

# **Advanced Programming Methods**

## **Lecture 11 – More on C#**

# C# GENERICS

C#'s genericity mechanism, available since C# 2.0

Most common use:

- Use (and implement) generic yet type-safe containers

```
List<String> safeBox = new List<String>();
```

Compile-time type-checking is enforced

- Custom generic classes (and methods)

Syntax: different position of the generic parameter w.r.t. Java

Java: `public <T> T foo (T x) ;`

C#: `public T foo <T> (T x) ;`

- Bounded genericity

```
public T test <T> (T x) where T:Interface1, Interface2
```

# C# vs Java

- Unlike Java, genericity is supported natively by .NET bytecode
- Hence, basically all limitations of Java generics disappear:
  - Can instantiate generic parameter with value types
  - At runtime you can tell the difference between **List<Integer>** and **List<String>**
  - Exception classes can be generic classes
  - Can instantiate a generic type parameter provided a clause **where G : new()** constrains the parameter to have a default constructor

# C# vs. Java

- Can get the default value of a generic type parameter  
`T t = default (T) ;`
- Arrays can have elements of a generic type parameter
- A static member can reference a generic type parameter

Another consequence is that **raw types** (unchecked generic types without any type argument) don't exist in C#

# Generics and Inheritance

- Let S be a subtype of T
- There is no inheritance relation between:  
`SomeGenericClass<S>` and `SomeGenericClass<T>`

In particular: the former is not a subtype of the latter

- However, let AClass be a non-generic type:  
`S<AClass>` is a subtype of `T<AClass>`

# Replacing Wildcards in C#

- There's no C# equivalent of Java's wildcards
  - But most of Java's wildcard code can be ported to C# (not necessarily resulting in cleaner code)

Consider the following hierarchy of classes:

```
class Circle:Shapes{...}
```

```
class Rectangle:Shapes{...}
```

What should be the signature of a method **drawShapes** that takes a list of **Shape** objects and draws all of them?

**DrawShapes( List<Shapes> shapes )**

- this doesn't work on a **List<Circle>**, which is not a subtype of **List<Shape>**

# Replacing Wildcards in C#

Solution: use a helper class with bounded genericity

```
class DrawHelper <T> where T: Shape {  
    public static void DrawShapes( List<T> shapes) ;  
}
```

**The use of the method:**

```
DrawHelper<Shape>.DrawShapes (listOfShapes) ;  
DrawHelper<Circle>.DrawShapes (listOfCircles) ;
```



# Generics can be used with:

- Types
  - Struct
  - Interface
  - Class
  - Delegate
- Methods
- Generic Constraints

## Generics can be used:

- to easily create non-generic derived types:

```
public class IntStack : Stack<int> {...}
```

- in internal fields, properties and methods of a class:

```
public class Customer<T>{  
    private static List<T> customerList;  
    private T customerInfo;  
    public T CustomerInfo { get; set; }  
    public int CompareCustomers( T customerInfo );}
```

- A base class or interface can be used as a constraint. For instance:

```
public interface IDrawable { public void Draw(); }
```

- Need a constraint that our type T implements the IDrawable interface.

```
public class SceneGraph<T> where T : IDrawable {  
    public void Render() { ... T node; ...  
        node.Draw();  
    }  
}
```

- No need to cast
  - Compiler uses type information to decide

- Can also specify a class constraint. That is, require a reference type:

```
public class CarFactory<T> where T : class {  
    private T currentCar = null;
```

- Forbids CarFactory<int> and other value types.
- Useful since I can not set an int to null.

- Alternatively, require a value (struct) type.

```
public struct Nullable<T> where T : struct {  
    private T value;
```

- The ***default*** keyword

```
public class GraphNode<T> {  
    private T nodeLabel;  
    private void ClearLabel() { nodeLabel = default(T); }
```

- If T is a reference type default(T) will be null.
- For value types all bits are set to zero.

- Special constraint using the *new* keyword:

```
public class Stack<T> where T : new() {  
    public T PopEmpty() {  
        return new T();  
    }  
}
```

- Parameter-less ***constructor constraint***
- Type T must provide a public parameter-less constructor
- No support for other constructors or other method syntaxes.
- The new() constraint must be the last constraint.

- A generic type parameter, like a regular type, can have zero or more interface constraints

```
public class GraphNode<T> {  
    where T : ICloneable, IComparable  
    ...}
```

- A type parameter can only have one where clause, so all constraints must be specified within a single where clause.
- You can also have one type parameter be dependent on another.

```
public class SubSet<U,V> where U : V  
public class Group<U,V>  
    where V : IEnumerable<U> { ... }
```

- C# also allows you to parameterize a method with generic types:

```
public static void Swap<T>( ref T a, ref T b ){  
    T temp = a;  
    a = b;  
    b = temp; }
```

- The method does not need to be static.

```
public class Report<T> : where T: Iformatter{...}  
public class Insurance {  
    public Report<T> ProduceReport<T>() where T : Iformatter {...}  
}
```

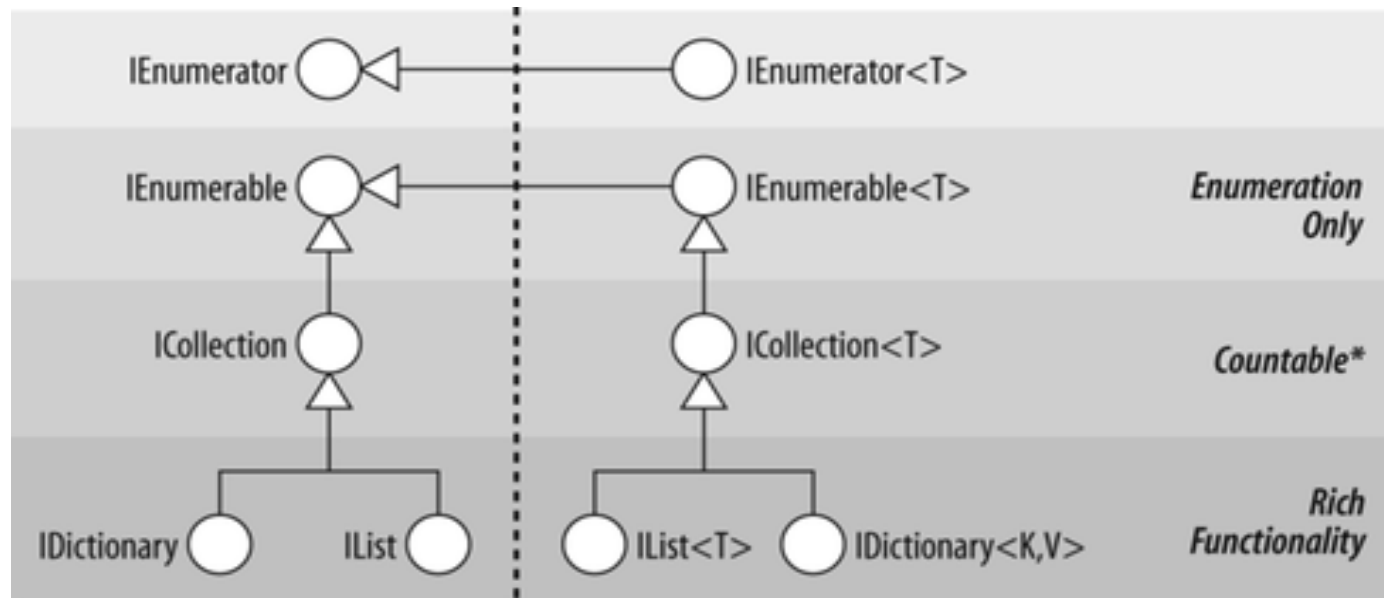


- In C#, generic types can be compiled into a class library or dll and used by many applications.
- Differs from C++ templates, which use the source code to create a new type at compile time.
- Hence, when compiling a generic type, the compiler needs to ensure that the code will work for any type.

# C# COLLECTIONS

# Data Structures in C#

- # `System.Collections` for nongeneric collection classes and interfaces.
- # `System.Collections.Specialized` for strongly typed nongeneric collection classes.
- # `System.Collections.Generic` for generic collection classes and interfaces.
- # `System.Collections.ObjectModel` contains proxies and bases for custom collections.



# IEnumerator - IEnumerable

```
//System.Collections
public interface IEnumerator {
    bool MoveNext( );
    object Current { get; }
    void Reset( );
}
```

```
//System.Collections.Generic
public interface IEnumerator<T> :
    IEnumerator, IDisposable{
    T Current { get; }
}
```

```
//System.Collections
public interface IEnumerable{
    IEnumerator GetEnumerator( );
}
```

```
//System.Collections.Generic
public interface IEnumerable<T> :
    IEnumerable{
    IEnumerator<T> GetEnumerator( );
}
```

If a class implements the `IEnumerable` interface, then the `foreach` statement can be used on that class.

# IEnumerable -foreach

```
class Set : ISet, IEnumerable{
    object[] elems;
    public IEnumerator GetEnumerator(){ ...}
    //...
}

...

Set s=new Set();
s.add("ana");
s.add("are");
s.add("mere");
foreach(Object o in s){
    Console.WriteLine("{0} ",o);
}
```

# ICollection/ ICollection<T>

```
public interface ICollection : IEnumerable{
    void CopyTo (Array array, int index);
    int Count {get;}
    bool IsSynchronized {get;}
    object SyncRoot {get;}
}
```

```
public interface ICollection<T> : IEnumerable<T>, IEnumerable{
    void Add(T item);
    void Clear( );
    bool Contains (T item);
    void CopyTo (T[] array, int arrayIndex);
    int Count { get; }
    bool IsReadOnly { get; }
    bool Remove (T item);
}
```

# IList / IList<T>

```
public interface IList : ICollection, IEnumerable{
    object this [int index] { get; set; }
    bool IsFixedSize { get; }
    bool IsReadOnly { get; }
    int Add (object value);
    void Clear( );
    bool Contains (object value);
    int IndexOf (object value);
    void Insert (int index, object value);
    void Remove (object value);
    void RemoveAt (int index);
}

public interface IList<T> : ICollection<T>, IEnumerable<T>,
    IEnumerable{
    T this [int index] { get; set; }
    int IndexOf (T item);
    void Insert (int index, T item);
    void RemoveAt (int index);
}
```

# IDictionary

```
public interface IDictionary : ICollection, IEnumerable{
    IDictionaryEnumerator GetEnumerator( );
    bool Contains (object key);
    void Add      (object key, object value);
    void Remove   (object key);
    void Clear(   );
    object this [object key] { get; set; }
    bool IsFixedSize          { get; }
    bool IsReadOnly           { get; }
    ICollection Keys          { get; }
    ICollection Values        { get; }
}
```

```
public interface IDictionaryEnumerator : IEnumerator
{
    DictionaryEntry Entry { get; }
    object Key { get; }
    object Value { get; }
}
```



# The Comparable Interface

This require one method CompareTo which returns

-1 if the first value is less than the second

0 if the values are equal

1 if the first value is greater than the second

```
public interface Comparable {  
    int CompareTo(object obj)  
}
```

# The IComparer Interface

This is similar to IComparable but is designed to be implemented in a class outside the class whose instances are being compared

Compare() works just like CompareTo()

```
public interface IComparer {  
    int Compare(object o1, object o2);  
}
```

# Sorting an ArrayList

To use CompareTo() of IComparable

```
ArrayList.Sort()
```

To use a custom comparer object

```
ArrayList.Sort(IComparer cmp)
```

To sort a range

```
ArrayList.Sort(int start, int len, IComparer  
cmp)
```

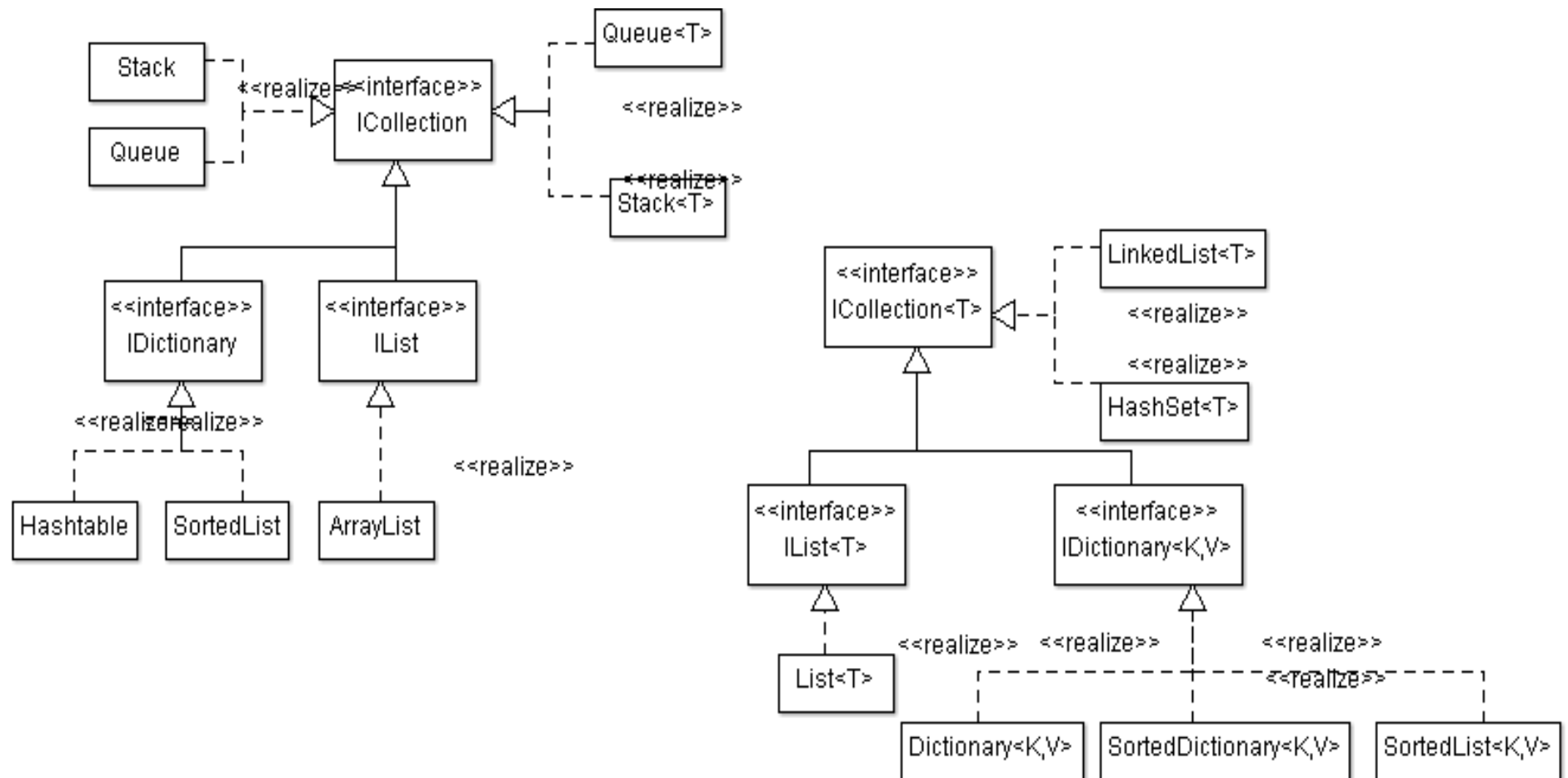
# ICloneable Interface

This guarantees that a class can be cloned

The Clone method can be implemented to make a shallow or deep clone

```
public interface ICloneable {  
    object Clone();  
}
```

# Data structures hierarchy



Generic Class	Description
Dictionary<K, V>	Generic unordered dictionary
LinkedList<E>	Generic doubly linked list
List<E>	Generic ArrayList
Queue<E>	Generic queue
SortedDictionary<K, V>	Generic dictionary implemented as a tree so that elements are stored in order of the keys
SortedList<K, E>	Generic binary tree implementation of a list. Can have any type of subscript. More efficient than SortedDictionary in some cases.
Stack<E>	Generic stack

# Array Class

The **Array** class is the implicit base class for all single and multidimensional arrays.

It provides a common set of methods to all arrays, regardless of their declaration or underlying element type.

Length and Rank:

```
public int  GetLength      (int dimension);  
public int  Length        { get; }  
public int Rank { get; }    // Returns number of dimensions in array
```

Searching in a one-dimensional array: **BinarySearch**, **IndexOf**, **LastIndexOf**, etc (static methods, overloaded).

Sorting: **Sort** (overloaded static method).

Reversing elements: **Reverse** (overloaded static method).

Copying: **Copy** (overloaded static method).

# IDisposable

Some objects require explicit code to release resources such as open files, locks, operating system handles, and unmanaged objects. This is called dispose, and it is supported through the `IDisposable` interface.

```
public interface IDisposable{  
    void Dispose( );  
}
```



# IDisposable

# C#'s `using` statement provides a syntactic shortcut for calling `Dispose` on objects that implement `IDisposable`, using a `try / finally` block.

```
using (Font font = new Font("Courier", 12.0f)) {  
    //code that uses the object font  
}
```

The compiler converts this to:

```
Font font = new Font("Courier", 12.0f);  
try{  
    // ... Use font  
}  
finally{  
    if (font != null) font.Dispose();  
}
```

The `finally` block ensures that the `Dispose` method is called even when an exception is thrown, or the code exits the block early.

# IDisposable

- Multiple objects can be used with a `using` statement, but they must be declared inside the `using` statement, or nested:

```
using (Font f3 = new Font("Arial", 10.0f), f4 = new Font("Arial", 9.0f)){  
    // Use fonts f3 and f4.  
}
```

```
using (Font f3 = new Font("Arial", 10.0f))  
    using (Font f4 = new Font("Arial", 9.0f)){  
        // Use fonts f3 and f4.  
    }
```

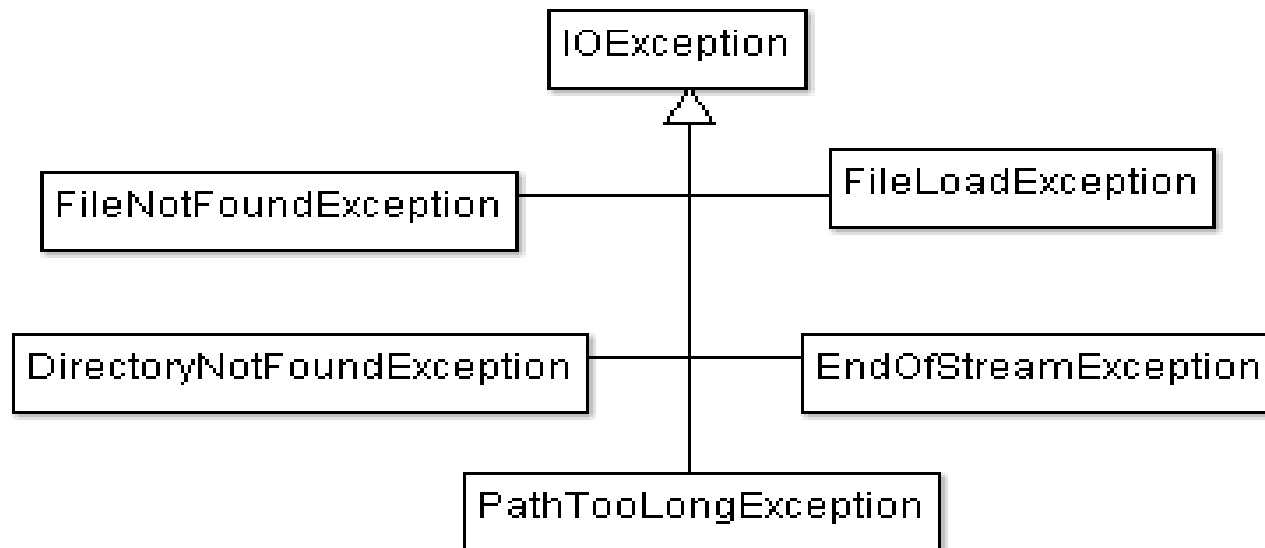
# IDisposable

- The Framework follows a set of rules in its disposal logic.
- The rules purpose is to define a consistent protocol to users.
  - » Once disposed, an object cannot be reactivated, and calling its methods or properties may throw exceptions or give incorrect results.
  - » Calling an object's **Dispose** method repeatedly causes no error.
  - » If disposable object **x** contains disposable object **y**, the **Dispose** method of **x** automatically calls the **Dispose** method of **y** - unless instructed otherwise.

# C# I/O

# I/O

Namespace `System.IO`  
Exceptions



# Utility I/O Classes

The `System.IO` namespace provides a set of types for performing utility file and directory operations, such as copying, moving, creating directories, and setting file attributes and permissions.

Static classes: `File` and `Directory`

The static methods on `File` and `Directory` are convenient for executing a single file or directory operation.

Instance method classes (constructed with a file or directory name): `FileInfo` and `DirectoryInfo`

Static class, `Path`, that provides string manipulation methods for filenames and directory paths.

# File / FileInfo

```
public static class File{
    bool Exists (string path);
    void Delete (string path);
    void Copy    (string sourceFileName, string destFileName);
    void Move    (string sourceFileName, string destFileName);
    void Replace (string source, string destination, String backup);
    FileAttributes GetAttributes (string path);
    void SetAttributes(string path, FileAttributes fileAttributes);
    DateTime GetCreationTime (string path);
    FileSecurity GetAccessControl (string path);
    void SetAccessControl (string path, FileSecurity fileSecurity);
    //...
}
```

- **FileInfo** offers most of the **File**'s static methods in instance form—with some additional properties such as **Extension**, **Length**, **IsReadOnly**

# Directory / DirectoryInfo

```
public static class Directory{
    static bool Exists(string path);
    static void Move(string sourceDirName,string destDirName)
    static string GetCurrentDirectory ();
    static void SetCurrentDirectory (string path);
    static DirectoryInfo CreateDirectory (string path);
    static DirectoryInfo GetParent (string path);
    static string[] GetLogicalDrives();
    static string[] GetFiles(string path);
    static string[] GetDirectories(string path);
    static void Delete(string path)
    //...
}
```

- # **DirectoryInfo** exposes instance methods for creating, moving, and enumerating through directories and subdirectories.



# Stream Architecture

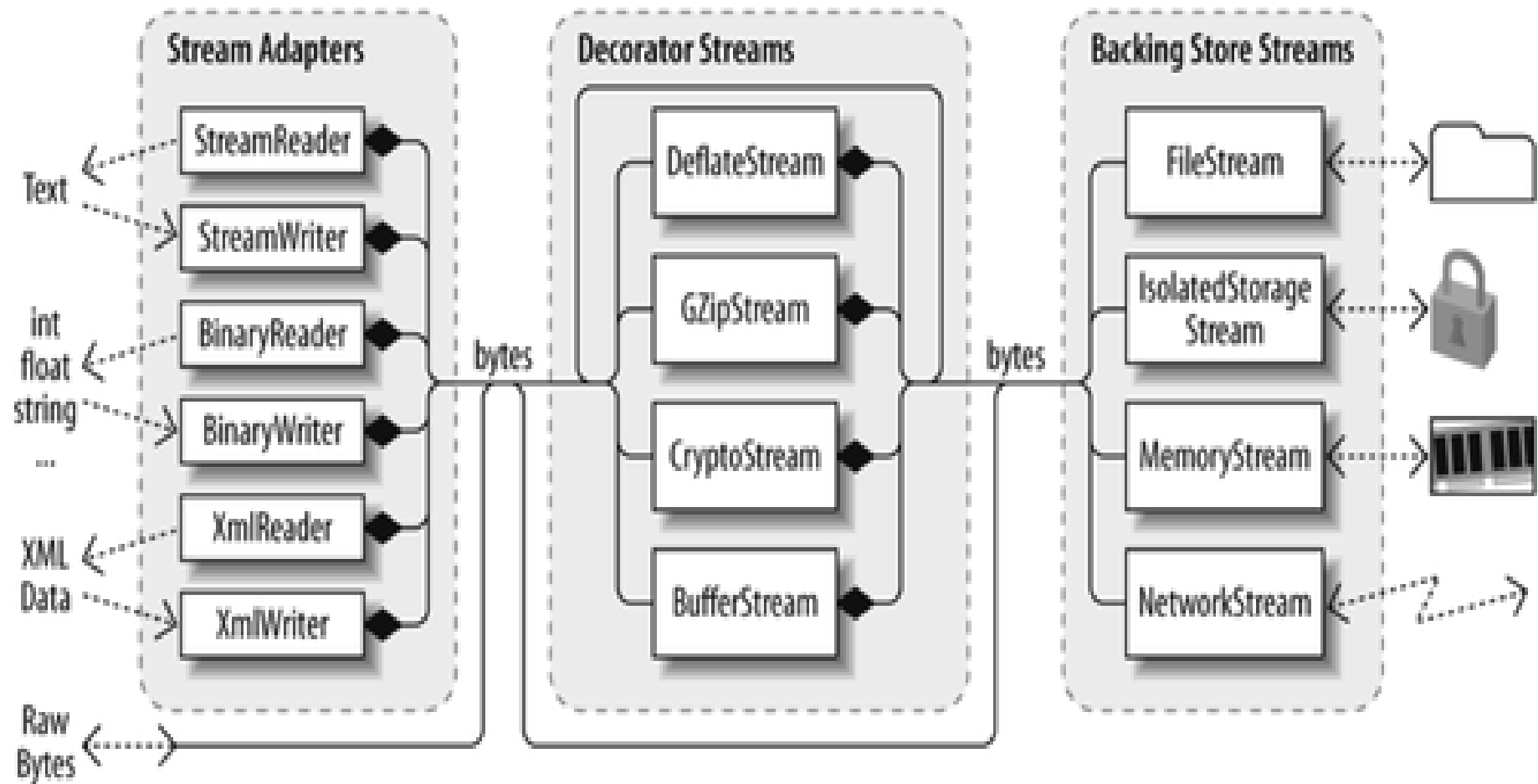
The .NET stream architecture centers on three concepts: backing stores, decorators, and adapters:

- A *backing store* is the endpoint that makes input and output useful, such as a file or network connection. It is one or both of the following:
  - A *source* from which bytes can be sequentially read.
  - A *destination* to which bytes can be sequentially written.
- *Decorator streams* feed off another stream, transforming the data in some way.
- *Adapter* wraps a stream in a class with specialized methods typed to a particular format.

Remark:

An adapter wraps a stream, just as a decorator. Unlike a decorator, however, an adapter is not itself a stream; it typically hides the byte-oriented methods completely.

# Stream Architecture



# Stream class

The abstract **Stream** class is the base for all streams.

It defines methods and properties for three fundamental operations:

- Reading
- Writing
- Seeking
- as well as for administrative tasks such as closing, flushing, and configuring timeouts.

# Stream class

## Reading

```
public abstract bool CanRead { get; }  
public abstract int Read (byte[] buffer, int offset, int count)  
public virtual int ReadByte( );
```

## Writing

```
public abstract bool CanWrite { get; }  
public abstract void Write (byte[] buffer, int offset, int count);  
public virtual void WriteByte (byte value);
```

## Seeking

```
public abstract bool CanSeek { get; }  
public abstract long Position { get; set; }  
public abstract void SetLength (long value);  
public abstract long Length { get; }  
public abstract long Seek (long offset, SeekOrigin origin);
```

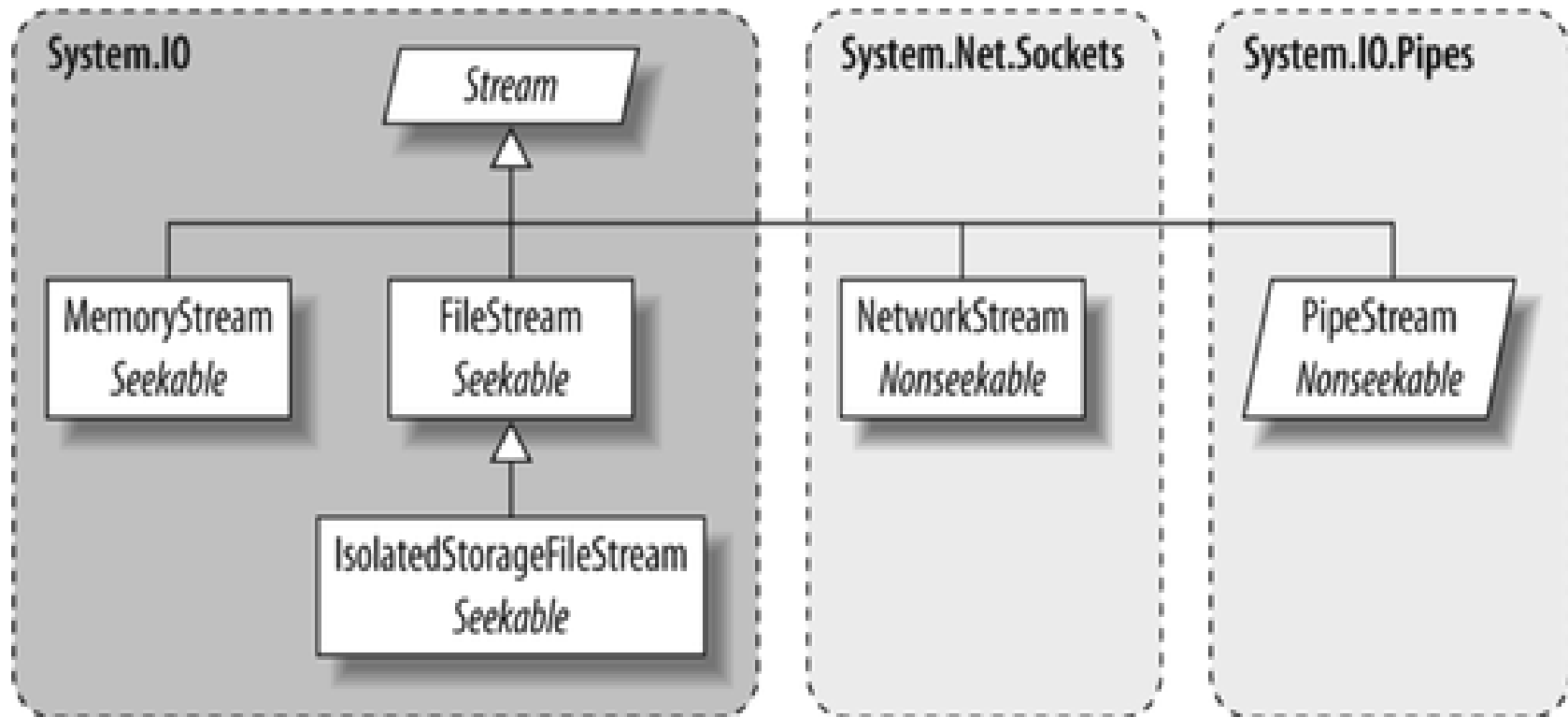
## Closing/ flushing

```
public virtual void Close( );  
public void Dispose( );  
public abstract void Flush( );
```

## Timeouts

```
public abstract bool CanTimeout { get; }  
public override int ReadTimeout { get; set; }  
public override int WriteTimeout { get; set; }
```

# Backing Store Streams



# FileStream class

```
public class FileStream : Stream{
    public FileStream(string path, FileMode mode); //overloaded
    public override int Read (byte[] buffer, int offset, int count);
    public override int ReadByte( );
    public override long Seek (long offset, SeekOrigin origin);
    //...
}

public enum SeekOrigin{Begin, Current, End}

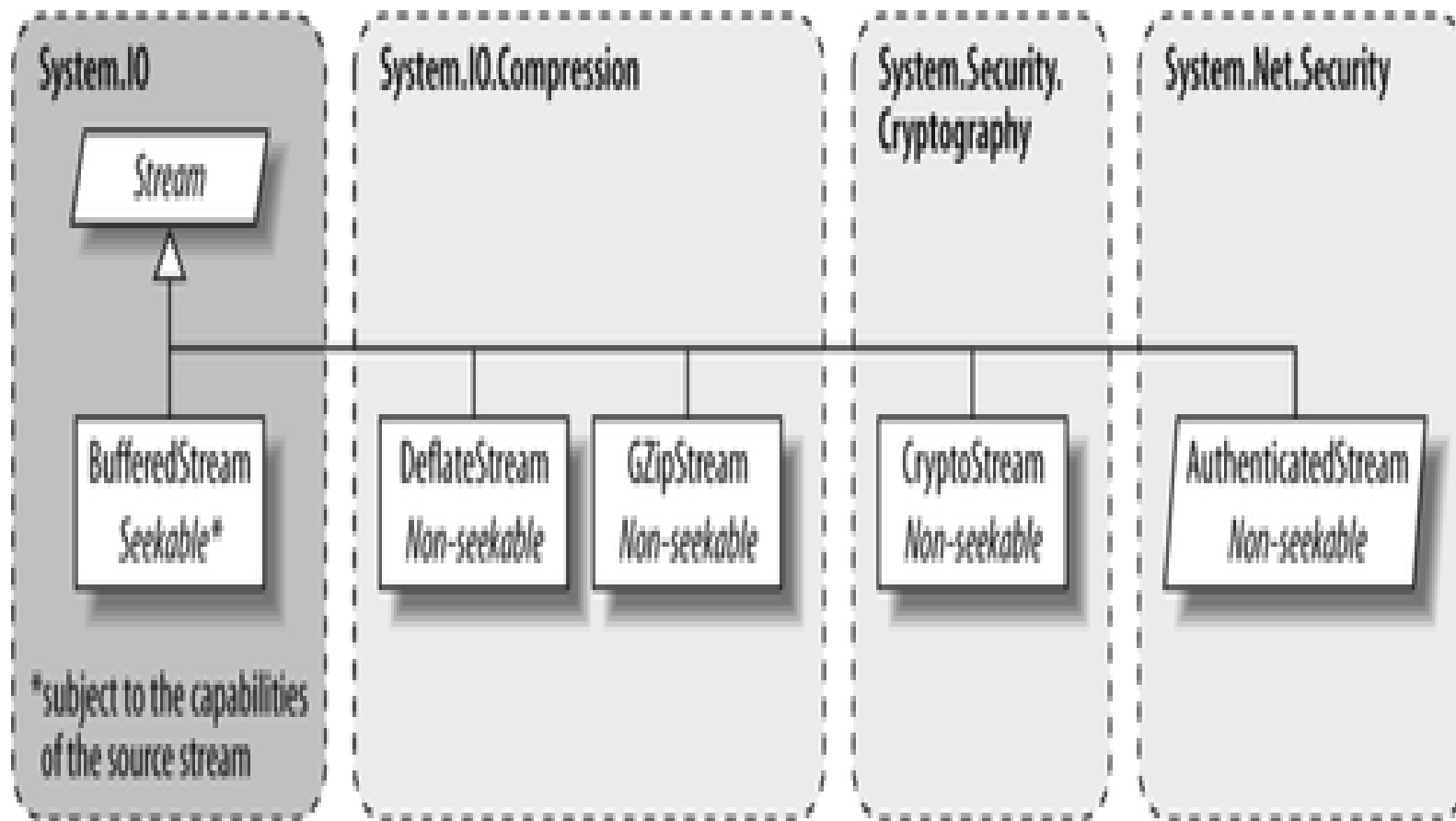
public enum FileMode{CreateNew, Create, Open, OpenOrCreate, Truncate, Append }
```

# FileStream class - example

```
using(FileStream fs=new FileStream("testFileStream.txt", FileMode.Create)) {
    String message = "Ana are mere.";
    //helper class to transform a string in an array of bytes, System.Text
    UnicodeEncoding unienc=new UnicodeEncoding();
    //writing to the file
    fs.Write(unienc.GetBytes(message), 0, unienc.GetByteCount(message));

    //creates an array of bytes for reading the data from the file
    byte[] rbytes=new byte[fs.Length];
    //position the file pointer to the beginning
    fs.Seek(0, SeekOrigin.Begin);
    //reads the data from the file
    fs.Read(rbytes, 0, (int) fs.Length);
    //transforms the bytes in a string
    String newMess=new string(unienc.GetChars(rbytes,0,rbytes.Length));
    Console.WriteLine("Written text {0}, read text {1}", message, newMess);
}
```

# Decorator Streams





# Stream Adapters

A `Stream` deals only with bytes.

In order to read or write data types such as `strings`, `integers`, or XML elements a stream adapter should be used:

Text adapters (for string and character data):

- `TextReader`, `TextWriter`,
- `StreamReader`, `StreamWriter`,
- `StringReader`, `StringWriter`

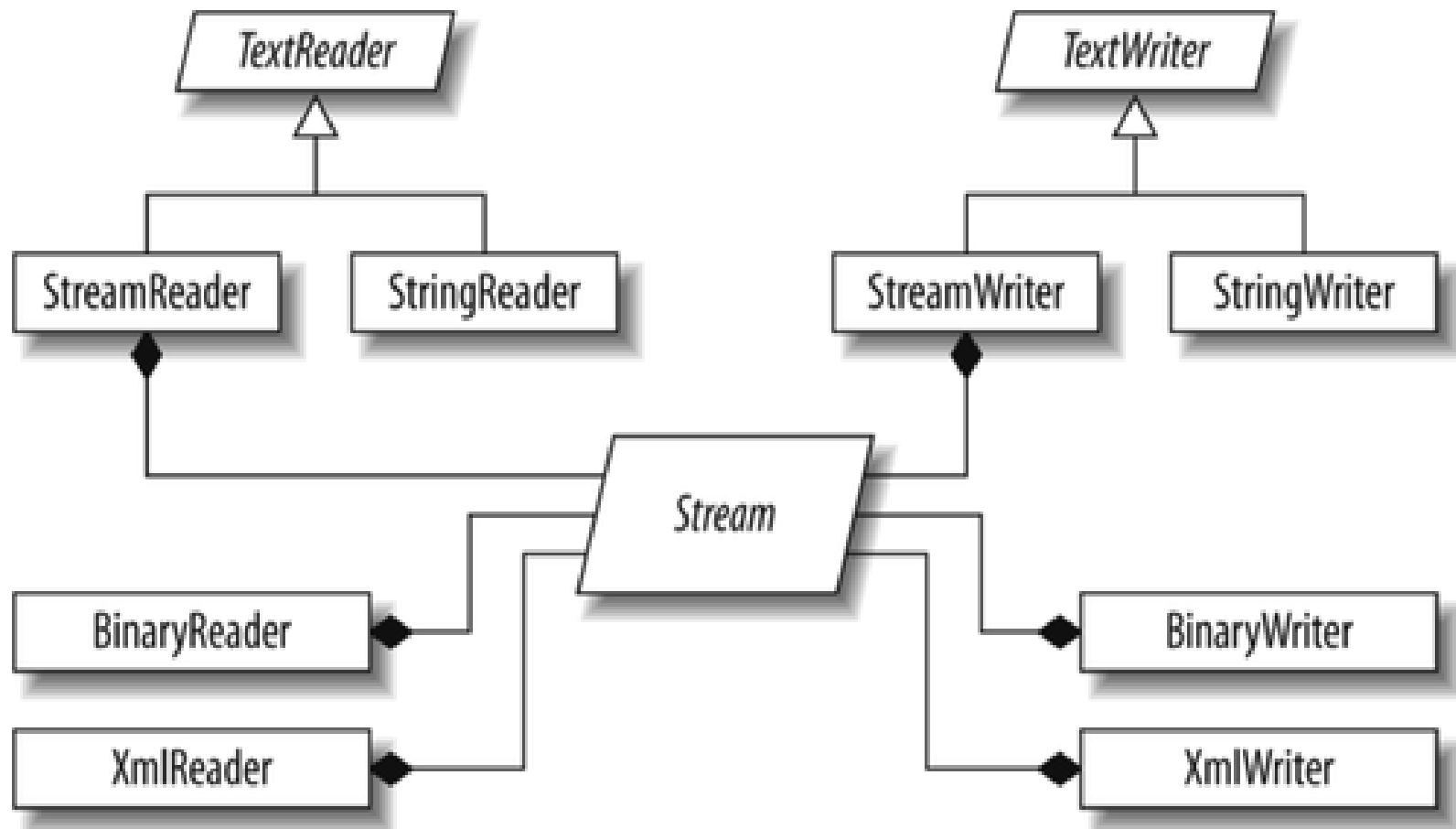
Binary adapters (for primitive types such as `int`, `bool`, `string`, and `float`)

- `BinaryReader`, `BinaryWriter`

XML adapters

- `XmlReader`, `XmlWriter`

# Stream Adapters



# Text Adapters

- # **TextReader** and **TextWriter** are the abstract base classes for adapters that deal exclusively with characters and strings. Each has two general-purpose implementations in the framework:

**StreamReader/StreamWriter**: uses a **Stream** for its data store, and translates the stream's bytes into characters or strings

**StringReader/StringWriter**: implements **TextReader/TextWriter** using in-memory strings

Because text adapters are often associated with files, the **File** class provides the static methods **CreateText**, **AppendText**, and **OpenText** to ease the process of creating file-based text adapters.

# Text Adapters

```
//Writing to a text file
using (FileStream fs = File.Create ("test.txt"))
using (TextWriter writer = new StreamWriter (fs))
//or TextWriter writer=File.CreateText("test.txt")
{
    writer.WriteLine ("Ana are mere.");
    writer.WriteLine ("mere");
}
//Reading from a text file
using (FileStream fs = File.OpenRead ("test.txt"))
using (TextReader reader = new StreamReader (fs))
//or TextReader reader=File.OpenText("test.txt")
{
    Console.WriteLine (reader.ReadLine());           // reads line 1
    Console.WriteLine (reader.ReadLine());           // reads line 2
}
```

# Binary Adapters

- # **BinaryReader** and **BinaryWriter** read and write native data types: **bool**, **byte**, **char**, **decimal**, **float**, **double**, **short**, **int**, **long**, **sbyte**, **ushort**, **uint**, and **ulong**, as well as **strings** and **arrays** of the primitive data types.

```
using (BinaryWriter w = new BinaryWriter(File.Create("testBinary.txt")))
{
    w.Write("Ana");
    w.Write(23);
    w.Write(12.4);
    w.Flush();
}
using (BinaryReader r = new BinaryReader(File.Open("testBinary.txt", FileMode.Open)))
{
    String name = r.ReadString();
    int age = r.ReadInt32();
    double d = r.ReadDouble();
    Console.WriteLine("name= {0}, age={1}, d={2}", name, age, d);
}
```

LINQ

# Before LINQ

```
1.int[] numbers = { 3, 6, 7, 9, 2, 5, 3, 7 };  
2.int i = 0;  
3.  
4.// Display numbers larger than 5  
5.while (i < numbers.GetLength(0))  
6.{  
7.if (numbers[i] > 5)  
8.Console.WriteLine(numbers[i]);  
  
9.++i;  
10.}
```

# LINQ

```
int[] numbers = { 3, 6, 7, 9, 2, 5, 3, 7 };
```

```
var res = from n in numbers  
          where n > 5  
          select n;
```

```
foreach (int n in res)  
    Console.WriteLine(n);
```



# LINQ

- # querying data from various sources, such as arrays, dictionaries, xml and entities created from entity framework.
- # instead of having to use a different API for each data source, LINQ provides a consistent and uniform programming model to work with all supported data sources.

Some of the most used LINQ data sources, which are all part the .NET framework, are:

- LINQ to Objects: for in-memory collections based on *IEnumerable*, such as *Dictionary* and *List*.
- LINQ to Entities: for Entity Framework on object context.
- LINQ to XML: for in-memory XML documents.

# LINQ

C#

VB.NET

F#

Other...

.NET Language Integrated Query

LINQ Data Sources

LINQ to Objects

LINQ to Entities

LINQ to XML

Other...



# LINQ

- 1) with SQL-like syntax called *Query expressions*

```
int[] numbers = { 7, 53, 45, 99 };
```

```
var res = from n in numbers
```

```
where n > 50
```

```
orderby n
```

```
select n.ToString();
```

# LINQ

2) a method like approach called *Lambda expressions*

```
int[] numbers = { 7, 53, 45, 99 };
```

```
var res = numbers.Where(n => n > 50)  
                  .OrderBy(n => n)  
                  .Select(n => n.ToString());
```

# LINQ

LINQ queries can execute in two different ways: deferred and immediate.

With deferred execution, the resulting sequence of a LINQ query is not generated until it is required. The following query does not actually execute until `Max()` is called, and a final result is required:

```
int[] numbers = { 1, 2, 3, 4, 5 };  
var result = numbers.Where(n => n >= 2 && n <= 4);  
Console.WriteLine(result.Max()); // <- query executes at this point  
  
// Output:  
//4
```

# LINQ

Deferred execution makes it useful to combine or extend queries. Have a look at this example, which creates a base query and then extends it into two new separate queries:

```
int[] numbers = { 1, 5, 10, 18, 23};  
var baseQuery = from n in numbers select n;  
var oddQuery = from b in baseQuery where b % 2 == 1 select b;
```

```
Debug.WriteLine("Sum of odd numbers: " + oddQuery.Sum()); // <- query executes at this point
```

```
var evenQuery = from b in baseQuery where b % 2 == 0 select b;
```

```
Debug.WriteLine("Sum of even numbers: " + evenQuery.Sum()); // <- query executes at this point
```

```
// Output:
```

```
// Sum of odd numbers: 29
```

```
// Sum of even numbers: 28
```