**What have we learned?**

* Overflow settings under Build > Advanced that affects auto overflow (+1)
* Switch expressions and generating switch statements / Patterns (+2)
* Sci method applies to debugging
* Record keyword (+2!)
  + Immutable by default
* File namespaces instead of block namespaces
* Imposter syndrome (+1)
* Equality between record vs struct vs record struct (+2)
* Tracepoints!! (+1)
* Infinity is a constant!
* $ and comma = format specifiers
* Perf Profiler (+2)
  + Hot paths
* Step Back / Time travel! (+1)
* Always think about disproving your hypotheses while debugging
* Step Into Specific (+1)
* Temporary Breakpoints (+1)
* Labeling breakpoints
* Equals and reference equals
* Dependent Breakpoints (+1)
* Unit Testing / Asserts
  + Writing unit tests for bugs
* .editorconfig
* Diagnostic Tools window for viewing Tracepoints
* “With” operator
* Kathleen rocks! (thanks Isaac)
* Checked/Unchecked operators
* Conditional Breakpoints
* Floating point division by zero
* DateTime AddYears is your friend! (DON’T DO DATE MATH)
* Breaking changes with interpolated strings
* String.Length performance is better than string.Count()
* Breakpoint shortcuts
* Cognitive dissonance
* Adding 1 to Max value of a double
* Pinnable properties and filtering non-pinned properties while debugging
* Difference between “as” and “is”
* Tabular Display / IEnumerable Visualizer (debugging)
* Culture info affecting what gets output
* The way Andrew explained pattern matching 😊
* Sharplab app for viewing decompiled code
* Releasing big, new features over several versions of C#
* Snapshot debugging
* Force Run to Cursor/Click

Github.com/KathleenDollard/DevIntersection2022

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Aka.ms/VSDebugging