C#

Jesse Liberty

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

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.

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.

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#.

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

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Fundamentals of Computer Programming with C# Svetlin Nakov,Veselin Kolev,2013-09-01 The free book Fundamentals of Computer Programming with C# is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Learning C# 3.0 Jesse Liberty,Brian MacDonald,2008-11-18 If you're new to C#, this popular book is the ideal way to get started. Completely revised for the latest version of the language, Learning C# 3.0 starts with the fundamentals and takes you through intermediate and advanced C# features -- including generics, interfaces, delegates, lambda expressions, and LINQ. You'll also learn

how to build Windows applications and handle data with C#. No previous programming experience is required -- in fact, if you've never written a line of code in your life, bestselling authors Jesse Liberty and Brian MacDonald will show you how it's done. Each chapter offers a self-contained lesson to help you master key concepts, with plenty of annotated examples, illustrations, and a concise summary. With this book, you will: Learn how to program as you learn C# Grasp the principles of object-oriented programming through C# Discover how to use the latest features in C# 3.0 and the .NET 3.5 Framework--including LINQ and the Windows Presentation Foundation (WPF) Create Windows applications and data-driven applications You'll also find a unique Test Your Knowledge section in each chapter, with practical exercises and review quizzes, so you can practice new skills and test your understanding. If you're ready to dive into C# and .NET programming, this book is a great way to quickly get up to speed.

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 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 FeaturesGain useful insights on advanced C# programming topics and APIsUse locking and cached values to solve parallel problemsTake advantage of .NET's cryptographic tools to encrypt and decrypt stringsBook 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 learnPerform statistical calculations such as finding the standard deviationFind combinations and permutationsSearch directories for files matching patterns using LINQ and PLINQFind areas of polygons using geometric operationsRandomize arrays and lists with extension methodsExplore the filesystem to find duplicate filesSimulate complex systems and implement equality in a classUse cryptographic techniques to encrypt and decrypt strings and filesWho 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# 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.

C# 10 and .NET 6 – Modern Cross-Platform Development Mark J. Price,2021-11-09 Publisher's Note: Microsoft will stop supporting .NET 6 from November 2024. The newer 8th edition of the book is available that covers .NET 8 (end-of-life November 2026) with C# 12 and EF Core 8. Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book DescriptionExtensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor.What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using XAML Who this book is forDesigned for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

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

<u>C# 12 and .NET 8 – Modern Cross-Platform Development Fundamentals</u> Mark J. Price,2023-11-14 An accessible guide for beginner-to-intermediate programmers to the concepts, real-world applications, and latest features of C# 12 and .NET 8, with hands-on exercises using Visual Studio 2022 and Visual Studio Code. Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore the latest additions to C# 12, the .NET 8 class libraries, and Entity Framework Core 8 Create professional websites and services with ASP.NET Core 8 and Blazor Build your confidence with step-by-step code examples and tips for best practices Book DescriptionThis latest edition of the bestselling Packt series will give you a solid foundation to start building projects using modern C# and .NET with confidence. You'll learn about object-oriented programming; writing, testing, and debugging functions; and implementing interfaces. You'll take on .NET APIs for managing and querying data, working with the fi lesystem, and serialization. As you progress, you'll explore examples of cross-platform projects you can build and deploy, such as websites and services using ASP.NET Core. This latest edition integrates .NET 8 enhancements into its examples: type aliasing and primary constructors for concise and expressive code. You'll handle errors robustly through the new built-in guard clauses and explore a simplified implementation of caching in ASP.NET Core 8. If that's not enough, you'll also see how native ahead-of-time (AOT) compiler publish lets web services reduce memory use and run faster. You'll work with the seamless new HTTP editor in Visual Studio 2022 to enhance the testing and debugging process. You'll even get introduced to Blazor Full Stack with its new unified hosting model for unparalleled web development flexibility.What you will learn Discover C# 12's new features, including aliasing any type and primary constructors Try out the native AOT publish capability for ASP.NET Core 8 Minimal APIs web services Build rich web experiences using Blazor Full Stack, Razor Pages, and other ASP.NET Core features Integrate and update databases in your apps using Entity Framework Core models Query and manipulate data using LINQ Build and consume powerful services using Web API and Minimal API Who this book is forThis book is for beginners as well as intermediate-level C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the last few years. Prior exposure to C# or .NET is not a prerequisite. A general understanding of programming will help you to work through the book more comfortably, though the content is suitable for those completely new to programming. If you already have some C# and .NET skills and want to focus on developing practical apps, you can pick up Mark's other .NET book, Apps and Services with .NET 8, instead.

<u>Beginning C# and .NET</u> 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# 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 FeaturesBuild modern, cross-platform applications

with .NET Core 3.0Get up to speed with C#, and up to date with all the latest features of C# 8.0Start creating professional web applications with ASP.NET Core 3.0Book 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 learnBuild cross-platform applications for Windows, macOS, Linux, iOS, and AndroidExplore application development with C# 8.0 and .NET Core 3.0Explore ASP.NET Core 3.0 and create professional web applicationsLearn object-oriented programming and C# multitaskingQuery and manipulate data using LINQUse Entity Framework Core and work with relational databasesDiscover Windows app development using the Universal Windows Platform and XAMLBuild mobile applications for iOS and Android using Xamarin.FormsWho this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0.

Learn C# Programming Marius Bancila,Raffaele Rialdi,Ankit Sharma,2020-04-30 Get started with C# and strengthen your knowledge of core programming concepts such as procedural, object-oriented, generic, functional, and asynchronous programming along with the latest features of C# 8 Key FeaturesLearn the fundamentals of C# with the help of easy-to-follow examples and explanationsLeverage the latest features of C# 8, including nullable reference types, pattern matching enhancements, and asynchronous streamsExplore object-oriented programming, functional programming, and multithreading conceptsBook Description The C# programming language is often developers' primary choice for creating a wide range of applications for desktop, cloud, and mobile. In nearly two decades of its existence, C# has evolved from a general-purpose, object-oriented language to a multi-paradigm language with impressive features. This book will take you through C# from the ground up in a step-by-step manner. You'll start with the building blocks of C#, which include basic data types, variables, strings, arrays, operators, control statements, and loops. Once comfortable with the basics, you'll then progress to learning object-oriented programming concepts such as classes and structures, objects, interfaces, and abstraction. Generics, functional programming, dynamic, and asynchronous programming are covered in detail. This book also takes you through regular expressions, reflection, memory management, pattern matching, exceptions, and many other advanced topics. As you advance, you'll explore the .NET Core 3 framework and learn how to use the dotnet command-line interface (CLI), consume NuGet packages, develop for Linux, and migrate apps built with .NET Framework. Finally, you'll understand how to run unit tests with the Microsoft unit testing frameworks available in Visual Studio. By the end of this book, you'll be well-versed with the essentials of the C# language and be ready to start creating apps with it. What you will learnGet to grips with all the new features of C# 8Discover how to use attributes and reflection to build extendable applicationsUtilize LINQ to uniformly query various sources of dataUse files and streams and serialize data to JSON and XMLWrite asynchronous code with the async-await patternEmploy .NET Core tools to create, compile, and publish your applicationsCreate unit tests with Visual Studio and the Microsoft unit testing frameworksWho this book is for If you have little experience in coding or C# and want to learn the essentials of C# programming to develop powerful programming techniques, this book is for you. It will also help

aspiring programmers to write scripts or programs to accomplish specific tasks.

Essential C# 4.0 Mark Michaelis,2010-03-10 Essential C# 4.0 is a well-organized, "no-fluff" guide to all versions of C# for programmers at all levels of C# experience. This fully updated edition shows how to make the most of C# 4.0's new features and programming patterns to write code that is simple, yet powerful. This edition contains two new chapters on parallel programming, multithreading, and concurrency, as well as extensive coverage of new C# 4.0 features: dynamic typing, variance, optional/named parameters, and many other new topics. Mark Michaelis covers the C# language in depth, illustrating key constructs with succinct, downloadable code examples. Graphical "mind maps" at the beginning of each chapter show what material is covered and how individual topics interrelate. Topics intended for beginners and advanced readers are clearly marked, and the book includes indexes of C# versions (2.0, 3.0, and 4.0), which make it easy for readers to reference topics specific to a given release of C#. Following an introduction to C#, readers learn about Best practices for object-oriented programming in C# C# primitive data types, value and reference types, implicitly typed variables, anonymous types, plus dynamic typing in C# 4.0 Methods and parameters–including extension methods, partial methods, and C# 4.0's optional and named parameters Generics, concurrent collections, and custom collections with iterators Delegates, events, and lambda expressions Collection interfaces and standard query operators Query expressions and the tree expressions on which LINQ providers are based Reflection, attributes, and dynamic programming Parallel Query Processing with PLINQ Multithreaded programming with the Task Parallel Library Platform interoperability and unsafe code The Common Language Infrastructure that underlies C# Whether you're just starting out, are an experienced developer moving to C#, or are a seasoned C# programmer seeking to master C# 4.0's most valuable enhancements, Essential C# 4.0 will help you write high-quality, highly effective code.

Programming C# Jesse Liberty,2005-02-22 The programming language C# was built with the future of application development in mind. Pursuing that vision, C#'s designers succeeded in creating a safe, simple, component-based, high-performance language that works effectively with Microsoft's .NET Framework. Now the favored language among those programming for the Microsoft platform, C# continues to grow in popularity as more developers discover its strength and flexibility. And, from the start, C# developers have relied on Programming C# both as an introduction to the language and a means of further building their skills. The fourth edition of Programming C#--the top-selling C# book on the market--has been updated to the C# ISO standard as well as changes to Microsoft's implementation of the language. It also provides notes and warnings on C# 1.1 and C# 2.0. Aimed at experienced programmers and web developers, Programming C#, 4th Edition, doesn't waste too much time on the basics. Rather, it focuses on the features and programming patterns unique to the C# language. New C# 2005 features covered in-depth include: Visual Studio 2005 Generics Collection interfaces and iterators Anonymous methods New ADO.NET data controls Fundamentals of Object-Oriented Programming Author Jesse Liberty, an acclaimed web programming expert and entrepreneur, teaches C# in a way that experienced programmers will appreciate by grounding its applications firmly in the context of Microsoft's .NET platform and the development of desktop and Internet applications. Liberty also incorporates reader suggestions from previous editions to help create the most consumer-friendly guide possible.

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C# Introduction

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