

Contents

					The base class libraries			
					Database access		Desktop GUI APIs	
Security	Remoting APIs	Threading	File I/O	Web APIs	(et al.)			

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graph TD
    A[The common language runtime |] --- B[Common Type System |]
    B --- C[Common Language Specification |]
    A --- B
    B --- C
    A --- C
  
```

C# source code ->	C# Compiler	
	v	
Perl .NET source code ->	Perl .NET Compiler ->	IL and Metadata
		(.dll or .exe)
COBOL .NET source code ->	COBOL .NET Compiler ->	

————— ^ | C++/CLI source code | -> | C++/CLI Compiler | / —————

Your .NET Source Code	_____
From some .NET aware language	_____> Some .NET Compiler

$$\begin{array}{c} | \\ \vee \end{array}$$

```
| *.dll or *.exe
|     Assembly
| (CIL, Metadata, and Manifest)
```

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```

-----v-----
| Base class libraries | .NET execution engine (mscorlib.dll)
| (mscorlib.dll and so forth) |----->Class loader
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|
| Jitter
|
| Platform-specific
| Instructions
|
| Execute members

```

Your goal as a .NET developer is to get to know the types defined in the numerous .NET namespaces.