



Practical C# Charts and Graphics

By Jack Xu

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The book "Practical C# Charts and Graphics - Advanced Chart and Graphics Programming for Real-World .NET Applications" provides all the tools you need to create professional C# chart and graphics applications. For .NET developers, creating professional charts and graphics in your C# applications is now easier than ever before. Practical C# Charts and Graphics is the perfect guide to learning all the basics for creating your advanced chart and graphics applications in C#. The book clearly explains practical chart and graphics methods and their underlying algorithms. The book contains:

- Overview of GDI+ graphics capabilities and mathematical basics of computer charting and graphics
- Step-by-step procedures to create a variety of 2D and 3D charts and graphics with complete ready-to-run C# code for each application
- Powerful 2D and 3D chart packages and user controls that can be directly used in your C# applications or can be easily modified to create your own sophisticated chart and graphics packages.
- Detailed procedures to create C# spreadsheet-like chart and graphics applications
- Introductions for how to use Microsoft's Excel charts in your C# applications

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Practical C# Charts and Graphics By Jack Xu Bibliography

- Sales Rank: #1013787 in Books
- Brand: Brand: UniCAD, Inc.
- Published on: 2007-03-15
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x 1.16" w x 7.52" l, 2.14 pounds
- Binding: Paperback
- 572 pages

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Editorial Review

From the Publisher

"Practical C# Charts and Graphics" is not just a book, but a powerful 2D and 3D chart and graphics package. You may find that some of the examples in this book can be immediately used in your real-world problems, and that some may give you inspiration to add advanced graphical and sophisticated chart capabilities to your .NET applications.

This book and its sample code listings, which are available for download from our website at publishing.unicadinc.com, provide you with:

A complete, in-depth instruction to practical chart and graphics programming in visual C# and GDI+. After reading this book and running the example programs, you will be able to create various sophisticated charts and graphics in your C# applications.

Ready-to-run example programs that allow you to explore the chart and graphics techniques described in the book. You can use these examples to get a better understanding of how the chart and graphics algorithms work. You can also modify the code or add new features to them to form the basis of your own programs. Some of the example code listings provided with this book are already sophisticated chart and graphics packages, and can be directly used in your own real-world applications.

Many C# classes in the sample code listings that you will find useful in your chart and graphics programming. These classes contain matrix manipulation, coordinate transformation, color maps, 2D and 3D chart user controls, as well as the other useful utility classes. You can extract these classes and plug them into your applications.

A chapter that contains a detailed discussion on how to integrate Microsoft Excel chart functionality into C# applications. This chapter is designed specifically for readers who prefer not to create C# chart programs from scratch, and would like to take advantage of Microsoft Excel's wide selection of chart types.

Is This Book for You?

You don't have to be an experienced C# developer or expert to use this book. The author designed this book to be useful to people of all levels of C# programming experience. In fact, if you have some experience with programming languages other than C#, you will be able to sit down in front of your computer, start up Microsoft Visual Studio .NET and C#, follow the examples that are provided with this book, and quickly become familiar with C# graphics programming. For those of you who are already experienced C# developers, this book has a lot to offer you as well. There is much information in this book about graphics and chart programming that is not available in any other C# tutorial and reference book. In addition, most of the example programs provided with this book can be directly used in your real-world application development. This book will provide you with a level of detail, explanation, instruction, and sample program code that will enable you to do just about anything that is graphics and charts related using visual C#.

The majority of the example programs in this book can be routinely used by C# developers and technical professionals. Throughout this book, the author emphasizes the usefulness of C# chart and graphics programming to real-world applications. If you follow this book closely, you will be able to easily develop various practical graphics and chart applications from simple 2D x-y plots to sophisticated 4D slice graphs.

To view sample chapters of this book, please visit publisher's website at publishing.unicadinc.com

About the Author

There is currently no author bio.

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