

Username: Pralay Patoria **Book:** Under the Hood of .NET Memory Management. No part of any chapter or book may be reproduced or transmitted in any form by any means without the prior written permission for reprints and excerpts from the publisher of the book or chapter. Redistribution or other use that violates the fair use privilege under U.S. copyright laws (see 17 USC 107) or that otherwise violates these Terms of Service is strictly prohibited. Violators will be prosecuted to the full extent of U.S. Federal and Massachusetts laws.

Language

The examples presented are written in C# 4 (unless explicitly stated to be otherwise), but the information covered is true of many languages that conform to the common language specification (CLS)—the information provided here applies equally well to VB.NET. Other languages based on the .NET framework may present their own unique challenges, but they are outside of the scope for this book. Languages such as F# or Boo extend the type system, and support language features beyond the traditional .NET languages. These features are provided by the compiler as, ultimately, all .NET code is limited to the same CIL instruction set after compilation.

Of course, some languages may address some of the issues you're likely to encounter when working with C# or VB.NET more efficiently. Fascinating as this topic undoubtedly is, it's also beyond the scope of this book, and is constantly evolving, due to the growing number of available hobby languages.