.NET Implementation

SerialPort
Class
→ Component

- ⊞ Fields
- ⊞ Properties
- ⊟ Methods
  - Close
  - DiscardInBuffer
  - DiscardOutBuffer
  - Dispose
  - GetPortNames
  - Open
  - Read (+ 1 overload)
  - ReadByte
  - ReadChar
  - ReadExisting
  - ReadLine
  - ReadTo
  - SerialPort (+ 6 overloads)
  - Write (+ 2 overloads)
  - WriteLine
- ⊟ Events
  - DataReceived
  - ErrorReceived
  - PinChanged

Micro Framework

SerialPort
Class
→ Stream

- ⊞ Fields
- ⊞ Properties
- ⊟ Methods
  - BytesInBuffer
  - Close
  - DataEventHandler
  - DiscardBuffer
  - DiscardInBuffer
  - DiscardOutBuffer
  - Dispose
  - ErrorEventHandler
  - Flush
  - HandlePinReservations
  - InternalClose
  - InternalDispose
  - InternalOpen
  - Open
  - Read
  - Seek
  - SerialPort (+ 4 overloads)
  - SetLength
  - Write
- ⊟ Events
  - DataReceived
  - ErrorReceived
- ⊟ Nested Types
  - **Configuration**
    Class