



# C# - What's new and cool?

Christian Nagel  
<https://csharp.christiannagel.com>



# Christian Nagel

- Training
  - Coaching
  - Consulting
  - Development
- 
- Microsoft MVP
  - [www.cninnovation.com](http://www.cninnovation.com)
  - [csharp.christiannagel.com](http://csharp.christiannagel.com)
  - [@christiannagel](https://twitter.com/christiannagel)



# Topics

- C# Language Enhancements
- What's new?
- What's coming?
- How does it help?

# Auto Default Struct

## C# 10 added

- struct records
- *with* expressions with structs
- custom parameterless constructors

## C# 11 enhanced

- auto default struct





# Required Modifier

- Nullable reference types solves problems
- Constructors adds complexity
- required: Initialize with *constructor* or *object initializer*
- Modifier for properties and fields
- *SetsRequiredMembers* Attribute on constructor

# Interface Enhancements

C# 8 added implementation in interfaces

- Versioning
- Mixin functionality

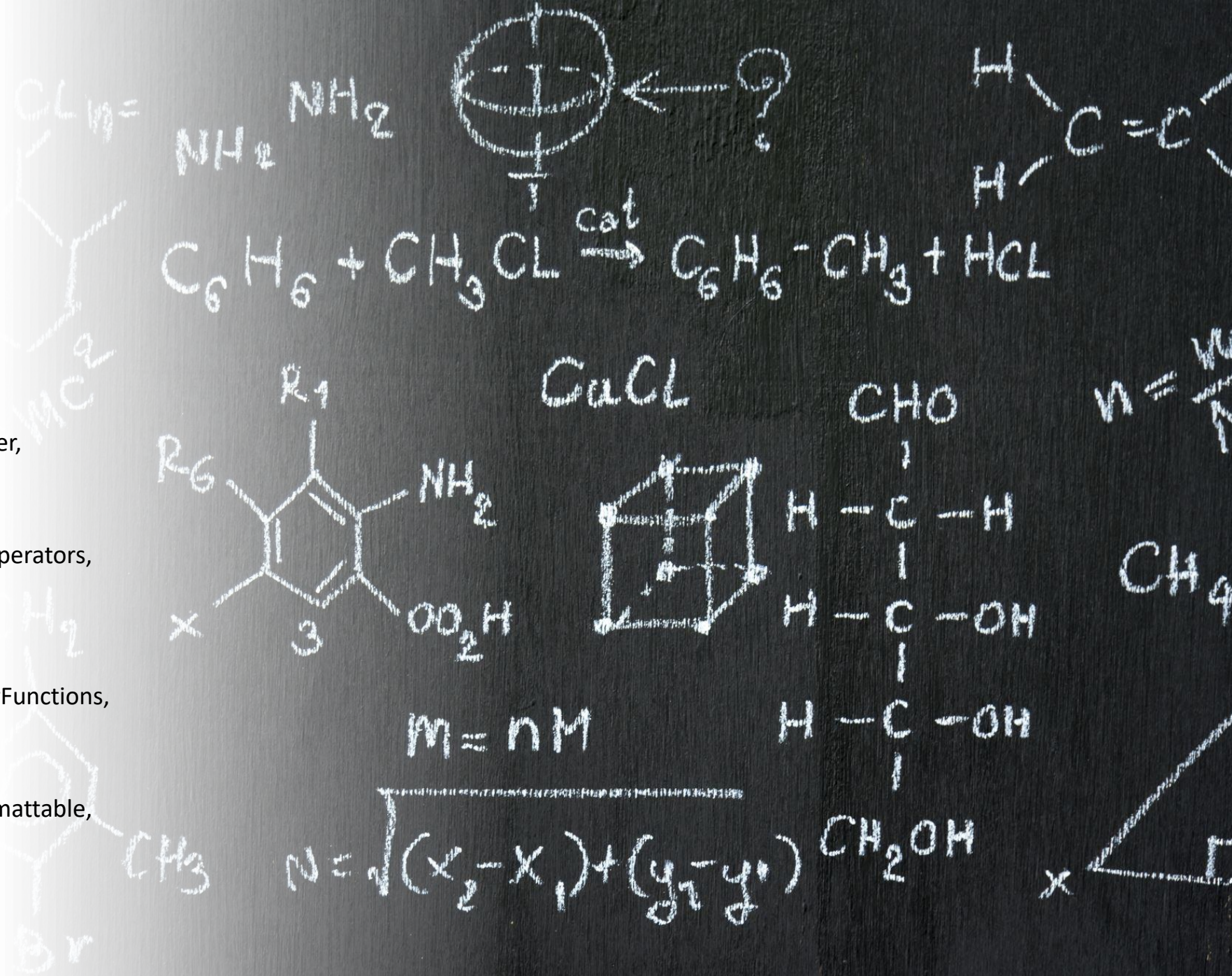
C# 11 adds static members

- Constraints with generic types



# Generic Math

- Numeric interfaces
  - INumber, IMinMaxNumber, IAdditiveIdentity, IBinaryInteger, IFloatingPoint...
- Operator interfaces
  - IAdditionOperators, IBitwiseOperators, IIncrementOperators...
- Function interfaces
  - IExponentialFuncations, ILogarithmicFunctions, IPowerFunctions, ITrigonometricFunctions...
- Parsing and formatting interfaces
  - IParsable, ISpanParsable, IFormattable, ISpanFormattable



# Pattern Matching Enhancements

---

- List Patterns
  - Apply a pattern on any element in the sequence
  - Discard pattern to match any element
  - Slice pattern to match zero or more elements
- Matching on `Span<T>`



# Strings – UTF8

- The .NET string type is *UTF-16*
- Internet uses *UTF-8*
- **u8** suffix to define UTF-8 Strings

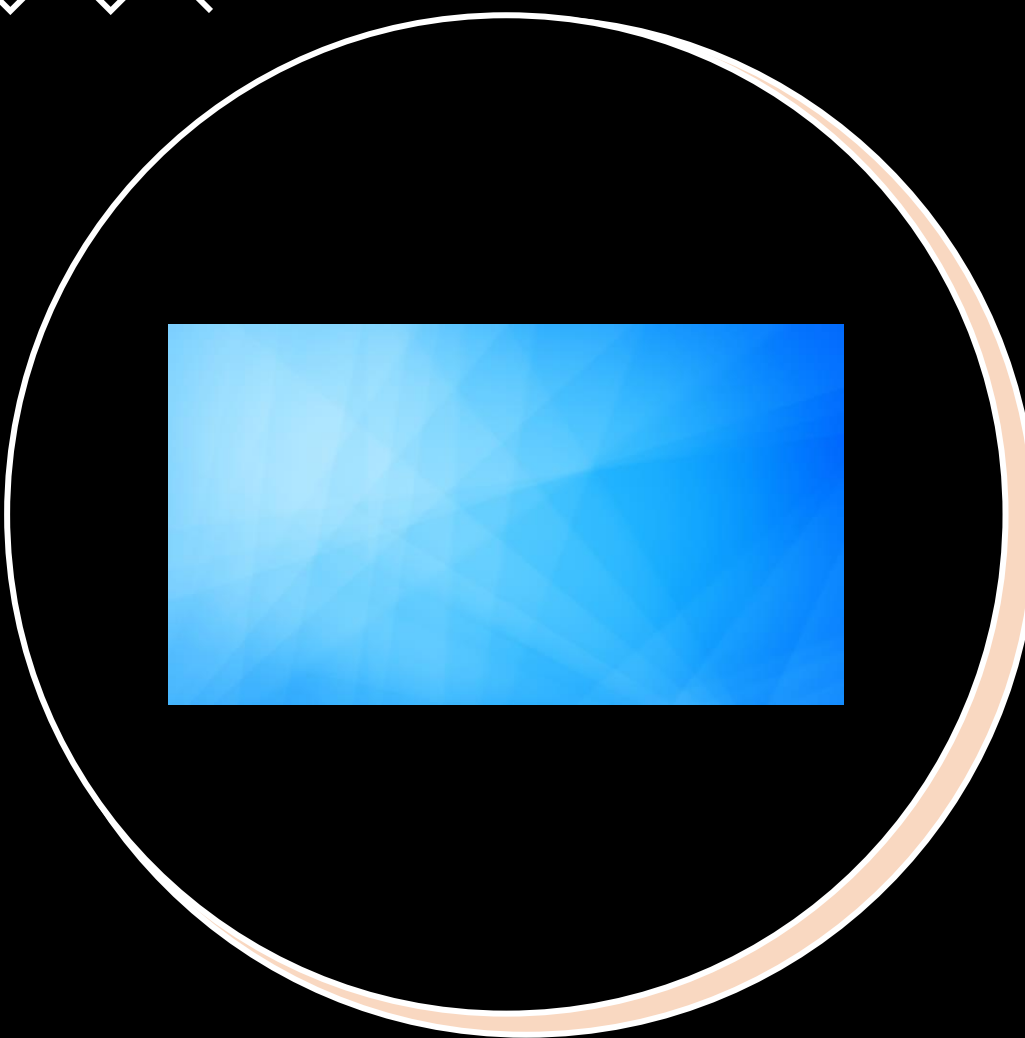

```
ReadOnlySpan<byte> s1 = "hello"u8;
```

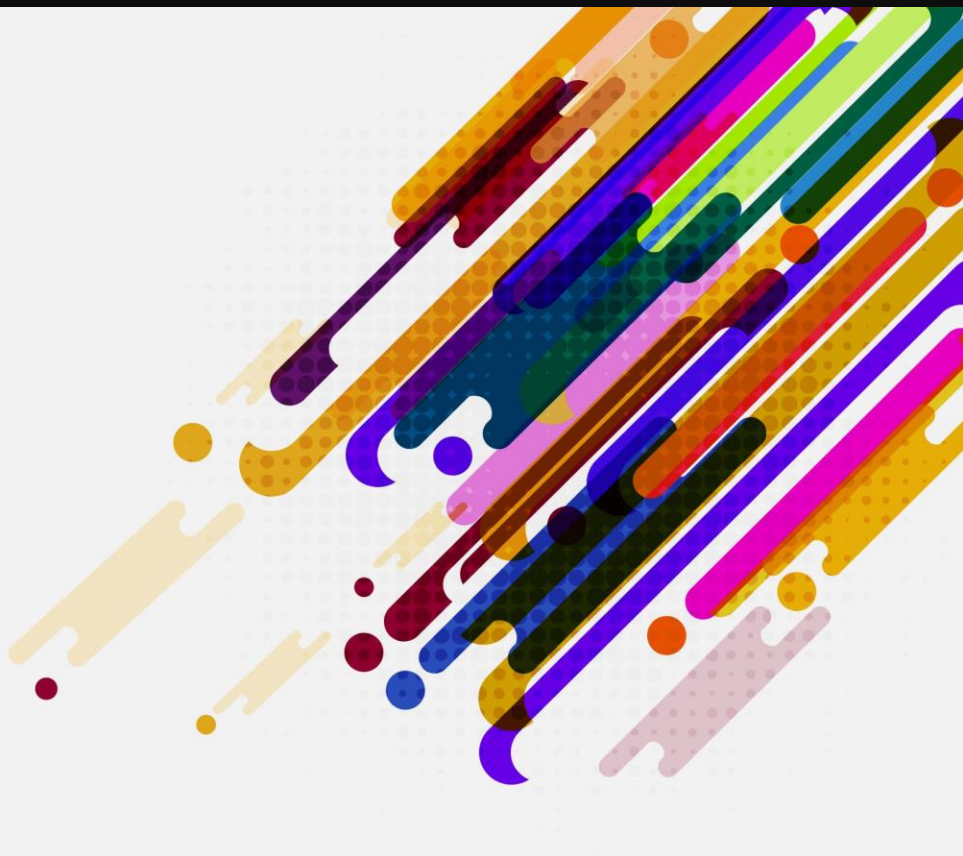
```
ReadOnlySpan<byte> bytesStatus404 =  
    new byte[] { (byte)'4', (byte)'0', (byte)'4' };
```

```
var bytesStatus404 = "404"u8;
```



# Strings – Raw String Literals

- 
- Three or more quotes
  - span multiple lines
  - Indentation based on end quotes
  - Combine with interpolated strings
- 



# .NET 7 Source Generators

---

- Logging
- Regex
- JSON Serialization
- Platform Invoke
- JavaScript Interop
- ...



# Native AOT Deployment

- Self-contained
  - AOT compiled to native code
  - Quick startup, less memory
  - Can run where JIT is not allowed
- 
- No dynamic loading
  - No reflection emit
  - No C++/CLI
  - Requires trimming
  - Compilation into a single file
  - Includes runtime-libraries

# What's next with C#?

- Alias for any type
- Semi-auto properties (field keyword)
- **Primary constructors**
- params Span<T>
- lambda default parameters
- Collection literals
- Roles / Extensions
- Interceptors

# C# 12 – Primary Constructors

- Productivity enhancements
- C# 9 – Primary constructors with class records
  - get/init accessors
- C# 10 – Primary constructors with struct records
  - get/set accessors
  - get/init accessors (readonly record struct)
- C# 12 – Primary constructors with classes and structs



# Summary

- What's new with C#?
- Required...interfaces...pattern matching...strings...AOT...
- Directions going forward
- Source code:  
<https://github.com/cnilearn/bastaspring2023>
- Blog: <https://csharp.christiannagel.com>

# References

- My Blog
  - <https://csharp.christiannagel.com>
- .NET Blogs
  - <https://devblogs.microsoft.com/dotnet/>
- Microsoft Learn
  - <https://learn.microsoft.com/dotnet>
- GitHub Repos
  - <https://github.com/dotnet>



# Thank you



YOUR OPINION COUNTS,  
PLEASE FILL OUT THE SURVEY HERE:

**[bit.ly/tc23s](https://bit.ly/tc23s)**