**Template and Sample for FM/Preface**

**Page 1 – Dedicated to**

**Page 2 – Acknowledgements**

**Page 3 and 4 – Preface**

**General introduction to the book followed by,**

Chapter 1: Chapter title – Chapter description

Chapter 2: Chapter title – Chapter description

**Page 5 – About the author**

Make sure this is written in a third-person narrative.

A sample has been attached in the next pages for your reference:

**Dedicated to**

*My beloved wife:  
  
Paula*

*&  
  
My Daughter Myla*

**Acknowledgments**

I want to express my deepest gratitude to my family and friends for their unwavering support and encouragement throughout this book's writing, especially my wife Paula and my daughter Myla.

I am also grateful to BPB Publications for their guidance and expertise in bringing this book to fruition. It was a long journey of revising this book, with valuable participation and collaboration of reviewers, technical experts, and editors.

I would also like to acknowledge the valuable contributions of my colleagues and co-worker during many years working in the tech industry, who have taught me so much and provided valuable feedback on my work.

Finally, I would like to thank all the readers who have taken an interest in my book and for their support in making it a reality. Your encouragement has been invaluable

**Preface**

Building enterprise applications is a complex task that requires a comprehensive understanding of the latest technologies and programming languages. C# and .NET are powerful tools that have become increasingly popular in the field of enterprise development.

This book is designed to provide a comprehensive guide to building enterprise applications with C# and .NET. It covers a wide range of topics, including the basics of C# programming, advanced concepts such as object-oriented programming, and the use of the .NET platform for building robust and scalable applications.

Throughout the book, you will learn about the key features of C# and .NET and how to use them to build enterprise applications that are efficient, reliable, and easy to maintain. You will also learn about best practices and design patterns for building enterprise applications and will be provided with numerous practical examples to help you understand the concepts.

This book is intended for developers who are new to C# and .NET and want to learn how to build enterprise applications. It is also helpful for experienced developers who want to expand their knowledge of these technologies and improve their skills in building robust and reliable applications.

With this book, you will gain the knowledge and skills to become a proficient developer in the field of enterprise development using C# and .NET. I hope you will find this book informative and helpful.Parte superior do formulárioParte inferior do formulário

**Chapter 1: Introduction to .NET** - explains everything needed for the reader to develop applications based on the .NET platform and C# language, including detailed instructions on setting up local environments and available tools to build and debug applications. Furthermore, the chapter also gives the reader an overview of the .NET capabilities for multi-platform development and walks through the most common project types available in Visual Studio, including templates for web, desktop, and mobile development.

**Chapter 2: Status of the .NET platform** - presents a detailed overview of the history of the .NET platform and shows the differences between different versions of the framework over time, including explanations of the evolution from the .NET Framework to .NET Core versions and the consolidation of the .NET platform until .NET 7. This is essential content for the entire book as this chapter covers fundamental aspects of the .NET platform that influences technical decisions to build enterprise applications and to understand important migration challenges between legacy versions of .NET and newer versions.

**Chapter 3: Cross-platform applications** - covers the cross-platform characteristics of the .NET platform, including details on the most recent changes in the compatibility of different types of .NET project types for multiple operating systems and practical examples of generating Asp.Net Core web applications that can be executed in Windows, Linux and macOS operating systems. Furthermore, the chapter shows how to build self-contained executables for Console and Desktop applications.

**Chapter 4: The Object-Oriented Programming** - allows the reader to learn fundamental concepts related to the Object-Oriented Programming paradigm using C# language, including good practices of software development to develop stable, readable, and extensible code for robust enterprise applications. Furthermore, the chapter explains SOLID principles with details and practical examples and gives recommendations on using inheritance, static classes, structs, and interfaces.

**Chapter 5: Interfaces and Inheritance in C#** - gives special attention to inheritance and interfaces in C# language, demonstrating how to implement robust and extensible applications and explaining concepts that help the reader solve real complex problems in terms of design and definition of classes in C# language through practical examples based on real scenarios.

**Chapter 6: Basic Concepts of Design Patterns in C#** -shows basic concepts of Design Patterns and provides practical examples for .NET projects based in C# language to the reader. Learning Design Patterns allows the reader to apply essential features present in .NET combined with the Object-Oriented Programming paradigm. The chapter includes practical examples of Single, Façade, Adapter, Observer, Builder, and Factory patterns.

**Chapter 7: Operations, loops, and iterations in C#** - explains with details and numerous practical examples how to do primary operations using C# language, including operators, loops, and iterations. This chapter also allows the reader to learn the basics of C# language, including explanations of object types, manipulation of arrays and lists, switch statements, and much more.

**Chapter 8: Error handling and exceptions in C#** -is dedicated to error handling and exceptions in C# to give the reader more familiarity with the main exception types and ways to prevent unexpected errors that can occur in .NET applications. This chapter covers practical examples of working with try-catch blocks and recommends applying robust error-handling strategies when implementing basic programs in C#.

**About the Author**

Alexandre Malavasi has been working in software development for more than 16 years, playing central roles in numerous projects as a technical leader and software engineer, delivering projects using Microsoft Technologies for big companies, including well succeed projects in South America, Europe, and the United States. Currently, he is a Head of Engineering at Propylon and a Technical Advisor at Marelo companies. He is also an accomplished postgraduate completing a degree in Business and Systems Analysis and holds two master’s degrees focused on Software Engineering with Agile Methods Emphasis. In the meantime, he successfully got many Microsoft certifications in Azure and Web Development technologies. Furthermore, the author participates as a speaker in international IT Conferences and writes technical articles on Web Development and related topics. Based on all his contributions to technical communities worldwide, he was awarded three times by Microsoft as Most Valuable Professional (MVP).