

Contents

Foreword by Mark L. Hall	<i>xv</i>
Foreword by Stanley Lippman	<i>xvii</i>
Preface	<i>xxi</i>
Acknowledgments	<i>xxiii</i>
About the Authors	<i>xxv</i>
Introduction	<i>xxvii</i>

Part One: Basics1

Chapter 1: Hello, World!3

Your First Program	3
Managed versus Unmanaged Code	4
Interoperability	5
Summary	7

Chapter 2: The .NET Framework9

The .NET Framework Architecture	10
A Typical Managed Application	13
Summary	17

Chapter 3: Managed Classes19

Native C++ Classes versus Managed Classes	19
Why Managed Classes?	20
Defining Managed Classes	20
System::Object Class	23
Class and Member Accessibility	27
Inheritance	29
Members of Gc Classes	31
Nested Gc Classes	37

Abstract Classes	38
Sealed Classes	39
__typeof Keyword	39
Special Gc Classes for Strings	40
Summary	43
 Chapter 4: Interfaces	45
Managed Interfaces	45
Interface Members	47
Inheritance	48
Summary	54
 Chapter 5: Value Types	55
Understanding Value Types	55
Declaring Value Types	56
Primitive Types	56
Boxing and Unboxing	58
Boxed Types	59
Inheritance	61
Where Do Value Types Live?	63
Alternatives to Boxing	64
Summary	65
 Chapter 6: Pointers, References, and Conversions	67
Gc Pointers	67
Why Aren't All Pointers Gc Pointers?	69
Interior Gc Pointers	70
Gc References	72
Const Gc References	73
Pinning Pointers	74
Pinning Pointers Are Dangerous!	76
Conversions	77
Summary	79

Chapter 7: Arrays	.81
Declaring Managed Arrays	.82
Managed Arrays As Safe Arrays	.83
Structure of a Managed Array	.84
Multidimensional Arrays	.85
Class System::Array	.86
Jagged Arrays	.89
Functions Returning Arrays	.90
Summary	.91
 Chapter 8: Enumerations	 .93
Declaring Enums in MC++	.94
Managed Enums Are Value Types	.94
Underlying Type	.96
Weak Enum Names	.97
Visibility of Managed versus Unmanaged Enums	.99
Summary	.100
 Chapter 9: Properties	 .101
Managed Properties: First Steps	.102
Scalar and Indexed Properties	.102
Implementing Property Access Methods	.104
Parameters of Property Access Methods	.105
How Properties Work	.107
What You Cannot Do with Properties	.108
Summary	.110
 Chapter 10: Operators	 .111
Back to C++	.111
Infix Managed Operators	.113
Increment and Decrement Operators	.116
User-Defined Conversions	.117
Watch Out for Ambiguities	.119
Convert-To versus Convert-From Operators	.120
Value Types versus Gc Classes	.121
What about Gc References?	.123
Summary	.124

Chapter 11: Attributes	125
Custom Attributes	126
Defining a Custom Attribute with <code>System::Attribute</code>	126
Defining an Attribute with <code>AttributeUsageAttribute</code>	127
Defining an Inheritable Attribute with Multiple Targets	131
A Few Commonly Used Attributes	135
Summary	137
 Chapter 12: Delegates	 139
A Look Back at Function Pointers	139
Delegates	141
A Delegate for a Single Function Callback	142
Enforcing Constraints	145
Implementation Details	146
A Multicast Delegate	147
Delegates for Native Functions	150
Asynchronous Invocation of a Delegate	151
Summary	153
 Chapter 13: Events	 155
Events As Data Members	156
Implementation Details: Events As Data Members	158
Events As Member Functions	160
Implementation Details: Events As Member Functions	161
User-Defined Event Accessor Methods	163
Virtual Events	164
Static Events	167
Attributes on Events	168
Summary	169
 Chapter 14: Exceptions	 171
Unmanaged Exceptions	172
Managed Exceptions	175
Throwing and Catching Value Types	179
Mixing Managed and Unmanaged Exceptions	180
Design Guidelines	183
Summary	183

Part Two: Interoperability	185
Chapter 15: Transition from Native to Managed Code	187
Managed and Unmanaged Code in the Same Source or Executable File	188
Making Your C++ Class Managed	189
Embedding: Object or Pointer?	190
Using a Pinning Pointer	191
Using the vcclr.h File	194
It's All About Performance	195
Final Remarks: Common Pitfalls	198
Summary	200
 Chapter 16: Platform Invoke Service	 201
DllImport Attribute	201
PInvoke Using Delegates for Function Pointers	207
Data Marshaling	208
Summary	218
 Chapter 17: Accessing COM Components from .NET ...	 219
Interop Assemblies	219
Customizing Interop Assemblies	239
Summary	245
 Chapter 18: Accessing .NET Components from COM ...	 247
Type Library Generation	248
Method Invocations on a .NET Component	253
Type Library Generation Details	257
Customizing Standard Wrappers	260
Summary	260

Chapter 19: Data Marshaling between COM and .NET	261
Primitive Types	261
MarshalAs Custom Attribute	262
Marshaling Interfaces	262
Marshaling Gc Classes	263
Marshaling Formatted Managed Types	264
Marshaling Booleans	266
Marshaling Strings	267
Marshaling Arrays	269
Marshaling System::Object*	274
Marshaling Delegates	275
Summary	277
 Chapter 20: Managed Wrappers for Native Types	 279
A Simple Managed Wrapper	280
Marshal Class	281
Issues and Workarounds with Wrapping Native Types	284
Miscellaneous	294
Summary	295
 Appendix A: Compiling the Code	 297
/cclr Compiler Option	297
Separate Compilation and Linking	299
Mixing Native and Managed Object Files	300
Building Assemblies Using al.exe	301
Other Compiler Options Related to Managed Code	301
Restrictions on the Use of the /cclr Compiler Option	303
Summary	303
 Appendix B: Metadata	 305
Hello, World!	305
CorTokenType	307
Types	309
Members	313
Summary	317

Appendix C: Assemblies	319
Single-File versus Multifile Assemblies	320
Application Private Assemblies versus Shared Assemblies	323
Strong-Named Assemblies	323
Dynamic Assemblies	325
Global Assembly Cache	328
How Are Assemblies Located?	328
Miscellaneous	329
Summary	330
 Index	 331