

Contents

- [Prerequisites](#)
- [A brief introduction to Punch](#)
- [Installing Punch](#)
- [Downloading the source code](#)
- [Explore Punch](#)
 - [For more information](#)

Let's get started with **Punch**. We'll discuss prerequisites, how to acquire the source from the [Github](#), and how to explore Punch through the sample applications.

Prerequisites

Punch is designed for XAML business application development in WPF 4.5, Silverlight 5 and Windows 8 Store. You'll need:

- [Visual Studio 2012](#) (any edition but Express) or above
- [Silverlight 5 Toolkit](#) (not required for WPF and Windows 8 Store projects)
- Windows 8 (not required for WPF and Silverlight projects)
- A database engine supported by Entity Framework (SQL Server, SQL Express, SQL Compact, ...)

You only need **Silverlight 5 Toolkit** if you intend to write Silverlight applications and Windows 8 if you intend to write Windows Store apps.

A brief introduction to Punch

Before we go any further, select one of the following platforms and write a simple Hello World application using Punch.

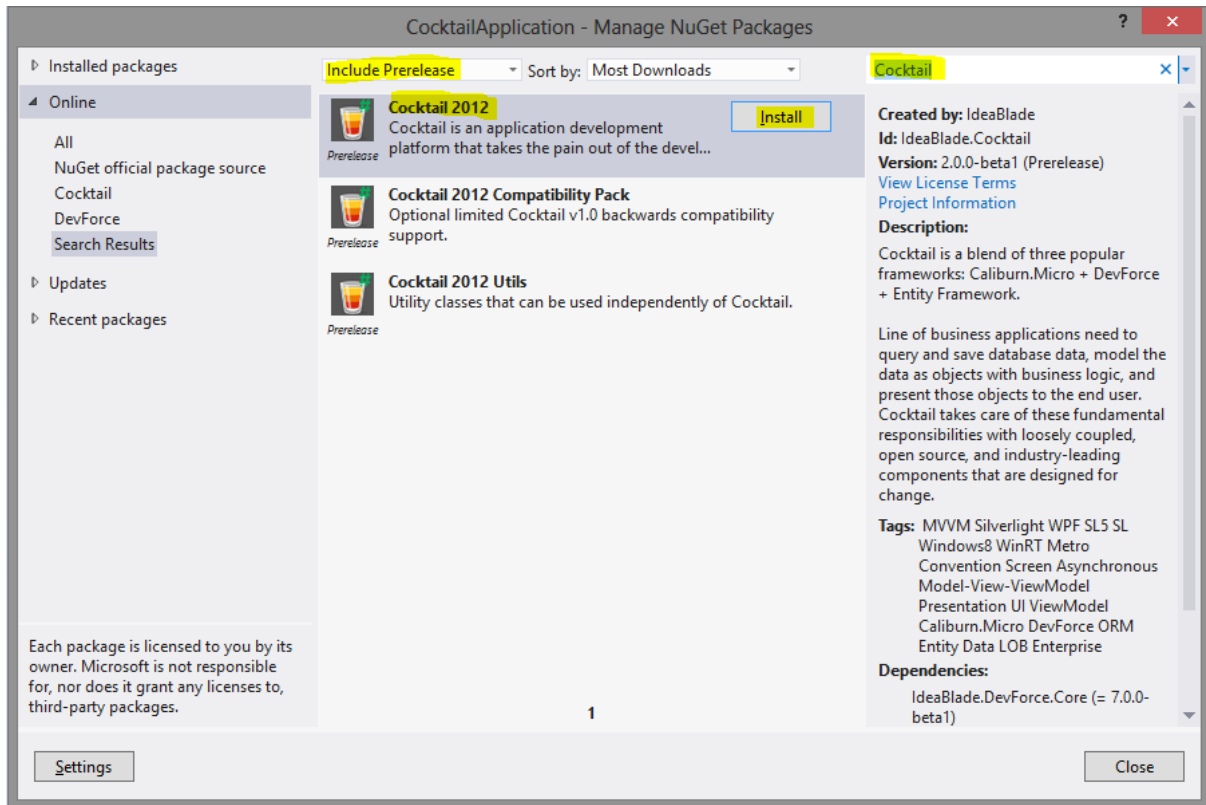
- [Windows Presentation Foundation](#)
- [Silverlight 5](#)
- Windows 8 Store (Coming soon)

Installing Punch

The Punch binaries and all dependencies including DevForce 2012 are exclusively distributed through [NuGet](#).

To install Punch, right-click on the Solution or an individual project, select "**Manage NuGet Packages...**" and enter the search term "**Punch**". In the search results, click the "**Install**" button next to Punch.UI.

To install beta releases of Punch, make sure "**Include Prerelease**" is selected in the drop down above the search results.



Downloading the source code

The Punch source code along with samples and API documentation is available for download from Github at the following URL.

<https://github.com/IdeaBlade/Punch>

Explore Punch

Documentation for Punch is right here in the **DevForce Resource Center** where you'll also find loads of information about the [DevForce component](#) of a Punch application.

Ease into Punch with the [Happy Hour Tutorial](#), which introduces key concepts in Punch such as **MVVM**, **convention over configuration**, **view composition**, **screen navigation**, and more.

Next, dive deeply into the [TempHire reference application](#). "TempHire" has most of the features you'll need in a production application and includes a series of videos to guide you through the architecture.

Both "Happy Hour" and "TempHire" are located in the `src/samples` directory.

For more information

For all things Punch, see <http://punch.ideablade.com>.