

C#

Andrew Troelsen

C# in Depth Jonathan Skeet, 2019-03-07 Effective techniques and experienced insights to maximize your C# 6 and 7 programming skills Key Features Written by C# legend and top StackOverflow contributor Jon Skeet Unlock the new features of C# 6 and 7 Insights on the future of the C# language Master asynchronous functions, interpolated strings, tuples, and more Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. "An excellent overview of C# with helpful and realistic examples that make learning the newest features of C# easy." —Meredith Godar About The Book C# is the foundation of .NET development. New features added in C# 6 and 7 make it easier to take on big data applications, cloud-centric web development, and cross-platform software using .NET Core. Packed with deep insight from C# guru Jon Skeet, this book takes you deep into concepts and features other C# books ignore. C# in Depth, Fourth Edition is an authoritative and engaging guide that reveals the full potential of the language, including the new features of C# 6 and 7. It combines deep dives into the C# language with practical techniques for enterprise development, web applications, and systems programming. As you absorb the wisdom and techniques in this book, you'll write better code, and become an exceptional troubleshooter and problem solver. What You Will Learn Comprehensive guidance on the new features of C# 6 and 7 Important legacies and greatest hits of C# 2-5 Expression-bodied members Extended pass-by-reference functionality Writing asynchronous C# code String interpolation Composition with tuples Decomposition and pattern matching This Book Is Written For For intermediate C# developers. About The Author Jon Skeet is a senior software engineer at Google. He studied mathematics and computer science at Cambridge, is a

recognized authority in Java and C#, and maintains the position of top contributor to Stack Overflow. Table of Contents 1. Survival of the sharpest 2. C# 2 3. C# 3: LINQ and everything that comes with it 4. C# 4: Improving interoperability 5. Writing asynchronous code 6. Async implementation 7. C# 5 bonus features 8. Super-sleek properties and expression-bodied members 9. Stringy features 10. A smörgåsbord of features for concise code 11. Composition using tuples 12. Deconstruction and pattern matching 13. Improving efficiency with more pass by reference 14. Concise code in C# 7 15. C# 8 and beyond PART 1 C# IN CONTEXT PART 2 C# 2-5 PART 3 C# 6 PART 4 C# 7 AND BEYOND

The C# Programming Yellow Book Rob Miles, 2018-10-19 Learn C# from first principles the Rob Miles way. With jokes, puns, and a rigorous problem solving based approach. You can download all the code samples used in the book from here: <http://www.robmiles.com/s/Yellow-Book-Code-Samples-64.z>

Head First C# Andrew Stellman, Jennifer Greene, 2020-12-04 What will you learn from this book? Dive into C# and create apps, user interfaces, games, and more using this fun and highly visual introduction to C#, .NET Core, and Visual Studio. With this completely updated guide, which covers C# 8.0 and Visual Studio 2019, beginning programmers like you will build a fully functional game in the opening chapter. Then you'll learn how to use classes and object-oriented programming, create 3D games in Unity, and query data with LINQ. And you'll do it all by solving puzzles, doing hands-on exercises, and building real-world applications. By the time you're done, you'll be a solid C# programmer--and you'll have a great time along the way! What's so special about this book? Based on the latest research in cognitive science and learning theory, Head First C# uses a visually rich format to engage your

mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

C# 10.0 All-in-One For Dummies John Paul Mueller, 2022-03-02 Look sharp—learn or refresh your C# skills with the latest version C# is one of the most popular programming languages, and frequent updates help it keep pace as the world of coding changes. You can keep pace too, thanks to C# 10.0 All-in-One For Dummies, where you'll learn the basics of the language itself, how to code in Visual Studio, and how to take advantage of the new features in the latest release. At every stage of your career, you'll need to know the cutting-edge trends and techniques that clients want. This book has your back, with info on object-oriented programming, writing secure code, building web applications, and more. The six standalone mini-books you'll find inside this all-in-one will take you through the changes to C# and the practical applications and dev tools that you need to know. New features covered include records, init only setters, top-level statements, pattern matching enhancements, fit and finish features, and a lot more. Plus, this version is packed with more examples and code snippets, so you can sharply see C# in action! Learn the very basics of C# programming, even if you have no prior experience Refresh your knowledge of the language and learn how to use the new features in the 10.0 version release Read six mini-books on hot coding topics like object-oriented programming, Visual Studio, and Windows 10 development Enhance your employability and join the 6.5-million-strong community of C# developers You need an easy-to-read C# guide that will help you understand the incoming updates, and this For Dummies reference is it.

C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development Mark J.

Price, 2019-10-31 Publisher's Note: Microsoft stops supporting .NET Core 3.1 in December 2022. The newer 7th edition of this book is available that covers .NET 7 (end-of-life May 2024) or .NET 6 (end-of-life November 2024), with C# 11 and EF Core 7. Key Features Build modern, cross-platform applications with .NET Core 3.0 Get up to speed with C#, and up to date with all the latest features of C# 8.0 Start creating professional web applications with ASP.NET Core 3.0 Book Description In C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part 1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop applications including Windows Forms, Windows Presentation Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learn Build cross-platform applications for Windows, macOS, Linux, iOS, and Android Explore application development with C# 8.0 and .NET Core 3.0 Explore ASP.NET Core 3.0 and create professional web applications Learn

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Programming C# 8.0 Ian Griffiths, 2019-11-26 C# is undeniably one of the most versatile programming languages available to engineers today. With this comprehensive guide, you'll learn just how powerful the combination of C# and .NET can be. Author Ian Griffiths guides you through C# 8.0 fundamentals and techniques for building cloud, web, and desktop applications. Designed for experienced programmers, this book provides many code examples to help you work with the nuts and bolts of C#, such as generics, LINQ, and asynchronous programming features. You'll get up to speed on .NET Core and the latest C# 8.0 additions, including asynchronous streams, nullable references, pattern matching, default interface implementation, ranges and new indexing syntax, and changes in the .NET tool chain. Discover how C# supports fundamental coding features, such as classes, other custom types, collections, and error handling Learn how to write high-performance memory-efficient code with .NET Core's Span and Memory types Query and process diverse data sources, such as in-memory object models, databases, data streams, and XML documents with LINQ Use .NET's multithreading features to exploit your computer's parallel processing capabilities Learn how asynchronous language features can help improve application responsiveness and scalability

C# and the .NET Platform Andrew Troelsen, 2001-06-15 C# is the key language for Microsoft's next generation of Windows services, the .NET platform. This new programming language is fast and modern and was designed to increase programmer productivity. C# enables programmers quickly to build a wide range of applications for the new Microsoft .NET platform. The .NET platform enables developers to build C# components to become Web services available across the entire Internet. Relentlessly practical and complete, this book starts with a brief overview of the C# language, but then directly moves to applying C# for essentially every possible kind of .NET application. From Windows- based to Web-based applications, it's all here. There are comprehensive discussions of such important issues as the .NET Framework, threading, ASP.NET and ADO.NET.

The C# Programming Language (Covering C# 4.0), Portable Documents Anders Hejlsberg, Mads Torgersen, Scott Wiltamuth, Peter Golde, 2010-10-31 The popular C# programming language combines the high productivity of rapid application development languages with the raw power of C and C++. Updated to cover the new features of C# 4.0, including dynamic binding, named and optional parameters, and covariant and contravariant generic types, this release takes the language to the next level by adding the ability to cleanly write programs that don't rely on static type definitions. This allows dynamic programming languages such as Python, Ruby, and JavaScript to feel native to C#. The C# Programming Language, Fourth Edition, continues to be the authoritative and annotated technical reference for C# 4.0. 7nbsp; Written by Anders Hejlsberg, the language's architect, and his colleagues, Mads Torgersen, Scott Wiltamuth, and Peter Golde, this volume has been completely updated for C# 4.0. The book provides the complete specification of the

language, along with descriptions, reference materials, code samples, and annotations from twelve prominent C# gurus. The many annotations bring a depth and breadth of understanding rarely found in any programming book. As the main text of the book introduces the concepts of the C# language, cogent annotations explain why they are important, how they are used, how they relate to other languages, and even how they evolved. This book is the definitive, must-have reference for any developer who wants to understand C#. With annotations from: Brad Abrams, Joseph Albahari, Krzysztof Cwalina, Jesse Liberty, Eric Lippert, Christian Nagel, Vladimir Reshetnikov, Marek Safar, Chris Sells, Peter Sestoft, Jon Skeet, and Bill Wagner.

Learn C# Shyam Bharath S.D., 2018-08-26 This book covers the following topics in C#: C# Basics C# Introduction C# Development Environment Your First C# Program C# Internals C# Data Types and Operators C# Pass by value vs Pass by reference C# Object Oriented Programming - Class and Interface C# Object Oriented Programming - Encapsulation C# Object Oriented Programming - Inheritance and Polymorphism C# Namespaces C# Memory Management C# Conditional Statements C# Loops C# Strings C# Arrays C# Exception Handling C# Multithreading C# Data Structures and Generics C# Struct and Enum C# Generics C# Collections C# Collections C# List C# Dictionary C# Queue C# Stack C# Set C# I/O C# I/O Classes C# Files I/O C# Advanced C# Delegates C# Events C# Attributes C# LINQ C# 6.0 Features C# using static C# Auto-Property Initializers C# Null Conditional Operator C# Expression Bodies C# 7.0 Features C# Tuples C# Local Functions C# switch changes

C# Unleashed Joseph Mayo, 2002 Annotation A complete professional reference guide to the new C# language. Joe Mayo guides the developer from language syntax and object-oriented software construction to multiple .NET

technologies. C# Unleashed teaches the C# language itself and how C# can be used to develop software as a service. Joe Mayo has created numerous Web-based tutorials that have been widely accessed and hot-linked by all the major C# Web sites since the language was first introduced. This book is the only complete and exhaustive C# reference book on the market today. All other C# books are brief treatments. Part I provides the most basic elements of C# language syntax. Part II covers object and component programming in C#. Part III introduces several of the class libraries available to C#. Part IV gives those advanced topics for extreme performance and enterprise programming projects. Part V goes into depth on the C# environment. Included are garbage collection and the effects on a program, cross-language development, the common language runtime, versioning and assemblies, and providing security for your programs. Part VI is the Appendix. It has supplementary material on compiling programs, an overview of .NET Class Library components, and some other resources that may be of interest. Joseph Mayo is a pioneer within the C# community. Joe created the C# Corner Web site shortly after this new language was introduced. His very popular C# tutorials are accessed by Web developers and Web sites throughout the world. Joe is a seasoned developer with over 14 years of robust experiences. Over the years, he has programmed in a variety of languages including assembler, C, C++, VBA and Forte 4GL. His database experience encompasses Paradox, Dbase III, MS Access and Oracle. Frameworks include MFC and Motif. Joe opened a Web site titled C# Station in late June, 2000, and is currently a Software Engineer for Quest Communications.

The C# Programming Language Anders Hejlsberg, Mads Torgersen, Scott Wiltamuth, Peter Golde, 2008-10-08 "Based on my own experience, I can safely

say that every .NET developer who reads this will have at least one ‘aha’ moment and will be a better developer for it.” –From the Foreword by Don Box

The popular C# programming language combines the high productivity of rapid application development languages with the raw power of C and C++. Now, C# 3.0 adds functional programming techniques and LINQ, Language INtegrated Query. The C# Programming Language, Third Edition, is the authoritative and annotated technical reference for C# 3.0. Written by Anders Hejlsberg, the language’s architect, and his colleagues, Mads Torgersen, Scott Wiltamuth, and Peter Golde, this volume has been completely updated and reorganized for C# 3.0. The book provides the complete specification of the language, along with descriptions, reference materials, code samples, and annotations from nine prominent C# gurus. The many annotations—a new feature in this edition—bring a depth and breadth of understanding rarely found in any programming book. As the main text of the book introduces the concepts of the C# language, cogent annotations explain why they are important, how they are used, how they relate to other languages, and even how they evolved. This book is the definitive, must-have reference for any developer who wants to understand C#.

Illustrated C# 7 Daniel Solis, Cal Schrottenboer, 2018-02-19 Get to work quickly with C# with a uniquely succinct and visual format used to present the C# 7.0 language. Whether you’re getting to grips with C# for the first time or working to deepen your understanding, you’ll find this book to be a clear and refreshing take on each aspect of the language. Figures are of prime importance in this book. While teaching programming seminars, Daniel Solis found that he could almost watch the light bulbs going on over the students’ heads as he drew the figures on the whiteboard. In this text, he

has distilled each important concept into simple but accurate illustrations. For this latest edition, Dan is joined by fellow experienced teacher and programmer, Cal Schrottenboer, to bring you the very latest C# language features, along with an understanding of the frameworks it most often lives in: .NET and the new .NET Core. For something as intricate and precise as a programming language, there must be text as well as figures. But rather than long, wordy explanations, the authors use short, concise descriptions and bullet lists to make each important piece of information visually distinct and memorable. What You'll Learn Start with an overview of C# programming and how the language works under the hood Put things in context with a little useful history of C# and .NET Know how .NET Core fits into the picture Understand how C# handles types Benefit from clear, concise explanations of each language feature, from classes and inheritance to enumerators and iterators, and the new C# 7.0 tuples Quickly access material via this book's visual introduction to asynchronous programming with C# Who This Book Is For Novice to intermediate C# programmers, and more experienced programmers moving to C# from other languages

The Modern C# Challenge Rod Stephens, 2018-10-25 Learn advanced C# concepts and techniques such as building caches, cryptography, and parallel programming by solving interesting programming challenges Key Features Gain useful insights on advanced C# programming topics and APIs Use locking and cached values to solve parallel problems Take advantage of .NET's cryptographic tools to encrypt and decrypt strings Book Description C# is a multi-paradigm programming language. The Modern C# Challenge covers with aspects of the .NET Framework such as the Task Parallel Library (TPL) and CryptoAPI. It also encourages you to explore important programming trade-offs

such as time versus space or simplicity. There may be many ways to solve a problem and there is often no single right way, but some solutions are definitely better than others. This book has combined these solutions to help you solve real-world problems with C#. In addition to describing programming trade-offs, The Modern C# Challenge will help you build a useful toolkit of techniques such as value caching, statistical analysis, and geometric algorithms. By the end of this book, you will have walked through challenges in C# and explored the .NET Framework in order to develop program logic for real-world applications. What you will learn

- Perform statistical calculations such as finding the standard deviation
- Find combinations and permutations
- Search directories for files matching patterns using LINQ and PLINQ
- Find areas of polygons using geometric operations
- Randomize arrays and lists with extension methods
- Explore the filesystem to find duplicate files
- Simulate complex systems and implement equality in a class
- Use cryptographic techniques to encrypt and decrypt strings and files

Who this book is for The Modern C# Challenge is for all C# developers of different abilities wanting to solve real-world problems. There are problems for everyone at any level of expertise in C#

C# 7.0 in a Nutshell Joseph Albahari, Ben Albahari, 2017-10-11 When you have questions about C# 7.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. Since its debut in 2000, C# has become a language of unusual flexibility and breadth, but its continual growth means there's always more to learn. Organized around concepts and use cases, this updated edition provides intermediate and advanced programmers with a concise map of C# and .NET knowledge. Dive in and discover why this Nutshell guide is considered the definitive reference on C#. Get up to speed

on the C# language, from the basics of syntax and variables to advanced topics such as pointers, operator overloading, and dynamic binding Dig deep into LINQ via three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including XML, regular expressions, networking, serialization, reflection, application domains, and security Delve into Roslyn, the modular C# 7.0 compiler-as-a-service

The Dark Art of C# Programming Gaia Asher, 2002 The Dark Art of C# Programming By Gaia Asher C# is the new programming language at the core of the Microsoft .Net initiative. If you want to be on the .Net bandwagon, you need this language. And how can 500 letter-sized pages of official ECMA-334 Standard C# Language Specification fit into 200 pages of this book? Still, it's done. This book explains the complete and unabridged C# programming language. It can be used as both a blitzkrieg course for students and a convenient reference for professionals. The book has two main parts. The Part One, Bare Necessities, describes the basic language functionality similar to what you can find in all traditional languages from Algol and Fortran to Pascal and C. That includes such topics as statements, flow control, operators, expressions, type system, local declarations, preprocessor, and more. The Part Two, Classes and Objects, dives into object-oriented programming inherited by C# from SmallTalk, Modula-2, C++, and Java. For benefit of the readers, who already know some programming language, the book frequently compares C# constructs to their counterparts in other languages, especially C, C++, and Java. Who is this book for? Software developers and Computer Science and Information Technology students. What does this book cover? Complete C# programming language as per ECMA-334 Standard. What do you

need to know? Generic understanding of programming in any language will be helpful. What to read next? .Net Cookbook (not yet published) for .Net extensive library of classes.

C# in a Nutshell Peter Drayton, Ben Albahari, Ted Neward, 2003 Updated for .NET Framework Version 1.1, C# in a Nutshell, 2nd Edition, is a succinct but detailed reference to the essential C# language and the .NET types. Each chapter begins with an overview of a .NET namespace and a diagram of its types, including a quick-reference entry for each type, with name, assembly, category, description, member availability, class hierarchy, and other relevant information, such as whether the type is part of the ECMA CLI specification

A Programmer's Guide to C# 5.0 Eric Gunnerson, Nick Wienholt, 2012-12-22 A Programmer's Guide to C# 5.0 is a book for software developers who want to truly understand C#. Whether you've worked with C# before or with another general-purpose programming language, each fast-paced, focused chapter will take you straight to the heart of a feature of C# and show you why it works the way it does. Written by one-time C# Test Lead, Program Manager, and member of the original C# language design team, this book is an ideal companion to the C# Language Specification, and works both as a tutorial and as a reference guide. Now in its fourth edition, you will find up-to-date coverage of all the latest C# features, including Linq, covariance and contravariance, and async support. You'll learn how to: Use C# features effectively, in the way they were intended Apply the newest C# features to your coding problems Streamline your database code using LINQ Use async support and the task parallel library to improve performance. Program more efficiently, effectively, and with real insight into this mature and exciting

language, with A Programmer's Guide to C# 5.0.

Beginning C# and .NET Benjamin Perkins, Jon D. Reid, 2021-07-09 Get a running start to learning C# programming with this fun and easy-to-read guide As one of the most versatile and powerful programming languages around, you might think C# would be an intimidating language to learn. It doesn't have to be! In Beginning C# and .NET: 2021 Edition, expert Microsoft programmer and engineer Benjamin Perkins and program manager Jon D. Reid walk you through the precise, step-by-step directions you'll need to follow to become fluent in the C# language and .NET. Using the proven WROX method, you'll discover how to understand and write simple expressions and functions, debug programs, work with classes and class members, work with Windows forms, program for the web, and access data. You'll even learn about some of the new features included in the latest releases of C# and .NET, including data consumption, code simplification, and performance. The book also offers: Detailed discussions of programming basics, like variables, flow control, and object-oriented programming that assume no previous programming experience "Try it Out" sections to help you write useful programming code using the steps you've learned in the book Downloadable code examples from wrox.com Perfect for beginning-level programmers who are completely new to C#, Beginning C# and .NET: 2021 Edition is a must-have resource for anyone interested in learning programming and looking for a fun and intuitive place to start.

C# 3.0 Unleashed Joseph Mayo, 2008-07-23 Whether you need an approachable on-ramp to .NET or you want to enhance your skills, C# 3.0 Unleashed is a comprehensive, in-depth guide to the solutions you seek. You'll learn to do more with the new tools that are available, including Visual Studio 2008 and the .NET Framework Class Libraries. Throughout this book, you'll get a

practical look at what can be the most useful tools for any given task. You'll also learn common traps to avoid and learn insightful tips that will save you time and help you be more productive. C# 3.0 Unleashed contains complete coverage of the C# programming language. The author covers all the essential syntax, but keeps the focus on practical application. The chapters are arranged to take you step-by-step from the core of the C# language to elements of the .NET Framework, and further into advanced concepts on distributed n-tier Internet applications. Additionally, C# 3.0 Unleashed shows you how to debug, monitor, and scale enterprise applications, enabling you to use the C# programming language to ship the right code at the right time. What's included in this book: A complete reference for C# syntax, object oriented programming, and component programming with C# Comprehensive data coverage through ADO.NET and LINQ An introduction to UI technologies, including Windows Forms, WPF, ASP.NET Ajax, and Silverlight Coverage of traditional ASMX and WCF Web Services Coverage of multiple .NET technologies, including networking, instrumentation, interop, and multi-threading In-depth discussion of platform concepts including CLR, Garbage Collection, Type System, Assemblies, and Code Access Security Guidance on design and architecture for a big-picture view and essential help in piecing together all you've learned

C# 3.0 in a Nutshell Joseph Albahari, Ben Albahari, 2007 Offers a reference to key C# programming concepts covering language elements, syntax, datatypes, and tasks.

Whispering the Strategies of Language: An Psychological Quest through **C#**

In a digitally-driven earth wherever screens reign supreme and immediate communication drowns out the subtleties of language, the profound techniques and emotional nuances hidden within phrases usually go unheard. Yet, situated within the pages of **C#** a captivating fictional treasure blinking with raw emotions, lies an extraordinary journey waiting to be undertaken. Penned by an experienced wordsmith, that charming opus attracts viewers on an introspective trip, delicately unraveling the veiled truths and profound influence resonating within the material of each and every word. Within the psychological depths of the moving review, we shall embark upon a heartfelt exploration of the book's key themes, dissect their charming publishing model, and succumb to the effective resonance it evokes seriously within the recesses of readers' hearts.

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C# Introduction

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