Rockford Lhotka CTO, Magenic Visual Studio Live! Conference Co-Chair



Brian A. Randell Partner, MCW Technologies Visual Studio Live! Conference Co-Chair







The Fun Stuff:

LIVE! 360 ORLANDO EVENTS & ACTIVITIES

YOUR ATTENDANCE AT LIVE! 360

is about learning from your peers as well as the experts; make the most of your time with us and add these events and activities to your itinerary!

DINE-A-ROUND DINNER

Sunday, November 15 6:00pm – 9:00pm Universal CityWalk

Join other conference attendees and speakers for a casual, no-host dinner and make a few new friends while enjoying the fun and delicious themed restaurants at Universal CityWalk. This is your opportunity to meet fellow attendees and start friendships that can last for the week or even longer. Attendees can break into smaller groups based on where everyone wants to dine and head off to dinner. Everyone is responsible for their own dinner.

EXPO PREVIEW

Monday, November 16 5:00pm – 6:00pm Expo Hall

Join us on Monday evening for drinks, snacks and to get a "sneak peek" at the Live! 360 exhibitors before the Live! 360 Keynote at 6:00pm. This is a great opportunity to meet and network with your fellow attendees early in the week and to learn about the innovations and latest technologies available from our exhibitors.

EXHIBITOR WELCOME RECEPTION

Tuesday, November 17 5:30pm – 7:30pm Expo Hall

Enjoy drinks and snacks while you explore the Live 360 exhibits and network with fellow attendees and speakers. This is your chance to check out the latest offerings from our exhibitors to help you in daily life when you return to the office.

BIRDS-OF-A-FEATHER LUNCH

Wednesday, November 18 12:15pm – 1:45pm

Plumb the knowledge and experience of your colleagues, conference speakers, and exhibitors by participating in one of the Birds-of-a-Feather table discussions. These tables are designated with a sign and seating is on a first-come basis. There will be a wide variety of topics covering all Live! 360 events.

We will also have designated speaker tables—noted with the speakers name. Join your favorite speaker for a lunchtime discussion or just to ask questions or clarify anything from their sessions. All seating is on a first come basis. Enjoy!

LIVE! 360 DESSERT LUAU

Wednesday, November 18 8:00pm – 10:00pm Sponsored by:



Come celebrate the South Pacific with delectable desserts, drinks, and fabulous entertainment courtesy of Live! 360 and Amazon Web Services! Mingle with fellow attendees and speakers while enjoying the warm Florida winter weather. Settle down under the stars to enjoy a delicious dessert buffet, complete with cocktails, and an authentic Polynesian performance including dancers and fire throwers.









REGISTER NOW AT VSLIVE.COM/ORLANDO





Live! 360 Keynotes

Get the lowdown on current Microsoft strategy—and learn to "keep up" with where the company is going. Strengthen your career and sharpen your mind with awesome "insider" keynotes and general addresses.

Monday, November 16 6:00pm - 7:00pm

KEYNOTE: Microsoft 3.0: New Strategy, New Relevance



Mary Jo Foley, Journalist and Author

A s

Andrew Brust Senior Director, Datameer

The past year-plus was one of huge changes for Microsoft—perhaps the most tumultuous in its history.

Microsoft has moved from a devices and services company to a productivity and platforms one. Following on the heels of its "One Microsoft" reorg, the company has largely made good on its "One Windows" promise. It has refocused on its software/services core. And it has become a true cross-platform vendor and open-source participant.

All these moves have created some new challenges and questions for the company, not the least of which is how it will move to new business models to support its new charter and structure.

These changes don't just impact Microsoft employees. They affect every single developer and IT Pro using Microsoft technologies in ways that are just as profound as the changes themselves. But how can you track these changes and make intelligent decisions about your skills and career choices, especially at a technical conference? Easy! Come to our Visual Studio Live! New York keynote, with ZDNet's "All About Microsoft" blogger Mary Jo Foley. Mary Jo will be interviewed by Visual Studio Live! Co-Chair and Visual Studio Magazine columnist Andrew Brust, who will ask Foley about Microsoft's future product roadmaps, leadership outcomes, big technology bets and more.

Gaining context from this discussion will enhance your Visual Studio Live! experience, and audience questions will be welcome. So come with your best Microsoftcentric questions, quibbles and insights, and get ready to supplement your developer skills with some serious industry analysis.

Wednesday, November 18 8:00am - 9:00am

KEYNOTE: DevOps—What it Means to You and How to Get There

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Don Jones, MVP Curriculum Director for IT Pro Content, Pluralsight

Brian Randell Partner, MCW Technologies



Seems like everyone's talking about DevOps these days. But is it just another marketing term? A way to sell tools? An extension of Agile development? Well... yes, it's all of those things, but also none of them. Join Live 360! Presenters Brian Randell and Don Jones for a unique look at the IT management philosophy that's uniting Development and Operations, and changing the way we think about application quality, delivery, and lifecycle. Learn what DevOps actually means, and what you and your organization will need to change if you're going to embrace the approach. Learn about the advantages, the potential pitfalls, and the definite stress points that are all wrapped up in the DevOps world.









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Conference Keynotes

Visual Studio (IVE)



KEYNOTE: The Future of Application Development— Visual Studio 2015 and **.NET 2015**



Jay Schmelzer Director of Program Management, Visual Studio Team, Microsoft

The next release of Visual Studio and NET include a rich set of new capabilities for desktop, device, web and cloud app developers. See how this release will increase your productivity building the apps you work on today and the new opportunities available to you in the future.



KEYNOTE: Microsoft's Data Platform Landscape



Scott Klein Senior Technical Evangelist Microsoft

This keynote session will look at Microsoft's data platform landscape, discussing everything you want to know about the exciting next generation SQL Server to the big data and IoT technologies in the cloud. We'll begin by taking a deep-dive into the evolution and

mission-critical investments of SOL Server, investments in Transaction Processing and Data Warehouse to Enterprise Business Intelligence and Hybrid Cloud Scenarios. We'll then take a look how Microsoft thinks about the data platform in cloud for solving some of the challenges presented by today's era of big data.

TECHMENTOR

KEYNOTE: How To Get Your Company Moving Forward in Technology



Jason Helmick Author, Pluralsight

Greg Shields MVP, vExpert Author Evangelist, Pluralsight

Feeling ignored at your company - screaming and shouting about impending technology advances that could help your business perform better? Many IT Ops professionals lack the "language" of the business, to get those stakeholders to pay attention and realize that if they don't spend money now, it costs more trying to catch up in the future. Join industry experts Greg Shields and Jason Helmick for a conversation about how to have a conversation and get your company to move forward. You will have a chance to participate and ask questions in this interactive forum as Greg and Jason share key points in talking with your business stakeholders and sharing their own experiences in the field.

Tuesday, November 17 • 8:00am – 9:00am



KEYNOTE: Conference Welcome & State of SharePoint & Office 365



Andrew Connell

MVP Independent Contractor, Instructor, Author, Andrew Connell Inc.



Matthew McDermott Founder and Director.

Aptillon, Inc.

It's a big year for Microsoft, Office 365 & SharePoint! We are going to see the next on-premises version of SharePoint start to make it's way into customers hands. This new version, SharePoint 2016, has been heavily influenced by Microsoft's experience in hosting it in Office 365. In this keynote you'll see conference chairs Andrew & Matt not only give you an overview of the sessions that you'll find at the conference, but also get an update on where we are today. This includes SharePoint for those who are & will stay on-premises as well as those in Office 365 and beyond. Think of it as a State of the SharePoint / Office 365!

> **REGISTER NOW AT** VSLIVE.COM/ORLANDO







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AGENDA AT-A-GLANCE

	Cloud mputing	Database and Analytics	Lessons Learned and Advanced Practices	Mobile Client	Visual Studio / .NET Framework	Web Development	Windows Client
START TIME	E END TIME Visual Studio Live! Pre-Conference: Sunday, November 15, 2015						
4:00 PM	9:00 PM	Pre-Conference Registration • Royal Pacific Resort Conference Center					
6:00 PM	9:00 PM	Dine-A-Round Dinner @ Universal CityWalk					

START TIME	END TIME	Visual Studio Live! Pre-Conference Workshops: Monday, November 16, 2015					
8:00 AM	5:00 PM	VSM01 - Workshop: Service Oriented Technologies: Designing, Developing, & Implementing WCF and the Web API - Miguel Castro	VSM02 - Workshop: Triple D: Design, Development, and DevOps - Billy Hollis and Brian Randell	VSM03 - Workshop: Busy Developer's Guide to MEANJS - Ted Neward			
5:00 PM	6:00 PM	EXPO Preview					
6:00 PM	7:00 PM	LIVE! 360 KEYNOTE: Microsoft 3.0: New Strategy, New Relevance - Mary Jo Foley, Journalist and Author; with Andrew Brust, Senior Director, Datameer					

START TIME	END TIME	Visual Studio Live! Day 1: Tuesday, November 17, 2015						
8:00 AM	9:00 AM	VISUAL STUDIO LIVE! KEYNOTE : The Future of Application Development—Visual Studio 2015 and .NET 2015 Jay Schmelzer, Director of Program Management, Visual Studio Team, Microsoft						
9:00 AM	9:30 AM		Networking Brea	k • Visit the EXPO				
9:30 AM	10:45 AM	Debrah Kurata Guide to Guide to		VST03 - Busy Developer's Guide to NoSQL - Ted Neward	VST04 - Visual Studio, TFS, and VSO in 2015—What's New? -Brian Randell			
11:00 AM	12:15 PM	VST05 - From ASP.NET Site to Mobile App in About an Hour - Ryan J. Salva	VST06 - Introduction to Next Generation of Azure PaaS—Service Fabric and Containers - Vishwas Lele	VST07 - Real World SQL Server Data Tools (SSDT) - Benjamin Day	VST08 - Automate Your Builds with Visual Studio Online or Team Foundation Server - Tiago Pascoal			
12:15 PM	2:00 PM		Lunch • Vis	it the EXPO				
2:00 PM	3:15 PM	VST09 - I Just Met You, and "This" is Crazy, But Here's My NaN, So Call(Me), Maybe? - Rachel Appel	VST10 - Cloud or Not, 10 Reasons Why You Must Know "Websites" - Vishwas Lele	VST11 - Windows 10 for Developers: What's New in Universal Apps - Nick Landry	VST12 - Defensive Coding Techniques in C# - Deborah Kurata			
3:15 PM	4:15 PM		Networking Brea	k • Visit the EXPO				
4:15 PM	5:30 PM	VST13 - Better Unit Tests through Design Patterns for ASP MVC, WebAPI, and AngularJS - Benjamin DayVST14 - Running ASP.NET Cross Platform with Docker - Adam TuliperVST15 - Build Your First Mobile App in 1 Hour with Microsoft App Studio - Nick Landry			VST16 - Putting CodedUI Tests on Steroids - Donovan Brown			
5:30 PM	7:30 PM	Exhibitor Reception						

Sessions and speakers subject to change.

Continued next page









AGENDA AT-A-GLANCE (continued)

	Cloud mputing	Database and Analytics	Lessons Learned and Advanced Practices	Mobile Client	Visual Studio / .NET Framework	Web Development	Windows Client	
START TIME	TART TIME END TIME Visual Studio Live! Day 2: Wednesday, November 18, 2015							
8:00 AM	9:00 AM		LIVE! 360 KEYNOTE: DevOps—What it Means to You and How to Get There - Don Jones, Curriculum Director, Pluralsight; Brian Randell, Partner, MCW Technologies Sponsored by PLURALSIGHT					
9:15 AM	10:30 AM	VSW01 - Mobile App Developm with Xamarin and F# - Rachel Reese	with No	VSW02 - Notify Your Millions of Users with Notification Hubs - Matt Milner		ction Enter	VSW04 - To Git or Not to Git for Enterprise Development - Benjamin Day	
10:30 AM	11:00 AM			Networking Break	• Visit the EXPO			
11:00 AM	12:15 PM	VSW05 - Automated UI Testing Android and iOS Mobile Apps - James Montemagno	Guide	VSW06 - Busy Developer's Guide to the Clouds - Ted Neward VSW07 - Designing and Building for Finding and Visualizing Data in XAML Applications - Billy Hollis		zing F [#]	- Anything C# Can Do, ¢ Can Do Better I Appel & Rachel Reese	
12:15 PM	1:45 PM			Birds-of-a-Feather Lun	ch • Visit the EXPO			
1:45 PM	3:00 PM	VSW09 - Stop Creating Form In Triplicate—Use Xamarin Forr - Matt Milner		o Be Announced	VSW11 - Developing Awes Games with Unity and - Adam Tuliper	C# Faster: Con CC# Co-W	Unit Testing Makes Me wincing Your Boss, Your orkers, and Yourself - Jeremy Clark	
3:00 PM	4:00 PM	Networking Break • Visit the EXPO • Expo Raffle @ 3:30 p.m.						
4:00 PM	5:15 PM	VSW13 - Go Mobile with C#, Visual Studio, and Xamarin - James Montemagno		VSW15 - Recruiters: The Good, The Bad, & The Ugly - Miguel Castro - Jeremy Clark		endency Injection		
8:00 PM	10:00 PM	Live! 360 Dessert Luau Sponsored by webservices The AVIS Chad supports Microsoft Whore Server						

Sessions and speakers subject to change.

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AGENDA AT-A-GLANCE (continued)

	Cloud Computing Database and Analytic		Lessons Learned and Advanced Practices	Mobile Client	Visual Studio / .NET Framework	Web Developmen	Windows t Client
START TIME	END TIME		Visual Stud	lio Live! Day 3: Thu	ırsday, November 1	9, 2015	
8:00 AM	9:15 AM	VSH01 - Getting Started with ASP.NET 5 - Scott Allen	in a Wa	s Learned: Being Agile hterfall World ilip Japikse	VSH03 - Windows, NUI ai - Brian Randell	nd You VS	H04 - Improving Performance in .NET Applications - Jason Bock
9:30 AM	10:45 AM	VSH05 - Build Data Driven W Applications with ASP.NET M - Rachel Appel	VSH06 - Us	e r Story Mapping ilip Japikse	VSH07 - Building Adapti for All Types of Windo - Ben Dewey		VSH08 - Asynchronous Tips and Tricks - Jason Bock
11:00 AM	12:15 PM	VSH09 - Automated Cross Brow Testing of Your Web Application Visual Studio CodedUI - Marcel de Vries	s with with the D Visu	mance and Debugging iagnostic Hub in ual Studio a Goldshtein	VSH11 - XAML Antipatt - Ben Dewey	terns	VSH12 - Roslyn and .NET Code Gems - Scott Allen
12:15 PM	1:30 PM			Lunch on th	ie Lanai		
1:30 PM	2:45 PM	VSH13 - Hate JavaScript? Try TypeScript. - Ben Hoelting	Architec	anced Modern App ture Concepts rcel de Vries	VSH15 - WPF MVVM In I - Brian Noyes		VSH16 - Getting More Out of Visual Studio Online: Integration and Extensibility - Tiago Pascoal
3:00 PM	4:15 PM	VSH17 - Grunt, Gulp, Yeoman Other Tools for Modern Web Development - Ben Hoelting	CPU: Exploiting Per	he Vector in Your SIMD for Superscalar formance a Goldshtein	VSH19 - Building Mainta and Extensible MVVM Apps with Prism - Brian Noyes		VSH20 - Readable Code - John Papa
4:30 PM	5:45 PM	LIVE! 360 CONFERENCE V	VRAP-UP - Andrew Brust (M	loderator), Andrew Connell, L	Don Jones, Rockford Lhotka, M	atthew McDermott, E	rian Randell, & Greg Shields

START TIME	START TIME END TIME Visual Studio Live! Post-Conference Workshops: Friday, November 20, 2015				
8:00 AM	5:00 PM	VSF01 - Workshop: Angular in 0 to 60 - John Papa	VSF02 - Workshop: Native Mobile App Development for iOS, Android and Windows Using C# - Marcel de Vries & Roy Cornelissen		

Sessions and speakers subject to change.









VISUAL STUDIO LIVE! SESSION DESCRIPTIONS BY TRACK

Cloud Computing

A growing number of IT and development professionals believe the future of application development is service-based and in the cloud. Cloud computing offers flexible scalability and can provide a less expensive way to host many applications. Even if you aren't yet ready for Microsoft Azure, you owe it to yourself to become familiar with cloud computing and the services approach to development. This track includes coverage of the following:

- Microsoft Azure Web sites
- Docker on Microsoft Azure
- Hybrid clouds

VSM01 Workshop: Service Oriented Technologies: Designing, Developing, & Implementing WCF and the Web API

Intermediate

MIGUEL CASTRO

Monday, November 16, 8:00am - 5:00pm

Service Oriented Architectures are the best way to ensure that today's applications are extensible, maintainable, and scalable in a volatile world filled with ever-changing demands. Decomposing your systems into smaller, loosely coupled and more autonomous components ensures your application can continue to grow or change without having to continuously undergo rewrites or redesigns. With great power, though, comes great responsibility, and the need for great technology and tooling.

WCF is the heart of Microsoft's stack for building connected systems and loosely coupled components. ASP.NET Web API is the latest addition to this stack in a world where REST and its interoperability power become more necessary and more in demand. Come learn both of these technologies and how to properly use them, apart and together. You'll learn what a Service Oriented Architecture is and how to use WCF and Web API from the ground up. You'll learn these technologies together, side-by-side and how to integrate them into applications whose clients may vary from WPF to ASP.NET MVC to Windows 8 Tablet apps. This will cover setup and consumption of your services end-to-end, showing you how and where to properly set up your projects, properly use proxies, contracts, and even REST URL design. You'll have the knowledge of how to use service technology and to properly implement it in a clean and elegant fashion.

You will learn:

- How to write services using WCF
- How to develop REST APIs with WebAPI
- About Microsoft's two service technologies side by side

VST02 A Tour of Azure for Developers

Introductory

ADAM TULIPER

Tuesday, November 17, 9:30 – 10:45am

Azure is a large set of services available for developing laaS (infrastructure as a service) and PaaS (platform as a service) to do everything from running a Web site to running your entire business services, including active directory in the cloud or shared between your site and the cloud. It may be overwhelming to learn what the platform supports with truly thousands of features. This session will take you through a journey of Azure's services as it relates to developers. Did you know you can remote debug Web applications running in the cloud? You can also provide a cross platform data storage solution for all your apps? Bite-sized demos and use cases will showcase the functionality available to you within Azure as a developer.

You will learn:

- To understand the functionality Azure provides to the developer through its major services
- How to develop for its various services
- How to deploy your solutions to the cloud, including web and services

■ VST06 Introduction to Next Generation of Azure PaaS—Service Fabric and Containers

Introductory

VISHWAS LELE

Tuesday, November 17, 11:00am – 12:15pm

Learn about, what many consider to be the most important recent announcement from the Azure Team—Azure Service Fabric and support for containers. This session will cover programming models available in Service Fabric to build highly available, low latency micro-services that can be deployed on Microsoft Azure or Windows Server. We will also explore the container model, why it transforms the development process and how to create, use and manage them and integrate with Docker technologies.

You will learn:

- Programming models available in Service Fabric to build highly available, low latency micro-services
- Write object-oriented microservices using the Service Fabric programming model
- Understand the benefit of container model

■ VST10 Cloud or Not, 10 Reasons Why You Must Know "Websites"

Intermediate

VISHWAS LELE

Tuesday, November 17, 2:00 – 3:15pm

This session will look at the 10 reasons (backed by code walkthrough, of course) why you as a Web developer need to be up to speed with "Websites." From fast provisioning and scalability to continuous integration and Websites (Cloud and on-premises) technology is the fastest way to build Web applications.









• All about Website architecture

- About continuous integration and deployment with Websites
- About Website and hybrid connectivity

VST14 Running ASP.NET Cross Platform with Docker

Introductory / Intermediate

ADAM TULIPER

Tuesday, November 17, 4:15 – 5:30pm

Recent changes to ASP.NET 5 let you run it cross platform and completely self-host. Want to run an entire site off a USB without having IIS installed or even do this cross platform? You can. Come see how to setup ASP.NET cross platform.

Docker is an amazing technology that lets your apps be completely portable with their own dependency and change tracking. Docker abstracts certain specifics to let apps run in a container. By doing that, you can deliver them virtually anywhere and remove the burden of having to make sure all dependencies are installed between your dev/qa/production environments. Docker currently runs on Linux, but Microsoft has announced it will support Windows, so you'll learn how it runs on Windows as well.

This session will cover how to set up ASP.NET to run cross platform, but also install and configure Docker and bring over your ASP.NET applications.

You will learn:

- How to setup ASP.NET cross platform
- What docker is and how to set it up
- How to setup ASP.NET apps to run in Docker containers

VSW02 Notify Your Millions of Users with Notification Hubs

Intermediate

MATT MILNER

Wednesday, November 18, 9:15 - 10:30am

Every popular mobile platform provides some mechanism for sending push notifications to applications on the device. Unfortunately, every platform is slightly different. Learn how to use Notification Hubs to simplify your application development experience and quickly start sending notifications to your users on many different platforms. In this session, you'll learn how to use templates to customize notifications for each platform, tags to filter messages, and raw messaging to process messages inside the application. You'll also see how to push notification messages to devices such as the Microsoft Band.

You will learn:

- How Notification Hubs handles push notifications to many different platforms
- How to broadcast templated and raw notifications to users and how to target certain platforms
- Examples of how to use notifications on various devices

■ VSW06 Busy Developer's Guide to the Clouds

Intermediate

TED NEWARD

Wednesday, November 18, 11:00am - 12:15pm

Microsoft has one. Amazon has one. It turns out there are a lot of different developer-focused cloud environments out there, though. Sometimes, it may be exactly what you need to get your project going quickly—assuming you know it exists. This session will survey the variety of different cloud providers, many with wildly varying different approaches to "what developers" need," and give you a series of ideas to explore the next time the boss says, "We need to move into the cloud!"

You will learn:

- An overview of Azure and AWS
- Offerings from other environments
- About how working with multiple cloud providers can be both a good and a bad thing

"I CAME HERE FOR VISUAL STUDIO LIVE! BUT ATTENDED SOME MODERN APPS AND SQL SERVER LIVE! SESSIONS TOO-CO-LOCATING THE CONFERENCES INTO ONE WAS THE BEST THING."

- Abhishek Pandey, Neuberger Berman









Database and Analytics

SQL Server 2014 is here. And no Microsoft-focused developer conference would be complete without coverage of Microsoft's formidable database platform. Visual Studio Live! meets this challenge handsomely with coverage of:

- SQL Server Data Tools (SSDT)
- Reporting Services for Developers
- Memory-Optimized Tables and Columnstore Indexes
 in SQL Server 2014
- Microsoft Azure SQL Database

VST03 Busy Developer's Guide to NoSQL

Intermediate

TED NEWARD

Tuesday, November 17, 9:30 – 10:45am

With the introduction of CouchDB, the world suddenly seems to be alive with a whole slew of "alternative" approaches to data persistence. These are collectively called "NoSQL" and offer a slightly to radically different views of data storage and retrieval. It's left a few developers scratching their heads, trying to figure out when to use a NoSQL database instead of a regular database, much less which NoSQL database to use. This session will examine the NoSQL ecosystem, look at the major players, how they compare and contrast, and what sort of architectural implications they have for software systems in general.

You will learn:

- Some NoSQLs
- What they offer that the RDBMS doesn't
- When and how (and when not) to use them

■ VST07 Real World SQL Server Data Tools (SSDT)

Intermediate / Advanced

BENJAMIN DAY

Tuesday, November 17, 11:00am – 12:15pm

SQL Server Data Tools (SSDT) help you manage your database schemas under source control. However, every demo you've ever seen is just "Hello World." Your databases are just a bit more complicated. What if your databases have been around for a while and they're filled with deadSQL structures? What if your databases reference other databases? How about managing lookup values and doing automated deployment? This session will go beyond the basics and show you how to use SSDT in complex real-world scenarios. From taming that old legacy database to representing complex relationships between databases to deployment scenarios, this session will teach you how to really use SSDT to make your coding and deployment life better.

You'll learn techniques for importing existing legacy SQL Server schemas with old, dead code.

Lessons Learned and Advanced Practices

This track provides you with insights that are earned through hard work and experience. Sessions in this track will improve your software development processes and show you best practices on how you should design, build, and debug applications.

■ VSW15 Recruiters: The Good, The Bad, & The Ugly

Introductory

MIGUEL CASTRO

Wednesday, November 18, 4:00 – 5:15pm

Let's face it, recruiters are part of our world, and they're here to stay. And to be honest, they're not all bad. But when they decide to get weird on you, they don't mess around. If you'd like to hear some interesting and maybe even frustrating stories regarding that one animal that we all love to pick on yet all seem to need, come join this session. Feel free to bring your own horror stories. Every so often, a group needs to unwind and do something a little more light-hearted. I'll top off the session with a few good recruiter stories and share my views on how our two worlds can work together a little better.

You will learn:

- How to identify good recruiters vs. bad ones
- Tips for how to better deal with recruiters
- Light-hearted entertainment and enjoyment

■ VSH02 Lessons Learned: Being Agile in a Waterfall World

Intermediate

PHILIP JAPIKSE

Thursday, November 19, 8:00 – 9:15am

Scrum and XP have found a strong following in the development community. But most non-development







groups (such as Web Administrators, Production Support, Security, Testing and Users/Stake Holders) within the enterprise aren't just far from agile, they're not even trying to be more agile. The session starts with a refresher on Scrum, and then uses real experiences from large enterprise development projects to teach you how to effectively work with non-agile teams. Instead of trying to "convert" them, you'll learn strategies to adapt to their needs while remaining agile in the development realm.

You will learn:

- · How to work with Traditional PMO
- How to work with devops and infrastructure teams
- · About moving QA, Designers, etc. to agile

■ VSH06 User Story Mapping

Intermediate

PHILIP JAPIKSE

Thursday, November 19, 9:30 – 10:45am

Initially put forward by Jeff Patton, Use Story Mapping is an approach to Organizing and Prioritizing User Stories. In this hands-on exercise, attendees will jointly create a user map, clearly defining order, minimal marketable features and release plans. A tip of the hat to Steven Rogalsky for first showing me this session.

You will learn:

- Why User Story Mapping matters
- · How to story map
- How to integrate story mapping into other methodologies

■ VSH10 Performance and Debugging with the Diagnostic Hub in Visual Studio

Intermediate / Advanced

SASHA GOLDSHTEIN

Thursday, November 19, 11:00am – 12:15pm

The recent versions of Visual Studio introduce more tools for analyzing the application performance. You can measure and inspect the energy consumption and expected battery life of your Windows Phone, the frame rate and redraw regions of your Windows Store app, the heap contents of your .NET and C++ code, the memory and CPU utilization of your ASP.NET server, and database queries executed from your Entity Framework data layer. All these features are part of the convergence to a Diagnostic Hub in Visual Studio 2013, which adds even more capabilities such as analyzing memory leaks from within Visual Studio. This session will experiment with the various performance and debugging tools Visual Studio offers.

You will learn:

- About measuring CPU utilization and wall-clock time
 with Visual Studio Profiler
- About analyzing power consumption, battery life, and other mobile device metrics
- About debugging memory leaks and allocation trouble with the Visual Studio 2013 Diagnostic Hub

■ VSH14 Advanced Modern App Architecture Concepts

Intermediate / Advanced

MARCEL DE VRIES

Thursday, November 19, 1:30 – 2:45pm

Building apps with modern mobile or Web interfaces that leverage scalable cloud services can be complex. In this session, you'll learn about technologies, techniques and patterns to help address that complexity. Topics in this session will include micro-architecture, enabling continuous delivery in your app architecture and applying solutions for bad things that can happen in cloud scenarios. Some of those solutions include the circuit breaker pattern, app and service instrumentation, solutions to decouple parts of the system and design for scale out.

You will learn:

- Alternative architectures then the standard 3 tier
 How to design systems to scale
- How to design systems to scale
- How to design systems for fast feature delivery
- How to empower teams deliver more value faster

VSH18 The Vector in Your CPU: Exploiting SIMD for Superscalar Performance

Intermediate / Advanced

SASHA GOLDSHTEIN

Thursday, November 19, 3:00 – 4:15pm

For more than ten years, modern processors have been equipped with vector registers and instructions to make certain algorithms four to eight times faster. In the past, it took intrinsic or intimate knowledge of assembly language to use them. In this session, you'll learn how to take advantage of vector instructions in .NET applications using the newly released Microsoft.Bcl.Simd library and the upcoming RyuJIT compiler. You'll explore a variety of algorithms that can benefit from vectorization.

- About vector capabilities in modern processors
- How to speed up simple algorithms by using the Microsoft.Bcl.Simd library
- How to find ways to vectorize algorithms that have inter-iteration dependencies









Mobile Client

Mobile clients are becoming the most common way for users to interact with each other, their organizations, and their business applications. Mobile apps might be native client apps or mobile Web sites, and they often make use of cloud-based data and services. This track includes:

- Using Xamarin tools to leverage your C# code on iOS and Android
- Azure Mobile Services
- Building Cross-Platform Games with MonoGame
 Swift for .NET Developers

VST05 From ASP.NET Site to Mobile App in About an Hour

Introductory / Intermediate

RYAN J. SALVA

Tuesday, November 17, 11:00am – 12:15pm

Every organization has investments in the web – from intranets and business apps to customer-facing portals. But the web has limitations. What happens when you need to support offline, access the file system, send push notifications and still work on mobile devices from every major ecosystem (iOS, Android and Windows)? When these requirements appear, the web is no longer sufficient. You need a mobile app.

This session will provide you with an inventory and coding strategy for packaging your existing ASP.NET web assets for mobile devices via Apache Cordova.

You will learn:

- · How to leverage your web assets for mobile apps
- How to support offline scenarios
- How to integrate with device capabilities (e.g. camera, address book)
- How to send a simple push notification
- How to avoid common performance pitfalls

■ VST11 Windows 10 for Developers: What's New in Universal Apps

Introductory

NICK LANDRY

Tuesday, November 17, 2:00 – 3:15pm

First introduced in Windows 8.1 and Windows Phone 8.1, Universal Windows apps let developers build apps that share a maximum amount of code across a wide range of devices, including smartphones, phablets, tablets, laptops, desktops, hybrids, 2-in-1's and even servers. You can build universal apps natively using either HTML+Javascript, or XAML with C#, VB or C++. Windows 10 is the final destination for convergence with "One Windows across all devices," adapting itself to the device form factor to provide the optimum capabilities and user experience. Windows 10 improves on this model with the Universal App Platform (UAP) that lets you build a single binary across all Windows 10 platforms, even Xbox One, Windows on Devices and HoloLens. Join us for this overview session and explore new features for developers in Windows 10, including code sharing, targeting specific devices and API contracts, Visual Studio 2015 tooling, new APIs, and our favorite virtual assistant: Cortana. One code base, one binary, and countless Windows devices on which to run. Come learn about the opportunities, and see how it's done.

You will learn:

- The basics of the Windows 10 Universal App Platform, how to get started in mobile development and the available tools, including the emulators
- How to design a converged Windows 10 app user interface with XAML in Visual Studio, which controls are available, how to share code, and more
- About specific development features like API contracts, touch gestures, accelerometers, Live Tiles, speech, notifications, location, mobile data access and more

VST15 Build Your First Mobile App in 1 Hour with Microsoft App Studio

Introductory / Intermediate

NICK LANDRY

Tuesday, November 17, 4:15 – 5:30pm

Microsoft App Studio is an innovative new tool to help you design and build a starter app for Windows Phone and Windows Store without writing any code. Whether you're a mobile development neophyte or a savvy developer filled with great ideas and not enough time to prototype them, App Studio can help you get started. It will build the core of your application using multiple page templates and data sources, such as RSS feeds, YouTube videos, Flickr photos, HTML content, Twitter feeds, custom collections and more. In this session, you'll build a live, working mobile app for both Windows Phone and Windows Store on the fly, exploring the various options of App Studio. Then you'll generate the source code and dive into Visual Studio to understand the various parts produced by App Studio and how to extend them. You'll discuss how to add custom features to the starter app, turning our prototype into a realworld app, such as advertising, in-app purchasing and such. You'll also learn what's involved to get the app published, how the submission process works, and where to take your app from there. If you still haven't published any mobile apps, it doesn't get any easier than with App Studio. Come learn how to get from "Idea" to "Publish" in just a few hours.

- How to build a starter mobile app for Windows Phone and Windows Store using Microsoft App Studio
- The basics of the Windows Phone and Windows SDKs, how to get started in mobile development and the available tools, including the emulators
- How to extend your starter Windows Phone and Windows apps from App Studio by diving into the generated source code in Visual Studio









VSW01 Mobile App Development with Xamarin and F#

Introductory

RACHEL REESE

Wednesday, November 18, 9:15 - 10:30am

With the release of Swift, functional programming for mobile apps has suddenly flown into the limelight. But did you realize that F# has been a solid mobile option for some time? It's entirely possible to write fully native, cross-platform mobile apps completely in F#! This session will concentrate on the features of F# that make it uniquely suited for iOS development, while covering both iOS basics and F# basics. You'll emerge with all the tools to run with your own app idea.

You will learn:

- Basic iOS with Xamarin knowledge
- Basic F# knowledge
- Basic Xamarin with F# knowledge

■ VSW05 Automated UI Testing for Android and iOS Mobile Apps

Intermediate

JAMES MONTEMAGNO

Wednesday, November 18, 11:00am - 12:15pm

Beyond cross-platform development, the number one pain point for mobile developers is testing apps. It's such a challenge that 92 percent of developers don't do it. Yet quality matters more than ever on mobile platforms. There are several technologies today to help with mobile testing, including Xamarin.UITest.

This is an automated UI acceptance testing framework based on Calabash that lets you write and execute tests in C# and NUnit that validate the functionality of iOS and Android Apps on your emulators or local devices. Xamarin Test Cloud also lets you use these tests to run your app across 1000's of physical devices (both Android and iOS). It uses powerful, object-based UI testing, so you can write test scripts that do exactly what your users will do: tap, swipe, rotate, wait for UI elements to appear and so on.

When building for multiple platforms, you can share your test logic across the platforms, increasing reuse and enable faster test authoring. This session will explore how to create a test in Xamarin.UITest to run locally and then upload an app to Test Cloud. You'll try Xamarin App Explorer, which systematically exercises screens and controls in your app before you ever write a single test. You'll also look at Behavior Driven Development using Calabash and Cucumber.

You will learn:

- How to take out all of the hard work and pain points of testing Automated UI Testing
- How to share test logic across all platforms increasing your code reuse and speeding up development cycles
- How to use Behavior Driven Development to create test scripts to ensure apps

VSW09 Stop Creating Forms in Triplicate—Use Xamarin Forms

Introductory / Intermediate

MATT MILNER

Wednesday, November 18, 1:45 - 3:00pm

When building a cross platform mobile applications, developers have typically had to create unique user interfaces for each platform. Even with cross platform tools like Xamarin, each platform required targeted user interface code and layout. Come to this session to learn how to define a single user interface in XAML that will render on Windows Phone, Android and iOS using native controls. In addition to the basics of rendering data, you'll learn platform specific tweaks, navigation, and messaging between the UI and view models.

You will learn:

- How Xamarin.Forms uses a single definition to render a user interface on multiple platforms
- How to provide platform or device (tablet vs. phone) specific layout hintsHhow to navigate between forms and message between forms and view models or other parts of your application

■ VSW13 Go Mobile with C#, Visual Studio, and Xamarin

Introductory / Intermediate

JAMES MONTEMAGNO

Wednesday, November 18, 4:00 - 5:15pm

Xamarin helps C# developers become native iOS, Android, and Windows mobile app developers overnight. In this session, you'll learn how to leverage your existing .NET and C# skills to create iOS and Android mobile apps in Visual Studio with Xamarin. Besides writing your iOS and Android apps in C#, Xamarin lets you reuse existing .NET libraries and share your business logic across iOS, Android, and Windows apps. This session will also give you the tools to determine how much existing C# code can go mobile to iOS and Android, as well as architecture you need to support maximum code sharing and reuse. You'll learn best practices for handling fragmentation across and within each device platform.

This session will cover the Xamarin platform and how to create native iOS, Android, and Windows apps in C#. The focus is really on the code, as there will be several live coding adventures throughout the entire session. When you leave, you'll have the knowledge to create your first iOS & Android in C# with Xamarin in Visual Studio.

- How to apply C# and Visual Studio skills for mobile development
- About assessment tools for determining how much existing C# code can be mobilized
- About architectural best practices









■ VSF02 Workshop: Native Mobile App Development for iOS, Android and Windows Using C#

Intermediate

MARCEL DE VRIES & ROY CORNELISSEN Friday, November 20, 8:00am – 5:00pm

So you need to build a mobile app, but you've been a C# developer for a long time. What are your options? Should you build your mobile app using the Web approach with HTML and Java Script? Do you need to learn objective C for iOS, or perhaps Java to build an Android app? Do you need to learn all those different languages and frameworks to build mobile apps or are there other options for you as a C# developer? The option that stands out for you as a C# developer is the option to build Native apps using C#. Xamarin makes this happen even from you Visual Studio IDE, by providing a language projection of the native platform libraries (Android or iOS) to C# and an implementation of the .NET framework that runs on that device.

In this full day workshop, Marcel and Roy will walk you through the process of building one app for multiple platforms. They'll show how to share as much code as possible, while keeping the uniqueness of each platform to maintain the appeal for native users. They'll go into details of each platform, the app concepts of each platform and how to build native apps for these platforms using the native libraries from C#. They'll also show how you can architect your app in such a way that you can share code amongst these platforms. This will help you get much better ROI than building three native apps using the vendor provided toolsets.

You will learn:

- How to build your first mobile apps on the different platforms with the Xamarin toolset
- About the different platforms, what makes them unique and how you can build a cross platform app
- How to maintain platform uniqueness while sharing a large chunk of your codebase

Visual Studio / .NET Framework

Microsoft continues to deliver updates at a rapid pace. In 2014, Microsoft released guarterly updates to Visual Studio and Team Foundation Server (TFS) on-premises and the Visual Studio Online (VSO) service saw updates about every three weeks. At the end of 2014, they released the first public preview of Visual Studio 2015. This new edition promises to be an existing release with new versions of Visual Studio, TFS, and continued updates to VSO, not to mention Microsoft's exciting venture into more open source and cross-platform development. From ALM to DevOps and core code cutting, Microsoft has a ton of new stuff you need to learn. Visual Studio Live! gives you the information you need to understand and leverage the power of .NET, Visual Studio, ALM, DevOps, and the .NET Framework today and into the future. Topics in this track include:

- Sessions focused on Visual Studio 2013 (and 2015 preview), .NET 4.5 and C# 6.0
- ALM, Visual Studio tooling and Visual Studio Online
- Asynchronous programming
- DevOps best practices and shipping code

■ VSM02 Workshop: Triple D: Design, Development, and DevOps

Intermediate

BILLY HOLLIS AND BRIAN RANDELL

Sunday, November 15, 8:00am – 5:00pm

Development is way more than coding. You need modern applications that are adaptable, manageable over their entire lifecycle, intuitive to learn, and productive to use. In this workshop, you'll learn how to start earlier in the development cycle with good user experience design, proceed through today's complex layered development, and then refine and monitor the system during its lifecycle with DevOps. For UX design, you'll see surprising principles and a lean process to get a top-notch design quickly. In development, you'll find ways to increase the value of what you create by leveraging new technologies. With DevOps, you will see how to measure your systems, work with the IT professionals that maintain them, and assure quality throughout the system's lifecycle. Come and see veterans Brian A. Randell and Billy Hollis present a lively day of useful concepts and techniques for developers facing overwhelming complexity and change.

■ VST04 Visual Studio, TFS, and VSO in 2015—What's New?

Intermediate

BRIAN RANDELL

Tuesday, November 17, 9:30 – 10:45am

The 2015 wave from Microsoft has brought us great new releases Visual Studio and Team Foundation Server. We've got a new cross-platform editor in Code and Visual Studio Online continues to get updated about every three weeks. In this session, Brian will provide you with a current "State of the Union" regarding Microsoft's tooling and make sure you know what's ready for prime time and what might need a little more time to mature.

You will learn:

- What's new in Visual Studio 2015
- What's new in Team Foundation Server 2015
- What's new in Visual Studio Online

■ VST08 Automate Your Builds with Visual Studio Online or Team Foundation Server

Introductory / Intermediate

TIAGO PASCOAL

Tuesday, November 17, 11:00am – 12:15pm

Learn how to automate your builds with Visual Studio Online or Team Foundation Server; easily author, monitor and trigger your builds using just a Web browser. Fetch code from source control, build, test, and pack your code in an automated way repeatable process.

Learn not only how to define your builds, but also extend the TFS/VSO build process to add your own tooling and

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requirements not covered out of the box. If you're using Team Foundation Server or Visual Studio Online, this session will help you automate your build processes and integrate your development process. It doesn't matter if you're writing code in Windows, OSX or Linux, this session has got it all covered.

You will learn:

- The benefits of build automation
- How to automate code builds with Team Foundation Server/Visual Studio Online
- How to extend the build if out of the box processes are not enough

VST12 Defensive Coding Techniques in C#

Introductory / Intermediate

DEBORAH KURATA

Tuesday, November 17, 2:00 – 3:15pm

How do you write great code when faced with constantly changing requirements, legacy applications, intensive time pressures and a rapidly evolving environment? And how do you keep that code great after maintenance activities, multiple developers and the ravages of time?

This session covers three key defensive coding strategies:

- Improving code comprehensive and reducing bugs through clean code
- Improving application quality with testable code and unit tests
- Improving code predictability by handling the expected and unexpected

Come and learn how to shore up your code's defenses to protect it from bugs, other developers and your future self.

You will learn:

• To improve code reliability and predictability through clean methods

- The basics of Unit Testing in Visual Studio
- To review asserts and exception handling best practices

■ VST16 Putting CodedUI Tests on Steroids

Intermediate

DONOVAN BROWN

Tuesday, November 17, 4:15pm - 5:30pm

In this session you will learn how to create Coded UI Test from an Action Recording from Microsoft Test Manager, the Coded UI test builder in Visual Studio and in 100% C#. I will also show how to run the test in IE, Chrome and Firefox. Finally we will cover how to data bind Coded UI Test. This session is 90% demo to show the tools in action.

VSW04 To Git or Not to Git for Enterprise Development

Intermediate / Advanced

BENJAMIN DAY

Wednesday, November 18, 9:15 - 10:30am

All the cool kids are using Git, and they seem to like it a lot. They're downright passionate about it, but is it right for your project? It's one thing to use Git for a phone app that you're building with your buddies. It's another thing entirely when you're working on giant applications with gigabytes of code and dozens of developers. Is Git right for that kind of "enterprise" software development?

In this session, Ben will demonstrate Git from the perspective of a Visual Studio and Team Foundation Server user. He'll discuss the ins, outs, and gotchas of using Git for large-scale, enterprise software development. Along the way, he'll discuss how Git changes your perspective on branching, code reviews and cross-platform development. He'll wrap up by discussing how to use Git with existing solutions and how to integrate Git with your existing TFS version control repositories.

You will learn:

- What makes git so different? (offline copy of repo, distributed)
- How to use branching for scrum
- How to use pull requests
- About Git for TFS users (break yourself from folderbased thinking, Git+TFS)
- What's in the Visual Studio UI vs. command line
- How does Git streamline cross-platform development?

VSW08 Anything C# Can Do, F# Can Do Better

Intermediate / Advanced

RACHEL APPEL & RACHEL REESE

Wednesday, November 18, 11:00am - 12:15pm

Are you a C# developer who has wondered what the F# language can do? Have you ever wondered if functional programming is really all it's cracked up to be? Maybe you're a .NET developer who wants to better your skills. Then it's best to at least familiarize yourself with F#. In this session, you'll do just that, along with learning about when F# is a better choice—although sometimes it's still C#. Rachel and Rachel will review several common coding practices you do in C# every day, and their functional F# equivalent. Ultimately, they'll leave it up to you to decide if F# can do anything C# can do.

- How C# and F# compare
- How functional and OOP programming paradigms compare
- New ways to code and solve problems while having fun









■ VSW12 Unit Testing Makes Me Faster: Convincing Your Boss, Your Co-Workers, and Yourself

Introductory / Intermediate

JEREMY CLARK

Wednesday, November 18, 1:45 - 3:00pm

Bosses hate unit testing. They see it as code that doesn't contribute to the final product. Here's the truth though: unit testing makes you faster. In this session, you'll look at specific examples of how unit tests save time in the development process, whether you're creating UI-based applications or server-side libraries. With this in hand, you can show your boss how testing makes you faster and helps you move forward confidently and quickly.

You will learn:

- How unit tests improve the speed of development of UI-based applications -- particularly workflows
- How unit tests can improve the speed of development of APIs and libraries
- See that one of the side effects of unit testing is to create more maintainable code

VSW16 DI Why? Getting A Grip on Dependency Injection

Introductory / Intermediate

JEREMY CLARK

Wednesday, November 18, 4:00 – 5:15pm

What is Dependency Injection? Why would we want to use it? Those are the questions you'll have answered. Start by looking at the problems caused by tight coupling. Then you'll use some DI patterns, such as constructor injection and property injection, to break that tight coupling. You'll see how loosely-coupled applications are easier to extend and test. With a better understanding of the basic patterns, you'll remove the magic behind DI containers so that you can use the tools appropriately in your code. You will learn:

- What Dependency Injection is
- How loose coupling helps with extensibility and testability
- How to use the constructor injection and property injection patterns in our code

VSH04 Improving Performance in .NET Applications

Intermediate

JASON BOCK

Thursday, November 19, 8:00 - 9:15am

Everyone wants to write fast code. But writing code that performs well doesn't come for free. Developers must be cognizant of what their code will do when executed, and what tools to use when you want to find the hot spots. This session will cover what a .NET developer needs to know to improve the performance of their applications.

You will learn:

- How to address performance issues in code
- Discover techniques to eliminate bad code before it becomes an issue
- How different tools work in .NET to find and fix slow code

VSH08 Asynchronous Tips and Tricks

Intermediate

JASON BOCK

Thursday, November 19, 9:30 - 10:45am

Programming with asynchronous code has become easier with recent changes in .NET, such as the async and await keywords in C# and VB. However, they don't eliminate all issues that arise with asynchronous programming. Debugging asynchronous code can also be a difficult endeavor. In this session, you'll get a number of tips to make asynchronous coding easier and you'll see how you can use tools in Visual Studio that help you find issues in your code. You will learn:

- The difficulties that can occur with asynchronous code
- Insight into asynchronous code to eliminate common bugs
- How tools in Visual Studio assist you in finding code issues

■ VSH12 Roslyn and .NET Code Gems Intermediate

SCOTT ALLEN

Thursday, November 19, 11:00am – 12:15pm

When Microsoft moved their compilers and framework to an open source model, they gave us unparalleled access to a real world, large scale managed code base. There are many lessons to learn within source code repositories, and lots of useful bits of code you can borrow. In this session, you'll explore the code base and look for hidden gems. Some of these gems are useful, others make for interesting trivia, and some classes are so bizarre, you'll have to see them to believe them. Expect equal levels of entertainment and education in this whirlwind tour of C# code.

- How object pooling and caching can improve performance
- Not all dictionaries are considered equal (in terms of performance)
- It is possible to have a class with 31 generic type parameters









VSH16 Getting More Out of Visual Studio Online: Integration and Extensibility

Intermediate

TIAGO PASCOAL

Thursday, November 19, 1:30 – 2:45pm

Are you using Visual Studio Online? Are you feeling like you're not using it to its fullest potential and want to get more of it? You either need to tweak it a bit and adapt it to meet your process, integrate it with external tools or use the API to write your own tooling to feed some gaps.

You will learn:

- How to customize Visual Studio Online to make it fit to your process
- How to use built in integrations with external tools
- How to use the extensibility APIs to extend VSO capabilities

■ VSH20 Readable Code

Introductory / Intermediate

JOHN PAPA

Thursday, November 19, 3:00 – 4:15pm

Is your code readable? There are some simple techniques you can use to create more readable code. This can improve your efficiency and make it easier for your code to be supported across teams. Clean Code is popular and Readable Code takes a look at these concepts in a different light and gives you actionable items to improve the readability of your code today. Learn how to make Readable Code by using some of the techniques such as separation of concerns, above the fold, the LIFT principles, commenting, encapsulation and many more.

You will learn:

- How to create code that is easily maintainable
- About code for the multi-team enterprise
- Why some patterns lend themselves to higher code quality

Web Development

Microsoft's focus on the Web is serious, with great support for HTML5, a new version of ASP.NET and numerous tooling advances. HTML5 and JavaScript are the basis for virtually all modern Web development, and JavaScript is increasingly being used as a serverside development language. This track will cover HTML5, JavaScript, and ASP.NET. Our ASP.NET coverage includes ASP.NET MVC, Web API, and ASP. NET 5, a transformative shift in the Microsoft Web development technology stack. This content will help Web developers create rich and compelling experiences for users. Sessions include:

• JavaScript, HTML 5, and CSS 3

- ASP.NET 5
- Angular, Knockout and TypeScript
- Single Page Applications (SPAs) with Breeze
- Gulp, Grunt and Bower
- SignalR

VSM03 Workshop: Busy Developer's Guide to MEANJS

Intermediate / Advanced

TED NEWARD

Monday, November 16, 8:00am - 5:00pm

The MEAN Stack (Mongo, Express, Angular and Node) has taken the open-source world by storm. Many developers consider it to be "the next big thing" in the world of building Web-based applications. This workshop will embrace your inner JavaScript and build a simple application from scratch using the MEANJS package, including tests against the server-side API and the client-side UI. You'll discuss how Node works on the server, how the various Node packages combine, and examine one such package (MeanJS) that coalesces several Node packages together to create a (somewhat) seamless development experience.

You will learn:

- · How to build Node server-side APIs
- About using Mongo for storage
- About AngularJS for the front-end

VST01 AngularJS 101

Introductory

DEBORAH KURATA

Tuesday, November 17, 9:30 – 10:45am

This beginner-level session introduces the .NET developer to AngularJS using Visual Studio. The session begins with an acronym-free description of the concepts and terms required to successfully build a Web application with Angular.

During this session, you'll build a simple Angular application starting from an empty Web site in Visual Studio. You'll add directives to build our first page. Then you'll create a module and a controller to complete a simple application.

You will learn:

- About Angular concepts and terms
- The basics of building an Angular application
- The basics of implementing Bootstrap styles in an HTML page

■ VST09 I Just Met You, and "This" is Crazy, But Here's My NaN, So Call (Me), Maybe?

Introductory / Intermediate

RACHEL APPEL

Tuesday, November 17, 2:00 – 3:15pm

This session makes fun of JavaScript, but you'll learn something in the process. JavaScript can be a passiveaggressive and fickle language that frustrates you at every turn. It lets you do things like declare variables anywhere, but doesn't tell you it will hoist them when you're not looking.







JavaScript's "this" keyword is anything but, and eval can turn good code to evil fast. This session blends comedy and learning and discusses common JavaScript headaches and mistakes and fun ways to avoid them. Learn tricks you can use, like the "this" keyword, JavaScript scoping, evil Eval, and the "with" statement. Not all equality operators are created equal, and that innocent looking parseInt? It does force parses. Sit back and dig into the fun of JavaScript language quirks.

You will learn:

- JavaScript gotchas
- Language quirks
- How to lint code so as to avoid gotchas

■ VST13 Better Unit Tests through Design Patterns for ASP MVC, WebAPI, and AngularJS

Intermediate / Advanced

BENJAMIN DAY

Tuesday, November 17, 4:15 – 5:30pm

You're sold on unit testing. You're even doing "test first" development; but there are always nagging questions. How do your user interfaces fit into your testing plan? Do I have to call my database in order to have a good, solid test? What about calls into separate sub-systems or calls out to Web services? Do you really need to have all those pieces running in order to test your logic? What do I do about that app that doesn't have any tests?

Ben will start this session by clarifying the difference between "unit" and "integration" tests. After that, he'll demonstrate how using dependency injection, mock objects and stubs can help break dependencies and simplify your tests. You can expect to hear a lot about design patterns, how much code coverage is enough, and the fine line between too much and too little object mocking. And it won't just be ASP.NET MVC. There'll be WebAPI and AngularJS demos, as well.

You will learn:

- How to use design patterns to help improve your testability
- About user interface testability patterns
- \bullet About mocking for ASP.NET, C#, and AngularJS tests

VSH01 Getting Started with ASP.NET 5 Intermediate SCOTT ALLEN

Thursday, November 19, 8:00 – 9:15am

ASP.NET 5 begins a radical departure from the origins more than 15 years ago. With a new project structure, configuration system and runtime, ASP.NET is now a lean framework for building Web applications. This session will look at the new project structure and compilation model, the unification of ASP.NET MVC and the ASP.NET Web API, and the new Node.js tools that integrate with Visual Studio.

You will learn:

- The ASP.NET file based project system
- \bullet The unification of ASP.NET MVC and ASP.NET Web API
- The choice of full CLR versus desktop CLR

VSH05 Build Data Driven Web Applications with ASP.NET MVC

Introductory / Intermediate

RACHEL APPEL

Thursday, November 19, 9:30 – 10:45am

In this session, you'll learn how to build a data-driven Web application in Visual Studio with ASP.NET MVC. You'll learn how to work with Models using Entity Framework to access and modify data. Then you'll move onto Controllers, and learn how they tie the Model and View together. You'll learn how to build a rich user interface with Views and data from the Model. After reviewing these core components, you'll look at other aspects of ASP.NET MVC such as routing, securing your app, choosing JavaScript frameworks, and finally, deploying the app.

You will learn:

- How to build a complete app in ASP.NET MVC
- The basics of ASP.NET MVC
- Modify and access data in ASP.NET MVC

■ VSH09 Automated Cross Browser Testing of Your Web Applications with Visual Studio CodedUI

Intermediate

MARCEL DE VRIES

Thursday, November 19, 11:00am – 12:15pm

How well do you test your Web application or Web site? Are you still testing your site manually and does that take a lot of time? Do you find it hard to create and maintain automated tests for Web applications? Come to this session and learn how to build cross browser automated test suites using Visual Studio CodedUI and integrate it with Microsoft Test Manager.

In this session, Marcel will teach you how to build cross browser automated test suites using Visual Studio CodedUI and integrate it with Microsoft Test Manager. This combination will give you a holistic view of your current sprint in terms of completion and test coverage. You'll learn how you can set up your test cases using record and playback and how the CodedUI API works. You'll build test suites in such a way that you can maintain them by default and introduce concept of Page Objects that enable us to build SOLID, DRY and DAMP tests.

- How to use CodedUI to build automated UI test
- How record and Playback automation works and its limitations
- How the CodedUI API and object model works
- How to build maintainable test automation code









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VISUAL STUDIO LIVE! SESSION DESCRIPTIONS BY TRACK (continued)

VSH13 Hate JavaScript? Try TypeScript.

Intermediate

BEN HOELTING

Thursday, November 19, 1:30 - 2:45pm

Many C# developers hate JavaScript. This likely has nothing to do with JavaScript, but the lack of tooling and language features. .NET developers are spoiled by the top notch language and IDE features of Visual Studio. This session will discuss some of the tooling advancements in Visual Studio related to JavaScript development. TypeScript is a new language developed by the creators of C# that compiles to JavaScript. The last portion of this session will dive into TypeScript and discuss some of the language features it provides on top of normal JavaScript. Between the IDE enhancements in VS and the language features of TypeScript, you'll see JavaScript development isn't that bad.

You will learn:

- New JavaScript IDE Features in VS
- A definition of TypeScript
- How to use VS and TypeScript to make JavaScript development bearable

VSH17 Grunt, Gulp, Yeoman and Other Tools for Modern Web Development

Intermediate

BEN HOELTING

Thursday, November 19, 3:00 – 4:15pm

The next version of ASP.NET embraces open source tools and technologies. This is a good thing. Opening ASP.NET will make it stronger by letting it use best practices for modern Web development. Learning these best practices and the tools and technologies to implement them will make you a more productive developer. Bower, Grunt, Gulp and Yeoman are just some of the things you need to master. These technologies will soon replace some of the things you've hacked and bandaged in ASP.NET over the years. This session will dive into these and other modern Web development tools for your tool belt.

You will learn:

- Why ASP.NET is beginning to embrace open source
- About Bower, Grunt, Gulp and Yoeman
- Best practices associated with these tools

VSF01 Workshop: Angular in 0 to 60

Introductory / Intermediate

JOHN PAPA

Friday, November 20, 8:00am - 5:00pm

HTML5 Single Page Apps (SPAs) deliver enhanced user experiences with significant client-side interactions using JavaScript, HTML5 and CSS. Angular does all the heavy lifting for you to pave the road towards building a SPA. This workshop explores the core pieces that help you build end-to-end SPA solutions using Angular, including code structure and the most used Angular style guide, using data binding and MV*, abstracted remote data calls, page navigation and routing, rich data features and how to design and architect your Angular modules.

The workshop also covers Angular 2 to show the pros and cons to consider when migration time comes.

Throughout the workshop, you'll learn how to build robust SPA applications with Angular. You'll see several focused demos and full featured apps that will help you learn and understand the role of key Angular components such as modules, controllers, factories, directives and more.

This workshop covers:

- SPA fundamentals
- Importance of Separation of Concerns (SoC)
- JavaScript patterns for creating organized code
- Key components of Angular
- How directives can be used
- The role of views, controllers, and \$scope
- Managing remote data calls using services or factories

- The role of modules and how they can be used
- Routing and page navigation
- Data binding
- Navigating and App LifeCycle
- Debugging Tips
- Build automation
- Testing
- Touch
- You will learn:
- · About design and architect Angular modules
- How to follow industry style and scaling patterns
- How to create testable code you can run through CI

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- Prasad Sunkara, FISERV









Windows Client (Windows 8.1/ WinRT, WPF)

There are more than a billion Windows PCs in the world. Given the media attention on mobile development, it can be easy to forget that Windows remains the dominant OS. This track is focused on building Windows apps using the re-energized WPF technology, as well as the newer Windows Runtime (WinRT) technology for Windows 8.1, Windows 10, Windows Phone, and other Microsoft devices and platforms. This track includes coverage of the following:

- UX Design Principles
- UX for Data Visualization in XAML
- Universal Apps for Windows and Windows Phone
- Building Windows 10 LOB Apps

■ VSW03 Let's Write a Windows 10 App: A Basic Introduction to Universal Apps

Introductory

BILLY HOLLIS

Wednesday, November 18, 9:15 - 10:30am

If you've never worked with XAML, expect some serious floundering when you try to write your first Windows 10 app. This session will help reduce that floundering. Billy will set out the most important conceptual differences to writing these apps by writing a simple data-oriented app from scratch. You'll see the layout model, the basic syntax of XAML, how to use templating and the essentials of data binding in XAML. If you're working in Windows Forms, HTML, or other legacy UI technologies, this can be your entry point for Windows 10 XAML.

You will learn:

- About the major conceptual hurdles for moving to Windows 10 XAML
- Simple XAML syntax and how to use it to lay out your screen view

• How data binding and templating can help you create a truly modern app

■ VSW07 Designing and Building UX for Finding and Visualizing Data in XAML Applications

Intermediate

BILLY HOLLIS

Wednesday, November 18, 11:00am - 12:15pm

Your biggest single opportunity when moving to XAML applications is being able to help users find the information they need faster and more intuitively. This session shows a host of techniques, including typical sorting and filtering, using shapes and colors to help in data visualization, abstracting entire collections to single graphics for quick assimilation, and ideas for dealing with long lists such as favorites and lists for frequently used items. The session will also feature tips for designing the user experience for search, so you're headed in the right direction before you start writing your XAML.

You will learn:

- About ideas and implementations for sorting and filtering data in XAML
- About ways to use XAML features to visualize data the way your user needs to see it
- The basic techniques for designing the search experience

■ VSW11 Developing Awesome 3D Games with Unity and C#

Introductory / Intermediate

ADAM TULIPER

Wednesday, November 18, 1:45 – 3:00pm

Unity is the premier advanced platform for developing stunning 2D and 3D applications for all major platforms. Microsoft and Unity have partnered to provide first class support in the Unity platform for Windows 10 for free to developers, rounding out support for every major platform. Come learn the basics of Unity, the UI, assets, code, ways to develop, and some simple but powerful game techniques to get up and running fast with Unity and start creating amazing experiences you didn't think were possible.

You will learn:

- How to navigate Unity's interface and assign advanced functionality to objects
- How to create a world/level and write code to control it
- How to package Unity applications for Microsoft's platforms

VSH03 Windows, NUI and You

Introductory / Intermediate

BRIAN RANDELL

Thursday, November 19, 8:00 – 9:15am

This session will show you how to build great modern user experiences—including touch, voice, and motion using C# and .NET. You'll dig into design patterns around Natural User Interfaces (NUI) and learn how to build rich experiences that support devices beyond the keyboard and mouse. You'll go through the entire process from wire framing, development, to testing of an app that supports touch as well as voice and motion. You'll look at various types of hardware including Kinect.

- About NUI options in Windows
- How to use C# with Kinect
- About different NUI hardware Options









VSH07 Building Adaptive Uis for All Types of Windows

Intermediate

BEN DEWEY

Thursday, November 19, 9:30 - 10:45am

Windows 10 and the Universal App Platform provide incredible breadth when deploying to any device. Unfortunately, not all those devices offer the same screen size. Windows 10 introduces new features and guidance to creating apps and UIs that work across all devices and screen sizes. Ben Dewey will demonstrate these new features that enable Adaptive UIs and will provide tips and tricks to building UIs for multiple screen sizes.

You will learn:

- How to build Adaptive Uis for Windows and Windows
 Phone
- About new controls available in Windows 10 for building adaptive Uis

VSH11 XAML Antipatterns

Intermediate

BEN DEWEY

Thursday, November 19, 11:00am – 12:15pm

XAML is a powerful markup for creating extremely rich application designs. With power comes great responsibility and structuring an XAML based application can be challenging. In this session, Ben Dewey will help you navigate the myriad options available when laying out your application design. He'll focus on tips and tricks to follow and pitfalls to avoid. This session will focus on WPF, but you can apply XAML techniques to all XAML based applications such as Silverlight, Windows Phone and Windows Store based XAML applications.

You will learn:

- Tips for maintaining clean XAML
- Layout tips for responsive XAML based Applications

How to create modular code with Custom Controls and User Controls

VSH15 WPF MVVM In Depth

Intermediate / Advanced

BRIAN NOYES

Thursday, November 19, 1:30 – 2:45pm

Model-View-ViewModel is the most popular UI separation pattern for building loosely coupled and maintainable WPF applications. In this session, you'll get a quick review of the fundamentals of the MVVM pattern and how to apply it with WPF. Then you'll see how to tackle a number of scenarios that often cause confusion with MVVM, including how to navigate or switch views in top level containers, how to nest views and view models in hierarchies, how to manage dependency injection in ViewModels and how to handle complex data binding scenarios.

You will learn:

- The fundamentals of the MVVM pattern
- How to work with hierarchies of views and ViewModels
- How to handle complex data binding scenarios

VSH19 Building Maintainable and Extensible MVVM WPF Apps with Prism

Intermediate

BRIAN NOYES

Thursday, November 19, 3:00 – 4:15pm

Prism is a popular toolkit that has been guiding tens of thousands of developers on how to build wellarchitected desktop applications for more than eight years now. Prism includes new functionality for building applications based on the Model-View-ViewModel (MVVM) pattern, as well as continuing to support building modular, extensible and testable composite desktop applications with WPF. Prism has recently gone open source and has new releases in the works. This session will review Prism's key features and how to use them, including modularity, UI composition, navigation and loosely-coupled events. Then you'll look at how to implement the MVVM pattern with Prism, and discuss some of the new features in Prism 6.

You will learn:

- New features in Prism 6 and how to use them
- How to use modularity and regions in Prism to build composite loosely-couple applications
- How to use the MVVM and loosely coupled communications support of Prism to build wellstructured apps

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- Fareed (Freddy) Khan, Toyota









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