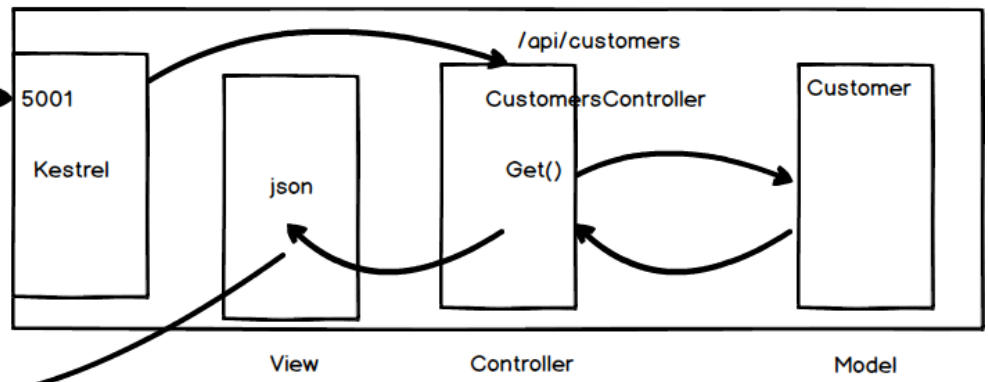


API

GET /api/customers

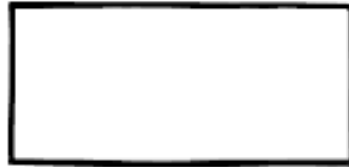


json / xml

.NET Framework

Xamarin

.NET Core



.NET Standard



Customer.cs

Projekty zgodne z .NET Standard
mogą być wskazywane (Add
reference) przez dowolny inny
framework

Tablica (Array)

```
byte[] numbers = new byte[100];
```

```
numbers[0] = 100
```

```
numbers[1] = 50
```

```
numbers[2] = 56
```

```
numbers[3] = 99
```

stała liczba
elementów
określonego typu

Po utworzeniu
tablicy nie można
zmienić jej
rozmiaru.

```
foreach(byte number in numbers) { }
```

Item 1

Item 2

Item 3

Item 4

Item 5

puste wartości
wypełnione sq
null

IEnumerable



IEnumerator

Kolekcja (Collection)

```
ICollection<Customer> customers = new List<Customer>();
```

```
customers.Add(new Customer());
```

```
customers.Add(new Customer());
```

```
customers.Add(new Customer());
```

```
customers.Add(new Customer());
```

```
customers.Add(new Customer());
```

zmienna liczba
elementów
określonego typu

Po utworzeniu kolekcji jej
rozmiar może ulec
zmianie przy dodawaniu
lub usuwaniu elementów

```
foreach(Customer customer in customers) { }
```

Item 1

Item 2

Item 3

Item 4

Item 5

IEnumerable



IEnumerator

Item 1

Item 2

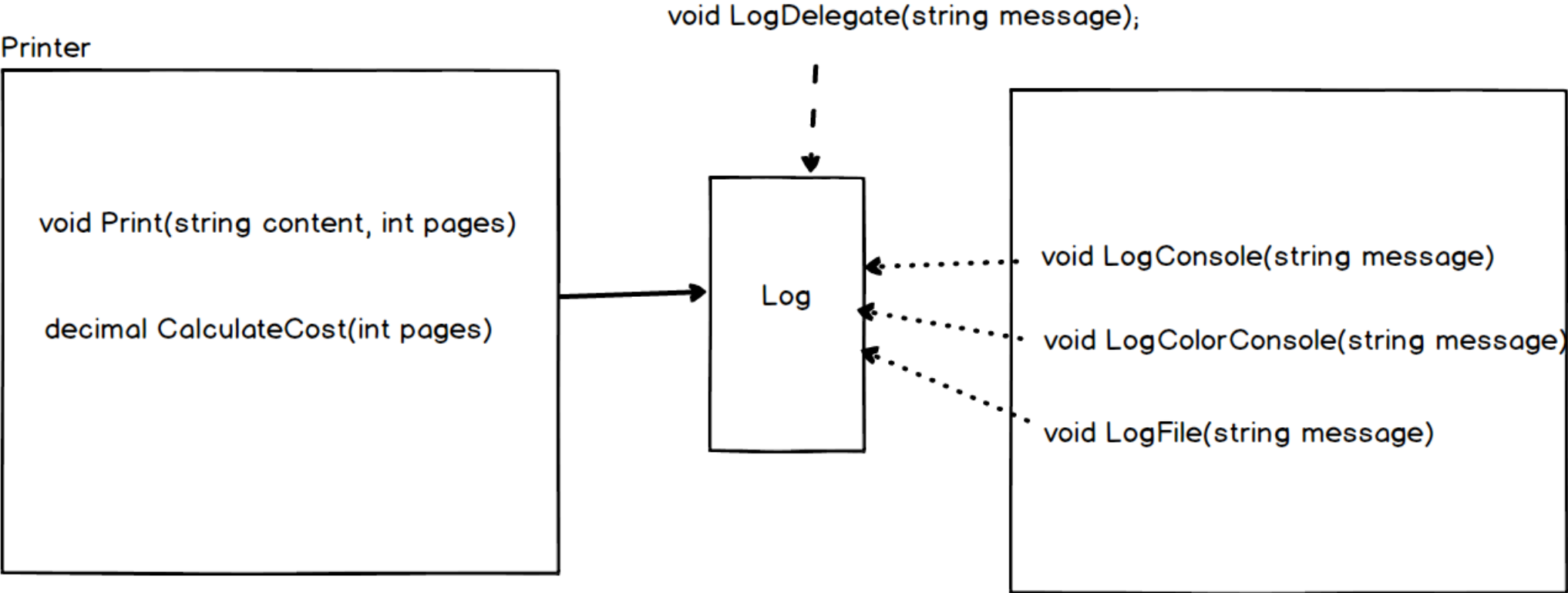
Item 3

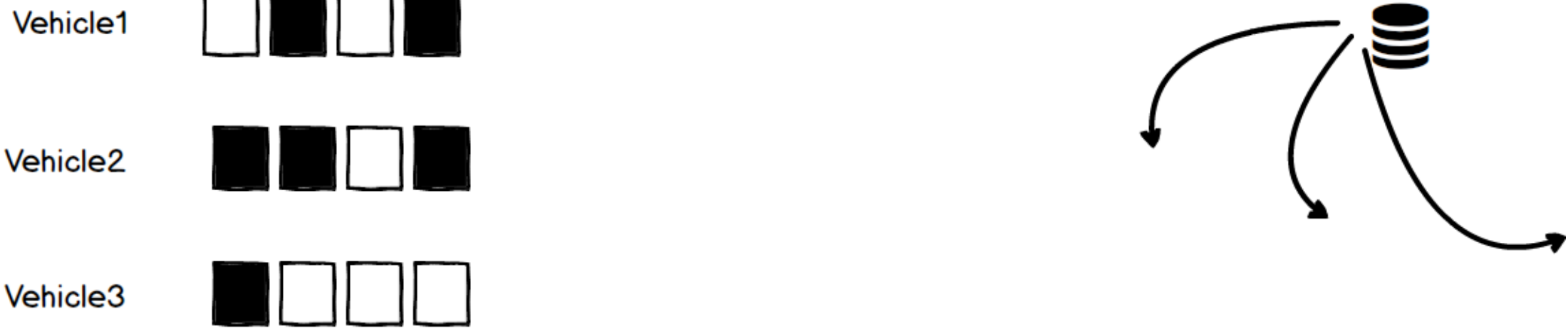
Item 4

Item 5



IEnumerable
IEnumerator
IEnumerator





Dictionary<Vehicle, Delegate>

bool IsOpenDoor(byte[] flags)

Vehicle1	{	if	}
Vehicle2	{	if	}
Vehicle3	{	if	}

imperatywny

```
public int Add(int x, int y)
{
    return x + y;
}
```

```
f(x, y) = x + y  x,y należy do int
```

```
g(x, y) = x + y  x,y należy do int
```

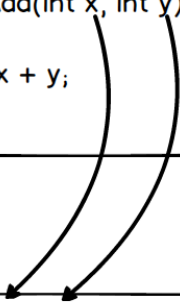
```
\
/ \ (x, y) -> x + y  x,y należy do int
```

```
public bool Filter(Product product)
{
    return product.UnitPrice > 100;
}
```

```
delegate (Product product)
{
    return product.UnitPrice > 100;
}
```

```
public int Add(int x, int y)
{
    return x + y;
}
```

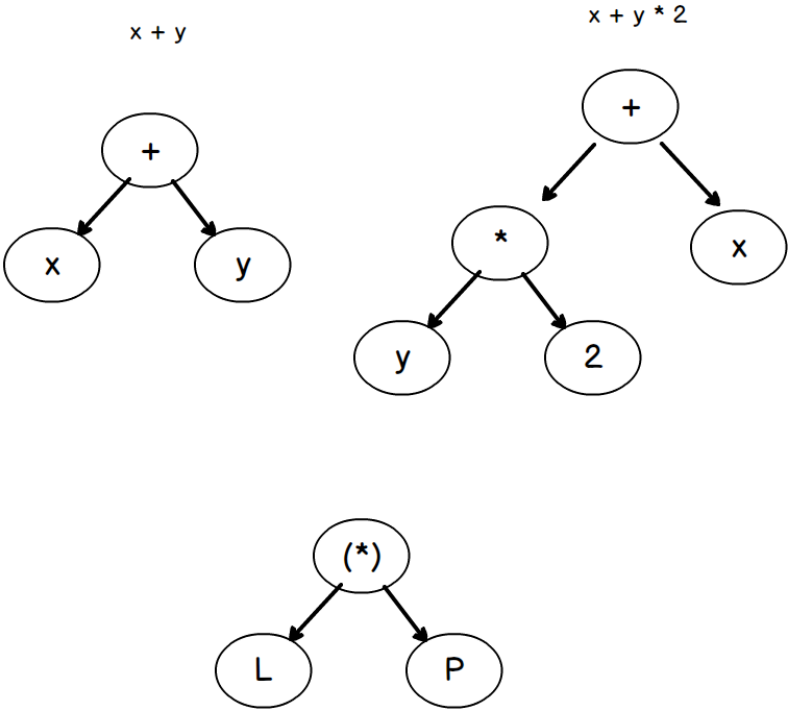
```
(x, y) => x + y;
```

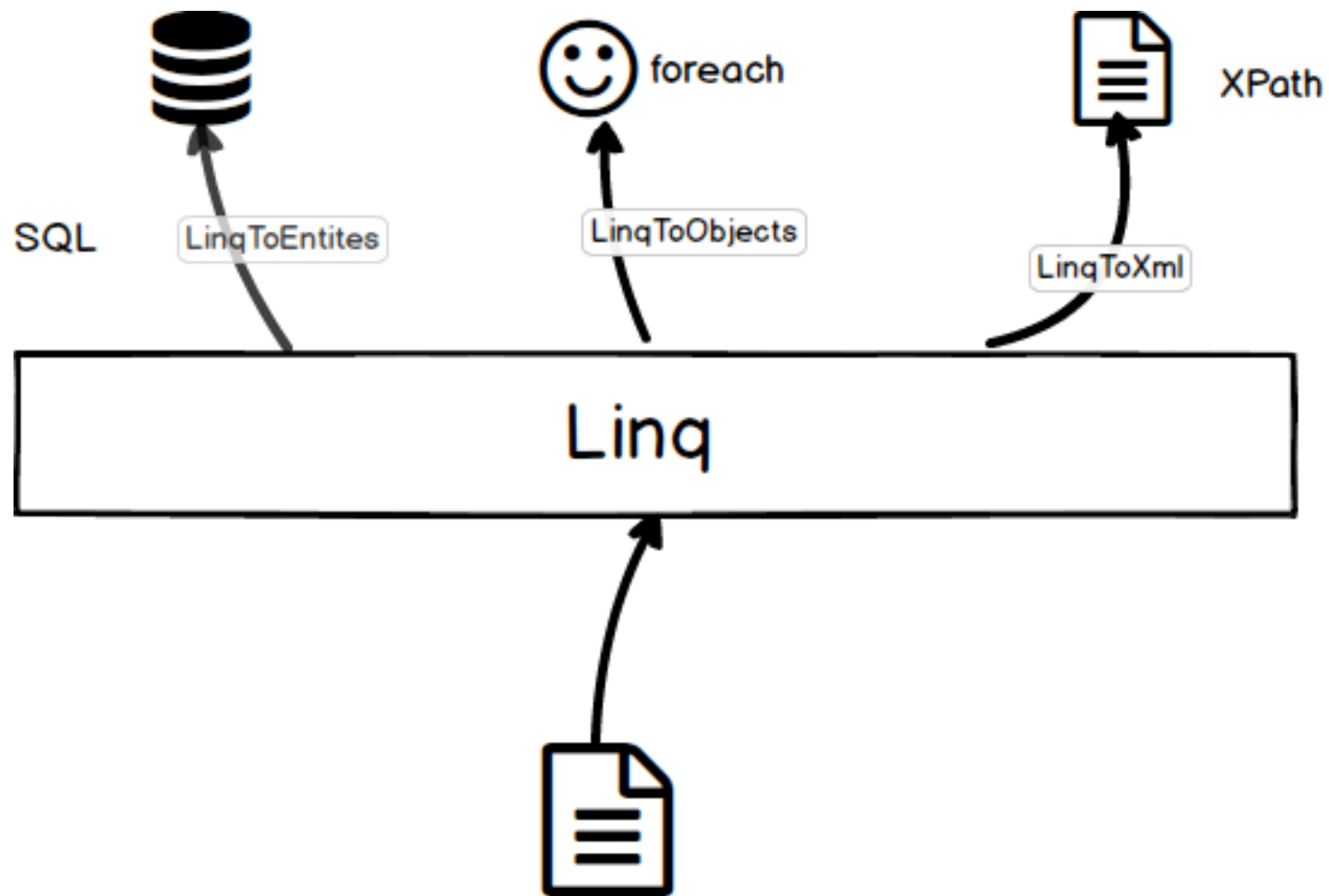


SQL

select Name, Color, UnitPrice from dbo.Products where UnitPrice > 100

deklaratywny






```
ICustomerService customerService = new FakeCustomerService();
```

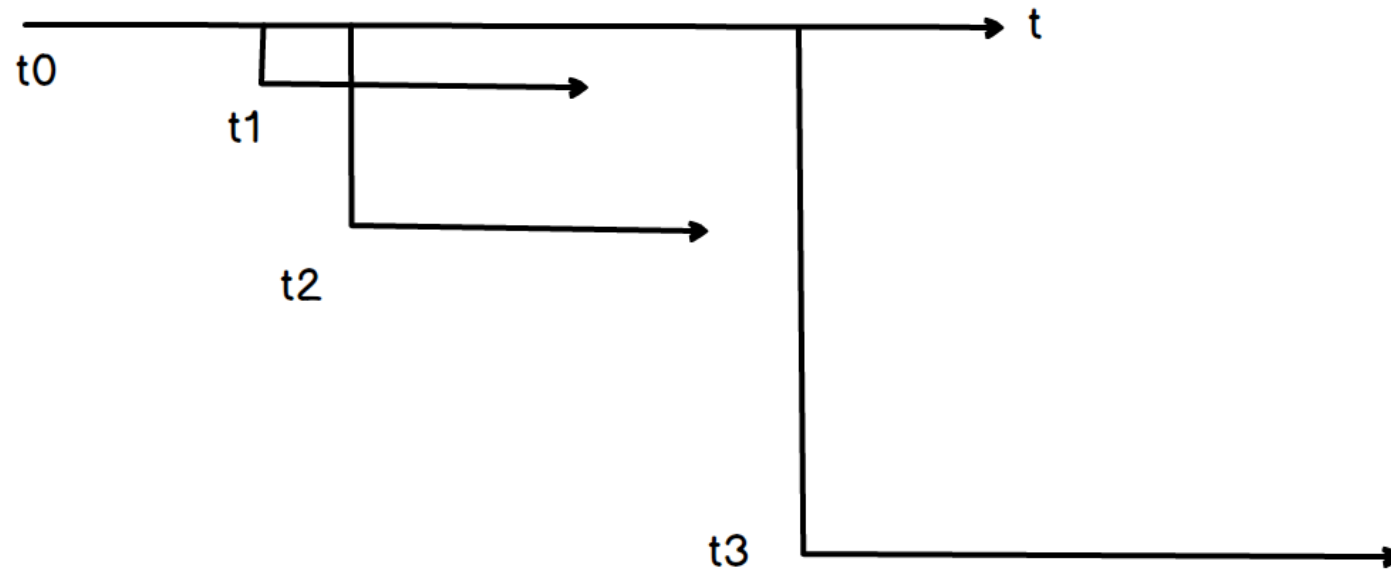
```
ICustomerService customerService = new DbCustomerService(new MyContext());
```

```
ICustomerService customerService = Factory.Create(parameter);
```

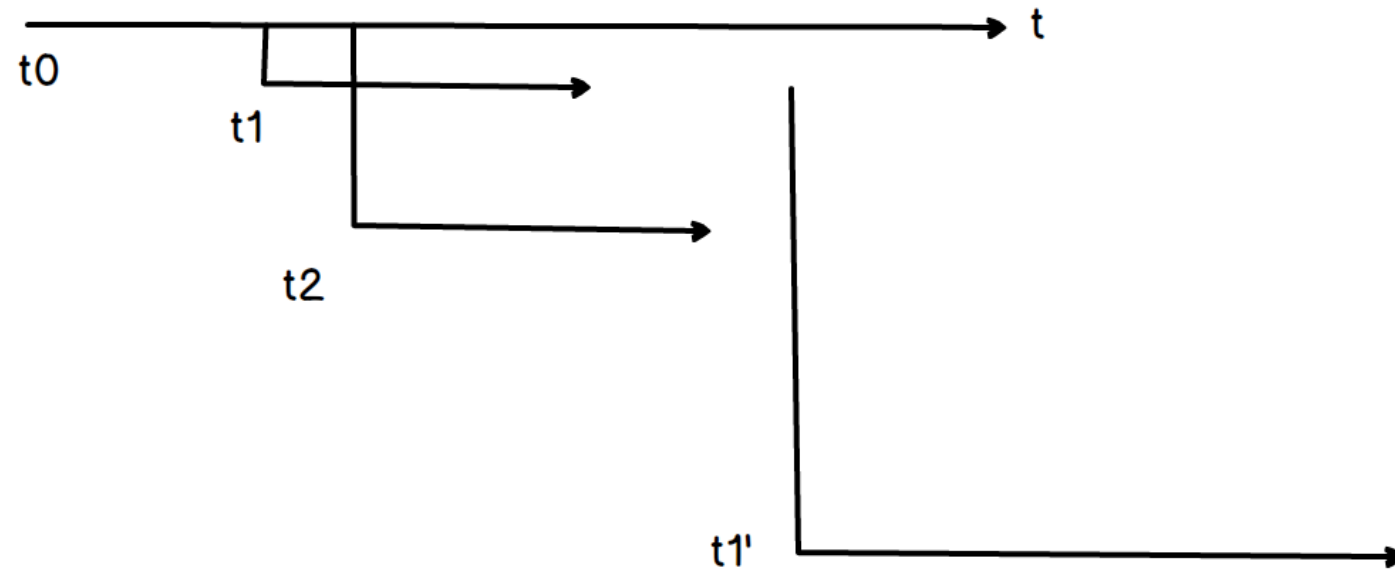
Key	Value	cykl życia
ICustomerService	DbCustomerService	Scoped
MyContext	MyContext	Scoped
IProductService	FakeProductService	Singleton

Kontener (rejestr)

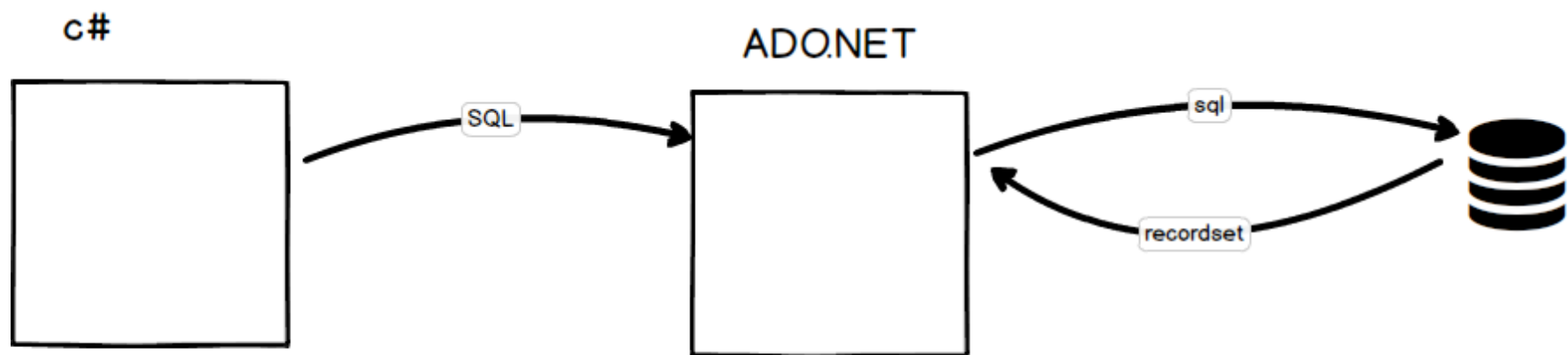
Thread



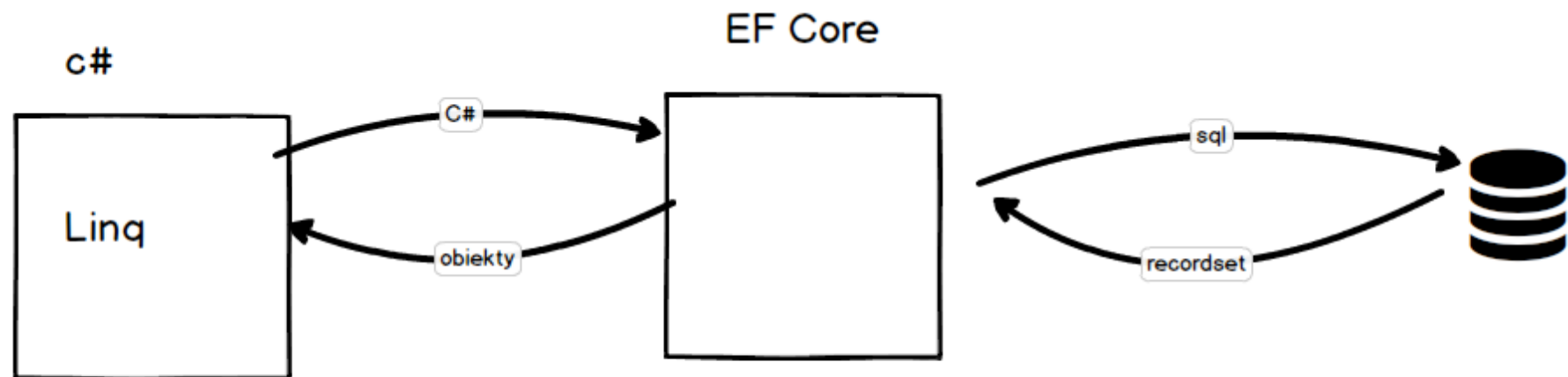
ThreadPool



Task



ORM (Object Relation Mapping)



nHibernate

Dapper

c#

EF Core

Linq

C#

obiekty

DbContext

sql

recordset

