

Useful New(ish) Features in .NET/C#

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Level: Beginner to Intermediate

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You?

- ❖ New to C#?
- ❖ Number of years using C#
 - 1-4 yr
 - 5-9 yrs
 - 10+ yrs

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Links



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<https://bit.ly/deborahk-vslive-redmond-csharp-24>



<https://github.com/DeborahK/CSharp-Examples>



https://www.youtube.com/@deborah_kurata



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Things about
strings



Switches are
great



Patterns match
state



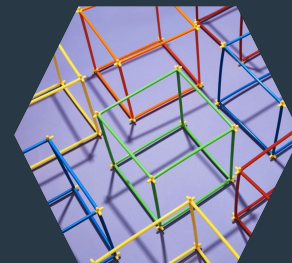
Indices + ranges
navigate



Dates
commemorate



Records
conceptualize



And code
structure is
realized

Most Recent C# Versions

- ❖ C# 7 - 2017 (.NET Framework 4.7)
- ❖ C# 8 - 2019 (.NET Core 3)
- ❖ C# 9 - 2020 (.NET 5)
- ❖ C# 10 - 2021 (.NET 6)
- ❖ C# 11 - 2022 (.NET 7)
- ❖ C# 12 - 2023 (.NET 8)

Strings



DEMO:

String Literals

String Interpolation

C# 11

Raw String Literals

- ❖ New format for string literals
- ❖ Allow for whitespace, new lines, embedded quotes, other special characters, etc
- ❖ Starts with at least three double-quote characters
- ❖ Ends with the same number of double-quotes

C# 11

Raw String Literals

```
string header = """  
    <div class="card">  
        <div class="card-header">  
            Vehicle Detail  
        </div>  
    </div>  
""";
```

Triple double
quote

Matching ending

Aligns to the
ending quotes

Tips

- ❖ Use for multiple lines, quotes, or other characters requiring escape sequences
- ❖ **Single line** raw string literal requires the quotes on the same line
- ❖ **Multiple line** raw string literals require:
 - Opening quotes on a line above the raw string
 - Closing quotes on their own line below the raw string
 - Text **must not be outdented** from the closing quotes

C# 11

Verbatim vs Raw String Literals



Is there still a use case for a verbatim string literal?

```
string vehicleJSON = @"  
    {  
        ""id"": 1,  
        ""name"": ""AT-AT"",  
        ""price"": 1999.99  
    }";
```

```
string vehicleJSON = """  
    {  
        "id": 1,  
        "name": "AT-AT",  
        "price": 1999.99  
    }  
""";
```

C# 11 Verbatim vs Raw String Interpolation



Which would you prefer?

```
string vehicleJSON = $"{@"{
  ""id"": 1,
  ""name"": {vehicleName},
  ""price"": {price}
}}";
```

```
string vehicleJSON = $$$"{"
{
  "id": 1,
  "name:": {{vehicleName}},
  "price": {{price}}
}
"$$$";
```

Switch



C# 8

Switch Statement vs Expression

```
int quantity = 5;
string itemText = "";
switch (quantity)
{
    case 0:
        itemText = "No items";
        break;
    case 1:
        itemText = "One item";
        break;
    default:
        itemText = $"{quantity} items";
        break;
}
```

```
int quantity = 5;
string itemText = quantity switch
{
    0 => "No items",
    1 => "One item",
    _ => $"{quantity} items"
};
```

pattern matching



Which would
you prefer?

Pattern Matching



Complex if conditions

```
foreach (var vehicle in vehicles)
{
    if (goodCredit)
    {
        if (newVehicle)
        {
            message = ""
            Congratulations on your new vehicle!
            We hope you enjoy driving it as much as we enjoyed building it.
            """;
        }
    }
}
```

Business logic

Validation logic

Display logic



Do you have complex if logic in your projects?

C# 7

Pattern Matching

- ❖ A technique for checking an expression against a set of patterns
- ❖ Used in:
 - switch statement
 - switch expression (C# 8)
 - is expression

Pattern

```
if (quantity is null)
{
    return;
}
```

C# 8 Switch Expression Pattern Matching

Assign to a
variable

```
bool isItemInStock = true;  
string itemText = isItemInStock switch  
{  
    true => "Item is in stock",  
    false => "Item is not in stock",  
};
```

input value

patterns
(conditions)

execution
expression

Compares the input
value to the patterns

Evaluated top to
bottom
First match wins

DEMO: Pattern Matching

Patterns

- ❖ Patterns provide concise and expressive code
- ❖ Replace complex if logic with patterns
- ❖ Combine patterns as needed
- ❖ Introduced in v7 and improved upon in later versions

Pattern Matching

```
Vehicle vehicle = new Vehicle { Id = 1,  
    Name = "Model X", ZeroTo60 = 2.7M, Passengers = 6 };
```

```
decimal price = vehicle switch  
{  
    { ZeroTo60: < 3, Passengers: 7 } => 120_000,  
    { ZeroTo60: < 3, Passengers: 6 } => 110_000,  
    { ZeroTo60: < 4, Passengers: 7 } => 105_000,  
    { ZeroTo60: < 4, Passengers: 6 } => 99_990,  
    _ => 90_000  
};
```



Do you have complex
if's that could be
patterns?

Indices and Ranges



DEMO:

Indices

Ranges

```
string text = "This is some text!";  
Index bang = ^1;  
Console.WriteLine(text[bang]);           // Last character  
Console.WriteLine(text[^text.Length]);  // First character
```

Works with any type
that is "countable"



Would you use this?

Range

```
string text = "This is some text!";  
Range some = 8..12;  
Console.WriteLine(text[some]);    // Just some  
Console.WriteLine(text[..4]);    // First word
```

Works with array
and string types
(copied not referenced)



Would you use this?

C# 12

Collection Expression

```
// List initialization
List<string> items = new() { "ring", "sword", "bow", "axe"};

// Or use the new C#12 Collection Expressions
List<string> items = ["ring", "sword", "bow", "axe"];
```

Dates



DEMO:

DateOnly

TimeOnly

DateOnly

```
DateOnly hireDate = new DateOnly(2024, 3, 14);  
DateOnly current = DateOnly.FromDateTime(DateTime.Today);
```

DateOnly:
year, month, day

- ❖ Better type safety
- ❖ Better serialization
- ❖ Better match to database date type

TimeOnly

```
DateOnly hireDate = new DateOnly(2024, 3, 14);  
DateOnly current = DateOnly.FromDateTime(DateTime.Today);
```

TimeOnly:
hour, minute, second

- ❖ TimeSpan was intended for **elapsed** time
- ❖ Better handles 24 hour clock
- ❖ Better serialization

Records



Records



Are you using records?

Record Types

- ❖ Concise syntax for creating a reference type
- ❖ Primarily intended for immutable properties
- ❖ Provides:
 - Value equality (compares all property values)
 - Built-in formatting for display (ToString())
 - Built-in deconstruct

Immutable: Not changed
after initialization

Instead, create a new
one from a copy

Classes

```
public class Vehicle
```

```
{
```

```
    public required int Id { get; init; }
```

```
    public string? Name { get; set; }
```

```
    public decimal? Price { get; set; }
```

```
    public int Passengers { get; set; }
```

```
    public decimal ZeroTo60 { get; set; }
```

```
    public Vehicle() { }
```

```
    public decimal CalculateMilesPerCharge() { }
```

```
    public decimal CalculateNextPayment() { }
```

```
}
```

Properties

Methods

Record Types

Positional
parameters

```
public record Vehicle(int Id, string Name,  
    decimal Price, int Passengers, decimal ZeroTo60);
```

Standard
property syntax

```
public record Vehicle  
{  
    public required int Id { get; init; }  
    public required string Name { get; init; }  
    ...  
}
```

C# 9

When Using Positional Syntax

```
public record Vehicle(int Id, string Name,  
    decimal Price, int Passengers, decimal ZeroTo60);
```

- ❖ Creates public init-only auto-implemented properties
- ❖ Creates a primary parameterized constructor
- ❖ Creates `Equals()`, `ToString()`, and `Deconstruct()` methods

C# 9

Create Object vs Record

```
var vehicle = new Vehicle
{
    Id = 1,
    Name = "Model X Plaid",
    Price = 120_000M,
    Passengers = 6,
    ZeroTo60 = 2.7M
};
```

Positional
syntax

```
var vehicle = new Vehicle(2, "Model Y", 99_990M, 5, 3.5M);
```

C# 9

Class Equality

```
var vehicle1 = new Vehicle
{
    Id = 1,
    Name = "Model X Plaid",
    Price = 120_000M,
    Passengers = 6,
    ZeroTo60 = 2.7M
};
```

```
var vehicle2 = new Vehicle
{
    Id = 1,
    Name = "Model X Plaid",
    Price = 120_000M,
    Passengers = 6,
    ZeroTo60 = 2.7M
};
```

FALSE!

```
Console.WriteLine($"Equal: {vehicle1 == vehicle2}");
```

Must manually override
Equals()



Are they equal?

C# 9

Record Value Equality

```
var vehicle = new Vehicle(2, "Model Y", 99_990M, 5, 3.5M);
```

```
var vehicle2 = new Vehicle(2, "Model Y", 99_990M, 5, 3.5M);
```

TRUE!

```
Console.WriteLine($"Equal: {vehicle1 == vehicle2}");
```

Automatically overrides
Equals()



Are they equal?

C# 9

Class Formatting for Display

```
var vehicle = new Vehicle
{
    Id = 1,
    Name = "Model X Plaid",
    Price = 120_000M,
    Passengers = 6,
    ZeroTo60 = 2.7M
};
```

```
Console.WriteLine(vehicle);
```

Displays the
class name:
Vehicle

Must manually override
ToString()



What does this display?

C# 9

Record Formatting for Display

```
var vehicle = new Vehicle(2, "Model Y", 99_990M, 5, 3.5M);
```

```
Console.WriteLine(vehicle);
```

Vehicle { Id = 2, Name = Model Y, Price = 99990,
Passengers = 5, ZeroTo60 = 3.5 }

Automatically overrides
ToString()



What does this display?

C# 9

Nondestructive Mutation

```
var vehicle = new Vehicle(2, "Model Y", 99_990M, 5, 3.5M);
```

with expression

```
var newVehicle = vehicle with { Passengers = 6 };
```

Support `with` expression to enable non-destructive mutation (changes)

Creating a new record from a copy and changing that copy



C# 9

Use Record Instead of Class:

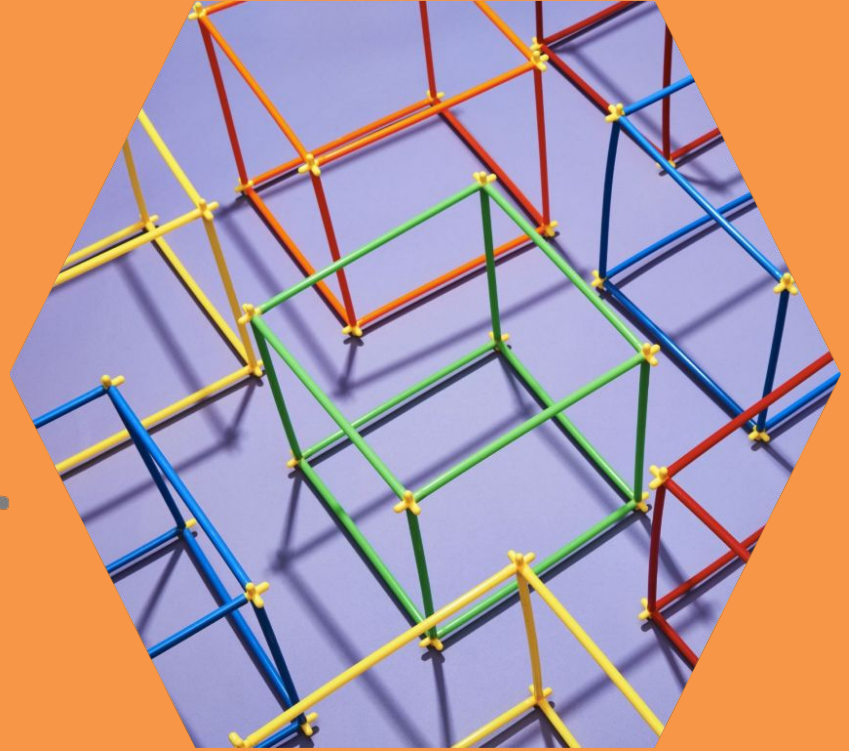
- ❖ When working with **immutable** (unmodified) data
- ❖ To reduce "boilerplate" (overrides)
- ❖ When code needs to compare value equality

C# 9

Use Class Instead of Record:

- ❖ When working with data that has behavior (methods)
- ❖ When working with mutable (modifiable) data

Code Structure



using Directive

```
using System;  
using System.Text;  
using System.Diagnostics.CodeAnalysis;
```

```
using System;  
  
Console.WriteLine("Hello World!");
```

Use types defined in
a namespace

Without specifying the
fully qualified namespace

C# 10

Global Using Directives

```
global using System;
```

Effectively adds the using to every file in the project

Must be before any "normal" using

Consider adding to a separate GlobalUsings file

Visual Studio enables implicit usings

Implicit Usings (.csproj)

ImplicitUsings

```
<Project Sdk="Microsoft.NET.Sdk">

  <PropertyGroup>
    <OutputType>Exe</OutputType>
    <TargetFramework>net7.0</TargetFramework>
    <ImplicitUsings>enable</ImplicitUsings>
    <Nullable>enable</Nullable>
  </PropertyGroup>

</Project>
```

C# 10

Auto-generated Usings

```
// <auto-generated/>  
global using global::System;  
global using global::System.Collections.Generic;  
global using global::System.IO;  
global using global::System.Linq;  
global using global::System.Net.Http;  
global using global::System.Threading;  
global using global::System.Threading.Tasks;
```

obj\debug\net7.0\VehicleSales.GlobalUsings.g.cs

C# 10

Auto-generated Usings

```
// <auto-generated/>  
global using global::System;  
global using global::System.Collections.Generic;  
global using global::System.IO;  
global using global::System.Linq;  
global using global::System.Net.Http;  
global using global::System.Threading;  
global using global::System.Threading.Tasks;
```

Still need your own
GlobalUsings for all else

Namespace

Namespace

```
namespace VehicleSales
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```

C# 10

File-scoped Namespace

File-scoped
namespace

```
namespace VehicleSales;  
  
class Program  
{  
    static void Main(string[] args)  
    {  
        Console.WriteLine("Hello World!");  
    }  
}
```

Saves vertical and
horizontal space

Useful New-ish Features in .NET/C#



Did you see something new
or useful for your projects?

Links



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<https://bit.ly/deborahk-vslive-redmond-csharp-24>



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