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Let's get started with **Punch**. We'll discuss prerequisites, how to acquire the source from the <u>Github</u>, 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:

- <u>Visual Studio 2012</u> (any edition but Express) or above
- <u>Silverlight 5 Toolkit</u> (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.

- <u>Windows Presentation Foundation</u>
- 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.

Documentation - Getting started

	CocktailApplication - Manage NuGet Packages	? ×
Installed packages	Include Prerelease Sort by: Most Downloads	Cocktail ×
 Online All NuGet official package source Cocktail DevForce Search Results Updates Recent packages 	Cocktail 2012 Cocktail is an application development platform that takes the pain out of the devel Install Prerelesse Cocktail 2012 Compatibility Pack Optional limited Cocktail v1.0 backwards compatibility support. Cocktail 2012 Utils Utility classes that can be used independently of Cocktail.	Created by: IdeaBlade Id: IdeaBlade.Cocktail Version: 2.0.0-beta1 (Prerelease) View License Terms Project Information Description: Cocktail is a blend of three popular frameworks: Caliburn.Micro + DevForce + Entity Framework. Line of business applications need to query and save database data, model the data as objects with business logic, and present those objects to the end user. Cocktail takes care of these fundamental responsibilities with loosely coupled, open source, and industry-leading components that are designed for change. Tags: MVVM Silverlight WPF SL5 SL
	Prerelease	
		Windows8 WinRT Metro Convention Screen Asynchronous Model-View-ViewModel Presentation UI ViewModel Caliburn.Micro DevForce ORM Entity Data LOB Enterprise Dependencies:
for, nor does it grant any licenses to, third-party packages.	1	IdeaBlade.DevForce.Core (= 7.0.0- beta1)
Settings		Close

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 <u>DevForce component</u> of a Punch application.

Ease into Punch with the <u>Happy Hour Tutorial</u>, which introduces key concepts in Punch such as MVVM, convention over configuration, view composition, screen navigation, and more.

Next, dive deeply into the <u>TempHire reference application</u>. "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.