

POST-CLASS LEARNING AND PRACTICE 2.3: WORK WITH THE NETWORK

Lesson Objective 2.3:

Work with the network. *Topic:* Setting up Web Services.

Additional learning resources:

MSDN:

Creating Your First WCF Service: <http://channel9.msdn.com/shows/Endpoint/Endpoint-Screencasts-Creating-Your-First-WCF-Service/>

Receiving Network Data: <http://msdn.microsoft.com/en-us/library/bb975894.aspx>

Windows® Communication Foundation: <http://msdn.microsoft.com/en-us/library/dd456779.aspx>

Other resources (books, e-reference):

Cawood, Stephen, and Pat McGee. Microsoft XNA Game Studio Creator's Guide. 2d ed. New York: McGraw-Hill, 2009.

UDP vs. TCP: <http://gafferongames.com/networking-for-game-programmers/udp-vs-tcp/>

Resources, software, and additional files if needed for this lesson:

1. A workstation with Windows 7®, Windows Vista®, or Windows XP®
2. Microsoft Visual Studio® or Microsoft Visual C# Express® (2008 or 2010)
3. XNA® Game Studio 2.0, 3.0, 3.1, or 4.0
4. Internet connectivity

Student Activity:

Directions to the student:

Read the following scenario. Watch the video tutorial available at the link provided. As you watch, follow along and create the application in Visual Studio. Pause the video as necessary. Note that the screenshots in the activity may appear differently on your system. Upon completion of the video and the project, answer the reflection questions below.

Scenario:

Adventure Works is planning to market a new Web services game in the near future. The company wants to hire someone knowledgeable of web services using Windows Communication Foundation (WCF). Marc already works in the design department at Adventure Works and plans to apply for the new position. To interview successfully, Marc needs to refresh his skills and knowledge in creating a WCF service.

Content:

1. View the video tutorial and follow the steps using Visual Studio.

Creating Your First WCF Service: <http://channel9.msdn.com/shows/Endpoint/Endpoint-Screencasts-Creating-Your-First-WCF-Service/>

2. Respond to the following questions:
 - a. Summarize the steps you completed to finish the tutorial.
 - b. Did you have any problems creating the project? If so, how did you solve them?
 - c. What did you learn by completing the tutorial?
 - d. How does what you learned relate to the objective of this lesson?

KEY 2.3: WORK WITH THE NETWORK

Content:

1. Answers will vary.
2. Answers will vary.