

WWF Course Content:35-40hours

Course Outline

[Windows Workflow Foundation Using Visual C#](#)

Introduction to Workflow

- What is Windows Workflow Foundation?
- Creating Your First Workflow
- Hosting a Workflow in a Windows Application

Handling Conditions an Exceptions

- Introducing Conditional Activities
- IfElse Activity
- While Activity
- ConditionedActivityGroup Activity
- Replicator Activity
- Handling Exceptions

Flow Activities

- Introducing Flow Activities
- Delay Activity and Handling Properties
- Listen Activity
- Suspend and Terminate Activities
- Parallel and SynchronizeScope Activities
- Handling Cancellation

Making Decisions in Workflows

- Using Rules in Workflows
- Using the Policy Activity

- Setting Priorities
- Forward Chaining

Workflow Communications

- Calling Methods in the Host from the Workflow
- Handling Host Events in the Workflow
- Bi-Directional Communications

Creating State Machine Workflows

- Introduction to State Machines
- State Machine Activities
- Creating a State Machine Workflow
- Circular Navigation in State Machines

Using and Building Persistence Services

- Introducing Workflow Persistence
- Using the SQL Persistence Service
- Creating a Custom Persistence Service

Using and Building Tracking Services

- Workflow Tracking Services
- Using the SQL Tracking Service
- Tracking Profiles
- Creating a Custom Tracking Service

Creating Custom Activities

- Introducing Custom Activities
- Creating a Simple Activity
- Creating a More Complex Activity
- Creating Composite Activities

Handling Workflow Transactions

- Transactions
- Transactions in Workflows
- Transactions and Batches of Work
- Compensation in Workflows

Dynamic Workflow Updates

- Introduction to Dynamic Updates
- Modifying a Workflow from the Host Application
- Modifying a Workflow from within the Workflow
- Dynamic Rule Conditions

Workflows and Web Services

- Workflow-Based Web Services
- Building a Workflow Web Service
- Maintaining State in Web Services
- Invoking a Web Service in a Workflow