

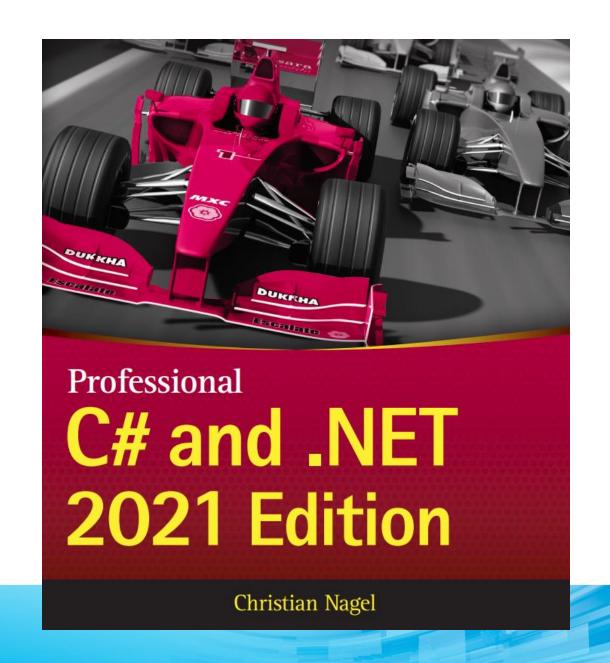
C# 11 and .NET 7

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#### Christian Nagel

- Training
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### Topics

- Focus on new C# features
- .NET updates related to C#
- Subset of all the new features released in November-2022



# Small but still nice...

- Extended name of scope
- Generic attributes
- Unsigned right shift >>>



#### Records with Classes and Structs

- C# 9: records with classes
- C# 10: records with structs
- Positional records (syntax with primary constructors)
- Nominal records





# Do you prefer object initializers?

- required keyword
- SetsRequiredMembers attribute

# Static virtual Members in Interfaces





# Static Virtual Members in Interfaces

static abstract or static virtual members

Use operators with generic types

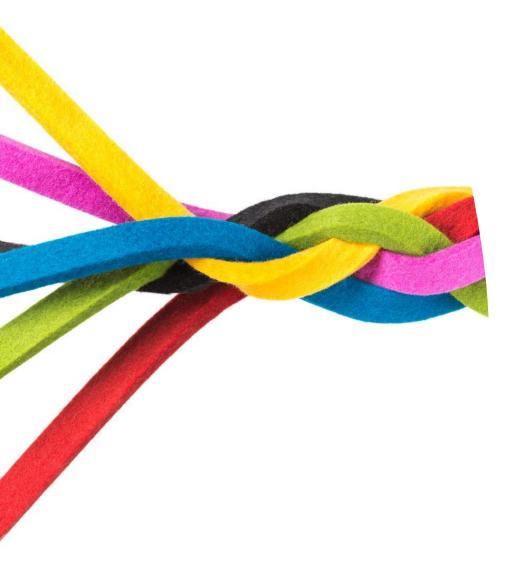
Generic math: Number types implement INumber<T>

- IAdditionOperators, IDecrementOperators, IDivisionOperators...
- IAdditiveIdentity, IMultiplicativeIdentity, ISpanFormattable, ISpanParsable...

#### List Patterns

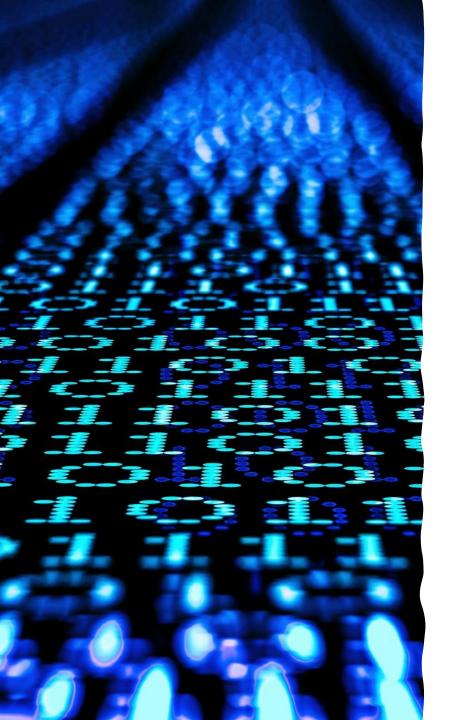
- Sequence of elements using []
- Match elements with type, property, relational patterns
- \_ discard: match a single element
- ... range: match a sequence of zero or more





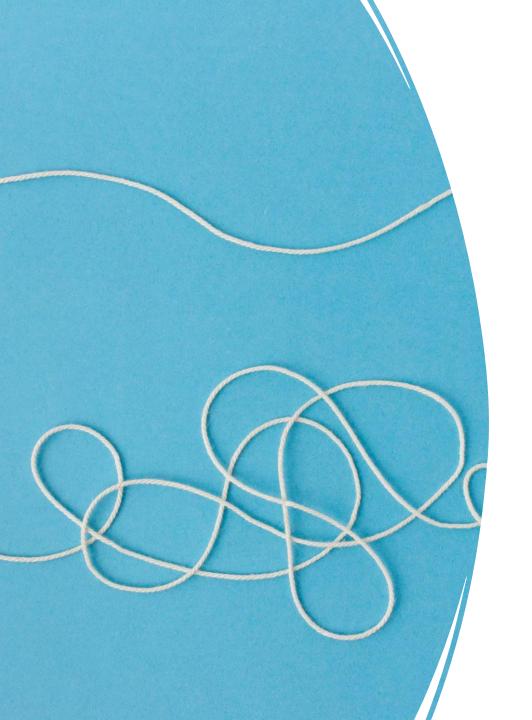
### UTF-8 String Literals

- String format used on the Internet
- u8 suffix on strings
- Native type. ReadOnlySpan<byte>
- Convert to byte array with Span ToArray



### Raw String Literals

- Write code in a string?
- New format of strings literals
- Arbitrary text, whitespace, newlines, embedded quotes
- JSON, XML, C#...



# Raw String Literal Syntax

- Three or more quotes
- Interpolation with \$ or multiple \$

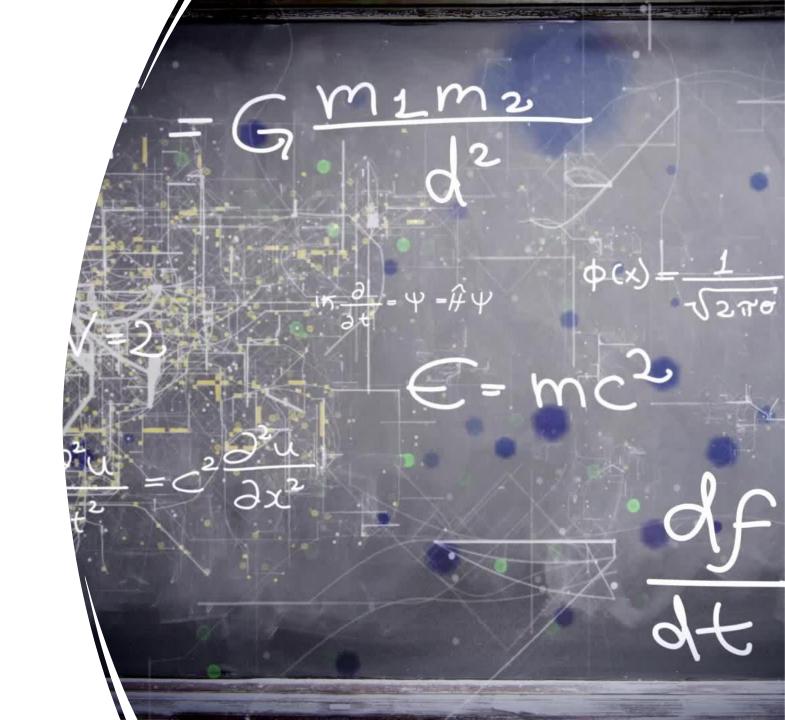
#### Access Modifier

- Access modifiers:
  - public
  - protected
  - private
  - internal
  - protected internal
  - private protected

- New access modifier: file
- Class only visible within the file, scope to the file

### Source Generators

- LibraryImport instead of DllImport
  - Partial instead of extern
  - Generate code
- GeneratedRegex
  - Performance of RegexOptions.Compiled



```
modifier_ob
  mirror object to mirror
mirror_mod.mirror_object
 peration == "MIRROR_X":
irror_mod.use_x = True
"Irror_mod.use_y = False
airror_mod.use_z = False
 _operation == "MIRROR_Y"
__mod.use_x = False
lrror_mod.use_y = True
 lrror_mod.use z = False
 _operation == "MIRROR_Z"
  rror_mod.use_x = False
  lrror_mod.use_y = False
  rror_mod.use_z = True
  election at the end -add
   ob.select= 1
   er ob.select=1
   ntext.scene.objects.action
  "Selected" + str(modified
   rror ob.select = 0
  bpy.context.selected_obj
  ata.objects[one.name].sel
  int("please select exactle
  --- OPERATOR CLASSES ----
      mirror to the selected
    ject.mirror mirror x
  ext.active_object is not
```

## Ahead of Time (AOT) Compilation

- Native AOT Deployment
- Start quickly, less memory consumption
- Restrictions
  - No runtime-code generation
  - No reflection
  - Limited number of libraries
- Self-contained apps
- Trimming

### Summary – C# 11 Highlights

- Required modifier
- Raw string literals
- List Patterns
- Static virtual members in interfaces
- Kick-off AOT





#### More Information



- <a href="https://github.com/cnilearn/bastamainz2022">https://github.com/cnilearn/bastamainz2022</a>
- https://csharp.christiannagel.com
- https://learn.microsoft.com/dotnet/csharp



