

18. Microsoft Visual FoxPro Developer Conference 2011

10. SQL-Server and .NET Developer Conference 2011

10.- 12.11.2011
Frankfurt / Main
Lindner Congress Hotel
Frankfurt / Main Höchst

The Speakers

Norbert Abb
Rainer Becker
Joachim Dürr
Tim Fischer
Sebastian Flucke
Uwe Habermann
Doug Hennig
Peter Herzog
Kirsten Hinrichs
Venelina Jordanova
Olaf Lischke
Kevin McNeish
Armin Neudert
Michael Niethammer
Steffen F. Pirsig
Patrick Schärer
Rick Schummer
Stefan Wald
Markus Winhard
Christof Wollenhaupt

with the additional topics
2. Silverlight 5.0
1. iPhone/iPad
Developer Conference

Thursday - Saturday
3 days action
packed programme

60 different sessions

It's the eighteenth time our annual Visual FoxPro Developers Conference takes place in Frankfurt. Again we have set up a huge schedule of sessions. In 60 different lectures, many well-known German and American speakers will present not only the essential stuff in the world of Visual FoxPro 9.0 SP2 Sedna, but also our new migration path from there to Microsoft Silverlight.

Discounts

To reduce the cost of attendance we offer various discounts for usergroup-members, usergroup-leaders and co-orders of Visual FoxPro and Visual Extend. Special discounts for long-time Alumnis are available. Or you can deselect the printed binder to save another 125,00 EURO.

Tracks

Converting applications to Microsoft Silverlight is one of the main subjects in focus at this year's Dev Con, but this track is in German. First time ever we offer a 2-day track on Thursday/Friday about iPhone/iPad development for VFP developers - this track is in English. On the third day we have an English Visual FoxPro development track.

All FoxPro-related sessions are based on the most recent version 9.0 SP2 of Visual FoxPro, but within some limitations they are valid for previous versions, too. We recommend updating to Visual FoxPro 9.0 SP2.

Deadline for registration: 28th. October 2011	
registration address	dFPUG c/o ISYS GmbH Frankfurter Str. 21 b D-61476 Kronberg
eMail: konferenz@dfpug.de Internet: http://www.dfpug.de	Telefon +49 – 6173 – 950903 Telefax +49 – 6173 – 950904

The 18th MS Visual FoxPro-Developer conference of the German FoxPro User Group (dFPUG)

The German-speaking FoxPro User Group (dFPUG) cordially invites you to the 18th Anniversary European Visual FoxPro Developers Conference in Frankfurt/Main. High level practice-oriented lectures demonstrate how powerful applications can be realized even better with Visual FoxPro 9.0. Learn at our conference all you need - fast and most complete.

The sessions

Attached the English conference programme with descriptions of the sessions and speakers. You find a list of the session subjects in the session and track overview next page. The complete programme including German speakers / sessions could be found on our Web server at <http://devcon.dfpug.de>.

For those attending more than one day, there will again be late night sessions after the evening buffet.

As in the last years, part of the programme will consist of sessions in English. The international speakers use a truly comprehensible English and are among the world's best lecturers on Visual FoxPro. Vendor sessions and an exhibition are also being offered.

Registration

Please register for the conference with our online registration form or by fax or mail to dFPUG c/o ISYS GmbH, registration via phone is regrettably not possible.

The registration deadline for the conference is Oct. 28th, 2011, the payment deadline is Nov. 9th.

**You are welcome!
Register today!**



Rainer Becker
dFPUG



All participants have to book hotel rooms on their own - best in the conference hotel:

Lindner Congress Hotel
Frankfurt
Bolongarostraße 90-100
D-65929 Frankfurt/M. (Höchst)

Phone ++49 69-33002-00
Fax ++49-69-33002-999
eMail info.frankfurt@lindner.de
URL <http://www.lindner.de>



You can book your hotel room online at ⇒ www.lindner.de ⇒ Onlinebooking ⇒ Frankfurt room reservation ⇒ booking ⇒ Group code „VFP2011“ or by phone ++49-69-33002-00, Fax ++49-69-33002-999 or eMail Reservierung.Frankfurt@Lindner.de. Please do not forget to use the keyword **"VFP-Conference"** to get your attendees discount on normal room rates!

session list (English)

IPHO	Mobile applications for iPhone/iPad	
E-OBJC	Introduction to Objective-C (Do)	Kevin McNeish
E-XCOD	Introduction to Xcode (Do)	Kevin McNeish
E-UNIV	Creating Universal iPhone/iPad Applications (Do)	Kevin McNeish
E-ARCH	iPhone Application Architecture (Do)	Kevin McNeish
E-IOSD	Persisting Data on an iOS Device (Fr)	Kevin McNeish
E-STOR	Getting Your App Ready for the App Store (Fr)	Kevin McNeish
E-HTML	Introduction to HTML 5 (Fr)	Kevin McNeish
V-MERE	MM .NET Application Framework (Fr)	Kevin McNeish

PROG	Software development with Visual FoxPro 9.0 SP2	
E-ACTI	Creating ActiveX Controls for VFP Using .Net	Doug Hennig
E-WIN7	Developing VFP Applications for Windows 7	Doug Hennig
E-W32	Win32API For VFP Developers	Doug Hennig
E-SCRI	Data-Driving and Scripting Applications	Doug Hennig
E-HERO	How Craig Boyd Makes Me a Hero! (Part 2)	Rick Schummer
E-HOOK	ProjectHook, Line and Sinker for VFP Development Productivity	Rick Schummer
E-TOOL	Extending the VFPX Data Explorer	Rick Schummer
E-GUID	Programming Standards and Guidelines for Software Craftsmanship	Rick Schummer

The English sessions

IPHO Mobile applications for iPhone/iPad

E-OBJC Introduction to Objective-C (Do)

Kevin McNeish

If you are going to write native iOS applications, you need to learn Objective-C. This session introduces the basic constructs of the language that are critical for creating your first iOS Apps. You will also learn about object-oriented language features, memory management, and how Apple implements design patterns such as Model-View-Controller and Delegation.

E-XCOD Introduction to Xcode (Do)

Kevin McNeish

This session teaches you the essentials for using the Xcode development environment for building iOS applications, including writing code, layout out user interfaces, and reacting to user input. You will also learn many tips and tricks for making full use of Xcode's features including debugging, performance tools, source control, and so on.

E-UNIV Creating Universal iPhone/iPad Applications (Do)

Kevin McNeish

If you want your Apps to get the most visibility and sales, you want to create a universal application that works on either the iPhone/iPod or iPad.

This session helps you avoid many of the bad programming practices (found in most iOS sample code) that will prevent your Apps from working on all iOS devices. You will learn how to create user interfaces that adapt to a variety of form factors, resolutions, and orientations, as well as best practices for deciding when to create alternate user interface views that are specific to each device.

E-ARCH iPhone Application Architecture (Do)

Kevin McNeish

When it comes to smaller iPhone apps that can be created relatively quickly, many developers abandon solid principles of good architecture and object-oriented programming. This session provides an overview of best practices in creating iOS applications with architectures that are flexible, extensible, and easy to maintain—especially since most successful iOS applications are continually revised with new features requested by users.

This session outlines solid design patterns with separation of application tiers helps make all of this possible.

E-IOSD Persisting Data on an iOS Device (Fr)

Kevin McNeish

This session covers the basics of persisting data locally on iOS devices by means of property lists and Core Data. You will learn how Core Data allows you to design your business entities on an Entity Model diagram and persist, modify, and retrieve these entities without writing any SQL code and demonstrates best practices along the way.

E-STOR Getting Your App Ready for the App Store (Fr)

Kevin McNeish

It's one thing to create a sample app or test application for your own use. It's a completely different experience creating an App that will be accepted by Apple's reviewers and do well in the App store. This session guides you through real world experience on how to avoid the pitfalls of getting your App rejected as well as the steps you should take to design, code and test your application so it passes App store review with flying colors, as well as steps you can take so your users rate your App well!

E-HTML Introduction to HTML 5 (Fr)**Kevin McNeish**

HTML5 allows you to create Apps that an run on most smart phones and tablets (iPhone/iPad, Android, Windows 7 Phone, etc). When creating a new iOS application, one of the big questions you will answer is "should I use HTML5 or write a native iOS application?". This session introduces the features of HTML5 and helps you choose the right technology--which may be a mix of both!

V-MERE MM .NET Application Framework (Fr)**Kevin McNeish**

The MM.NET Application Framework helps you climb the .NET learning curve by providing a high-level Framework for creating .NET business applications. Many of the building blocks you would otherwise have to design and create yourself such as business objects, data access classes, database manager, security manager, data-driven multi-lingual capabilities and so on, have already been built for you as high-performance, reusable components. This session demonstrates how MM .NET teaches you best practices through ist solid, object-oriented architecture, documentation and sample applications, and how you can quickly build your .NET Windows, ASP.NET, Silverlight, and Business Layer applications using the solid foundation supplied by MM .NET.

PROG Software development with Visual FoxPro 9.0 SP2

E-ACTI Creating ActiveX Controls for VFP Using .Net**Doug Hennig**

ActiveX controls provide a way to add both functionality and a modern appearance to your VFP applications. Unfortunately, there are few new ActiveX controls these days, especially ones that take advantage of features in Windows Vista and Windows 7. On the other hand, the .Net framework comes with many attractive looking controls, and there's an entire industry devoted to providing even more. This session discusses techniques for creating ActiveX controls from .Net components so we can take advantage of these controls without having to convert our applications to .Net.

E-WIN7 Developing VFP Applications for Windows 7**Doug Hennig**

Like Windows Vista before it, Windows 7 changes the rules for many aspects of application development, including the user interface, dialogs, deployment, security, and file access. This session looks at things you need to know to create Windows 7-compatible applications with Visual FoxPro, including why your application can't run as administrator any more, how Windows 7's User Account Control impacts your application, and taking advantage of Windows 7 features such as dialogs and taskbars.

E-W32 Win32API For VFP Developers**Doug Hennig**

The Windows API (Win32API) contains thousands of useful functions. However, finding which function to use when, and how to call it from a VFP application, can be challenging. This session discusses how API functions are called in VFP, where to find information on the API, and presents lots of useful API functions you can call in your VFP applications today.

E-SCRI Data-Driving and Scripting Applications**Doug Hennig**

As VFP developers, we're used to storing application data in tables. However, another use for tables is to store information about application behavior. This session looks at how data-driving key pieces of your applications can make them more flexible and more maintainable. In addition, we'll examine how to make your application scriptable so advanced users can customize its behavior.

E-HERO How Craig Boyd Makes Me a Hero! (Part 2)

Rick Schummer

Craig Boyd is one of the most generous developers in the Fox Community. Over the years his blog has been the source of many posts where he flat out delivers some cool FLL file that extends the functionality of a VFP application, or straight VFP code with numerous benefits, and in turn makes me look like a hero to my customers.

Do you want your installs to have that professional Vista and Windows 7 manifest file so your customers do not get the "untrusted" application message during an install? Have you ever wanted your applications to go look for a more recent version and automatically have it updated? Have third-party applications requested data or provided data to you in JSON format and you needed some code to work or create it? Do you users need their custom application to be able to search for something on their computer and you know Windows Search already has it indexed so the search is lightning fast? Having trouble coming up with a licensing scheme to protect the intellectual property you worked so hard on?

This session is going to go through some more of the best of Craig's FLLs and other tools, show you what they do and how you implement them, and how simple it is to look like a hero too.

We are going to cover as much of these tools as time allows:

- Application Manifest
- AppUpdater
- JSON Class Library
- Windows Desktop Search (Foxy Search)
- Visual FoxPro Random License/Serial Generator
- Backups for VFP Databases
- Vista/Win7 Progress Bar
- Skinning a VFP Form
- BindEvents on Steroids

E-HOOK ProjectHook, Line and Sinker for VFP Development Productivity

Rick Schummer

It is my opinion that the combination of the projecthook class, and the project and file objects are the single most exciting features in the release of Visual FoxPro 6.0. Wait, version 6.0? So why would a session be so relevant in 2011? Mostly because I run across developers all the time who are not using them and find themselves doing repetitive things each time they open up a project file or do a build of an executable. These repetitive processes can be eliminated from the daily grind.

Projecthooks, along with calls to the project and file objects, expose the events of the Project Manager and extend a developer's ability to add functionality to the Interactive Development Environment (IDE) of Visual FoxPro. The projecthook is a VFP baseclass that allows custom code to run in response to actions taken by the developer when interacting with the Project Manager. The project and file objects are COM objects that allow developers to perform actions that were previously regulated to "hacking" the project files (.PJX). Visual FoxPro 7 provided additional events to the projecthook class and really made it simple to configure the VFP development environment specific to each project.

Visual FoxPro 9 added better integration with source code control through the projecthook. For developers who work with numerous projects each day this single tool can save hours every month.

This session will introduce this important developer class and built in COM objects, and demonstrate some of their

powerful uses. The numerous demonstrations will show real world functionality VFP developers can write with these classes to enhance their development environment. Throughout this session you will see functionality hooked into a real working set of projecthook classes you can take back to the office and start using and extending right away.

- Use the projecthook class to hook into and alter the behavior of the Project Manager.
- Work with the Project Object to read and set up properties of the project.
- Work with the File Object to programmatically add and delete files from the project.<
- Enhance and customize the projecthook to increase your productivity:
 - Create an audit trail of files edited
 - Control the environment setting like the current directory, path, and class lib

- Set up the IntelliDrop settings to custom classes for each project
- Backup Metadata files before editing (rudimentary source control)
- Clean out the printer information from FRX files
- Create a project building enhancement

E-TOOL Extending the VFPX Data Explorer

Rick Schummer

The enhanced Data Explorer shipped with Sedna and now residing with additional updates on VFPX has improvements to help VFP developer be more productive with data of all types (VFP or backend SQL). This session will show you numerous ideas to extend this powerful tool and inspire add-ons you can share with the Fox Community. During the session Rick will demonstrate and walkthrough several extensions he has written to help make his life inside the VFP IDE easier when it comes to working with data.

- What is new in the Sedna and VFPX versions.
- How to leverage existing extensions.
- How to alter behavior of the drag and drop features.
- How to write add-ons to the Run Query dialog
- How to extend the functionality of the Data Explorer by adding features to the menu.

E-GUID Programming Standards and Guidelines for Software Craftsmanship

Rick Schummer

Between two or more developers, application program code is a not only telling the computer what to do, but should enhance the ability of another developer to read it and allow the a developer to easily understand the intent of what it is supposed to do. Effectively, code is a way for developers to communicate with each other on what it should do. And just like in daily life, if the developers speak a different dialect of the same natural language it can easily lead to bad communication, misunderstandings, and other potential problems.

The purpose of programming standards and the creation of a document is to consolidate and clearly define the approved standards and guidelines currently being practiced by the development staff at your company. The document should be a living document and should undergo a regular review of the standards and guidelines as the development team determines better ways to practice their craft. All code written is expected to follow these guidelines unless technically prohibited, or until such time that a revision of these guidelines is released.

Why do we need a written set of standards and guidelines for developers? Shouldn't we expect a developer to be mature enough to follow best practices and accepted industry standards with respect to software development and programming? Naturally good and experienced developers have the innate ability to write good code and over time have developed some standards they follow. But as you bring different developers together, each with their own experiences and standards you start to get code that is harder to read and understand. Having standards is a way to have everyone get on the same page, and enhances the ability to read, enhance, and support each other's code.

Attendees will learn...

- Why programming standards should not be optional
- Your code has less bugs, which leads to solid releases, and higher customer satisfaction
- Detailed list of standard categories to consider and why each are important
- You are not stifling creativity and outside of the box thinking with standards and guidelines
- A base document you can use for your own standards and guidelines document

The English Speakers

Doug Hennig



Doug Hennig is a partner with Stonefield Systems Group Inc. and Stonefield Software Inc. He is the author of the award-winning Stonefield Database Toolkit (SDT), the award-winning Stonefield Query, and the MemberData Editor, Anchor Editor, and CursorAdapter and DataEnvironment builders that come with Microsoft Visual FoxPro, and the My namespace and updated Upsizing Wizard in Sedna. Doug is co-author of the "What's New in Visual FoxPro" series (the latest being "What's New in Nine") and "The Hacker's Guide to Visual FoxPro 7.0." He was the technical editor of "The Hacker's Guide to Visual FoxPro 6.0" and "The Fundamentals." All of these books are from Hentzenwerke Publishing (<http://www.hentzenwerke.com>). Doug wrote over 100 articles in 10 years for FoxTalk and has written numerous articles in FoxPro Advisor and Advisor Guide. Doug currently writes for FoxRockX (www.foxrockx.com). He has spoken at every Microsoft FoxPro Developers Conference (DevCon) since 1997 and at user groups and developer conferences all over the world. He is one of the administrators for the VFPX VFP community extensions Web site (<http://www.codeplex.com/VFPX>). He has been a Microsoft Most Valuable Professional (MVP) since 1996. Doug was awarded the 2006 FoxPro Community Lifetime Achievement Award (<http://fox.wikis.com/wc.dll?Wiki~FoxProCommunityLifetimeAchievementAward~VFP>). Web: www.stonefield.com and www.stonefieldquery.com, Email: dhennig@stonefield.com, Blog: <http://doughennig.blogspot.com>
Sessions: E-THEM, E-COOL, V-STON

Kevin McNeish



Kevin McNeish is President and Chief Software Architect of Oak Leaf Enterprises, Inc, and a Microsoft .NET MVP. He is a well-know INETA speaker and trainer throughout North America and Europe including VSLive!, DevTeach, and Advisor DevCon. He is co-author of the book "Professional UML with Visual Studio .NET", author of the book ".NET for Visual FoxPro Developers", authors articles for CoDe magazine and has been interviewed on the .NET Rocks! Internet Radio Show. He is the Chief Software Architect of the MM .NET Framework and spends about half his time on the road training and mentoring companies to build well-designed, high-performance .NET applications. He has also helped many developers transition to the .NET development platform in his highly acclaimed .NET training classes and Kevin McNeish's Guide to .NET video series. e-mail: kevinm@oakleafsd.com, Web: www.oakleafsd.com, Phone: 434-979-2417
Sessions: E-RIAS, E-ENT4, E-WPF4, V-MERE,

Rick Schummer



Rick Schummer is the president and lead geek at White Light Computing, Inc., headquartered in southeast Michigan, USA. He prides himself in guiding his customer's Information Technology investment toward success. He enjoys working with top-notch developers; has a passion for developing software using best practices, and for surpassing customer expectations, not just meeting them. After hours you might find him creating developer tools that improve developer productivity, or writing articles for his favorite Fox periodical: FoxRockX. Rick is a co-author of Making Sense of Sedna and SP2, Visual FoxPro Best Practices for the Next Ten Years, What's New In Nine: Visual FoxPro's Latest Hits, Deploying Visual FoxPro Solutions, MegaFox: 1002 Things You Wanted To Know About Extending Visual FoxPro, and 1001 Things You Always Wanted to Know About Visual FoxPro. He is regular presenter at user groups in North America and is founding member and Secretary of the Detroit Area Fox User Group (DAFUG). Rick is one of the organizers of the Southwest Fox Conference, and is a regular presenter at other conferences in North America, Europe, and Australia. He is also an administrator of VFPX, and a Microsoft Visual FoxPro MVP since 2002. You can contact him via email at rschummer@whitelightcomputing.com, find him on Twitter @rschummer, or via his company Web site: <http://www.whitelightcomputing.com>. Read more of his thoughts on Visual FoxPro in his blog: Shedding Some Light (<http://rickschummer.com/blog2>).
Sessions: E-CODE, E-MOCK, E-BOYD