Contents

Forewordxix
Dedicationxxi
Acknowledgmentsxxi
About This Bookxxii
Introductionxxiii
The C# Compiler and Other Resourcesxxvii
Chapter 1 Object-Oriented Basics1
What Is an Object?
Chapter 2 The .NET Runtime Environment7
The Execution Environment 8 A Simpler Programming Model 8 Safety and Security 10 Powerful Tools Support 11 Deployment, Packaging, and Support 11
Metadata11
Assemblies
Language Interop
Attributes

Chapter 3 C# QuickStart and Developing in C#15
Hello, Universe15
Namespaces and Using16
Namespaces and Assemblies
Basic Data Types18
Classes, Structs, and Interfaces
Statements
Enums
Delegates and Events20
Properties and Indexers20
Attributes21
Developing in C#22
The Command-Line Compiler22
Visual Studio.NET22
Other Tools of Note24
Chapter 4 Exception Handling27
What's Wrong with Return Codes?27
Trying and Catching28
The Exception Hierarchy28
Passing Exceptions on to the Caller31
Caller Beware31
Caller Confuse31
Caller Inform32
User-Defined Exception Classes34
Finally35
Efficiency and Overhead37
Design Guidelines37
Chapter 5 Classes 10139
A Simple Class39
Member Functions41
ref and out Parameters
Overloadina

Chapter 6 Base Classes and Inheritance	47
The Engineer Class	47
Simple Inheritance	48
Arrays of Engineers	50
Virtual Functions	54
Abstract Classes	56
Sealed Classes and Methods	60
Chapter 7 Member Accessibility and Overloading	61
Class Accessibility	
Using Internal on Members	61
internal protected	
The Interaction of Class and Member Accessibility	63
Method Overloading	64
Method Hiding	
Better Conversions	66
Variable-Length Parameter Lists	67
Chapter 8 Other Class Details	71
Nested Classes	
Other Nesting	
Creation, Initialization, Destruction	72
Constructors	
Initialization	
Destructors	
Managing Non-Memory Resources	
IDisposable and the Using Statement	
IDisposable and Longer-Lived Objects	
Static Fields	81
Static Member Functions	82
Static Constructors	
Constants	84
Pood Only Fields	

Chapter 9	Structs	(Value	Types)	•••••••••••••••••••••••••••••••••••••••	89
A Point Struc	†				90
Boxing and Un	boxina		***************************************		00
Structs and C	onstructo	rs	******************	•••••••••••	
Design Guidel	ines		•••••••	***************************************	ສາ
Immutable Cla	5505	****************	******************	***************************************	92
	JJ0J	••••••••••••	****************		93
Chapter 10	Interfac	:es	••••••		95
A Simple Exam	ple	•••••			95
Working with	Interfaces	5	• • • • • • • • • • • • • • • • • • • •	***************************************	96
The as Operate	or	• • • • • • • • • • • • • • • • • • • •	• • • • • • • • • • • • • • • • • • • •		98
Interfaces an	d Inherita	nce			100
Design Guidel	ines	• • • • • • • • • • • • • • • • • • • •		••••	101
Multiple Impl	ementatior	1			101
Explicit Inter	face Implen	nentation .			103
Implementa	tion Hiding			•••••	106
Interfaces Ba	sed on Int	erfaces			107
Interfaces and	d Structs		***************************************		107
Chapter 11	Versioni	ng	•••••		109
A Versioning	Example		***************		109
Designed for	versioning		***************************************		111
Designing for	Versionin	ıg	***************************************	***************************************	112
Chapter 12	Statemen	ts and	Flow of	Execution	113
Selection Star	tements	•••••	•••••	•••••	113
If	•••••	•••••••	••••••	***************************************	113
Switch	•••••	••••••	•••••	•••••	114
Iteration Stat	ements	••••••	••••••	•••••	116
				•••••	
				•••••	
				•••••	
Jump Statement	ːs	•••••	••••••	•••••	121
Break	***************************************			•••••	121
Continue	•••••	••••••	••••••	•••••	121
	***************************************		•••••••	••••••	121
Return					707

Other Statements	122
lock	122
using	122
try/catch/finally	
checked/unchecked	122
Chapter 13 Variable Comina	
Chapter 13 Variable Scoping	
and Definite Assignment	123
Definite Assignment	124
Definite Assignment and Arrays	
202120 1200 6-1210 10 1210 10 10 10 10 10 10 10 10 10 10 10 10 1	120
Chapter 14 Operators and Expressions	129
,	
Operator Precedence	
Built-In Operators	
User-Defined Operators	
Numeric Promotions	
Arithmetic Operators	
Unary Plus (+) over	
Unary Minus (-) over	
Bitwise Complement (~) over	
Addition (+) over	
Subtraction (-) over	
Multiplication (*) over	
Division (/) over	
Remainder (%) over	
Increment and Decrement (++ and) over	
Relational and Logical Operators	
Logical Negation (!) over	
Relational Operators over	
Logical Operators over	
Conditional Operator (?:)	
Assignment Operators	
Simple Assignment	
Compound Assignment	
Type Operators	
type operators typeof	
is	
as	
	140 140

Chapter 15 Conversions143
Numeric Tunes
Numeric Types
Explicit Numeric Conversions
Checked Conversions
Conversions of Classes (Reference Types)148
To the Base Class of an Object
To an Interface the Object Implements
To an Interface the Object Might Implement
From One Interface Type to Another
Conversions of Structs (Value Types)
Chapter 16 Arrays 155
Array Initialization155
Multidimensional and Jagged Arrays155
Multidimensional Arrays
Jagged Arrays157
Arrays of Reference Types159
Array Conversions160
The System.Array Type161
Sorting and Searching
Reverse
Chapter 17 Strings163
Operations163
String Encodings and Conversions165
Converting Objects to Strings
An Example165
String Interning166
StringBuilder167
Regular Expressions169
'Regular Expression Options
More Complex Parsing
Chapter 18 Properties175
Accessors
Properties and Inheritance176

Use of Properties	177
Side Effects When Setting Values	
Static Properties	
Property Efficiency	181
Property Accessibility	192
Virtual Properties	102
VIII COULT TIOPETETES	102
Chapter 19 Indexers and Enumerators	185
Indexing with an Integer Index	185
Indexing with a String Index	187
Indexing with Multiple Parameters	190
Enumerators and Foreach	192
Improving the Enumerator	
Disposable Enumerators	
GetEnumerator() Returns IEnumerator	198
GetEnumerator() Returns a Class	
That Implements IDisposable	199
GetEnumerator() Returns a Class	
That Doesn't Implement IDisposable	199
Design Guidelines	
Chapter 20 Enumerations	201
A Lina Styla Enymoration	001
A Line Style Enumeration	
Enumeration Base Types	
Initialization	
Bit Flag Enums	
Conversions	
The System.Enum Type	206
Chapter 21 Attributes	209
Using Attributes	210
A Few More Details	212
An Attribute of Your Own	214
Attribute Usage	
Attribute Parameters	
Poflecting on Attributes	216

Chapter 22 Delegates221
Using Delegates
Chapter 23 Events231
Add and Remove Functions233 Custom Add and Remove
Chapter 24 User-Defined Conversions243
A Simple Example
Chapter 25 Operator Overloading265
Unary Operators

Chapter 26 Other Language Details	<i>27</i> 3
The Main Function	273
Returning an Int Status	
Command-Line Parameters	
Multiple Mains	
Preprocessing	
Preprocessing Directives	
Other Preprocessor Functions	
Lexical Details	
Identifiers	
Literals	
Comments	
Chapter 27 Making Friends with	
the .NET Frameworks	285
Things All Objects Will Do	285
ToString	
Equals	287
Hashes and GetHashCode()	288
Design Guidelines	291
Value Type Guidelines	291
Reference Type Guidelines	292
Chapter 28 System.Array and the Collection Classes	297
Sorting and Searching	297
Implementing IComparable	
Using IComparer	
IComparer as a Property	
Overloading Relational Operators	305
Advanced Use of Hashes	
Synchronized Collections	
Case-Insensitive Collections	
IClon]eable	
Other Collections	313
Design Guidelines	
Functions and Interfaces by Framework Class	314

Chapter 29 Threading and	
Asynchronous Operations	317
Data Protection and Synchronization	317
A Slightly Broken Example	317
Protection Techniques	
Access Reordering and Volatile	325
Use of Volatile	328
Threads	330
Joining	
Waiting with WaitHandle	
Thread-Local Storage	
Asynchronous Calls	
A Simple Example	
Return Values	
Waiting for Completion	338
Classes That Support Asynchronous Calls Directly	
Design Guidelines	343
Chapter 30 Execution-Time Code Generation	
Loading Assemblies	345
Making It Dynamic Custom Code Generation	
Polynomial Evaluation	
A Custom C# Class	
A Fast Custom C# Class	
A CodeDOM Implementation	
A Reflection.Emit Implementation	
Summary	
<i>y</i>	
Chapter 31 Interop	369
Using COM Objects	369
Being Used by COM Objects	369
Calling Native DLL Functions	369
Pointers and Declarative Pinning	
Structure Layout	
Calling a Function with a Structure Parameter	
Hooking Up to a Windows Callback	
Design Guidelines	377

	<i>37</i> 9
None and a Franchisco	
Numeric Formatting	379
Standard Format Strings	
Custom Format Strings	
Date and Time Formatting	
Custom Object Formatting	392
Numeric Parsing	393
Using XML in C#	
InputOutput	
Binary	
Text	
XML	
Reading and Writing Files	
Traversing Directories	
Starting Processes	398
Serialization	399
Custom Serialization	402
Reading Web Pages	
Accessing Environment Settings	406
3	
Chapter 33 Windows Forms	
chapter 35 windows rollins	409
CHAPTEL 35 WINGOWS FOIMS	409
Our Application	409
Our Application	409 409
Our Application	409 409 412
Our Application	409 409 412
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes	409 409 412 412 414
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes	409 409 412 412 414
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes Displaying the Directory Tree and Sizes	409 409 412 412 414 416
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes Displaying the Directory Tree and Sizes Setting the Directory	409 409 412 412 414 416 418
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes Displaying the Directory Tree and Sizes	409 409 412 412 414 416 418
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes Displaying the Directory Tree and Sizes Setting the Directory Tracking Our Progress	409 409 412 414 414 416 418 420
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes Displaying the Directory Tree and Sizes Setting the Directory	409 409 412 414 414 416 418 420
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes Displaying the Directory Tree and Sizes Setting the Directory Tracking Our Progress Chapter 34 DiskDiff: More Sophistication	409 409 412 412 414 416 418 420
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes Displaying the Directory Tree and Sizes Setting the Directory Tracking Our Progress Chapter 34 DiskDiff: More Sophistication	409 409 412 412 414 416 418 420
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes Displaying the Directory Tree and Sizes Setting the Directory Tracking Our Progress Chapter 34 DiskDiff: More Sophistication Populating on a Thread	409 409 412 412 414 416 418 420 425
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes Displaying the Directory Tree and Sizes Setting the Directory Tracking Our Progress Chapter 34 DiskDiff: More Sophistication	409 409 412 412 414 416 418 420 425 425 427
Our Application	409 409 412 414 416 418 420 425 425 427 428
Our Application Getting Started The Form Designer Finding Directory Sizes Calculating Sizes Displaying the Directory Tree and Sizes Setting the Directory Tracking Our Progress Chapter 34 DiskDiff: More Sophistication Populating on a Thread Interrupting a Thread A Cancel Button Decorating the TreeView	409 409 412 414 416 418 420 425 425 427 428 428
Our Application	409 409 412 414 416 418 420 425 425 427 428 428 430

Saving and Restoring	434
Controlling Serialization	
Serialization Performance	438
Finer Control of Serialization	438
Chapter 35 DiskDiff: Making It Useful	111
Chapter 33 Diskbijj. Haking it Osejai	
Comparing Directories	441
File Manipulation	
File and Directory Operations	
Delete	
Delete Contents	
View in Notepad and Launch	
Updating the User Interface	
A Bit of Refactoring	448
Cleaning Up for the Parents	
Keyboard Accelerators	
Most Recently Used List	
Tooltips	
Increased Accuracy	
Switching to Use Cluster Size	
0	
Chapter 36 Deeper into C#	455
C# Style	455
Naming	
Encapsulation	
Guidelines for the Library Author	
CLS Compliance	
Class Naming	
Unsafe Context	
XML Documentation	
Compiler Support Tags	
XML Documentation Tags	
XML Include Files	
Garbage Collection in the .NET Runtime	
Allocation	
Mark and Compact	
Generations	
Finalization	
Controlling GC Behavior	

Deeper Reflection	472
Listing All the Types in an Assembly	472
Finding Members	474
Invoking Functions	475
Optimizations	
1	410
Chapter 37 Defensive Programming	481
Conditional Methods	481
Debug and Trace Classes	482
Asserts	482
Debug and Trace Output	483
Using Switches to Control Debug and Trace	485
BooleanSwitch	485
TraceSwitch	
User-Defined Switch	
	100
Chapter 38 The Command Line Compiler	493
Simple Usage	493
Response Files	
Default Response File	493
Command-Line Options	100 494
	101
Chapter 39 C# Compared to Other Languages	497
Differences Between C# and C/C++	497
A Managed Environment	497
.NET Objects	498
C# Statements	498
Attributes	499
Versioning	
Code Organization	499
Missing C# Features	
Differences Between C# and Java	
Data Types	500
Extending the Type System	502
Classes	
Interfaces	
Properties and Indexers	506
Delegates and Events	

	507
Statements	507
Differences Between C# and Visual Basic 6	509
Code Appearance	<i>50</i> 9
Data Types and Variables	510
Operators and Expressions	511
Classes, Types, Functions, and Interfaces	512
Control and Program Flow	512
Select Case	515
On Error	515
Missing Statements	515
Other .NET Languages	
Chapter 40 C# Resources and Futures	517
•	
Chapter 40 C# Resources and Futures C# Resources	517
C# Resources	517
C# Resources	517 517
C# Resources MSDN GotDotNet	517 517 517
C# Resources MSDN GotDotNet Csharpindex	517517517517517
C# Resources MSDN GotDotNet Csharpindex C-Sharp Corner	517517517517518
C# Resources MSDN GotDotNet Csharpindex C-Sharp Corner DotNet Books	517517517517518518