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Find additional resources for Punch below.

## API documentation

- [The Punch API.](#)

## Build the code

The Punch download comes with all the binaries that you'll need. However, if you want to build the Punch dlls on your own, here's how:

1. Navigate to the folder where you downloaded the source code.
2. Navigate to the "src" directory.
3. Open **Cocktail.sln** in Visual Studio.
4. Press **Ctrl-Shift-B** or use the **Build** menu to build the solution
5. Navigate to the **src/Bin** folder (at the same level as *Cocktail.sln*) and locate the assemblies you need under the *net45*, *sl50* and *winrt45* directories for the respective platforms.

## Punch in source control

The Punch project is hosted on github. Maintaining your own working copy is a good way to stay current with the Punch project as it evolves or fork it for your own development or contributions.

URL: <https://github.com/IdeaBlade/Cocktail>

## Videos

- The [Punch YouTube playlist](#) contains all of the Punch videos listed below.
- [Punch: TempHire overview](#)
- [Punch: TempHire in Action](#)
- [Punch: Building TempHire](#)
- [Punch: TempHire solution structure \(WPF\)](#)
- [Punch: TempHire solution structure \(Silverlight\)](#)
- [Punch: TempHire domain model](#)
- [Punch: TempHire domain services](#)
- [Punch: TempHire main project](#)
- [Punch: TempHire main project \(the shell\)](#)
- [Punch: TempHire main project \(view composition\)](#)
- [Punch: TempHire main project \(UI and miscellaneous components\)](#)