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Chapter 1 1

Chapter 1

```
The base class libraries
|------|
       | Database access | Desktop GUI APIs | Security | Remoting APIs
     Threading | File I/O | Web APIs | (et al.)
    The common language runtime
  -----|
      Common Type System
    ______
 | | Common Language Specification | |
  | Perl .NET source code | -> | Perl .NET Compiler | -> | IL |
                                   1
 _____
                  -----
                                         and
------
                                      Metadata
| COBOL .NET source code | -> | COBOL .NET Compiler | -> | (*.dll or *.exe)|
| C++/CLI source code | -> | C++/CLI Compiler | /
| Your .NET Source Code |
| From some .NET aware | -----> | Some .NET|
              - 1
                       | Compiler |
| language
                     *.dll or *.exe
                       Assembly
                   | (CIL, Metadata, and Manifest) |
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                          ---v------
  | Base class libraries | | .NET execution engine (mscoree.dll)
  | (mscorelib.dll and so forth) |----->Class loader
                          | Jitter
                          | Platform-specific
                          | Intructions
                            Execute members
```

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