Coming Up



Invoking constructors

Working with objects

- Interfaces
- Dynamics

Manipulating objects

- Properties and fields
- Methods

Coming Up



Reflection behind the scenes

Writing a self-configuring network monitor





Introducing the demo applications



Invoking constructors





Invoking a constructor dynamically by name





Working with an object through interfaces



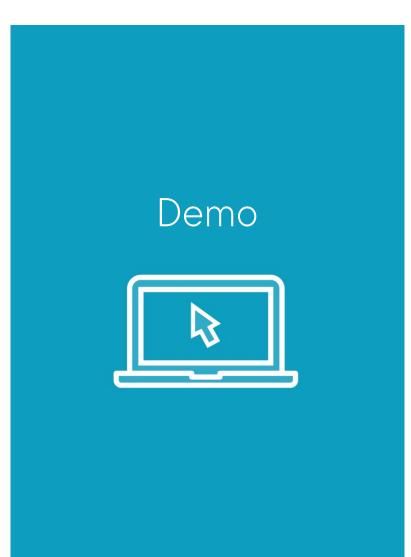


Working with an object through dynamics





Getting and setting properties and fields



Invoking methods

Reflection Behind the Scenes



System.Reflection.RuntimeMethodInfo.Invoke, which calls into System.Reflection.RuntimeMethodInfo.UnsafeInvokeInternal



System.RuntimeMethodHandle.PerformSecurityCheck, which calls into System.GC.KeepAlive



System.RuntimeMethodHandle.InvokeMethod

Reflection Behind the Scenes

Getting the info object

- Type metadata parsing

Actual method invocation

- Argument validity checks
- Error handling

Security checks

- Restricted methods
- Dynamic code access security permissions

Dynamic activation and invocation at runtime is reasonably common

- Relationships between the different components are determined at runtime
- Decreases the amount of tight coupling

```
"NetworkMonitorSettings": {
    "WarningService": "ReflectionSample.MailService",
    "MethodToExecute": "SendMail",
    "PropertyBag": {
        "Address": "kevin.dockx@gmail.com",
        "Subject": "Warning"
}}}
```

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Summary



Creating instances of classes

- GetContructor(s)
- Invoke (on ConstructorInfo)
- Activator. CreateInstance

Working with objects

- Work on the interface
- Work with dynamics

Summary



Getting and setting properties, fields, and executing methods follow likewise principles

 Base functionality contained in MemberInfo class

Summary



Reflection can be expensive

- Create the info object (involves parsing)
- Invoke the method (involves argument validation and error handling)
- Perform security checks